

100 Cimmerian Berserkers - levelled to 20 - perks

	1	2	3	4	5	6	7	8	9	10	Total
Assassin (+3 Acc, +3 Str)	1		2					3			6
Strong Arm (+3 Str)	2	1	1	2	1		2		3	1	13
Redeemed (+15 Vit)	2	1		3		1	1	1	1	2	12
Expert Survivalist (+5 Surv, -3 Str)	1	2		3	1	1	3	1			12
Unflinching (+3 Ag)	4		2	2	2		3	2		1	16
Eagle Eyed (+10 Acc)	1		1			2		2			6
Vanguard (+3 Vit, +3 Ag)	4	2	1	2	1	1	1		1	3	16
Archer (+3 Acc)	4	1	2	2	1	2		1	2	2	17
Jack of All Trades (+1 all)	1						1		2		4
Deadeye (-3 Str, +5 Acc)	2	2	1		1	3		2		1	12
Godly Vigor (+10 Vit)	1			1	1	1				1	5
Born Warrior (+3 Vit, +3 Str)	1	2	2	1			1	2	1	1	11
Warden (-5 Vit, +8 Acc)	1		3	2	2	1	3	1		1	14
Thick Skull (+3 Vit, +3 Ag)	2		3	4	3	1	3		2		18
Perseverance (+3 Surv)	1	1	2	2	5	2	1	3		4	21
Angry Drunk (+8 Str, -5 Surv)	1	2	1		1	1		1	2		9
Resourceful Skulker (-5 Str, +8 Surv)	1	1	1	1	1	1		1	2	1	10
Robust (-3 Ag, +5 Vit)		1	2	2			2	2	1	2	12
Hallowed (+15 Vit)		2			1			1		1	5
Barrens Traveler (+3 Surv, +3 Ag)		1			1	2			2		6
High Strung (-3 Acc, +5 Ag)		2			1	1	2	1	1		8
Nearsighted (-5 Acc, +8 Ag)		1			1			1		1	4
Brute (-3 Ag, +5 Str)		1			2		1	1		1	6
Might of Giants (+10 Str)		2				1		1	2		6
Born Survivor (+5 Surv)		1		1		1					3
Marksman (+5 Acc)		1			1	1				1	4
Universal Warrior (+3 all)		1	1			2		1	1	1	7
Fit (+3 Vit)		1	1		2	1	1		3	1	10
Jack of All Trades (+2 all)		1				1			1	1	4
Iron Physique (+10 Surv)			1		1					1	3
Quick Reflexes (+5 Ag)			1								1
Cannibal (-5 Acc, +8 Vit)			2	1		2	2		1	1	9

Roll With The Blows (+10 Ag)			1		1	1		2		5
Relentless (+5 Vit)						2	2		1	5

More subjective - any perk adding to Strength or Vitality counted as 'positive', any perk subtracting from Strength or vitality counted as 'negative', all other perks counted as 'neutral'

Three 'positive' perks	17
Three 'negative' perks	0
Three 'neutral' perks	2
Two 'positive' perks	24
Two 'negative' perks	0
One 'positive' perk	15
One 'negative' perk	5
Two 'positive', one 'negative'	8
One 'positive', one 'negative'	23
Two 'negative', one 'positive'	6