

FO2 MECHANICS OVERHAUL MOD

PERK CHANGES:

New Perk system: 1 perk/level.

Black = Unchanged from original

Bolded Black = Changes from v. 0.5

RED = Changes from v. 0.6.5

GREEN = Changes from v. 0.7

Perk Name	Original Bonus	New Bonus	Reqs per rank
Action Boy	Additional action point available in combat	removed	
Adrenaline Rush	+1 to Strength when your HP drops below 50%		
Awareness	Examining a target shows hitpoints, weapon and ammunition count		
Better Criticals	20% bonus on the critical hit table	removed	
Bonus HtH Attacks	Hand-to-hand attacks cost 1 AP less to perform	removed	
Bonus HtH Damage	+2 points of damage for hand-to-hand and melee attacks	removed	
Bonus Move	Two extra APs per turn that can be used only for movement	AP cost for 1 st hex moved reduced by 1 for each rank spent.	
Bonus Ranged Damage	+2 points of damage for attacks with ranged weapons	removed	
Bonus Rate of Fire	Ranged weapon attacks cost 1 AP less to perform	removed	
Cautious Nature	+3 to Perception during random encounters		
Comprehension	50% more skill points when reading books		
Cult of Personality	People will always view you favorably, no matter your reputation and their alignment		
Demolition Expert	Explosives do more damage and always detonate on time		
Dodger	+5 to your Armor Class	Every rank gives +1 to your agility for the purposes of dodging.	
Earlier Sequence	+2 to attack sequence	+1 to attack sequence	

Educated	+2 skill points at level up		
Empathy	Reaction levels are shown when in an indepth converstaion		
Explorer	Higher chance of finding special places and people in random encounters		
Faster Healing	+2 bonus to your healing rate	restored	
Fortune Finder	Additional money is found during random encounters		
Gain	+1 to the respective Statistic	Removed	
Gambler	+20% to Gambling	Removed	
Ghost	+20% to Sneak in dark conditions		
Harmless	+20% to Steal		
Healer	4-10 more hit points healed when using First Aid or Doctor skills		
Heave Ho!	+2 to Strength when determing range of a thrown weapon		
Here and Now	Immediately gain an extra level	removed	
HtH Evade	+2 for each unused Action Point, plus 1/12 your Unarmed skill to Armor Class at the end of a combat turn	Each rank gives a bonus to your dodge based on your unarmed skill/15.	Requires 3 AG per rank.
Kama Sutra Master	Some characters more likely to have sex with you		
Karma Beacon	Karma is doubled for the purposes of dialogue and reactions	Whenever performing a good (if karma is positive) or evil (if karma is negative) act, there is a chance that critters within a certain radius will join your side. This chance is based on how high the player's level is relative to the xp value of the critter, and on the amount of ranks of the perk. The radius based on how good or evil the act was.	Requires 3 CH per rank.
Lifegiver	Additional 4 Hit Points on level-up	Additional 5% to max hitpoints for each rank.	
Light Step	50% reduction in your chance of setting off a trap		
Living Anatomy	+10% to Doctor and +5 damage to living creatures	For each rank you do 2 extra damage against living creatures, but only if you have already pierced their armor.	50 Doctor for each rank.
Magnetic Personality	+1 to the number of party members who can be recruited	restored	
Master Thief	+15% to skills: Lockpick and Steal		
Master Trader	25% discount when purchasing items from stores and traders		
Medic	+10% to skills: First Aid and Doctor	Stimpaks heal 3 more hitpoints and Super-stims heal 9 more hit points with each rank.	50 First Aid for each rank.

More Criticals	+5% chance of critical hits	+1% to critical hit chance	
Mr. Fixit	+10% to skills: Repair and Science		
Mutate!	Change one of your traits		
Mysterious Stranger	Chance you will gain a temporary ally in random encounters		
Negotiator	+10% to skills: Speech and Barter	You can bribe people and ghouls to join your side. They stay on your side for only as long as you stay on their map. Each rank lets you bribe one extra person. The cost of the bribe is determined based on your barter skill and the person's experience value. You can bribe a target by pointing at its hex and pressing left alt + B, or check its asking price with left alt + C.	Requires 3 CH per rank.
Night Vision	20% reduction in darkness level		
Pack Rat	Carry an addition 50 lbs. of equipment	Raises ST for determining carry weight by 1.	
Pathfinder	25% reduction in travel time on the world map		
Pickpocket	Size and facing modifiers are ignored when stealing from someone		
Presence	+10% to initial reaction of non-player characters		
Pyromaniac	+5 points of damage with fire-based weapons, more violent fire death animations	Each rank in this perk adds 2 damage to fire-based weapons.	Requires 50 science skill per rank.
Quick Pockets	Inventory access during combat only costs 2 AP	Inventory and Reloading cost reduced by 1 AP.	Requires 3 AG per rank.
Quick Recovery	Getting up after being knocked down in combat only costs 1 AP		
Rad Resistance	+15% to Radiation Resistance		
Ranger	+15% to Outdoorsman		
Salesman	+15% to Barter		
Scout	Amount of viewable map increased		
Sharpshooter	+2 to Perception when determining range modifiers	+1 to Perception when determining range modifiers	
Silent Death	When sneaking HtH attacks from behind do double damage	When attacking without being seen by your target, you get a 25% damage bonus for each rank of this perk.	Requires 50 sneak skill per rank.
Silent Running	Able to sneak and run at the same time		
Slayer	All HtH attacks are critical hits	+1 damage for each type of weapon with each rank.	Requires 50 critters killed per rank.
Smooth Talker	+1 to Intelligence for the purposes of dialogue		
Snakeater	+25% to Poison Resistance		
Sniper	Increased chance to score a critical hit with ranged	Each rank reduces the THC nerfing by 40% when using a scoped weapon,	Requires 3 PE per rank.

	weapons	meaning you'll more easily get high THC values.	
Speaker	+20% to Speech		
Stonewall	Reduction in chance to be knocked down during combat		
Strong Back	Carry an additional 50 lbs. of equipment	Raises ST for determining carry weight by 1.	
Survivalist	+25% to Outdoorsman		
Swift Learner	+5% bonus whenever XP is earned	Removed	
Tag!	Pick an addition Tag Skill	Removed	
Thief	+10% to skills: Sneak, Lockpick, Steal and Traps		
Toughness	+10% to damage resistance		
Weapon Handling	+3 to Strength for weapon calculations	+1 to Strength for weapon calculations for each rank.	
(New) Animal Friend		Animals will appear on random encounter maps to help you; each rank yields more powerful animals, while charisma/2 determines the amount.	Each additional rank requires 50 more leadership skill.
(New) Loner		When without party members, you get +1 to all stats.	Requires 3 CH per rank.
(New) Bomber		Remotely detonate explosive traps.	80 traps skill
(New) Nimble		Each rank adds a flat 3% THC penalty (up from the base 6%) for a ranged attacker per hex moved by the defender.	Requires 3 AG per rank.
(New) Mobile Attacker		Every rank reduces one AP spent moving from the next action cost.	Requires 3 AG per rank.
(New) Concentration		Every rank increases the distance at which the perception bonus to defense can apply by 2 hexes (base is 1).	Requires 3 PE per rank.
(New) Blocker		Each rank raises your ST for purposes of determining blocking DR by 1	Requires 3 ST per rank.
(New) Safe User		Adds 2 Endurance for the purpose of determining addiction risk length.	Each additional rank requires 50 more Doctor skill.
(New) Reflexes		Every rank increases the distance at which attacks can be dodges by 2 hexes (base is 1).	Requires 3 AG per rank.
(New) Mine Layer		Explosive traps do 25% more damage with each rank.	Requires 50 Traps skill per rank.
(New) Trapper		Each rank increases the radius at which traps are triggered by one hex.	Requires 60 Traps skill per rank.
(New) Peripheral Vision		Perception bonus to defense applies to additional directions with each rank (half value bonus for side back directions for the first, full for the second, and full bonus for straight behind for the third)	Requires 3 PE per rank.
(New) Directed		If the player can see the target a party	Requires 3 CH per rank.

Fire		member is attacking, this party member gets a to hit bonus based on the player's leadership/5 added per rank.	
(New) Quick Aim		Each rank adds half a point of Agility for the purpose of determining the THC bonus per AP spent aiming.	
(New) Patient Shot		Max bonus from spending AP's to aim rises by 20% for each rank of this perk	Requires 3 PE per rank.
(New) Finding the Weak Spot		Increases your crit chance for determining status effects (cripplings, knockouts, etc.) by 2 for each rank.	Requires 3 LU per rank.
(New) Venomous Blade		Each rank adds 1-4 poison damage to each attack made with a spear or knife.	Requires 50 outdoorsman skill per rank.
(New) Intimidating Gaze		If the player can see an enemy and that enemy can see him, then there's a chance (based on how high the player's level is relative to the xp value of the enemy) of the enemy losing his turn. Each rank increases this chance.	Requires 3 CH per rank.
(New) Wrestler		Using the kicking attack causes status effects (knockouts, cripples, etc.) to be 50% more likely to occur. With each rank of this perk, an extra 20% gets added to that.	Requires 50 unarmed combat skill per rank.
(New) Taunt		By pressing the left bracket key ("[" while hovering the cursor over the hex on which an enemy is standing, you will taunt this opponent into attacking you instead of any other target he could possibly have. Each rank lets you taunt one additional opponent during combat.	Requires 3 CH per rank.
(New) Blade Slinger		Each rank of this perk raises the max damage (which also determines armor piercing) of thrown knives by 25%.	Requires 40 light melee skill per rank.
(New) Harpooner		Having this perk returns any spear thrown immediately back to the inventory.	Requires 60 heavy melee skill.
(New) Quick Draw		While using a pistol or SMG, the first rank of this perk gives you +3 sequence; the second rank adds +30% to your effective weapon skill to attacks in the first round; the third and final rank gives x2 crit chance to attacks in the first round.	Requires 60 small guns skill per rank.
(New) Smithy		Each rank adds 10% to the effective DT and DR of the armors of the player and each party member. Note that this bonus does not show up in the inventory screen.	Requires 50 repair skill per rank.

(New) Knockout Expert		When using either unarmed, club or sledgehammer attacks, you get an added (relative) 50% bonus to causing knockouts and knockdowns for each rank.	Requires 3 ST per rank.
(New) Combat Surgeon		With this perk, you can spend a full turn (i.e. 10 AP) healing the crippled limbs of yourself or someone standing one hex adjacent to you by pressing the J-key over the patient.	Requires 100 doctor skill.
(New) Systems Upgrader		Each rank increases all the skills of robotic party members by 25%.	Requires 50 science skill per rank.
(New) Robotics Expert		Each rank increases all the attributes of robotic party members by 1. Note that the attribute cap of 10 no longer applies.	Requires 50 repair skill per rank.
(New) Trader		Each rank lets you create a trade route by pressing the X-key in one town, then again in another. The merchants created will then sell merchandise from each other's towns.	Requires 50 barter skill per rank.
(New) Infectious Radiation		With this perk your body expels any radiation you've picked up on your travels onto those surrounding you. This means you'll do "poison" damage to those standing near you while you are irradiated, and while in combat. The amount of ranks determines the chance of this occurring and the damage is determined by how irradiated you are.	Requires 3 EN per rank.
(New) Pariah		Each rank decreases the luck of those attacking you for the purpose of determining critical failure chance by 3 (this can make the enemy's luck effectively negative).	Requires 3 LU per rank.
(New) Lucky Fighter		Raises your max damage (which also governs armor penetration) by 10% per rank.	Requires 3 LU per rank.

TRAIT CHANGES:

Trait	Original Bonus (New Bonus)	Original Penalty (New Penalty)
Bloody Mess	More violent death animations	None
Bruiser	+2 Strength (+20 max HP)	-2 Action Points (Natural second tier armor Agility penalty)
Chem Reliant	Faster recovery from chem addictions	Twice the chance to become addicted
Chem Resistant	Half the chance to get addicted	Chems last half as long
Fast Metabolism (Good Immunesystem)	+2 Healing Rate (+50% to rad resistance, +50% to poison resistance)	Poison Resistance and Radiation Resistance start at 0% (-10 to max hp)
Fast Shot	All throwing and firearm attacks cost 1 less AP (All attacks cost 1 less AP)	Cannot aim attacks (-5% critical hit chance)
Finesse	+10% Critical chance (+30% max damage/penetration)	-30% total damage (+1 AP attack cost)
Gifted	+1 to all SPECIAL stats (+1 to EN, ST & AG)	-10% to all skills, 5 less skill points per level
Good Natured	+15% to First Aid, Doctor, Speech, and Barter	-10% to Big Guns, Small Guns, Energy Weapons, Throwing, Melee Weapons, and Unarmed
Heavy Handed	+4 Melee damage (+3 melee damage)	-30% modifier to the critical hit tables (+1 AP attack cost)
Jinxed	More critical failures for everyone around you	More critical failures for you, too
Kamikaze	+5 Sequence	No natural Armor Class (+10% bonus to enemy to hit)
One Hander	+20% chance to hit with one-handed weapons (+15% to one handed melee and one handed small arms)	-40% chance to hit with two-handed weapons (-20% to big guns, rifles and two handed melee)
Sex Appeal	Opposite sex characters react more favorably	Same sex characters are annoyed
Skilled (Jack of All Trades)	+5 skill points per level	-1 Perk rate (max skill set at 100)
Small Frame	+1 Agility (-10% penalty to enemy to hit)	Carry Weight = 25 + (15 x your Strength) (Higher chance of getting knocked down, crippled or knocked out)