**Perks** Action Boy (or Girl), Adrenaline Rush, Animal Friend, Awareness, Bend the Rules, Better Criticals, Bluff Master, Bone Head, Bonsai, Bonus Hand to Hand Attacks, Bonus Hand to Hand Damage, Bonus Move, Bonus Ranged Damage, Bonus Rate of Fire, Bracing, Break the Rules, Brown Noser, Cancerous Growth, Cautious Nature, Comprehension, Crazy Bomber, Cult of Personality, Demolition Expert, Die Hard, Divine Favour, Dodger, Drunken Master, Earlier Sequence, Educated, Empathy, Explorer, Faster Healing, Flexible, Flower Child, Fortune Finder, Gain Agility, Gain Charisma, Gain Endurance, Gain Intelligence, Gain Luck, Gain Perception, Gain Strength, Gambler, Harmless, Healer, Heave Ho!, Here and Now, Hit the Deck!, Hand to Hand Evade, Kama Sutra Master, Karma Beacon, Leader, Life Giver, Light Step, Living Anatomy, Loner, Master Thief, Master Trader, Medic, Mental Block, More Criticals, Mr. (or Ms.) Fixit, Mutate! Mysterious Stranger, Negotiator, Night Vision, Pack Rat, Pathfinder, Pickpocket, Presence, Psychotic, Pyromaniac, Quick Pockets, Quick Recovery, Rad Child, Rad Resistance, Ranger, Salesman, Scout, Scrounger, Sharpshooter, Silent Death, Silent Running, Slayer, Smooth Talker, Snake-Eater, Sniper, Speaker, Stat! Steady Arm, Stonewall, Strong Back, Survivalist, Swift Learner, Tag! Team Player, Thief, Tough Hide, Toughness, Tunnel Rat, Way of the Fruit, Weapon Handling, Brutish Hulk, Death Sense, Hide of Scars, Talon of Fear