

# HOT DIGGITY

## PERK OVERHAUL

**A Better You Today.**

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Last Updated: 18/04/2024

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## Design Goals

- Improve replayability by slowing each characters gradual transition into a jack of all trades
- Include niche perks that allow each character to feel more distinct
- Reduce the number of “essential perks” that every character would end up taking
- High compatibility (The only vanilla edits are to perks)

## Features

- A reimplementaion of the skill system similar to that of previous fallout games including 12 New skills
- A return of the traits system seen in Fallout 1, 2 & New Vegas
- ~50 new perks (depending on how you count them) to provide more variety to each character These perks have been drawn from other fallout games, mods for other fallout games or my own creations
- Perk requirements have been implemented to encourage character diversity and encourage replayability
- The modification of many boring vanilla perks, who wants to waste a precious perk point on +20% damage with pistols?
- Built with a level cap of 60 in mind but not included

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## The Skills

### Strength

**Melee:** Your ability to deal damage up close and personal, determines your damage with melee weapons (Baseball Bats, Super Sledges, Tire Irons)

**Unarmed:** Your ability to do harm with your own two hands, determines damage and action point cost of unarmed weapons (Fists, Brass Knuckles, Power Fists)

### Perception

**Energy Weapons:** Your control over all the Sci-Fi weapons in the wasteland, determines your damage & accuracy with all energy weapons (Laser, Plasma, Flamer, Gauss)

**Thievery:** Your ability to get things that don't necessarily belong to you, determines how easy it is for you to pick pockets and locks.

### Endurance

**Survival:** Your ability to survive the harsh wastes in various ways, determines the strength of buffs provided by foods and drink.

**Explosives:** Your mastery over all things that go boom, determines your damage with explosives (Grenades, Mines, Molotovs, Missile Launchers, Fatmen etc.)

### Charisma

**Barter:** Your ability to haggle and barter, determines the cost of goods bought and sold to merchants.

**Leadership:** Your ability to lead settlements and companions, determines how much damage your companions deal in combat as well as unlocks settlement features such as supply lines and crafting stations

## Intelligence

**Medicine:** Your ability to treat wounds and radiation, determines how effective radaway, rad-X and stimpaks are

**Science:** Your ability to understand all things technical, determines the ease of hacking and unlocks the ability to craft advanced science modifications.

## Agility

**Guns:** Your skills with conventional firearms, determines damage and accuracy with all ballistic weaponry.

**Sneak:** Your ability to hide and remain undetected by others, determines how likely you are to be detected by others while sneaking.

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## The Traits

### Atomic Balance

You have found peace within the glow of radiation. Above 600 Rads you gain a large bonus to perception and rapid action point regeneration, but cannot gain radiation resistance until you have reached that point.

### Berserker

Reckless abandon is the only way to fight. Damage and move speed increase by 20% while wielding a melee weapon, but incoming damage increases by 25% as well.

### Fear The Reaper

You're motivated to make the most of life because you never know how long you've got. When you level up you lose half your current health but every 3 levels you gain an additional perk point.

### Finesse

You're all about style over consistency. Critical hits deal 150% more damage, but all attacks deal 25% less.

### Gifted

Natural talent can lead to stunted growth. You gain +1 to all SPECIAL attributes but half as many skill points per level.

### Heart of Gold

You've got a heart of gold, and people like that; sadly for you, gold is a great conductor. You gain +2 charisma and gain 5x the experience from speech checks, but energy weapons deal 15% more damage to you.

## Heavy Handed

Big hands are great for hitting, not as great for shooting. You gain +1 strength and deal an additional 50% damage with melee and unarmed, but VATs cost 50% more at all times.

## Hot Blooded

When you get hurt you lash out without much care for who or where, below 50% health you deal 20% more damage but become significantly less accurate.

## Killer Instinct

You really just enjoy killing; nothing else really brings you the same level of joy.

Kills grant 2x experience, but all other sources provide 10% their normal amount.

## Logan's Loophole

The brightest candle is the first to fade. Chems last 2x as long and are 2x as powerful, but you gain 1% less experience every level, stopping entirely at level 100

## One In a Million

Coincidence is your middle name, rare things happen to you a lot. You gain +2 luck and a 1% crit chance out of VATS per point of luck, but enemies have a tiny chance to deal 4x damage to you.

## Skilled

Naturally gifted, but slow to learn. You gain experience 40% slower but get +2 tag skills and 2 extra skill points to spend per level.

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## Small Frame

Tiny and nimble but also brittle. You gain +2 Agility and 10% move speed but take 50% more damage to your limbs.

## Tough Nature

You're not that bothered by pain, but that makes you a little careless about getting into trouble. You gain +50 Energy and Damage resistance and +1 Endurance, but you are 75% worse at sneaking.

## Perks

Honestly too many for me to be bothered listing here are some highlights.

## Abs of Steel

Abs of steel keep you alive. You take 2% less damage per point of strength.

## And Stay Back!

You enjoy personal space. Each shotgun pellet has a 2% chance to knock enemies to the ground.

## Bombing Run

You must be in an action movie because things don't stop exploding around you. Human and ghouls enemies killed have a chance to drop additional explosives on death.

## Confirmed Bachelor/Cherchez La Femme

Lady Killer/Black widow but for the same sex.

## Hideous Hide

Radiation probably hasn't done wonders for your skin. You now gain 25 points of Damage Resistance for every 200 points of radiation you have.

## Hunter

Hunting is a skill that never loses its relevance. You deal 25% more damage to all animals and they drop additional meats and hides when killed.

## Meltdown

Chain reactions can get out of hand. Foes killed with plasma weapons have a high chance to burst into a plasma explosion.

## Lucky I'm Alive

You're just lucky to be alive. You now deal an additional 25% critical damage and below 20% health you gain +5 luck

## Radical

Radical dude, you now gain 15 points of radiation resistance for every 100 points of radiation you have.

## Rapid Cell Growth

This strange growth seems more beneficial than expected, You regenerate health rapidly up to 40%.

## Rip and Tear!

Blood and guts drive you nuts! When you kill an enemy in combat you restore a small amount of health based on the level of the enemy you killed.



## Surprise Proof

You aren't prone to getting caught off guard. You take 75% less damage while above 95% health.

## Unflinching

You really maintain your cool under pressure. You take less damage from explosives the lower your health.