
Overview

Scope

The project aims to rebalance character creation, character progression, and items by modifying the Fallout community edition source code avoiding modifying base game files or scripts as much as possible.

Goals

Modify character creation to enable more diverse character builds for the game and enable the use of patch files to modify base game data without modifying master.dat, critter.dat, etc.

Philosophy

Fallout is a masterpiece of writing pacing and tone however the game is poorly balanced with essentially one correct build and half the skills and most of the perks being basically useless. One of the best aspects of Fallout is how significant the choices you have during character creation is an aspect that should be retained and enhanced. Currently there are auto take and always avoid skills, perks, and stats. This should not be the case; all individual skills, perks, and stats should be worth considering for some kind of build.

General Mechanics

Combat

Change chance to hit modifiers for aimed shots to make it much much more difficult to get headshots and especially eye shots, make it easier to hit arms and legs, and finally give a chance to hit bonus for an aimed shot to the body.

Original Aimed Shot Penalties:

Chance to Hit	Body Part
-60	Eyes
-40	Head
-30	Arms
-30	Groin
-20	Legs
0	Body

Revised Aimed Shot Penalties:

Chance to Hit	Body Part
-120	Eyes
-80	Head
-10	Arms
-30	Groin
-10	Legs
+20	Body

Burst attacks and explosives can no longer perform critical hits.

Chems

Stimpaks have reduced effectiveness healing 7-12 points of damage.
Chems can only buff the player once 2 doses will not benefit the player
(unless the player takes the Chem reliant trait).

Special

General

allow players to have special stats go above 10 after character creation using Chems, power armor etc. The reason for this is because an upper limit directs players to limit investment in stats, particularly strength due to power armor.

Strength

Disable weapons usage if they do not meet strength requirements (like in tactics) and increase the strength requirements for rifles +1 for all making most require 6 strength and for big guns/energy rifles +2 making most require 8 strength. Also the change to the special system help a lot, however nerfing power armor to +1 or +2 strength would also help.

Perception

Because the game calculates the chance to hit weighted far more on skill level for ranged weapons, perception should determine maximum range for ranged weapons much like strength determines throwing range.

Weapon Maximum Range Formula:

$$\text{Max Range} = \text{Perception} \times 5$$

Endurance

Underpowered while speedruns of this game use a high endurance stat in general gameplay having extra endurance does not help improve player survivability over agility, aside from the changes to agility there needs to be more consequences to having a fragile character and more benefits to a tougher one.

There are two major changes to make to Endurance to improve the stat. First is to increase the weight it has on your base HP and the HP you receive on level up as seen in the formulas below.

Original HP Formulas:

$$\text{Base HP} = 15 + \text{Strength} + (2 \times \text{Endurance})$$

$$\text{HP Level Bonus} = \left\lceil \frac{\text{Endurance}}{2} \right\rceil + 2$$

Revised HP Formulas:

$$\text{Base HP} = 15 + \text{Strength} + (3 \times \text{Endurance})$$

$$\text{HP Level Bonus} = \left\lceil \frac{\text{Endurance}}{3} \right\rceil + 1$$

The second change is to give an additional armor bonus as an investment into endurance as seen in the formulas below.

Bonus DR/DT Formulas:

$$\text{Base DT(Normal)} = \text{Endurance} - 7$$

$$\text{Base DR(Normal)} = \left\lceil \frac{\text{Endurance}}{2} \right\rceil$$

All Armor Bonuses		
	DT	DR
Normal	EN -6	EN / 2
Laser	EN -7	EN / 2
Fire	EN -7	EN / 2
Plasma	EN -9	EN / 3

Explode	EN -7	EN / 3
Electrical	EN -7	EN / 2

Charisma

Needs to determine the number of companions similar to fallout 2 Number of companions = (Charisma / 3) + 1. There is also the problem that charisma, a stat that primarily affects dialogue in the adventure, has almost no stat checks. Many stat checks will have to be taken from intelligence/newly added. These changes are possibly outside of the project scope

Intelligence

Very powerful but usually a stat where you are either going for a low intelligence run or you are putting any extra points into it. The solution is to give a +50% extra exp to low int characters INT<3.

Agility

Being the most powerful stat needs to be severely nerfed. Agility determines action points. Action points are one of the most powerful combat stats and can be used offensively and defensively. The only reason anyone playing this game does not put it at 10 in the first game is because it's pretty easy to join the brotherhood early on and 9 AP isn't too bad in the early game. The solution is to make fixes to the other stats to make them more viable and to make players pay through the teeth for extra

Original AP Formula:

$$Action Points = \left\lceil \frac{Agility}{2} \right\rceil$$

Revised AP Formula:

$$Action Points = \left\lceil \frac{Agility - 1}{3} \right\rceil$$

Luck

Like charisma and intelligence, much of this stat is based on the game's adventure, otherwise it's not an issue.

Traits

Bloody Mess

Currently: Uses the most violent death animations at all times.

Status: A joke trait no changes needed

Changes: None

Bruiser

Currently: +2 Strength -2 Action Points

Status: Severely Underpowered the worst trait in the game

Changes: +2 Strength -3 Armor Class

Chem Reliant

Currently: Recover faster from addiction, addiction more likely

Status: Very niche with little benefit or detriment

Changes: allows player to get the same stat bonuses by taking 2 doses of a given chem but double the rate of addiction

Chem Resistant

Currently: Addiction rate halved, longer recovery time

Status: Very niche with little benefit or detriment

Changes: cannot become addicted, chem effects are cut in half (requires 2 doses of buffout mentats, etc to get special bonuses)

Fast Metabolism

Currently: +2 Healing rate, Poison, Radiation Resistance starts at 0%

Status: Very niche with little benefit or detriment

Changes:

Fast Shot

Currently: -1 Action point cost for weapons, cannot use aimed shots

Status: Reasonably well balanced generally not worth the trade off mostly due to problems with burst weapons themselves and benefits to critical hits to the eyes

Changes: None

Finesse

Currently: +10% critical chance, -30% overall damage

Status: Pretty O.K. for sniper builds. It is implemented in a weird way giving enemies better armor not reducing weapon damage

Changes: Potentially alter how internal damage model is calculated.

Gifted

Currently: +1 to all special stats, -10% to all skills -5 skill points per level

Status: Overpowered needs to be nerfed

Changes: +1 to all special stats, -10% to all skills -5 skill points per level +1 Perk rate

Good Natured

Currently: +15% First aid, Doctor, Speech, Barter - 10% Small Guns, Big Guns, Energy Weapons, Throwing, Melee, Unarmed

Status: Very marginal needs to have more pronounced changes to matter

Changes: +45% First aid, Doctor, Speech, Barter -35% Small Guns, Big Guns, Energy Weapons, Throwing, Melee, Unarmed

Heavy Handed

Currently: +4 melee damage, -30% critical hits table

Status: Its O.K. not a huge detriment

Changes: None

Jinxed

Currently: More critical failures for everyone

Status: pretty decent if you have 10 luck, makes the game a bit goofy though

Changes: None

Kamikaze

Currently: +5 sequence, Armor Class starts at 0

Status: Very bad sequence is not that useful, only on the first turn and ac is very useful

Changes: +5 sequence, -2 Armor Class

Night Person

Currently: +1 Intelligence and Perception at night, -1 intelligence and Perception

Status: pretty bad, a lot of that is because of gifted

Changes: +2 Strength, Intelligence and Perception at night,
-1 Strength, intelligence and Perception

One Hander

Currently: +20% chance to hit one handed weapons, -40% to hit two handed weapons

Status: pretty bad mostly let down by one handed weapons being mostly a lot worse than the two handed ones

Changes: +35% chance to hit one handed weapons, -40% to hit two handed weapons

Skilled

Currently: +10% to all skills, +1 Perk rate

Status: Very bad perks are far more important than skill points

Changes: Gain an extra Tag skill, +10% to all skills, +30% to tag skills +1 Perk rate (alberts 4th tag skill is gambling)

Small Frame

Currently: +1 Agility, carry weight = $25 + (15 * \text{Strength})$

Status: Very good mostly due to agility being the most important stat

Changes: None

Weapons

General

Because of the massive disparity of usefulness between weapon categories with small guns being great all game and throwing being almost useless. The first change is to move all the 2 handed small guns into big guns. All 2 handed ranged weapons will have +1 AP to fire cost (+2 for turbo plasma rifle and BB guns). All pistols will have a -1 AP cost (except the alien blaster and the .223 pistol).

Weapon Perks

Weapon perks are one of the many examples of this game's lack of transparency with its mechanics giving powerful abilities to many weapons.

Weapon accurate - +20% hit chance at all ranges

- 9mm Mauser
- 14mm pistol
- Alien blaster
- Cattle prod
- Combat Shotgun
- Shotgun
- Flare

Weapon knockback - Knocks back the target (1 hex per 5 points of damage)

- Sledgehammer
- Super Sledge

Weapon Long Range - Hit chance reduced for targets farther than 4*(Perception - 2) hexes (+100% or x2 improvement)

- Assault rifle
- Gatling laser
- Hunting rifle
- Laser rifle
- Minigun
- Plasma rifle
- Red rider LE BB gun
- Rocket launcher
- Sniper rifle
- Turbo plasma rifle

Weapon Penetrate - Target's Damage Threshold reduced by 80%

- .223 pistol
- Power fist
- Ripper

Ammo

AP ammo is categorically worse than standard ammo in all situations (excluding AP rockets). The idea is to make JHP ammo deal extra damage to unarmored targets and unable to punch through armored enemies, alternately the AP ammo can get through armor but is inefficient against unarmored foes. The biggest problem is that ammo does not affect damage threshold only damage resistance that needs to be accounted for. Therefore a DT mod will be introduced which will ignore that many points of damage resistance,

.223 FMJ - AC MOD = 0%, DR MOD = -10% DT MOD = -10

.44 Magnum FMJ - DR MOD = -25% DT MOD = -5

.44 Magnum JHP - Damage MOD = 3/2, DR MOD = +25% DT MOD = +3

10mm AP - DT MOD = -5

10mm JHP - Damage MOD = 3/2, DR MOD = +25% DT MOD = +3

12 gauge - DT MOD = +3

14mm AP - Damage MOD = 1, DT MOD = -10

5mm AP - Damage MOD = 1, DT MOD = -4

5mm JHP - Damage MOD = 3/2, DT MOD = +4

9mm ball - unchanged

BBs - unchanged

Explosive rocket - unchanged

Flamer fuel - change DR MOD to 0%

Microfusion cell - unchanged

Rocket AP - unchanged

Small energy cell - unchanged

Small Guns

9mm Mauser - unchanged

10mm Pistol - reduce ap cost by 1

Desert Eagle .44 - reduce ap cost by 1

.223 Pistol - unchanged

10mm SMG - unchanged

14mm Pistol - unchanged

Big Guns

Assault Rifle - increase ap cost by 1, Min ST 6

Hunting Rifle - increase ap cost by 1

Red Rider LE BB Gun - increase ap cost by 2

Sniper Rifle - Damage 20-42, Min ST 6

Combat Shotgun - increase ap cost by 1, Min ST 6

Shotgun - increase ap cost by 1

Minigun - increase ap cost by 1, Min ST 9

Flamer - increase ap cost by 1, Min ST 8

Rocket Launcher - increase ap cost by 1, Min ST 7

Energy Weapons

Alien Blaster - unchanged

Laser Pistol - reduce ap cost by 1

Plasma Pistol - reduce ap cost by 1

Gatling Laser - increase ap cost by 1, Min ST 9

Laser Rifle - increase ap cost by 1

Plasma Rifle - increase ap cost by 1

Turbo Plasma Rifle - increase ap cost by 2, Min ST 7

Unarmed

Needs to have the additional attacks applied from fallout 2 with level requirement reductions. Unarmed weapons should give bonus damage on top of the base unarmed attacks with AP requirements and other bonuses still being applied (calculated from punch attacks). There are some changes compared to fallout 2 that can be seen in the table below

Name	Requirements	Damage	AP	Critical Chance
Primary punch attacks				
Punch	None	Base damage	3	-
Strong Punch	Unarmed 55%, Agility 6	+3	3	-

Hammer Punch	Unarmed 75%, Agility 6, Strength 5, Level 6	+5	3	+5%
Haymaker	Unarmed 100%, Agility 7, Strength 5, Level 9	+7	3	+15%

Secondary punch attacks

Jab	Unarmed 75%, Agility 7, Strength 5	+5 armor piercing	6	-
Palm Strike	Unarmed 115%, Agility 7, Strength 5, Level 6	+7, armor piercing	6	+15%
Piercing Strike	Unarmed 130%, Agility 7, Strength 5, Level 15	+10, armor piercing	8	+40%

Primary kick attacks

Kick	None	Base damage	3	-
Strong Kick	Unarmed 40%, Agility 6	+5	4	-
Snap Kick	Unarmed 60%, Agility 6, Level 6	+7	4	+5%
Power Kick	Unarmed 80%, Agility 6, Strength 6, Level 9	+9	4	+15%

Secondary kick attacks

Hip Kick	Unarmed 60%, Agility 7, Strength 6, Level 6	+7, armor piercing	7	-
Hook Kick	Unarmed 100%, Agility 7, Strength 6, Level 12	+9, armor piercing	7	+25%
Piercing Kick	Unarmed 125%, Agility 8, Strength 6, Level 15	+12, armor piercing	9	+50%

Melee Weapons

Cattle Prod - no change

Club - no change

Combat Knife - no change

Crobar - no change

Knife - no change

Ripper - no change

Sledgehammer - damage 10-17

Spear - damage 7-14

Super Sledge - damage 25-40

Throwing Knife - damage 7-10

Throwing

Flare - no change

Frag Grenade - no change

Molotov Cocktail - damage 25 - 40 fire damage

Plasma Grenade - no change

Pulse Grenade - no change

Rock - no change

Spear - damage 7-14

Throwing Knife - damage 7-10

Armor

The plan for Armor is to have the player choose between more protection and more movement/lower chance to be hit. As seen in the table picking an armor has you choose between better protection with an AP penalty and better AC with worse protection.

<u>Armor Type</u>	<u>Old AC</u>	<u>New AC</u>	<u>Maximum AP</u>
Leather Jacket	8	15	11
Leather Armor	15	10	10
Metal Armor	10	8	9
Combat Armor	20	25	10
Brotherhood Armor	20	25	11
Power Armor	25	15	9
Hardened Power Armor	25	15	9
Robes	5	15	11
Tesla Armor	15	20	10

Skills

General

First Aid

Needs to be distinct from the doctor skill, currently First aid is strictly worse. The fix is to remove the time penalty from the skill and allow it to

be used in combat at a cost of 2 AP, still has a chance to fail so you will need a significant investment for it to be useful.

Doctor

Because of the changes to the first aid skill doctor needs to heal significantly more HP to keep up.

Sneak

Needs the silent death effect by default giving the game the sneak attack criticals like in bethesda's fallout games although only for HtH attacks.

Lockpick

The player should be able to lock doors for strategic reasons like in fallout 2 (not sure if this is within scope)

Steal

Needs to have threshold to see inventory it should not be a free examination into an NPC's inventory for no investment (not sure if this is within scope)

Traps

The worst skill in the game, can be removed and folded into throwing weapons, another underpowered skill.

Science

Little use in this game. It's useful in only a few cases. Needs to be a requirement for perks.

Repair

A few more checks than science but still has the same problem with the same solution. Use as a requirement for perks

Speech

Less overpowered than in later games but does need to be balanced with charisma

Barter

Mostly suffers because there are no unique purchasable items and the alternative of gambling gives you essentially infinite money. Potentially fixed by porting some fallout 2 items to shops.

Gambling

As stated under barter gambling is extremely overpowered and very frustrating. It's either infinite free money just keep pressing 1 and 5 on your keyboard until satisfied. Alternately it becomes too tedious to bother with. Ideally better implementations of slot machines etc. like in new vegas would be the preferred option. Along with the owner kicking the player out after so long. Unfortunately that is out of scope for this project.

Outdoorsman

Make changes that Fallout 2 did and have it determine encounter rates and let players skip encounters based on skill check. (not sure if this is within scope)

Perks

General

Because you only gain perks every 3 levels, every perk needs to be quite powerful so the player has to make an actual decision for what they want their character to be opposed to currently where there are around 10 perks worth considering.

Combat Perks

Awareness

Currently: Shows enemy HP, weapon, and ammo count on examination

Status: Excellent no changes needed

Changes: None

Bonus HtH Damage

Currently: +2 damage for melee/unarmed (3 ranks)

Status: severely underpowered

Changes: the perk is unlocked at level 3 so combining the ranks for +6 damage should be adequate

Earlier Sequence

Currently: +2 to sequence (only if NPCs attack first)

Status: Underpowered, mostly because the way combat works

Changes: double sequence

Night Vision

Currently: Reduces darkness by 10% per level (3 levels) increases accuracy in darkness by 15% (all 3 gives 30%)

Status: almost useless

Changes: combine all 3 ranks 30% darkness reduction (or have a screen effect) eliminate accuracy penalty at night (-40 max)

Toughness

Currently: +10% Normal DR (3 ranks)

Status: It's O.K. but needs some tweaking

Changes: change requirements from 6 EN and 6 LK to 8 EN, buff to 15% normal DR + 5% for all others +3 Normal DT +1 DT for all others.

Bonus HtH attacks

Currently: -1 AP for melee/Unarmed Attacks

Status: Excellent no changes needed

Changes: None

Bonus Move

Currently: +2 movement AP (3 Levels)

Status: Excellent, might change the level requirement to 3 from 6

Changes: None

Bonus Ranged Damage

Currently: +2 damage for ranged weapon attacks (2 ranks)

Status: Very Poor, only conceivably useful for minigun

Changes: +8 damage for ranged weapon attacks (1 rank)

Friendly Foe

Currently: players team is highlighted green not red

Status: needs to be a standard part of the UI

Changes: have as default like in Fallout 2

Heave Ho!

Currently: +2 strength for purposes of throwing weapon range calculation

Status: horrible, does not exceed max ranges, throwing weapons are bad

Changes: double max possible range of throwing weapons reduce level requirement to 3

More Criticals

Currently: +5% critical chance (3 ranks)

Status: good, but 5% is a little small

Changes: buff to +10% (1 rank)

Rad Resistance

Currently: +10 radiation resistance

Status: useless, only floaters deal radiation damage, the glow can be prepared for by using rad-x

Changes: remove from game

Sharpshooter

Currently: +2 perception for range modifiers

Status: very poor, accuracy is very skill intensive

Changes: either remove or +10% chance to hit buff for ranged weapons

Snakeater

Currently: +25% Poison resistance

Status: Useless just like rad resistance, very few creatures do poison damage

Changes: remove from game

Animal Friend

Currently: animals do not attack on sight, except deathclaws, centaurs, floaters

Status: very bad

Changes: it's a perk that would need quests tied to its acquisition, remove from game

Better Criticals

Currently: 20% bonus to critical hit damage

Status: Excellent no changes needed

Changes: None (at most change critical hit tables to work like in fallout 2)

Bonus Rate of Fire

Currently: -1 AP to ranged attacks

Status: Excellent, but a bit overpowered

Changes: does not give bonus to burst weapons

Doger

Currently: +5 AC (2 ranks)

Status: mediocre level 9 has some good perks

Changes: +10 AC (1 rank) possibly exclude bonus based on armor used (no metal or power armor)

Action Boy

Currently: +1 AP (3 ranks)

Status: AP is always good but 12 is a really high level requirement for what it is

Changes: reduce level requirement to 6 or 9

Slayer

Currently: all HtH attacks are critical hits

Status: it is a pain to get to level 18, you need to grind for it but its great

Changes: None

Sniper

Currently: increases critical chance for ranged attacks to luck/10

Status: same as slayer, could remove the luck roll though

Changes: None

Stealth Perks

Ghost

Currently: +20% sneak in dark conditions

Status: worse than skill gain perks, a conditional skill gain perk

Changes: +100% sneak in dark conditions

Pickpocket

Currently: direction modifiers ignored when stealing

Status: a convenience perk

Changes: make level requirement 3, +25% steal

Silent Death

Currently: double damage when attacking HtH from behind when sneaking

Status: this should be a base mechanic having a level 18 requirement is ridiculous for 2x damage

Changes: remove direction requirement make instant kill make it on par with sniper and slayer

Silent Running

Currently: sneak and run at the same time

Status: a convenience perk

Changes: change level requirement to 3, +25% stealth

World Map Perks

Scout

Currently: +1 exploration sight radius on world map

Status: useless

Changes: remove, give to motion sensor

Survivalist

Currently: +20% bonus to outdoorsman for survival checks

Status: useless

Changes: remove from game

Fortune Finder

Currently: additional money found in random encounters

Status: basically useless

Changes: remove from game

Mysterious Stranger

Currently: chance for mysterious stranger to appear in random encounters

Status: very bad, at least he gets a plasma rifle against super mutants

Changes: always shows up in 100% of random combat encounters, for all but the most basic encounters he has a plasma rifle (might not be possible with current scope)

Pathfinder

Currently: 25% reduction in travel time on world map

Status: useless, time limit isn't that bad

Changes: remove, or get it as a bonus from tycho

Ranger

Currently: chance of hostile random encounters is reduced

Status: useless by level 6 most random encounters aren't a problem

Changes: remove from game

Explorer

Currently: higher chance of finding special encounters

Status: useless

Changes: remove from game

Scrounger

Currently: double the amount of ammo found in random encounters

Status: basically useless

Changes: remove from game

Skill Perks

Educated

Currently: +2 skill points per level (3 ranks)

Status: very bad

Changes: +6 skill points per level (1 rank) reduce level requirement 3

Master Thief

Currently: +10% to sneak, lockpick, steal, and traps

Status: useless

Changes: remove from game or give as reward for thieves guild quest

Master Trader

Currently: +25% to barter (not displayed)

Status: useless

Changes: remove from game

Medic

Currently: +20% to first aid and doctor

Status: useless

Changes: remove from game

Mr. Fixit

Currently: +20% to repair and science

Status: useless

Changes: remove from game

Speaker

Currently: +20% to speech and barter

Status: useless

Changes: remove from game

Tag!

Currently: pick an additional tag skill

Status: O.K. does let you power level a skill late game but aside from combat skills you don't need that many more skill points

Changes: reduce level requirement to 6 or 9

Dialogue Perks

Cult of Personality

Currently: people will always view the player favorably

Status: negative reactions basically do not happen needs major game story redesign

Changes: remove from game

Empathy

Currently: Shows enemy HP, weapon, and ammo count on examination

Status: same problem as cult of personality

Changes: remove from game, or make quest reward

Presence

Currently: +10% initial reaction of NPCs

Status: same problem as cult of personality

Changes: remove from game

Smooth Talker

Currently: +1 intelligence for dialogue only

Status: intelligence doesn't have many dialogue checks

Changes: remove from game

Misc. Perks

Faster Healing

Currently: +1 bonus to healing rate

Status: basically useless healing rate is outpaced by stimpacks, etc

Changes: remove from game

Flower Child

Currently: 50% less likely addiction rate withdrawal time is halved

Status: addiction can be eliminated with save scumming, minimal use

Changes: remove from game

Healer

Currently: 2-5 more hp healed with first aid or doctor (3 ranks)

Status: almost useless, plenty of stimpacks

Changes: buff to 10-15 HP bonus, still bad but better

Lifegiver

Currently: +4 HP per level

Status: pretty bad, by level 12 you are about done with the game, 21 is the level cap there are very good perks at level 12

Changes: reduce level requirement to 6

Mental Block

Currently: resistance to the masters psychic attacks

Status: useless, one level above the master you can get a psychic nullifier that does the exact same thing for free

Changes: remove from game

Mutate!

Currently: change a trait

Status: marginally useful the best use case is at level 21 switching from finesse to fast shot for the sniper perk

Changes: aside from toying around with the idea of doubling the existing traits effects ie. double bruisers effect to +4 strength -6 AC (modified) this one can stay the same

Quick Pockets

Currently: -1 AP to open inventory (3 ranks)

Status: great not as good as fallout 2 but i think that -1 AP is more reasonable than -2 AP

Changes: make only 1 rank

Strong back

Currently: carry an additional 50 pounds of items

Status: companions even with a charisma requirement are a better option, this is a bonus that should come along with a loner perk

Changes: for now remove, shuffle into another perk

Swift Learner

Currently: +5% bonus XP gain (3 ranks)

Status: useless just leave the deathclaw mother alive and grind the deathclaws

Changes: remove from game

Tactics Perks

There are many perks worth porting over from tactics

Divine Favor

Effect: +1 to Highest Primary Statistic, -1 Perk rate

Requirement: level 14, 8 Charisma

Changes: Reduce level requirement to 12\

Leader

Effect: +1 Agility, +10 AC for Squad members (Companions)

Requirement: level 4, 6 Charisma

Changes: Reduce level requirement to 3 increase charisma to 8, +1 AP instead of Agility

Loner

Effect: +10 to all rolls with no companions

Requirement: level 4, %40 outdoorsman, less than 5 Charisma

Changes: Reduce level requirement to 3