

FO4 FATE PATCH

FIXES AND TECHNICAL ENHANCEMENTS README

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1.0 INTRODUCTION

Fixes And Technical Enhancements Patch (FATE Patch) is intended as a comprehensive bug fixing and gameplay enhancing mod for Fallout 4. This is not in any way a replacement for the [Unofficial Fallout 4 Patch \(UFO4P\)](#), as this mod is required for FATE Patch to function.

FATE PATCH REQUIREMENTS

Fallout 4 Game Of The Year (GOTY Edition) - [Affiliation Link \(~8€ in case you do not own all DLCs\)](#)

Unofficial Fallout 4 Patch (UFO4P) - <https://www.nexusmods.com/fallout4/mods/4598>

FATE PATCH IS DIVIDED INTO TWO SEPARATE MAIN PLUGINS

FATE Core – Fixes(.esi) | **FATE Core – Tweaks(.esp)**

All FATE plugins are cleaned from ITMs/UDRs and regularly checked for errors.

FATE Core – Tweaks contains various small and subtle gameplay improvements for a more satisfying Fallout 4 experience. Despite numerous changes, this plugin is not intended to overly affect game balance, as it does not edit any conventional ammo, armor, weapons, consumable and healing items. Such changes will be available in a separate mod.

You can find the full list of every minor and major change in the [List Of Changes](#) below.

FATE Core – Fixes provides various bug fixes for the base game and DLC plugins, without making any (noticeable) changes to gameplay or game balance. All fixes are checked against the Unofficial Patch (UFO4P) so there is no overlap in both mods trying to fix the same thing. If any fixes do get included into UFO4P, they will be later removed from FATE.

This plugin also contains files and custom data contained in mods from other mod authors. Most custom files were obtained from mods with open file permissions, while the rest were obtained by asking the mod authors directly for permission to use their custom assets.

Some basic changes and fixes were also obtained from many small mods and if any of them would conflict with FATE Patch, they are listed in the [Mod Links / Credits](#) segment. There are also exclusive bug fixes not found in any other mod, including UFO4P obviously.

1.1 CUSTOM INI & BAT SETTINGS

FATE Patch is also bundled with two additional files:

FATE Core – Fixes.ini | **FATE Core Settings.txt**

FATE Core Settings.txt contains some adjusted gameplay values can be applied through the in-game console by entering the following command: **bat FATE Core Settings**

FATE Core – Fixes.ini contains a large amount of important INI values that should be adjusted according to your own preference. **FATE Core – Fixes.esp** will automatically load this INI file, but this can be avoided (though not recommended) by removing or renaming the INI file so it no longer matches the plugin name.

OTHER RESOURCES & USEFUL TOOLS

How To Install Buffout 4 & Resolve Most Common Crashes

<https://www.nexusmods.com/fallout4/articles/3115>

Fallout 4 Important Community Patches And Fixes

<https://www.nexusmods.com/fallout4/articles/3769>

Fallout 4 Advanced Troubleshooting

<https://www.nexusmods.com/fallout4/articles/4141>

Collective Modding Discord Server

(Find Me Here) <https://discord.gg/DfFYJtt8p4>

BethINI (Optimize and adjust game INI files / settings.)

<https://www.nexusmods.com/fallout4/mods/67>

CLAS / CLASSIC Tool (Scan Crash Logs & Game Files)

<https://www.nexusmods.com/fallout4/mods/56255>

In a future update, the CLAS / CLASSIC Tool will let you save and modify both the FATE INI settings and some additional game INI settings which are not covered by BethINI.

Until then, don't forget to keep backups of your FATE and game INI files in case a future update overrides them or your INI files become corrupted or revert to default settings.

2.0 FATE PATCH - COMPATIBILITY

Extensive precaution was taken to make sure that FATE Patch does not conflict with the vast majority of most popular and regularly updated Fallout 4 mods. For example, FATE Patch was checked against and should be completely compatible with the following mods:

- [Crime And Punishment \(CAP\)](#)
- [Equipment & Crafting Overhaul Redux \(ECO\)](#)
- [Game Configuration Menu \(GCM\)](#)
- [Random Encounter Framework \(REF\)](#)
- [Legendary AutoBot \(LAB\)](#)
- [Legendary Effect Overhaul \(LEO\)](#)
- [Leveled Item Framework \(LIF\)](#)
- [Liga Of My Companions \(LOMC\)](#)

(other multiple companion mods should be also compatible, but LOMC seems to be the most stable and least conflicting out of them. FATE Patch was also specifically modified to fully support it).

- [Looksmenu & LMCC](#)
- [Mutant Menagerie](#)
- [NAC X](#)
- [New Equipment Overhaul \(NEO\)](#)
- [Previs Repair Pack \(PRP\)](#)
- [Settler & Companion Dialogue Overhaul](#)
- [Sim Settlements 2](#) and its addons.
- [SKK Random Encounter Manager](#)

All mods listed in my [Fallout 4 Ultimate Spreadsheet](#) are also fully compatible with FATE and any expected conflicts between all listed mods are kept to a minimum. All mods listed above and in the Spreadsheet are highly recommended to be used alongside FATE Patch.

Additionally, FATE Patch should be (almost completely) compatible with mods that:

- > EDIT HUMANOID COMPANIONS (NOT Dogmeat, Codsworth, other Robots or Automatrons.)
- > EDIT ARMOR, CLOTHING, POWER ARMOR, LEGENDARIES, CREATURES, AND / OR ENEMIES
- > CHANGE CONVENTIONAL AMMO (Armament / Munitions / True Damage / MAIM)
- > CHANGE WEAPONS (EXCLUDING Explosives / Gatling Laser / Fatman MIRV)
- > EDIT SPECIAL PERKS (Any perks you can select after leveling up.)
- > ADD OR CHANGE SETTLEMENTS, SETTLEMENT ITEMS OR BUILDABLE OBJECTS
- > EDIT OR ADD INTERIORS / LOCATIONS / PREVIS & PRECOMBINE DATA
- > CHANGE WEATHER, CLIMATE, OR INTERIOR AND EXTERIOR LIGHTING
- > EDIT CHEMS, HEALING ITEMS, CONSUMABLES OR THEIR EFFECTS
- > CHANGE COMBAT, ENEMY LEVELING, ENEMY STATS OR SPAWNS

Therefore, the general load order of these mods and any FATE plugins should not matter, though to ensure that FATE plugins have maximum effect, load them as late as possible. Or simply load any mods that are of higher importance after / below any FATE plugins.

CAUTION: Absolutely make sure that PRP.esp from Previs Repair Pack loads below/after as many other plugins as possible. FATE **DOES NOT** break precombines anywhere, but any mod that does will cause various objects to visually flicker or cause severe FPS problems.

INCOMPATIBLE MODS

FATE Patch is currently not (fully) compatible with:

- [Minutemen Take Over NW Bugfix](#) | Conflicts with [Nuka World Reborn](#) since the FATE Patch already has a compatibility patch for it. You can still use these mods as long as you don't use NW Reborn at the same time, just make sure they load after / below any FATE plugins. Patches for these specific mods might be made later.

- [Commonwealth of Decay](#) | FATE Core - Fixes may prevent you from leaving Vault 111 if loaded alongside CoD. Enable FATE Core - Fixes only after leaving the Vault to fix this.

- [Any mods listed in 7.0 Mod Links / Credits below](#) | These mods are already practically implemented into FATE Patch and in most cases would cause unintended conflicts.

Other mods will be mentioned once compatibility issues are discovered.

ADDITIONAL MODULES / PATCHES?

FATE Patch is bundled with several optional modules and highly recommended patches for other Nexus mods. To see all available options, you need to install FATE with a mod manager that supports FOMOD installers (Vortex or Mod Manager 2).

I DO NOT recommend using the old Nexus Mod Manager to install mods, nor will I provide support to players that wish to install FATE manually, without a mod manager.

2.1 COMPATIBILITY PATCHES

- Full Artillery System Overhaul : <https://www.nexusmods.com/fallout4/mods/70476>
> *Increased artillery defense & happiness bonus, applied correct scripts.*
- Better Locational Damage : <https://www.nexusmods.com/fallout4/mods/3815>
> *Carried over Race records, added Fire, Electric and Frost resistances.*
- CZ Restored - Restored : <https://www.nexusmods.com/fallout4/mods/59329>
> *Fixed Tommy voice, combatants can be looted and give XP after a fight.*
- Nuka World Reborn : <https://www.nexusmods.com/fallout4/mods/32857>
> *Added quest icon tags, can drop quest items, compatibility for STU.*
- Start Me Up Redux : <https://www.nexusmods.com/fallout4/mods/56984>
> *Added quest icon tags, can drop quest items, compatibility for NWR.*
- Damn Apocalypse : <https://www.nexusmods.com/fallout4/mods/33812>
> *Luck & lock level affects more containers for loot, some compatibility changes.*
- VAFS Redux : <https://www.nexusmods.com/fallout4/mods/36519>
> *More detailed perk descriptions, carried over fixes for various perks.*

Additional patches will be made depending on feedback and player requests, though I strongly encourage everyone to create FATE patches themselves as I can't actively maintain mod support for each and every mod, especially the ones I don't use.

PLANNED FEATURES / TO DO LIST

- *XBOX (sooner) / PS4 (later) port.*
- *MCM Menu to adjust some specific changes.*
- *Further improvements to both Fixes and Tweaks.*

2.2 LOAD ORDER EXAMPLE

FOR BEST EXPERIENCE, ANY FATE CORE PLUGINS AND PATCHES SHOULD LOAD AFTER MODS THAT FATE HAS COMPATIBILITY PATCHES FOR. LOAD ORDER EXAMPLE:

- > Unofficial Fallout 4 Patch.esp
- > PPF.esm (Previs Repair Pack)
- > DamnApocalypse_CORE.esm
- > StartMeUp.esp
- > StartMeUpNukaWorldPatch.esp
- > NukaWorldReborn.esp
- > Better Locational Damage.esp
- > Full Artillery System Overhaul.esp
- > *FATE Core - Fixes.esp*
- > *FATE Core - Tweaks.esp*
- > *FATE Patch - Artillery System Overhaul.esp*
- > *FATE Patch - Better Locational Damage.esp*
- > *FATE Patch - Damn Apocalypse.esp*
- > *FATE Patch - Start Me Up.esp*
- > *FATE Patch - Nuka World Reborn.esp*
- > *FATE Patch - Nuka World Reborn + STU.esp*
- > *(ANY SELECTED FATE MODULES GO HERE)*
- > PRP.esp
- > CombatZoneRestored.esp
- > *FATE Patch - Combat Zone Restored.esp*
- > *FATE Patch - Damn Apocalypse Doctors.esp*

Note that Previs Repair Pack's ESP plugin should always load after all FATE plugins.

Combat Zone Restored is a special case since it must load after Previs Repair Pack mod.

Do not forget to replace CZR's original plugin with the patched version from the link above.

Damn Apocalypse Doctors.esp ensures that doctors can treat IRA from DA Radiation Module.

Damn Apocalypse Doctors.esp needs to load after all other mods/patches and FATE plugins!

3.0 FATE PATCH (FIXES) – LIST OF CHANGES

FATE PATCH – FIXES

OBJECTS

- Vault exit elevators now have the correct object bounds value.
- Nuka World Nukalurk Hatching Eggs now use the correct material swap.
- Far Harbor Fog Condenser now correctly shows the “Harvest” activation action.
- Super Mutants can now actually use and sit on some couches, benches, and chairs.
- Fixed the buildable fast travel marker workshop object (courtesy of Fast Travel Target Fix).
- Some interactable objects and markers can be now used by Super Mutants and Children.
- Adjusted transform values for 6 different objects so they are oriented correctly in the Pip-Boy.
- Many Moveable Static objects have full name values for easier in-game console inspection.
- Vehicle wrecks on highways should no longer drop down onto the road on some occasions.
- Much larger amount of buildable settlement objects can now be snapped together.
- Most objects and corpses that should be able to sink now (slowly) sink in water.
- Oversized & corrupted bottle meshes will no longer appear in Nuka World.
- All ash, goo and turret piles will now properly despawn after a cell reset.
- Buildable cooking stove now has the correct normal map texture.

ITEMS

- Fixed Repair Bobblehead and Nuclear Physicist perk interaction, so they provide correct bonuses.
- Fixed Energy Weapons Bobblehead not affecting Laser Musket, Alien Blaster and Gatling Laser.
- Perk magazines are now properly numbered (ex. Grogna the Barbarian #1).
- Fusion Cores last slightly longer, Power Armor will drain the FC instead of AP.
- Fixed incorrect material swaps for certain Perk comics and magazines.
- Added missing Pick Up and Put Down sound effects to relevant items.
- Added missing items to many appropriate FormID lists.

- Reduced Bear Trap break chance from 75% to 50%.
- Swan's Note is now named Swann's Note for lore related reasons.
- Typo and consistency fixes for about 5 different written notes.
- Typo and consistency fixes for about 10 different keys / keycards.
- Typo and consistency fixes for about 50 different terminal entries.
- Aluminum and Cloth components now use the correct crafting sounds.
- Adhesive and Oil components now use the correct Mod Scrap Scalars.
- Vault 118 keycards will now use the correct vault keycard model.

AUDIO / SOUND / MUSIC

- All announcement broadcasts in subways and Nuka World are 25% less loud.
- Added missing Acid Soaker projectile explosion / impact sounds.
- Added missing looping sounds to some acoustic spaces and increased their attenuation.
- Added missing sound effects to chain lightning and lightning hazard explosions.
- Added missing open and close sound effects for some door types.
- Added missing barefoot footstep sound sets to all bodies.
- Vicious Dogs, Raider Dogs and Super Mutant Behemoths now use the correct audio Impact Set.
- Submachine Guns and Handmade Pipe Weapons now use the correct silencer attachment sounds.
- Combat music tracks no longer loop and custom combat songs will play in full without getting cut off.
- Special ambient sounds will trigger during more weather types, but are still quite rare.
- Expanded the barefoot impact data set to cover more surfaces.
- Bullet impact sounds on Power Armor were replaced with heavy impact sounds.
- Crow wing flapping sounds are less loud and crows should only caw during the day.
- Dogmeat is quieter, generally makes less noise and stays silent while the player is sneaking.
- Corrected Unarmed, Pipe, Shishkebab and Boxing Glove weapon impact sounds for some surfaces.
- Added and adjusted Acoustic Space records for some locations so they can trigger ambient sounds.
- Fixed the obnoxious desync between the audio and the firing animation for some DLC weapons.
- Settlement turrets, generators and other powered items are less loud while powered.

CREATURES / ANIMALS

- Most creatures without hands cannot open doors anymore.
- Baby Bloodworms now use the correct material swap.
- Added missing barefoot footstep sound sets to all Bloodworms.
- All Brahmins are now correctly assigned to the Brahmilluf faction.
- Added missing material swap for the wings of the Glowing Radroach.
- Deathclaws now only gain a 125% Non-Player Damage bonus instead of 200%.
- Unique Brahmins are flagged as protected and added missing Sandbox Package.
- Some animals / creatures are no longer treated as hostile to the Player and Companions.
- Fixed incorrect voice type values for most creatures and added missing base movement values.
- Mole Rats in Vault 81 no longer have 100% chance to cause Mole rat Disease, now it is a coin flip (50%).

NPCs / ENEMIES

- Nuka World Raiders and Robots should no longer cripple the Happiness of your settlements.
- General improvements to NPC / Settler AI for smarter movement and increased sandboxing range.
- Vertibirds, Automatrons, Robots and Gen1 / Gen2 Synths can no longer be afflicted by bleeding.
- Default Object Manager will no longer scale children for furniture, also added missing properties.
- Children are now protected instead of essential (only the Player can actually kill them).
- Power Armor Impact Landing should no longer make friendly and neutral NPCs hostile.
- Legendary Rust Devils are now equipped with Repair Kits, reduced Rust Devil encounters.
- Vertibirds have much more health, increased resistances and cannot be crippled any longer.
- Adjusted Movement Type values for both the Player and NPCs for more realistic movement.
- House Cats can now be moved to other settlements, and they increase settlement Happiness.
- Some head parts, eye lashes and eye irises are now available to both humans and ghouls.
- Reduced Drinking Buddy brew cycle to 24 hours and increased capacity from 40 to 100.
- Increased Drinking Buddy joke reset interval from 4 days to 7 days before they loop again.
- Corrected relationship assignment between Eustace and Hawthorne to grandparent / grandchild.
- Fixed Ellie Perkins and Captain Avery not using their custom outfit assignments.
- Added missing Super Mutant and Synth Gen 2 Texture Sets for the head parts.
- Added missing Friendly / Ally faction relations to almost all factions.

COMPANIONS

- Added various perks to non-humanoid companions (Dogmeat, Codsworth, Curie, Ada, etc.) so they are more useful in combat and less likely to alert enemies / break stealth.
- Robot companions (Codsworth, Curie, Ada, etc.) and Graygarden robots and other unique robots and automatrons can now be fully upgraded and provide a Defense bonus to assigned settlements.
- Companions should react almost immediately and move further away when Player bumps into them.
- Companions and other NPCs with Sneak Lvl 2 will not trigger floor traps, regardless of the trap owner.
- Robot / Automatron companions and unique NPC can be now fully modified on the Robot Workbench.
- Paladin Danse's T-60 and X-01 Power Armor pieces are now correctly named and fully available.
- Slightly increased the range values at which Companions can be commanded from.

AMMO

- Fusion Cores, Missiles, Mini Nukes and MIRV projectiles can now be targeted in VATS.
- Weaponized Nuka Cola Ammo for the Thirst Zapper now uses the correct material swap.
- Added missing pick-up sounds for Acid Concentrate and Syringer ammo.

WEAPONS

- Corrected around 10 weapon attachment slot names to use the correct naming scheme.
- Fire Hazards should now properly drop to ground and are less likely to remain burning midair.
- Increased maximum Minutemen Artillery Range from 50000 to 75000 units.
- Increased Nuka Grenade radiation hazard range to more closely match the explosion range.
- Cryo and Paralyze effects can no longer be applied to dead NPCs to avoid some nasty bugs.
- Fixed FatMan MIRV causing an explosion on top of the Player if it was launched at a downwards angle.
- Fixed Gauss Rifle Suppressor attachment having negative recoil which causes sights to drop down.
- Fixed Poison Immunity not working against weapons that deal poison damage.
- HalluciGen Gas grenades can be targeted in VATS and increased duration with Science! Perk levels.
- Signal Flares, Artillery Smoke Flares, Synth and Homing Beacons have better throw trajectories.
- Fixed Junk Jet's projectiles passing through enemies in light cover without dealing any damage.
- Caltrops now have a lifetime of 10 minutes. This timeout was introduced so Caltrops have less impact on your save file and it prevents them from persisting on locations that would aggro friendly NPCs. Due to how Caltrops are coded, each thrown caltrop will generate 5 caltrop projectiles that remain targetable in VATS, which can make VATS frustrating to use in some combat situations. Sadly, there's no clean way to fix this.
- Hunting Rifle Full Stock and Assault Rifle Large Mag attachments now use the correct mesh.

- Fixed Gamma Gun projectiles having incorrectly assigned Light value keywords.
- Fixed Nukatron Nuka Cola projectile using the incorrect sound and model.
- Gatling Laser should now prioritize using partially depleted fusion cores first.
- Gatling Laser and Minigun spin-up animation is now near instant.
- Blood is now correctly displayed on the Extended Ripper Blade.

VISUAL EFFECTS / TEXTURES / MATERIALS / MESHES

- Adjusted Lightning Templates for many interior locations to reduce or remove interior fog effects.
- Adjusted radius, color, and falloff exponent values for many light sources for more natural lighting.
- Water in Swan's Pond should no longer cause clipping issues with some preplaced objects.
- Increased duration and visible distance of all decals like bullet holes and blood splatters.
- Energy / Plasma / Laser weapon disintegration effects now trigger 50% less frequently.
- Fixed Billboards showing no transparency in the game or fading in extremely late.
- Various texture and mesh tweaks for some outfits and pieces of clothing.
- Female Cage Armor no longer has a stretched-out pocket texture.
- Added missing forehead wrinkles texture to female heads.
- Added missing Far Harbor Vim decal textures.
- Inner mouth texture is less bright.
- Restored DiMA's unique face texture.
- Pipe Gun Compensators visually have holes.
- Pick-Me-Up Station has correct light placement.
- Glass and similar transparent materials are less bright.
- Beards in 3rd person appear solid and like proper beards.
- Super Mutant Orders notes have a more immersive texture.
- Blood splatter textures were adjusted to reduce flickering.
- Forsythia shrubs no longer look almost pitch black in color.
- Submariner Uniform texture now has the correct alpha channel.
- Power Armor Chassis Buttplate texture is no longer stretched out.
- Bottom left gear tooth is no longer stretched out on the Vault-Tec Gear Door.
- Mouth mesh should no longer stretch out of the face while making extensive face edits.

- Increased placement radius of blood decals to lessen the negative effect on performance.
- Institute floors no longer have Screen space Reflections which can make them horribly bright.
- Adjusted mesh bounds on some objects so they don't disappear when viewed from certain angles.

INTERFACE

- „Nanofil'i'ment“ modification names have been corrected to „Nanofil'a'ment“.
- Sprinting in 1st and 3rd person no longer increases your Field Of View (FOV).
- Settlement under attack warnings are now displayed for 15 seconds instead of 2.
- Fixed Automatron related loading screens triggering too often, from 50% to 5%-10%.
- Legendary Enemy Mutated messages now describe the exact mutation given to the enemy.

PLAYER

- Player movement slightly increased in all directions, applies to walking, running, and sprinting.
- Fixed vehicle wrecks dealing massive damage, enough to kill the Player due to physics damage.
- Player won't take radiation damage while in dialogue with NPCs for convenience sake.
- Fixed certain poison effects not affecting the Player under unusual circumstances.
- Fixed poison effects being able to apply negative Perception debuff to the Player.
- Being Hydrated in Survival will now slowly regenerate Action Points.

PERKS

- Corrected Preston Garvey's max affinity perk name from "United We Stant" to "United We Stand".
- "Fortune Finder" Perk and Bottlecap Mines will transfer Caps directly to the Player inventory.
- „Resistant to Unarmed Attacks“ Perk now correctly provides 25% unarmed damage resistance.
- „Barbarian“ Perk from Grogna The Barbarian now correctly checks for melee attacks.
- „Manager's Sale“ Perk now correctly reduces the price by 25% instead of 75%.
- „Rad Resistant“ Perk now correctly adds Radiation Resistance.
- Any perks that increase melee damage now correctly increase weapon bashing damage as well.
- Perks gained from Astoundingly Awesome Tales magazines now correctly affect all Mirelurks, Mirelurk Queens, Mirelurk Kings, Mirelurk Hunters, Super Mutants, SM Behemoths, Ghouls and Feral Ghouls.
- "Destroyer Of Acadia" obtainable perk now correctly increases Bashing damage.

- "Chosen Disciple" obtainable perk now correctly increases Unarmed damage.
- Around 65 SPECIAL perks have a bit more detailed descriptions and show their actual number values.
- Lady Killer/Black Widow now increase Bashing & Explosion damage against their respective targets.
- Animal Friend, Intimidation and Wasteland Whisperer perks now allow you to pacify/intimidate creatures at the player level and not just below it. This was done to prevent these perks from becoming completely useless when paired with mods that make NPCs scale with player level. Overall a slight buff.
- Inspirational perk effects will now persist on dismissed companions. Originally, all benefits this perk provides would be immediately lost on all companions that aren't currently in your party, but were before.
- Bloody Mess perks now correctly increase Bashing & Explosion damage by their respective ranks.
- Relevant ranks of Basher, Big Leagues, Iron Fist, Gunslinger and Rifleman no longer deal ridiculous amounts of limb damage, heavily skewing crippling chances into the Player favor with specific weapons.
- Fixed Gunslinger perk Rank 5 giving the 7% chance to cripple a limb to all weapons, instead of just non-automatic pistols as stated in the perk description.
- Ninja perks now correctly take into account two-handed weapons and fists for the sneak attack melee damage increase for all respective ranks. Originally, only one-handed weapons gained these benefits.
- Nerd Rage perks now correctly increase all resistances (Damage, Energy, Radiation) instead of just DR.
- First rank of the Sniper perk now correctly increases scoped aim stability by 5%.
- Fixed Heavy Gunner perk ranks 4 and 5 using the incorrect UI perk sounds.
- Ricochet perks now actually work as advertised! Currently, the ricochet effect is very limited, triggers even on friendly fire, requires enemies to be under certain health values and does not apply to all ranged weapons. Also, ricochet chances DO NOT increase when Player health gets low as stated in the description!

The Ricochet perk and its ranks now work as following:

- > Ricochet will not trigger on enemies with the NoRicochet [KYWD:002049E5] keyword.
- > Ricochet will not trigger on NPCs that are currently not hostile to the Player.
- > Ricochet chance now correctly scales with missing Player health.
- > Ricochet can trigger on enemies at any health value.

Rank 1 -> All Miniguns always have 1% chance to trigger the ricochet effect. Further ranks do not increase this chance. This was done due to their very high rate of fire, so enemies with Miniguns don't die instantly.
 Chance for automatic weapons: >75% HP = 1% | 75%-50% HP = 1.5% | 50%-25% HP = 2% | <25% HP = 2.5%
 Chance for semi-auto weapons: >75% HP = 5% | 75%-50% HP = 6.5% | 50%-25% HP = 8% | <25% HP = 9.5%

Rank 2 -> Base chance for ricochet increased to 2.5% for automatic and to 7.5% for semi-auto weapons.
 Chance for automatic weapons: >75% HP = 2.5% | 75%-50% HP = 3.0% | 50%-25% HP = 3.5% | <25% HP = 4%
 Chance for semi-auto weapons: >75% HP = 7.5% | 75%-50% HP = 9% | 50%-25% HP = 10.5% | <25% HP = 12%

Rank 3 -> Same as the original (25% chance to fill the critical meter on a successful ricochet).

3.1 FATE PATCH (TWEAKS) – LIST OF CHANGES

FATE PATCH – TWEAKS

SETTLEMENTS

- Increased maximum settler capacity per settlement from 10 + CHR to 15 + CHR.
- You can now build the small/compact PA Station version and the ground pot Cooking Station version.
- Automatrons now increase settlement Defense and their defense value is based on equipped weapons.
- Settlement turrets have slightly more health, deal more damage, and cannot be targeted in VATS.

SETTLEMENT RESOURCES

- All cooking stations provide 0.5 Food to the Settlement.
- Spotlights now have a longer and a slightly bigger light beam.
- Slightly increased amount of scrap gained from Scavenging Stations.
- Added the power radiation radius to some settlement powered objects.
- New buildable Bobblehead & Magazine Racks that can fit more collectables.
- Around 3X radius increase to power conduits and 5X increase to power pylons.
- Minutemen Artillery can now be built and called upon outside of the Commonwealth.
- Added 1 Purified Water and 1 Fertilizer as additional requirements to plant vegetables.
- Minutemen Artillery now provides +10 Defense but only 5 of them can be built per Settlement.
- TVs, Radios, Paintings and a few other special objects now slightly increase settlement Happiness.

CONTAINERS

- (REQUIRES DA - LOOT) Locked containers now take Luck Level & lock difficulty to determine the loot.
- Adjusted Leveled Lists for some containers to be compatible with DA Loot or just to make more sense.
- Added IsChestForStatTracking [KYWD:00184462] to containers that were missing this keyword.

CUT CONTENT

- Restored Boston Library Mainframe Terminal which gives extra XP during the 'Public Knowledge' quest.
- Placed notes in specific containers that will give one of 4 cut Perks to the Player when read.
- Restored the Cait's Bandolier with all modification options. Cait now has it equipped.
- Restored the Maxson's Cape with cloth physics and all modification options.
[Cape is placed in the Maxson's locker on the Prydwen Command Deck]

LOCATIONS

- Billboards that were only visible from inside Diamond City are now also visible from the outside.
- Radiant quest givers should no longer give these quests outside of the Commonwealth.
- You can now fast travel from inside Vault 81 Atrium once you have gained access.
- Radiant quests can now be triggered for more locations in the Commonwealth.
- The Dead Dog and Raider near Sanctuary bridge should now properly despawn.
- Pathfinding fixed and improved in Jamaica Plain and Mechanist's Lair.
- Load Elevators now have working lights. Darkness, begone!

WEAPONS

- Adjusted trajectory, speed, and range of FatMan MIRV and its mini nukes so the attachment is useful.
- Added FatMan Smart MIRV attachment whose mini nuke projectiles will track enemies while dropping.
- Restored Cryo and Electrical damage types and these are no longer considered just Energy damage.
- Cryo & Electrical weapons still deal some Energy damage, so Energy resist has at least some effect.
- "Chance To Cripple" and "Extra Limb Damage" effects on unarmed/melee mods now work as intended.
- Grenades, mines, nukes, and other explosives create shrapnels, deal higher damage & cause bleeding.
- Electrical damage is increased against fleshy enemies and is much stronger against robots / synths.
- Bear Traps and Caltrops have increased damage and more easily stagger and cripple enemies.
- Minor weight and value adjustments for the unconventional ammo types.
- Caltrops now automatically expire after 5 minutes.

COMBAT

- Removed max level from combat boundaries so enemies still provide some challenge after level 50.
- Reload speed no longer resets after entering/exiting PA, workbenches or equipping throwables.
- Slightly decreased proximity detection radius for explosive mines, but they only take 1s to detonate.
- Grenades placed into enemy inventory take 5 seconds to explode, the enemy freaks out 1s before.
- Bash & Unarmed damage now correctly functions with perks/items that give Melee Damage Increases.
- Slightly increased explosion & visual effects radius for some objects that can explode.
- Enemies should more realistically slump down (ragdoll) where they stand after dying.
- NPCs should no longer go limp after respawning when killed under Cryo effects.

- VATS range increased from 5000 to 7500 units and the green tint has been removed.
- Increased maximum number of dead bodies and time before they despawn.
- Increased the maximum number of managed active combatants to 50.

ITEMS

- You can now harvest some Whale & Dolphin carcasses.
- Added missing Keywords and Name records to relevant items.
- Piezonucleic Lining for Power Armor correctly increases Action Points refresh rate.
- Repair Bobblehead & [Nuclear Physicist Lv3] now correctly increase the Fusion Core duration.
- Adjusted some food and cooking recipes to make crafting simpler or make more sense.

CREATURES / ANIMALS

- Added appropriate Fire, Electric and Frost Resistances to most automatons, animals and creatures.
- Most creatures will no longer drop caps and junk on death, replaced with meat and bone drops instead.
- Radscorpions, Mole Rats and Bloodworms should no longer burrow to hide from / teleport to the player.
- Deathclaws can no longer be crippled and should be very hard to stagger.
- Vicious Dogs can now afflict NPCs with the Canine Infection.
- Feral Ghouls now slowly regenerate health in combat.

COMPANIONS

- Companions talk less and won't repeat the same voice lines in a day. Most repetitive voice lines were set to occur only once / once per 24h. Unlocked some unique companion comments for specific locations.

NPCs / ENEMIES

- Many changes to how dialogue with NPCs is handled, voice lines are less repetitive or only play once.
- The grieving raider from the unique grave encounter is no longer considered a hostile NPC.
- Raiders and other humanoid enemies will talk less in combat and won't repeat the same lines in a day.
- Lucy will still allow you to sell melons to her even after gaining ownership of the Abernathy farm.
- NPCs will respond/comment about any worn Vault Suit, not just the 111 version.
- You can now keep selling cans of green paint to Abbot in Diamond City.

OTHER

- Computer Terminals display text much faster.
- Removed invalid quest aliases / properties from most quests.

- Sprinting cost was slightly reduced, from 12 AP/s to 10 AP/s.
- Sprinting cost is reduced by 50% (5 AP/s) while not in combat.
- Vehicle wrecks have increased health and physical damage resistance.
- Radiant quests are now tagged with [R] and most quest items can be removed from inventory.

4.0 FATE PATCH – ADDITIONAL MODULES

These are completely optional plugins that have specific effects and are usually made according to player feedback. All are fully compatible with both Fixes and Tweaks.

FATE Module - Basketball Crash Fix

- > Replaces Basketball mesh with the Kickball mesh to prevent crashes for some players.
Not necessary if your Buffout 4 crash logs do not mention the Basketball.nif file.

FATE Module - Less Combat Music

- > Combat music is less likely to play during low level encounters & enemies.
Combat music during boss and high-level enemy encounters should remain.

FATE Module - Original DiMa Face

- > Reverts the face texture for DiMa from the unused to the vanilla texture.
Specular and normal maps for the unused texture will be created at a later date.

FATE Module - PipBoy Ambient Sounds

- > PipBoy will play slightly audible ambient humming/buzzing noises while moving around.
Compatible with all PipBoy related mods, since these changes don't modify the PipBoy itself.

FATE Module - PA Helmet Normal Voice

- > Player voice while wearing Power Armor helmets will now sound the same as without the helmet.
The game originally changes PA helmet voice to sound slightly muffled and similar to the intercom.

FATE Module - Tesla Free Power

- > Most powered settlement objects no longer need power and are turned on by default.
This affects turrets, switches, lights, and powered decorations. Makes power management easier.

FATE Module – UNL Zones

- > All Encounter Zones are completely unleveled and enemies will always match the player level, there's no minimum level cap. Additionally, should allow for all possible enemy spawns to trigger from level 1.

FATE Module – UNL + DCB Zones

- > Does the same as UNL Zones + Combat Boundaries are completely disabled. Enemies can follow the Player through doors and loading zones. The most realistic option and it provides additional challenges.

5.0 FATE PATCH – FAQ / BEFORE YOU ASK

CONSOLE / XBOX / PS4 PORT?

- Yes, after a few more updates. See the pinned message on the Nexus page for more details.

I CAN'T ACTIVATE THE ESL PLUGIN OPTIONS, WHAT GIVES?

- You need to first uninstall the previous FATE Patch version that you already have activated.
- As a reminder, enable either ESP or ESL version of each core plugin, NOT both at the same time.

CAN I INSTALL THIS MOD MID-SAVE ?

- Avoid this if possible. Starting a new game is highly recommended, if not pretty much mandatory.
- This mod changes many quest & NPC properties which may or may not cause bugs on existing games.

CAN YOU INCLUDE [INSERT MOD NAME HERE] ?

- Depends on file permissions. Some mods might be implemented if they purely rely on vanilla records.

WHERE SHOULD I PUT PLUGINS FROM THIS MOD IN MY LOAD ORDER ?

- Preferably somewhere at the end of your load order, see segment above for a load order example.
- Loading FATE plugins later for maximum effect or load them early for increased mod compatibility.
- MAKE SURE THIS MOD LOADS BEFORE / ABOVE Previs Repair Pack, so PRP can override cell changes.

I DON'T LIKE [INSERT CHANGE HERE], CAN YOU REMOVE OR MODIFY IT ?

- Depends on the change. Some values and changes might get changed over time depending on feedback.
- If you do not agree with some changes, let me know and I might move them to another plugin or mod.

WHICH MODS WILL ~NOT~ BE INCLUDED INTO THE FATE PATCH?

Any mods / fixes already included in Previs Repair Pack:

<https://www.nexusmods.com/fallout4/mods/26286>

> *Will not be included. FATE Patch does not edit precombines, so make sure it loads above / before PRP.*

Any mods / fixes listed in my [Fallout 4 Ultimate Spreadsheet](#).

> *Will not be included. FATE Patch is compatible with these mods and conflicts are kept to a minimum.*

Any mods / fixes listed in this article: <https://www.nexusmods.com/fallout4/articles/3769>

> *Will not be included. FATE Patch is compatible with these mods and there should not be any conflicts.*

Misc Anim Tweaks And Fixes: <https://www.nexusmods.com/fallout4/mods/53597>

> *Will not be included. This mod causes the Creation Kit to crash while trying to load files from it.*

Settlement Dead Zone Fixes: <https://www.nexusmods.com/fallout4/mods/68296>

> *Will not be included. This mod should get implemented into the Previs Repair Pack at some time.*

Puddles Env Map Fix: <https://www.nexusmods.com/fallout4/mods/58888>

> *Will not be included. This mod simply removes cubemap files, implementing it is pointless.*

Flicker Fixer: <https://www.nexusmods.com/fallout4/mods/35720>

> *Was removed in Previs Repair Pack 65 and later due to missing / trashed collision and geometry information in certain meshes, likely the result of the tool used. Will be readded if meshes get fixed.*

Reload Speed Fix Workshop | <https://www.nexusmods.com/fallout4/mods/62329>

> *Will not be included. Current version causes the equip/unequip interaction spam for some weapons. The original Reload Speed Fix mod that this version is based on works fine and is used instead.*

6.0 FATE PATCH – LATEST CHANGELOG

[F] = FATE Fixes | [T] = FATE Tweaks

1.8.0 (Upcoming)

- [T] Removed all Better Explosives Redux and Armor Penetration Bugfix related assets as per the mod author's (Zzyxzz) request. Changes were made to make these standalone mods compatible with FATE.
- [T] Added missing recipe changes where planting settlement food sources requires purified water and fertilizer. These changes were already in the Damn Apocalypse patch, but were missing from Tweaks.
- [T] Removed Random Encounter Framework integration until I can actually expand upon this system. It's much better to use REF with all its pre-made patches at this time, mod is again compatible with FATE.

1.7.0

NOTE: A couple of implemented changes have not yet been added to the List Of Changes for both Fixes and Tweaks. Expect these lists to be completely updated and filled out over the next two update cycles, after I make some decisions about which changes to keep, expand upon, remove or further revise.

CAUTION: FATE Core - Fixes.esl and FATE Core - Tweaks.esp (without the ESL flag/extension) will be the only valid plugin configuration from now on. This was done to prevent the ESL flag/extension breaking edits to NPC dialogue, also meaning all changes / fixes to dialogue will have to remain in FATE Tweaks for now.

- [F] Removed FATE Core - Fixes ESP option from the FOMOD installer.
- [F] Removed two minor edits to improve compatibility with Neon Flats CC mod.
- [F] Some additional cleanup to remove changes that fall out of the scope of Fixes.
- [F] Additional fixes and adjustments to Ricochet perk to ensure its effects trigger properly.
- [F] Fixed non-ground traps being affected by the Sneak Rank 2 perk, a mistake on my part.
- [F] Fixed Heavy Gunner Rank 4 description, stagger chance is supposed to be **1%** and not 10%.
- [F] Fixed Fortune Finder Rank 4 not placing caps directly into Player inventory due to missing scripts.
- [F] Fixed Weaponized Nuka Ammo having health values, was a leftover from another merged mod.
- [F] Caltrops lifetime increased from 5 min to 10 min. This timeout was initially introduced so Caltrops have less impact on your save file and it prevents them from persisting on locations that would aggro friendly NPCs. Due to how Caltrops are coded, each thrown caltrop will generate 5 caltrop projectiles that remain targetable in VATS, which can clutter your VATS target choice. Sadly, there's no clean way to fix this.
- [F] Implemented Automatron Caravan Fixes, Graygarden CTD Fix and Weapon Collision Box Fix from Glitchfinder. Updated **List Of Changes** segments to mention introduced changes from previous updates.

- [T] Removed FATE Core - Tweaks ESL option from the FOMOD installer. Tweaks now requires Fixes ESL.
- [T] Hopefully fixed all instances of muted/missing NPC dialogue due to the assigned ESL plugin flag.
- [T] Nerfed settlement food gain from all cooking stations from 1.0 to 0.5 for each station / workbench.
- [T] Even though the main Fallout 4 record considers it a Power Armor frame for spawning X-01 pieces, reverted that instance of one PA frame behavior to original values, to prevent players from too easily obtaining X-01 pieces. The frame's behavior is likely unintended or a Bethesda mistake in the first place.
- [T] Deathclaws can again be crippled and staggered since fixes have been implemented to make crippling effects less buggy / overpowered. Slightly nerfed their damage resistances that were previously increased.
- [T] Removed all changes that would automatically unlock player customization (hair and eye types) and settlement buildable objects from the start. These will be readded as MCM options at a later date.
- [T] Removed collision changes for corpses, they should no longer get pushed or kicked around violently.
- [T] Removed some Raider combat lines changes. Let me know if they still like to spam voice lines.
- [T] Removed most cooking recipe changes as these will better fit in my other upcoming mod.
- [T] Removed vendor bartering price range changes since this change falls out of the scope of Tweaks.
- [T] Removed all changes to Recruitment Radio Beacon to prevent any possible quest/power problems.
- [T] Removed most changes related to Survival mode and all changes to water pumps to preserve the compatibility with mods that change Survival mode. These will be readded as MCM options at a later date.
- [T] Tunnelling was re-enabled on all relevant creatures since this change falls out of the scope of Tweaks.
- [T] Readjusted health and nerfed damage resistance for all vehicle wrecks, current values were too high. There's now also a bit more variety in health and DR depending on the type of wreck. They take less damage from weak and small caliber weapons and wrecks can overall take a bit more damage before exploding, just enough to prevent chain vehicle explosions to reduce the possibility of a game crash.
- [T] Removed Machinegun Turret and few other recipe changes that made some buildables very resource expensive, was a leftover from another merged mod. Crafting rebalancing might be touched upon later.

1.6.0

The SPECIAL perk fixes are here!

- Since there's not much that had to be fixed regarding SPECIAL perks, all fixes and changes have been merged into the FATE Core - Fixes plugin. There's also a patch for VAFS Redux to provide similar benefits. Perk changes:

- [F] Around 65 SPECIAL perks have a bit more detailed descriptions and show their actual number values.
- [F] Lady Killer/Black Widow now increase Bashing & Explosion damage against their respective targets.
- [F] Animal Friend, Intimidation and Wasteland Whisperer perks now allow you to pacify/intimidate creatures at the player level and not just below it. This was done to prevent these perks from becoming

completely useless when paired with mods that make NPCs scale with player level. Overall a slight buff.

- [F] Inspirational perk effects will now persist on dismissed companions. Originally, all benefits this perk provides would be immediately lost on all companions that aren't currently in your party, but were before.
- [F] Bloody Mess perks now correctly increase Bashing & Explosion damage by their respective ranks.
- [F] Relevant ranks of Basher, Big Leagues, Iron Fist, Gunslinger and Rifleman no longer deal ridiculous amounts of limb damage, heavily skewing crippling chances into the Player favor with specific weapons.
- [F] Fixed Gunslinger perk Rank 5 giving the 7% chance to cripple a limb to all weapons, instead of just non-automatic pistols as stated in the perk description.
- [F] Ninja perks now correctly take into account two-handed weapons and fists for the sneak attack melee damage increase for all respective ranks. Originally, only one-handed weapons gained these benefits.
- [F] Nerd Rage perks now correctly increase all resistances (Damage, Energy, Radiation) instead of just DR.
- [F] First rank of the Sniper perk now correctly increases scoped aim stability by 5%.
- [F] Fixed Heavy Gunner perk ranks 4 and 5 using the incorrect UI perk sounds.

- [F] Ricochet perks now actually work as advertised! Currently, the ricochet effect is very limited, triggers even on friendly fire, requires enemies to be under certain health values and does not apply to all ranged weapons. Also, ricochet chances DO NOT increase when Player health gets low as stated in the description!

The Ricochet perk and its ranks now work as following:

- Ricochet will not trigger on enemies with the NoRicochet [KYWD:002049E5] keyword.
- Ricochet will not trigger on NPCs that are currently not hostile to the Player.
- Ricochet chance now correctly scales with missing Player health.
- Ricochet can trigger on enemies at any health value.

Rank 1 -> All Miniguns always have 1% chance to trigger the ricochet effect. Further ranks do not increase this chance. This was done due to their very high rate of fire, so enemies with Miniguns don't die instantly.

Chance for automatic weapons: >75% HP = 1% | 75%-50% HP = 1.5% | 50%-25% HP = 2% | <25% HP = 2.5%

Chance for semi-auto weapons: >75% HP = 5% | 75%-50% HP = 6.5% | 50%-25% HP = 8% | <25% HP = 9.5%

Rank 2 -> Base chance for ricochet increased to 2.5% for automatic and to 7.5% for semi-auto weapons.

Chance for automatic weapons: >75% HP = 2.5% | 75%-50% HP = 3.0% | 50%-25% HP = 3.5% | <25% HP = 4%

Chance for semi-auto weapons: >75% HP = 7.5% | 75%-50% HP = 9% | 50%-25% HP = 10.5% | <25% HP = 12%

Rank 3 -> Same as the original (25% chance to fill the critical meter on a successful ricochet).

Other fixes / changes:

- [F] Various values/records cleanup to remove changes that fall out of the scope of Fixes.
 - [F] All improvements & fixes to radiant quests have been moved from Tweaks to Fixes.
 - [F] Removed the Bubbler water fountain change since there's already [a mod](#) that does this.
 - [F] Fixed Poison Immunity not working against weapons that deal poison damage.
 - [F] Destroyer Of Acadia obtainable perk now correctly increases Bashing damage.
 - [F] Chosen Disciple obtainable perk now correctly increases Unarmed damage.
 - [F] Ellie Perkins sometimes not spawning with clothes should be fixed now.
 - [F] The race change to dogs which can be bought from Erickson and Gene has been reverted for now to prevent conflicts with Creation Club mods and patches. All other dog changes are still in effect.
 - [F] Forgot to move some radiant quest related scripts from Tweaks over to Fixes, this should be fixed now.
- Let me know if you still find any silent radiant quest giver NPCs (ex. settlement needs your help quests).
- [F] Further fixes and adjustments to Faction relationship changes, so most wild passive animals / creatures remain neutral to the player and your companions won't randomly chase them down.
 - [F] Removed item preview fix for one of Taboo Tattoos magazines to preserve mod compatibility.
 - [T] Various values/records cleanup to remove changes that fall out of the scope of Tweaks.
 - The grieving raider from the unique grave encounter is no longer considered a hostile NPC.
 - [T] Un-nerfed various vendor and misc containers, so they once again sell a wide variety of items. This change was mostly unintentional, it remained while experimenting with loot type vendor restrictions. (Make sure to wait or sleep at least 72 in-game hours for all Leveled List changes to apply.)
 - [T] Added the missing script that prevented the Mirelurk eggs from activating properly. (This is still a change that prevents Mirelurk Hatchlings from spawning from most Mirelurk eggs as I find them extremely annoying. Spawn eggs are now replaced with harvestable eggs. More omelets, yay!)

1.5.0

- [Mod Links / Credits](#) segment now has separate lists for mods that are included in either Fixes or Tweaks.
 - New Module > PA Helmet Normal Voice (Talking with PA Helmet on will now sound like being without it).
 - New Module > Original DiMa Face (Replaces DiMa Face texture with the vanilla one. The cut texture used in Tweaks doesn't have normal/spec textures, which might make it look flat until I create them myself.)
-
- [F] Nerfed Dogmeat damage so he doesn't insta-kill most enemies.
 - [F] All drinking fountains now use the Bostonian colloquialism "Bubbler".
 - [F] Moved all container ownership & placed object fixes from FATE Tweaks to FATE Fixes.
 - [F] Fixed the buildable fast travel marker workshop object (courtesy of [Fast Travel Target Fix](#)).
 - [F] Fixed one trash container ownership in Goodneighbor that was incorrectly assigned as owned.

- [F] Reverted workshop animation changes that would make exiting workbenches faster for compatibility reasons and the implementation was causing some minor bugs. Use [Faster Workbench Exit](#) mod instead.
 - [F] Dogs which can be bought from Erickson and Gene are now assigned to the new special “Trained Dog” race which gives them a slight increase in stats and many useful perks, along with the ability to open doors.
 - [F] Dogs which can be bought from Erickson and Gene now have similar stats / perks to Dogmeat, give bonus Happiness to settlements and should be able to be moved between settlements.
 - [T] Fixed cases where Player/NPC dialogue would be muted for some strange reason.
 - [T] Removed some unnecessary quest/dialogue overrides to prevent muted dialogue bugs.
- Please report if you find any dialogue that might still be muted because of FATE Tweaks.

1.4.0

- Online Readme version is now [available here!](#) The PDF Readme included with mod files will match it.
- Removed the Power Connection keyword from most objects in **Tesla Free Power** module so they don't have to be connected to the power system to be powered, since they cost 0 power anyway.
- [F] Replaced the script from [Reload Speed Fix Workshop](#) with the original [Reload Speed Fix](#) mod, since the Workshop version is currently causing the equip/unequip interaction spam for some modded weapons.
- [F] Reverted Psycho damage change for the time being, until MCM settings are properly implemented.
- [F] Removed PipBoy FX INI settings changes as I'll be implementing these into my CLAS / CLASSIC Tool.
- [F] Removed Keyword Type Weapon and Keyword Type Armor changes from Object Type Manager record which would break Sim Settlements 2 (SS2) plot lists in the ASAM sensor menu. Notified Kinggath about it.
- [F] Player and Enemy movement speed changes were moved to FATE Core - Tweaks.
- [T] All changes to killmove animations have been removed for the time being, until I can make sure that players can actually survive ghoul attacks without making them an instakill. Will likely become a module.
- [T] Removed lockpicking difficulty changes as these were mostly unintended.

1.3.0

- FOMOD will now automatically activate FATE Modules that you have previously installed.
 - Forgot to add Damn Apocalypse compatibility patches to FOMOD, they are now available again.
 - You can now choose between ESP and ESL extension versions of the Fixes and Tweaks core plugins.
 - FATE Tweaks plugin no longer requires the FATE Fixes plugin, as to achieve the new plugin changes.
- Note that you still need the FATE Fixes plugin for FATE Tweaks due to required files in the BA2 archive.**
- [F] All bleeding effects are now internally consistent and match vanilla damage, but over a longer period

- of time. Legendary bleed effect is still 2.5x stronger than all other bleeding effects. PA users can now bleed.
- [F] Lemonade selling Mr. Handy „Deezer“ is no longer considered a part of the Covenant faction and should no longer turn hostile depending on your Covenant questline actions. Keep it or kill it, your choice.
 - [F] Reverted the „Not Able To Open Doors“ flag from Cat Race for now so Ashes can correctly escape Vault 81. Don't worry, once you load the updated plugin, Ashes will automatically run away as intended.
 - [F] Removed those slightly annoying faint Pip-Boy / Item Interaction buzzing sounds. Additionally, silence overrides were left in so this plugin can at least prevent other mods from causing the same issue.
 - [F] Fixed a few conditions regarding the Cryo, Electrical, Paralyze and Resistance Reduction effects.
 - [F] Fixed weather radiation effects persisting during clear weather and during few other interactions.
 - [T] Minor changes to Leveled Lists so they better match changes from Leveled Item Framework (LIF).
 - [T] You can scrap Covenant beds, dressers, turrets and a few misc items for easier settlement building.
 - [T] The Prydwen's Main deck has been decorated for Elder Maxson with an added locker for his items.
 - [T] You can find Maxson's Cape, Battlecoat and Last Judgment unique Gatling Laser in the new locker.
This is intended as an alternative way to obtain Maxson's unique items without having to pickpocket or make the Brotherhood hostile. The item locker is owned by Maxson and has a Master level lock.

1.2.0

- Added complete FOMOD installer options for plugin choice.
- Replaced Readme and Credits files with a PDF, added much more info.
- [F] Fixed missing Weapons Workbench animation keywords which would block their interaction.
- [F] Reverted Fire damage type changes back to Energy due to current lack of fire resistances.
- [F] Reduced the number of ambient silent tracks assigned to some locations.
- [F] Adjusted value and weight for a few unconventional ammo types.
- [T] Removed invalid records related to notes that were duplicated by mistake.
- [T] Reduced post death automatic reload timer from 10 seconds to 7 seconds.

1.1.0 | 1st Major Hotfix Update

> The main FATE Core.esp plugin was converted into two separate plugins:

Fate Core - Fixes.esp | Fate Core - Tweaks.esp

Fixes.esp holds files and records that only provide bug fixes, without any (noticeable) gameplay changes.

Tweaks.esp holds all other records that provide changes to Gameplay, Items, NPCs, Quests and so on.

- Removed *FATE Patch - Story Manager.esp* which is not yet intended for FATE Patch.
- Removed few leftover record changes which are not intended for FATE Patch.
- Fixed certain sound volume sliders being hidden from settings by mistake.
- Combat Music changes for low level enemies have been moved to a separate module.

7.0 FATE PATCH - MOD LINKS / CREDITS

Here you can find the full list of all mods that were either mostly or completely implemented into the FATE Patch. Mod changes were merged, their conflicts were resolved and made consistent with The Unofficial Patch (UFO4P). Note that some specific changes were intentionally omitted to preserve compatibility with PRP and other popular mods.

NOTE: Again, mods listed here will conflict with FATE plugins one way or another.

FATE CORE - FIXES

Ash Be Gone | <https://www.nexusmods.com/fallout4/mods/43955>

Automatic RoF Sound Fix for DLC Weapons | <https://www.nexusmods.com/fallout4/mods/52944>

[1.7.0] Automatron Caravan Fixes | <https://www.nexusmods.com/fallout4/mods/73229>

Bash and Unarmed Damage Increase Fix | <https://www.nexusmods.com/fallout4/mods/68962>

Better Resource Descriptions | <https://www.nexusmods.com/fallout4/mods/10369>

Cats Dora and Maisie Happiness Fix | <https://www.nexusmods.com/fallout4/mods/68841>

Clean And Simple NW Bottle Fix | <https://www.nexusmods.com/fallout4/mods/66764>

Covenant - Disable The Dead Caravan | <https://www.nexusmods.com/fallout4/mods/43961>

Cryo Freeze Effect Supplemental Fix | <https://www.nexusmods.com/fallout4/mods/50947>

Cryo Freeze NPC Respawn Fix | <https://www.nexusmods.com/fallout4/mods/49383>

Custom Combat Music Fix - No Looping | <https://www.nexusmods.com/fallout4/mods/44145>

Decreased Subway Announcement Sound | <https://www.nexusmods.com/fallout4/mods/34716>

Exploding Gas Canister Bug Fix | <https://www.nexusmods.com/fallout4/mods/57734>

Fallout 4 Fixes | <https://www.nexusmods.com/fallout4/mods/63005>

Far Harbor Perks Fix | <https://www.nexusmods.com/fallout4/mods/25462>

Fast Travel Target Fix | <https://www.nexusmods.com/fallout4/mods/47165>

Fat Man MIRV Attachment Fix | <https://www.nexusmods.com/fallout4/mods/44870>

Fixes and Tweaks by Aurelianis | <https://www.nexusmods.com/fallout4/mods/67562>

Fortune Finder Bottlecap Mine Fix | <https://www.nexusmods.com/fallout4/mods/43740>

Gatling Laser Ammo Fix | <https://www.nexusmods.com/fallout4/mods/24225>

Gauss Rifle Charging Anim Fix | <https://www.nexusmods.com/fallout4/mods/55529>

[1.7.0] Graygarden CTD Fix | <https://www.nexusmods.com/fallout4/mods/73112>

Hang Loose Professor Goodfeels Fix | <https://www.nexusmods.com/fallout4/mods/61600>

Jamaica Plain Pathfinding Fix | <https://www.nexusmods.com/fallout4/mods/21344>

Junk Jet Projectile Invulnerability Fix | <https://www.nexusmods.com/fallout4/mods/68706>

Legendary Mutation Messages Fix | <https://www.nexusmods.com/fallout4/mods/63929>

Malden Hospital Port-A-Diner Fix | <https://www.nexusmods.com/fallout4/mods/55373>

Meat Drop Rate Fixes | <https://www.nexusmods.com/fallout4/mods/60375>

Mechanist's Lair Pathfinding Fix | <https://www.nexusmods.com/fallout4/mods/68417>

Melee Limb Mods Fix | <https://www.nexusmods.com/fallout4/mods/68614>

Melee Weapons Impact Sound Fix | <https://www.nexusmods.com/fallout4/mods/64187>

[1.7.0] Merged Vanilla Perk Fixes | <https://www.nexusmods.com/fallout4/mods/60070>

Minor Fixes | <https://www.nexusmods.com/fallout4/mods/63728>

NW Raiders & Robots Happiness Fix | <https://www.nexusmods.com/fallout4/mods/34262>

Newton's Regards - No More Falling Cars | <https://www.nexusmods.com/fallout4/mods/68754>

Nuclear Physicist & Repair BH Fix | <https://www.nexusmods.com/fallout4/mods/69713>

Nuka Grenade Fixes | <https://www.nexusmods.com/fallout4/mods/59987>

Piezonucleic Lining Fix | <https://www.nexusmods.com/fallout4/mods/45952>

Railway Rifle Spawn Fix | <https://www.nexusmods.com/fallout4/mods/39186>

Reload Speed Fix | <https://www.nexusmods.com/fallout4/mods/34538>

Robes of Atom's Devoted Hidden Perk Fix | <https://www.nexusmods.com/fallout4/mods/49112>

Sanctuary - No Dead Dog and Raider | <https://www.nexusmods.com/fallout4/mods/46943>

Workshop Auto Exit Timer Extended | <https://www.nexusmods.com/fallout4/mods/71003>

Universal Actor Scale Remover | <https://www.nexusmods.com/fallout4/mods/19978>

INCLUDED AND MERGED TEXTURE, MESH & ANIMATION FIXES

BY BLUNCE

1st Person Sprint FOV Remover | <https://www.nexusmods.com/fallout4/mods/58097>

3rd Person Sprint FOV Remover | <https://www.nexusmods.com/fallout4/mods/57085>

Female Cage Armor Pocket Fix | <https://www.nexusmods.com/fallout4/mods/57957>

BY OTHER

3rd Person Beard Fix | <https://www.nexusmods.com/fallout4/mods/11325>

Assaultron Left Hand Arm Mesh Fix | <https://www.nexusmods.com/fallout4/mods/44526>

Billboards Transparent & Fade Fix | <https://www.nexusmods.com/fallout4/mods/61566>

Bram's Outfit Fixes (All Files) | <https://www.nexusmods.com/fallout4/mods/58897>

Clearer Glasses (25%) | <https://www.nexusmods.com/fallout4/mods/61514>

Cooking Stove Normal Fix | <https://www.nexusmods.com/fallout4/mods/70200>

Desk-Lamp Mesh Fixed | <https://www.nexusmods.com/fallout4/mods/71011>

Extended Ripper Blade Blood Fix | <https://www.nexusmods.com/fallout4/mods/43852>

Fix For Forsythia | <https://www.nexusmods.com/fallout4/mods/34602>

Fix For Tiles02 Texture | <https://www.nexusmods.com/fallout4/mods/38057>

Flickering Blood & Puddles The Solution | <https://www.nexusmods.com/fallout4/mods/46749>

Glass Glare Fix | <https://www.nexusmods.com/fallout4/mods/23030>

Gloomy Glass Transparent Materials Revised | <https://www.nexusmods.com/fallout4/mods/62518>

Handmade Rifle LW Barrel Fix | <https://www.nexusmods.com/fallout4/mods/68729>

Immersive Super Mutant Orders | <https://www.nexusmods.com/fallout4/mods/55101>

Institute Floor Fix | <https://www.nexusmods.com/fallout4/mods/55878>

Lens Flare Fix | <https://www.nexusmods.com/fallout4/mods/11050>

Lens Flare Visible Rectangle Fix | <https://www.nexusmods.com/fallout4/mods/31220>

Mesh Bounds Fix | <https://www.nexusmods.com/fallout4/mods/70817>

Minigun No Spin Up - No Fire Delay | <https://www.nexusmods.com/fallout4/mods/43350>

NW Novatron Assaultron Torso Fix | <https://www.nexusmods.com/fallout4/mods/18714>

No More Glowing Mouths | <https://www.nexusmods.com/fallout4/mods/17865>

PA Frame Core Socket Hole Fix | <https://www.nexusmods.com/fallout4/mods/31168>

Pick-Me-Up Station Light Fix | <https://www.nexusmods.com/fallout4/mods/66614>

Pipe Rifle Compensator Fix | <https://www.nexusmods.com/fallout4/mods/63348>

Power Armor Chassis Buttplate Fix Redux | <https://www.nexusmods.com/fallout4/mods/61611>

Sentry Bot Face Light Fix | <https://www.nexusmods.com/fallout4/mods/72421>

Space Sentry Leg Fix | <https://www.nexusmods.com/fallout4/mods/29869>

Submariner Uniform Alpha Fix | <https://www.nexusmods.com/fallout4/mods/35536>

Swan's Pond Flicker Fix | <https://www.nexusmods.com/fallout4/mods/64674>

Toothpick Stretching Mouth Fix | <https://www.nexusmods.com/fallout4/mods/57990>

Total Snapgasm | <https://www.nexusmods.com/fallout4/mods/62443>

Vanilla Cubemap Fix | <https://www.nexusmods.com/fallout4/mods/72709>

Vault 111 Floor Guide Fix | <https://www.nexusmods.com/fallout4/mods/28167>

Vault-Tec Workshop Gear Door Fix | <https://www.nexusmods.com/fallout4/mods/71194>

[1.7.0] Weapon Collision Box Fix | <https://www.nexusmods.com/fallout4/mods/73041>

Workshop Lightbulb Emittance Fix | <https://www.nexusmods.com/fallout4/mods/8709>

CONSOLIDATED FEATURES FROM OTHER MODS

Artillery Fire and Range Expansion | <https://www.nexusmods.com/fallout4/mods/4597>

Barefoot Footsteps Extended | <https://www.nexusmods.com/fallout4/mods/45101>

Better Flares | <https://www.nexusmods.com/fallout4/mods/12083>

Better Generators | <https://www.nexusmods.com/fallout4/mods/1029>

Better Spotlights | <https://www.nexusmods.com/fallout4/mods/38843>

Blurry Corners In Dialogue Fix | <https://www.nexusmods.com/fallout4/mods/55026>

Car Physics Death Bug Fix | <https://www.nexusmods.com/fallout4/mods/46566>

Caravan AI Tweak | <https://www.nexusmods.com/fallout4/mods/29326>

Companion Bug Fixes | <https://www.nexusmods.com/fallout4/mods/2679>

Companion Stealth Distance Fix | <https://www.nexusmods.com/fallout4/mods/15823>

Colorful Survival Icons | <https://www.nexusmods.com/fallout4/mods/12809>

Companion Active Wait | <https://www.nexusmods.com/fallout4/mods/49966>

Corpse Collision | <https://www.nexusmods.com/fallout4/mods/37133>

County Crossing Crash Fix | <https://www.nexusmods.com/fallout4/mods/11218>

DLC Light Radius Redux | <https://www.nexusmods.com/fallout4/mods/16944/>

Decreased Automatron Encounters | <https://www.nexusmods.com/fallout4/mods/28891>

Dogmeat A True Companion | <https://www.nexusmods.com/fallout4/mods/23139>

Erikson's Guard Dog Tweaks | <https://www.nexusmods.com/fallout4/mods/34951>

Extended Grenade Timer | <https://www.nexusmods.com/fallout4/mods/4944>

Faster Terminal Displays | <https://www.nexusmods.com/fallout4/mods/937>

FO4 Bug Fixes Pack | <https://www.nexusmods.com/fallout4/mods/43558>

Hush Dogmeat | <https://www.nexusmods.com/fallout4/mods/3855>

Immersive Dogmeat | <https://www.nexusmods.com/fallout4/mods/34128>

Intro Tweaks | <https://www.nexusmods.com/fallout4/mods/66876>

Jetpacks Use Battery | <https://www.nexusmods.com/fallout4/mods/53172>

Less Annoying Berry Mentats | <https://www.nexusmods.com/fallout4/mods/11838>

Lighting and Tweaks Performance | <https://www.nexusmods.com/fallout4/mods/57497>

Long Range Bullet Holes | <https://www.nexusmods.com/fallout4/mods/1075>

Longer Headlamp Light Distance | <https://www.nexusmods.com/fallout4/mods/6708>

Longer Lasting Fusion Cores | <https://www.nexusmods.com/fallout4/mods/53188>

Longer Power Lines | <https://www.nexusmods.com/fallout4/mods/2241>

Moddable Robot Settlers | <https://www.nexusmods.com/fallout4/mods/11976>

Mole Rat Disease As Perk | <https://www.nexusmods.com/fallout4/mods/21233>

[1.7.0] More Detailed Perk Descriptions | <https://www.nexusmods.com/fallout4/mods/23414>

Move (Get Out the Way) | <https://www.nexusmods.com/fallout4/mods/4062>

No Aggro Impact Landing | <https://www.nexusmods.com/fallout4/mods/9019>

No Combat Boundaries Revised | <https://www.nexusmods.com/fallout4/mods/62485>

No Health and Crippled Pop-Ups | <https://www.nexusmods.com/fallout4/mods/11082>

Nuka World UI Mod Crash Fix | <https://www.nexusmods.com/fallout4/mods/41106>

Ownership Fixes | <https://www.nexusmods.com/fallout4/mods/56885>

Park Bench NPC Animation Fix | <https://www.nexusmods.com/fallout4/mods/43459>

Perception Bug Fix Redux | <https://www.nexusmods.com/fallout4/mods/63870>

Perception Bug Fix | <https://www.nexusmods.com/fallout4/mods/35376>

[1.7.0] Perk Limb Damage Fix | <https://www.nexusmods.com/fallout4/mods/63552>

Piles of Corpses | <https://www.nexusmods.com/fallout4/mods/1770>

Popping Heads | <https://www.nexusmods.com/fallout4/mods/55012>

Radiation Immunity Fixed | <https://www.nexusmods.com/fallout4/mods/70422>

Radio Reverb Fix | <https://www.nexusmods.com/fallout4/mods/16563>

Ragdoll Collision | <https://www.nexusmods.com/fallout4/mods/6740>

Realistic Ragdoll Force | <https://www.nexusmods.com/fallout4/mods/5149>

Remove Ironsight Blur | <https://www.nexusmods.com/fallout4/mods/2304>

[1.7.0] Ricochet Refresh | <https://www.nexusmods.com/fallout4/mods/15360>

Robot Hat Automatron Fix | <https://www.nexusmods.com/fallout4/mods/57929>

Settler Sandbox Expansion | <https://www.nexusmods.com/fallout4/mods/20442>

Shaikujin's Better Warnings | <https://www.nexusmods.com/fallout4/mods/4106>

Shell Rain (Casings Stay Longer) | <https://www.nexusmods.com/fallout4/mods/870>

Sinking Bodies | <https://www.nexusmods.com/fallout4/mods/27140>

Sprint AP Drain Revised | <https://www.nexusmods.com/fallout4/mods/58797>

Starlight Drive In LOD Fix | <https://www.nexusmods.com/fallout4/mods/23034>

Streetlight Radius Fix | <https://www.nexusmods.com/fallout4/mods/16804>

Turret Spotlight With Shadows | <https://www.nexusmods.com/fallout4/mods/8699>

Tougher Cars Durable Vehicles | <https://www.nexusmods.com/fallout4/mods/3680>

Universal Actor Scale Remover | <https://www.nexusmods.com/fallout4/mods/19978>

Unowned Trash | <https://www.nexusmods.com/fallout4/mods/46445>

Use Workbenches During Combat | <https://www.nexusmods.com/fallout4/mods/45953>

Vault 81 Mole Rat Disease Fix | <https://www.nexusmods.com/fallout4/mods/8908>

Water LOD Fix | <https://www.nexusmods.com/fallout4/mods/33815>

Weapon Death Drop Fix | <https://www.nexusmods.com/fallout4/mods/65177>

Weapon Rack Fixes | <https://www.nexusmods.com/fallout4/mods/19324>

Weird Mattress Fix | <https://www.nexusmods.com/fallout4/mods/68884>

Weston Water LOD Fix | <https://www.nexusmods.com/fallout4/mods/42020>

Zombie Vertibird Fix | <https://www.nexusmods.com/fallout4/mods/64552>

FATE CORE - TWEAKS

Consistent Crops - Wild Crop Improvements | <https://www.nexusmods.com/fallout4/mods/64812>

Diamond City Billboards | <https://www.nexusmods.com/fallout4/mods/71990>

Fast Travel From Vault 81 | <https://www.nexusmods.com/fallout4/mods/67625>

Fast Travel From Quest Hubs | <https://www.nexusmods.com/fallout4/mods/60543>

Lights In Load Elevators | <https://www.nexusmods.com/fallout4/mods/66527>

Minutemen Quest Cleanup | <https://www.nexusmods.com/fallout4/mods/59019>

Vault 81 Calvin Buys More Tools | <https://www.nexusmods.com/fallout4/mods/35985>

Infamous's Combined Tweaks and Changes | <https://www.nexusmods.com/fallout4/mods/66436>

Fallout 4 AI Overhaul | <https://www.nexusmods.com/fallout4/mods/57741>

Arturo Sells Power Armor | <https://www.nexusmods.com/fallout4/mods/47657>

Combined Game Tweaks | <https://www.nexusmods.com/fallout4/mods/62809>

Covenant Unrestricted | <https://www.nexusmods.com/fallout4/mods/9986>

Delay MILA / Weathervane Quest | <https://www.nexusmods.com/fallout4/mods/44955>

Fat Man Smart MIRV Attachment | <https://www.nexusmods.com/fallout4/mods/29434>

Fill Multiple Bottles | <https://www.nexusmods.com/fallout4/mods/56175>

Final Judgement & Maxson's Coat | <https://www.nexusmods.com/fallout4/mods/14982>

Fixed Creature Death Drops | <https://www.nexusmods.com/fallout4/mods/49789>

Harvest Whales & Dolphins | <https://www.nexusmods.com/fallout4/mods/36862>

Improved Quest Objectives | <https://www.nexusmods.com/fallout4/mods/48845>

KRitC More Radiant Quest Locations | <https://www.nexusmods.com/fallout4/mods/71373>

Loot Added to Vault Lockers | <https://www.nexusmods.com/fallout4/mods/13178>

Lost Soul Quest Tweak | <https://www.nexusmods.com/fallout4/mods/59070>

Loot Added to Vault Lockers | <https://www.nexusmods.com/fallout4/mods/13178>

Magazine Rack Extended | <https://www.nexusmods.com/fallout4/mods/52840>

Maxson's Cape | <https://www.nexusmods.com/fallout4/mods/3629>

Maxson's Cape With Cloth Physics | <https://www.nexusmods.com/fallout4/mods/44869>

Maxson's Table | <https://www.nexusmods.com/fallout4/mods/37456>

No Longer Out Of Breath | <https://www.nexusmods.com/fallout4/mods/7103>

Power Armor Heavy Impact Sounds | <https://www.nexusmods.com/fallout4/mods/68571>

Power Armor Intercom Voice | <https://www.nexusmods.com/fallout4/mods/40336>

Radiant Questing In Commonwealth | <https://www.nexusmods.com/fallout4/mods/53200>

Realistic Ragdoll Force | <https://www.nexusmods.com/fallout4/mods/5149>

Robots Provide Settlement Defense | <https://www.nexusmods.com/fallout4/mods/23376>

Sell Paint To Abbot | <https://www.nexusmods.com/fallout4/mods/43897>

CONSOLIDATED FEATURES FROM OTHER MODS

All Nuka-Cola Flavors | <https://www.nexusmods.com/fallout4/mods/20738>

Better Legendary Mutations | <https://www.nexusmods.com/fallout4/mods/13641>

Companion Infinite Ammo | <https://www.nexusmods.com/fallout4/mods/6233>

Companion Initiating Dialogue Patch | <https://www.nexusmods.com/fallout4/mods/58715>

Console Enabled in Survival | <https://www.nexusmods.com/fallout4/mods/19471>

Cooking Stations Produce Food | <https://www.nexusmods.com/fallout4/mods/22951>

Cut Crafting Stations Restored | <https://www.nexusmods.com/fallout4/mods/16542>

Deadly Radstorms | <https://www.nexusmods.com/fallout4/mods/829>

Delay Nick's Quest | <https://www.nexusmods.com/fallout4/mods/51401>

Disable NPC Comments When Waiting | <https://www.nexusmods.com/fallout4/mods/4703>

Drop Quest Items | <https://www.nexusmods.com/fallout4/mods/38046>

Droppable Quest Items | <https://www.nexusmods.com/fallout4/mods/54880>

Dungeon Respawns | <https://www.nexusmods.com/fallout4/mods/55271>

Dynamic Muzzle Shadows | <https://www.nexusmods.com/fallout4/mods/2571>

Expanded Resource Shipments | <https://www.nexusmods.com/fallout4/mods/2847>

FH Melee Killmove Frequency Rebalance | <https://www.nexusmods.com/fallout4/mods/22489>

Far Harbor Doctor Dialogue Fix | <https://www.nexusmods.com/fallout4/mods/16274>

Fat Man Radiation Hazard | <https://www.nexusmods.com/fallout4/mods/8602>

[1.7.0] Grieving Raider - A Most Important Mod | <https://www.nexusmods.com/fallout4/mods/32335>

Icebreaker Settler Dialogue Overhaul | <https://www.nexusmods.com/fallout4/mods/25972>

Immersive Generic Dialogues | <https://www.nexusmods.com/fallout4/mods/14108>

Immersive Killable Children | <https://www.nexusmods.com/fallout4/mods/8434>

Improved Quest Objectives | <https://www.nexusmods.com/fallout4/mods/53016>

Increased Power Radius | <https://www.nexusmods.com/fallout4/mods/2652>

Infinite AP Out of Combat | <https://www.nexusmods.com/fallout4/mods/61502>

Keep Radiants in the Commonwealth | <https://www.nexusmods.com/fallout4/mods/56089>

Minutemen Ending Dialogue Fix | <https://www.nexusmods.com/fallout4/mods/45737>

No Legendary Items From Creatures | <https://www.nexusmods.com/fallout4/mods/21864>

No More Damages In Dialogues | <https://www.nexusmods.com/fallout4/mods/61461>

Piper Interview Restored | <https://www.nexusmods.com/fallout4/mods/21829>

Player Speed Revised | <https://www.nexusmods.com/fallout4/mods/57866>

Quality Assurance Bug Fix | <https://www.nexusmods.com/fallout4/mods/24301>

Radiant Quest Marker | <https://www.nexusmods.com/fallout4/mods/20401>

Radiant Quests Tagged Redux | <https://www.nexusmods.com/fallout4/mods/50929>

Realistic Conversations | <https://www.nexusmods.com/fallout4/mods/32514>

Realistic Crippled Limbs Effects | <https://www.nexusmods.com/fallout4/mods/24248>

Realistic Sprinting | <https://www.nexusmods.com/fallout4/mods/41499>

Remove Turret Power Requirement | <https://www.nexusmods.com/fallout4/mods/8170>

Scavenge Station Improvements | <https://www.nexusmods.com/fallout4/mods/24142>

Survival Mode Tweaks | <https://www.nexusmods.com/fallout4/mods/12794>

Third Person Melee Tweak | <https://www.nexusmods.com/fallout4/mods/15769>

Vault Suit Dialogues | <https://www.nexusmods.com/fallout4/mods/22121>

Whisky's Minutemen Quest Tweaks | <https://www.nexusmods.com/fallout4/mods/62663>

Wireless Power | <https://www.nexusmods.com/fallout4/mods/10812>

8.0 FATE PATCH – AUTHOR NOTES

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Make sure to support their work by endorsing their mods and through other means.

Due to requested file permissions, FATE Patch will not receive Donation Points.

If you wish to support me and my continued work in creating the best possible Fallout 4 experience, consider donating through the following means:

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