

4.3 Perks

Tribals have developed different crafts that suit their life in the wastes. I took note of some of their skills for further study.

Gecko Skinning

The precious hide of geckos are popular all through the wastes. Careful- them beasts'll go through your leg like an old steam pipe.

Deathclaw Skinning

Though the skinning part might seem easier than the killing part with these beasts, knowing how to remove their tough hides properly will surely become handy.

Rat Skinning

Rats- they're everywhere. Maybe you might earn some extra by selling their hide. Now you can skin all types of rats.

Brahmin Skinning

Getting the leather off a two-headed being has proven difficult, but now you have mastered it. Happy Skinning!

Dog Skinning

You didn't want to let your old Wenamp rot, so you took off his hide? Well, at least now you know how to skin other canines as well.

Abomination Cutting

Getting rid of all the ooze might take a while and you can't really call this piece of peel skin, but maybe it'll be of some use.

Bug Scraping

This ant's head might make a nice flower pot... now you can scrape bugs and arachnids.

Weapon Master

Out of necessity you have developed the ability to construct simple weapons: the stone axe, the stone knife and the spear. *Finding the components takes a day and requires a Outdoorsman roll. Constructing the weapon takes another day.*

The marks that are left during the process of scarification tell a lot about the bearer of the marks: his fate is determined by them.

Deathclaw Marks

You bear the ritual marks of the creeping death. Your clansmen respect you- your enemy quivers in your presence. Your strength is unequalled.

Gives +1 charisma while interacting with members of the tribe, tribal enemies get -5% to attack. Raises Melee by 10%.

Ghost Marks

The silent death that kills all living things has spared you. Now you bear his marks.

Your clansmen respect you- your enemy fears you. Your fortitude is remarkable.

Gives +1 charisma while interacting with members of the tribe, tribal enemies get -5% to attack. Gives 5 additional hitpoints. Raises RadResistance by 10%.

Fire Marks

Like a phoenix, you have risen from the ashes. Now you bear the ritual marks of the scorching wind. Your clansmen respect you- your name chills the enemies' hearts.

Gives +1 charisma while interacting with members of the tribe, tribal enemies get -5% to attack. Raises FireResist by 10%.

Blemished One

Your skin tells the tales of many battles. The years have crippled your emotions and set your soul on fire. The wasteland fears you, blemished one.

-1 charisma, +1 endurance, -10% speech, +10% Melee, enemies get -5% to attack +10% DamageResistance, Karmic Perk

Sundancer

All things that meet the golden globe's burning gaze wither, sundancer. Yet you rejoice under the sun's fiery breath.

All skills are raised by 5% under the sun, but lowered by 5% in the dark.