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Perks of being meaning

Edit Perk's designs. Perks is a gameplay mechanic associated with the player's mercenary level up system. With every new level of character reached by your mercenary will acquire 1 Perk point in addition to Attributes stats points. There is a total of 7 Perk files. To unlock the second line of perk, you need to spend a perk point. To unlock the third row you need to spend two perk points. These points can be assigned in one of the unlocked perk rows. So, a player is somewhat forced to take several advantages in the initial level up to rows up to all seven perk files are unlocked. If a player decides to do some adjustment for the already chosen advantages, it can reset the benefits of the selected character with an Oblivion Potion. Upon reaching the level of veteran character a regular mercenary brother will get 10 points perk. An extra perk point can only be earned using a mysterious jug. After reading about what each perk does, you can use the "Battle Brothers Perk Calculator" tool made by EveryCrime or the "Battle Brothers Planner" tool made by Unislash. They allow you to visually calculate how you can spend perk points on a character with a certain level or how you have to progress in order to achieve the perk combinations you want. Tier 1[] Perk Description Fast Adaptation Get a further chance of stacking +10% to hit with every attack that misses an opponent. The bonus is restored when landing a hit. Note: For the purpose of a reset on ranged attacks, hit ground by blocking the target or a shot spread counts as a hit and will reset the counter. Strikes of crippling Lowers the lesion threshold inflicted by 33% for both melee and ranged attacks. Note: Some enemies are immune to injuries or have a very large health pool that protects them from receiving injuries. Colossus Hitpoints areof 25.% which also reduces the possibility of supporting debilitating injuries when they are affected. Note: the bonus is always retroactively updated with the maximum. nine lives once and for allafter receiving a murder shot, survive with some remaining hitpoints and receive +15. +15 , +15 , +15 , +15 until your next round. all damage during the state effects of time (hemorrhage, poison, etc.) are removed. Note: the points earned are a random number between 5-10. bags and straps unlock two extra slots to carry all your favorite things. objects placed in bags no longer give a penalty to the maximum fatigue, except for two-handed weapons. pathfinder learn how to move on difficult terrain. action point costs for handling on all terrain are reduced from -1 to minimum 2 action points per tile, and fatigue cost is reduced to half. change the height levels no longer has any additional cost of action point, but the cost of fatigue is not affected. adrenaline unlocks the adrenaline ability (costs 1 and 20) that puts you first in turn order for the next round, to have another round before your enemies do. Note: If two characters use adrenaline, the one with the highest initiative will act first. recover unlocks the ability to recover that allows you to rest a turn (costs 9) in order to reduce the accumulated fatigue of 50.% student gain additional 20% from the battle. at the level of eleventh character, you get a further point of perk and this perk becomes inert. playing the origin of the manhunters, your indebted get the perk point refunded to the seventh level of character. tier 2[] perk description executioner additional 20% against the targets that have suffered injury effects, such as a broken arm. bullseye worth hitting the possibility of shooting at a target that does not have a clear line of fire is reduced from 75% to 50% for remote weapons. Note: This affects an initial, separate, hidden scroll that determines whether the shot affects the intended target, and applies only when the intended target has coverage. see you fightand hit chance for more details. dodge earns 15% of the character's current initiative as a bonus for apples and ranged defense. fortified fortified mindIt is increased by 25.% Note: the bonus is always retroactively updated with the maximum. Resilient Any negative state effect with a finite duration (eg Bleeding, Charmed) has its duration reduced to 1 lap. The state effects that have their effects grow weaker on multiple laps (e.g. Goblin Poison) are at their weakest state from the outset. The Brow steel hits at the head no longer cause critical damage to this character, which also lowers the risk of sustaining debilitating head injuries. Note: Steel Brow denies additional damage provided by Brute or Chop. Quick Hands Swapping any element in battle, except for shields it becomes a free action at no cost Action Point once every turn. Note: This perk does not extend its effect for any action with shields. Regaled Get instant leveling to increase the attributes of this character with maximum rollers but without talent. Tier 3[] Perk Description Backstabber The bonus for misleading rapture has doubled to +10% for each ally (including your Hounds) that surrounds and distracts your goal. Note: the surrounding begins when two allies are adjacent to an enemy. See this section in Combat Mechanics and Hit Chance. Anticipation When attacked with remote weapons, earn 1 + 10% of your distance defense base as further for tile that the attacker is away, the bonus is minimum +10. Screen Expert The shield defense bonus is increased by 25.% This also applies to the additional defense bonus of the Shieldwall skill. The damage received by the shield is reduced by 50% to a minimum of 1. The "Knock Back" skill gains +15% chance of hitting. Brawny Fatigue's penalty and initiative from wear of armor and helmet is reduced by 30.% Relentless At any time your Initiative is reduced only by 50% of your accumulated Fatigue, instead of everything. Using theWait is no longer possible to give a penalty –25% to the Initiative when determining the order of turn to the next round. Rotation Unlock Rotation Skill3 and 25) that allows two characters to change the places while ignoring the control area until it is stunned, rooted or otherwise disabled. Rally the Troops Unlocks the 'Rally' ability (costs 5 and 25) that can collect allies on the run, and increase the morale of all the allies close to a constant level. The higher the character using skill, the higher the chance to succeed. Note: Rally activates a moral control to increase the morale of any ally to Wavering or worse moral within 4 tiles, with a 40% bonus of the skill user's Resolve, and a penalty of -10 per distance tile, to the scroll. It can also collect allies on the run within the same range without any penalty. Character attracts moderately more attention from enemies. Taunt Unlocks the 'Taunt' ability (costs 4 and 15) that makes the opponent aim to take offensive actions instead of defensive ones, and attack the touching character on another, potentially more vulnerable. Note: This only works if the taunted enemy is able to involve taunted, ranged or apple character. And it will be ignored if there is no unobstructed path. Character attracts more attention from enemies, the upper Resolve gives more attraction. Tier 4[] Perk Description Mace Mastery Skills accumulates 25% less Fatigue. To Out, Knock Over and Strike Down have a 100% chance (+25%) to hit the target if not immune. The Polemace no longer has a penalty to attack the targets directly adjacent. Flail Mastery Skills accumulates 25% less Fatigue. Lash and Hail ignore the shield defense bonus. The Thresh earns +5% chance to hit. Hammer Mastery Skills accumulates 25% less Fatigue. Destroy Armor and Demolish Armor inflicts 33% more damage against the armor. Shatter earns +5% chance to hit. Polehammer no longer has a penalty to attack the targets directly adjacent. Axe Mastery Skills25% less Fatigue. The shield damage divided for shields increased by 50% when used with axes. Round Swing earns +5% chance to hit. Longaxe no nohas a penalty to attack the targets directly adjacent. Cleaver Mastery Skills accumulates 25% less Fatigue. The damage caused by rifles and whips is doubled at 10 and 20 in turn. The disarmament penalty to hit is reduced to -10%. Sword Mastery Skills accumulate 25% less Fatigue. Riposte no longer has a penalty for rape. Split and Swing get a +5% chance to hit. The gain has a 50% lower threshold for inflicted injuries (up to 33%). Dagger Mastery's skills accumulate 25% less Fatigue. Stab, Puncture and Deathblow have a reduced cost of Action Point (3 APs from 4) to allow an additional attack each turn. Polearm Mastery Skills accumulate 25% less Fatigue. Arm skills have the cost of the action point reduced to 5, and no longer have a penalty to attack the targets directly adjacent. Spear Mastery Skills accumulates 25% less Fatigue. Spearwall is no longer disabled once an opponent succeeds in overcoming it. Instead, Spearwall continues to give free attacks to any other opponent who tries to enter the control area. Spearwall can be activated when it is already adjacent to opponents. Spetum and Warfork no longer have a penalty to attack the targets directly adjacent. Perk Description Fear Let them spread and escape! Any attack that inflicts at least 1 point of damage to the points of infarction triggers moral control for the opponent with a penalty of 20% of your Solve, instead of without penalty and only if at or above 15 points of damage. Note: It only activates once per goal for the same skill. [1] Bonus from Resolve is blocked at 20. Duel With the free offhand or carrying a launchable tool (e.g. a launch network), an additional +25% of any damage ignores the armor. It doesn't work with two-handed weapons. Killing Frenzy A murder increases all damage by 25% for 2 laps. Don't.stack it, but another kill will reset the timer. The character draws more attention from opponents. Note: the timer starts on the active turn, meansthe buff will expire at the end of the next turn of the character. Indomit unlocks the undomitable ability (costs 5 and 25) which grants a 50% and immunity to be stunned, grounded or seized for a turn. The character draws less attention from opponents. opponents.

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