

# KARMA

or

## How to be famous in the Wasteland

This text contains some information about giving karma, earning karma and lots of others.

### WHAT?

Karma is other's attitude to you, their response to your presence. It expires your reputation. When you kill some raiders hidden in a dark cave before their first ride, scarcely anybody won't hear about it, but when you kill those raiders after a long time of their plaguing, you will be famous in certain city. This goes the same way in the bad situations.

### WHEN?

You should give karma in your own way, but I will give you some hints about it.

The first thing is that you shouldn't give too much or too little karma. See the list of examples at the end.

Second: don't give/take much karma if nobody sees things players do. It concerns both good and bad things.

Third: Don't be scared of taking karma. If a player does something bad - let him feel it! Let him taste the innocent's blood falling on his conscience!

### HOW MUCH?

This is the most difficult question. Instead of a straight answer, I will give you some examples and information.

#### KARMIC LEVELS

Wanderer.....	0
Defender.....	275
Shield of Hope.....	480
Guardian of the	
Wastes.....	750

#### EXAMPLES taken from Fallout 2

##### KLAMATH

Paying off Sulik's debt	+15
Killing Rat God in Trapper Town	+50
Rescue Smiley	+75

##### The DEN

Grave digging /per one grave/	-5
Free Vic from Metzger	+5
Find Anna's locket	+8
Bury Anna	+25
Slaver's gulid raid	-75
each person killed	-10
Kill Metzger	+100
Free Slaves	+100

##### MODOC

Kill dogs attacking Grisham's cattle	+35
--------------------------------------	-----

##### VAULT CITY

Solve the Gecko powerplant problem	+50
Get plow for Mr. Smith	+5

##### GECKO

Optimize the powerplant	+20
-------------------------	-----

##### BROKEN HILLS

Blow up mine's air purifier	-50
Fix the mine's air purifier	+20

##### NCR

Kill hubologist for Merc	-10
Free the slaves for the Rangers	+10

##### REDDING

Kill Frog Morton	+50
------------------	-----

##### SAN FRANCISCO

Get the Vertibird plans for the Brotherhood of Steel	+90
--	-----

##### VAULT 15

Rescue Chrissy	+20
----------------	-----

##### ENCLAVE OIL RIG

Kill Frank Horrigan	+250
---------------------	------