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# Fallout New Vegas Perk Tier List \_\_FULL\_\_

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the steyr scout perk is useful for long-range sniping. it is also useful when you can't get close enough to your target to snipe, and is good for those who are constantly switching from melee to sniping or vice versa. as mentioned above, this is good for those who love sniping, but dislike the slow moving or the reloading time of a sniper rifle. if you are not one of those people who would much rather stick to the melee combat of the game, that is fine, the hunter perk is a good alternative. do you like how hfnv is usually played with accessories of some sort? 'cause that's the best way to play it. people often forget the benefits of being equipped with adapts and to make it worse you don't get the benefit of getting hat slots/armor slots. if you work on it, you can get a lot of useful things, such as (but not limited to): ap:drilling ripper power:agile melee character who can single out a target and do damage and get out in a hurry hospital bags:this is the greatest thing since the unboxed storage chest. i love how no self-respecting fo on the west coast would use a generic box to store items. one of the reasons i got into fo was to see fo use custom-made boxes that are an integral part of their playstyle/mechanics. telehut:antidote is another way to circumvent the "use up your meds" problem. sunglasses:you don't have to expose your face every time you go out, which is something you should be doing anyway. but if for some reason the government's machinery decides to scan your face or wants to be spied upon, your sunglasses will help. belt:free inventory space, plus a place to hold items for when you really want to equip a specific combination of items. backpack:i have yet to hear of someone who uses this on fo that doesn't have hard-use, long-term-carrying items. ideally you're trying to pike your own way through fonv. this makes you a nice target for emp launchers (which you'll have to take every chance you get), and you won't be able to scavenge for shit like an egg. .. first and foremost, you need to build a combat character. you need to have a proper body armor and a really good weapon. yes, you see it in the picture - this outfit will protect you from the onslaught of baww by the government, and some other means, which will cost you a single ap, plus a bit of money. second, you need to carry a scanner. you can't be in a serious fo build without one. what can an emp detonate?, how can one sneak in (without the scanner, you need another group's assistance to 'free' you)? third, you need the scanner batteries. and possibly (if you prefer to stuff them in your belt) the scanner itself. ok, here's a rundown on the pins: the a pins are for your scanners, all of which are powered by the ap batteries. you need as many of those (of various sizes) as possible. the b pins are for additional backpacks. the larger ones have more storage capacity and can also double as ammo pouches, so you can carry items like emp grenades. the smaller ones are less practical, but if you are uber-light, they may suffice for a while. the c pins are for your elp1m's. while they will give you some status boost, they are not terribly useful for combat. the pico-dots should be equipped if you are trying to conduct hack and slash style of play, but if you are going to set up shop somewhere, you need more. the d pins are for your ps1's. you want the largest capacity for the non-e pack, as you will need to be able to carry some items.

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