ESTTA Tracking number: **ESTTA433627**

Filing date: **10/03/2011**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Proceeding	92051006
Party	Defendant 12 Interactive, LLC
Correspondence Address	MICHAEL G KELBER NEAL GERBER & EISENBERG LLP TWO NORTH LASALLE STREET, SUITE 1700 CHICAGO, IL 60602-3801 UNITED STATES mkelber@ngelaw.com, knye@ngelaw.com
Submission	Defendant's Notice of Reliance
Filer's Name	Michael G. Kelber
Filer's e-mail	mkelber@ngelaw.com, knye@ngelaw.com, mbenson@ngelaw.com
Signature	/Michael G. Kelber/
Date	10/03/2011
Attachments	Exhibit A Part 4 of 8 to 12 Interactive NOR.pdf (56 pages)(6652021 bytes)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

COUCH/BRAUNSDORF AFFINITY, INC.,	)	
	)	
Petitioner/Counter-Registrant,	)	
	)	
v.	)	Cancellation No. 92051006
	)	
12 INTERACTIVE, LLC,	)	
	)	
Registrant/Counter-Petitioner	)	
	)	

EXHIBIT A
TO
REGISTRANT'S NOTICE OF RELIANCE

Part 4 of 8

thefreedictionary.com

perk [1] (pûrk)
v. **perked, perk·ing, perks**
v.intr.
1. To stick up or jut out: *dogs' ears that perk.*
2. To carry oneself in a lively and jaunty manner.
v.tr.
To cause to stick up quickly: *The dog perked its ears at the noise.*
adj.
Perky.
Phrasal Verb:
perk up
1. To regain or cause to regain one's good spirits or liveliness.
2. To refresh the appearance of: *New furniture and paint perked up the room.*

[Possibly Middle English perken, *to perch*, from perk, *rod, perch*, probably from Medieval Latin perca and from Old French perche, perce, both from Latin pertica, *rod*; see **perch**[1].]

perk [2] (pûrk)
n. Informal
A perquisite: *"Temper tantrums over perks are more common than the American taxpayer might like to believe" (Maureen Dowd).*

[Shortening and alteration of perquisite.]

perk [3] (pûrk)
intr.v. **perked, perk·ing, perks** *Informal*
To percolate: *The coffee was perking on the stove.*

The American Heritage® Dictionary of the English Language, Fourth Edition copyright ©2000 by Houghton Mifflin Company. Updated in 2009. Published by Houghton Mifflin Company. All rights reserved.

perk[1]
adj
pert; brisk; lively
vb
See perk up
[see PERK UP]

perk[2]
vb Informal
1. (Cookery) *(intr)* (of coffee) to percolate
2. (Cookery) *(tr)* to percolate (coffee)

perk[3]
n

(Business / Commerce) *Brit informal* short for perquisite

Collins English Dictionary – Complete and Unabridged © HarperCollins Publishers 1991, 1994, 1998, 2000, 2003

Thesaurus

Legend: ‖Synonyms |Related Words ‖Antonyms

Noun 1. perk - an incidental benefit awarded for certain types of employment (especially if it is regarded as a right); "a limousine is one of the fringe benefits of the job"

‖fringe benefit, perquisite

‖benefit - financial assistance in time of need

‖apanage, appanage - any customary and rightful perquisite appropriate to your station in life; "for thousands of years the chair was an appanage of state and dignity rather than an article of ordinary use"

‖backsheesh, baksheesh, bakshis, bakshish, gratuity, pourboire, tip - a relatively small amount of money given for services rendered (as by a waiter)

Verb 1. perk - gain or regain energy; "I picked up after a nap"

‖gain vigor, perk up, percolate, pick up

‖convalesce, recover, recuperate - get over an illness or shock; "The patient is recuperating"

Based on WordNet 3.0, Farlex clipart collection. © 2003-2008 Princeton University, Farlex Inc.

perk

noun (Brit. informal) ‖bonus, benefit, extra, plus, dividend, icing on the cake, fringe benefit, perquisite, boot money *(informal) a company car, private medical insurance and other perks*

Collins Thesaurus of the English Language – Complete and Unabridged 2nd Edition. 2002 © HarperCollins Publishers 1995, 2002

Translations

Select a language: ----------

perk [pə□k]

to recover one's energy or cheerfulness *I gave her a cup of tea and she soon perked up.*

adj **perky**

lively; cheerful *You're in a perky mood.*

adv **perkily**

n **perkiness**

Kernerman English Multilingual Dictionary © 2006-2010 K Dictionaries Ltd.

Copyright © 2010 Farlex, Inc.**Source URL:** http://www.thefreedictionary.com/perk

Perks

From the Call of Duty Wiki

Perks (also known as **Specialties**) are multiplayer modifiers in *Call of Duty 4: Modern Warfare*, *Call of Duty: World at War*, *Call of Duty: Modern Warfare 2*, *Call of Duty: Black Ops* and *Call of Duty: Black Ops (Nintendo DS)* that passively affect game play, allowing further customization of classes. They affect available equipment, effectiveness of the player's equipment, the usefulness of the enemy's equipment, and the physical properties of the player's character.

Contents

Call of Duty 4: Modern Warfare Perks

Some perks are available initially while others are unlocked as the player progresses through multiplayer ranks. Up to three perks, one of each tier, can be equipped at one time. The tiers are color coded blue, red, and green and therefore only one of each can be equipped.

First Tier

These perks deal with a player's equipment and/or explosives. First tier perks are colored blue.

Perk Name	Primary Effect	Unlock Level	Perk Icon
Bomb Squad	Enemy explosives are marked with icons	Level 14	
C4 x2	Equips the player with two packs of remote-detonated explosives	Level 1	
Claymore x2	Equips the player with two proximity mines	Level 23	
RPG-7 x2	Equips the player with a rocket launcher with two rounds	Level 1	
Special Grenades x3	Gives the player either 3 stun grenades or 3 flash grenades, Smoke grenades cannot be used with this perk	Level 1	

REG000297

Bandolier	Gives the player extra reserve ammo	Level 32	
Frag x3	Gives the player 3 frag grenades	Level 41	

Tier 1 perks can also be replaced by certain attachments.

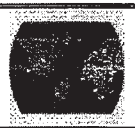
Attachment Name	Primary Effect	Unlock Level	Attachment Icon
Grenade Launcher	Equips the players weapon with either M203 or GP-25(AK-47 only) grenade launcher. Assault rifles only.	Unlocked with the weapon	
Grip	Decreases recoil and improves accuracy. Shotguns and light machine guns only.	50 kills with shotguns (Marksman II) 75 kills with LMGs (Marksman II)	

Second Tier

These perks modify player's or enemy weapons effectiveness. Second tier perks are colored red.

Perk Name	Primary Effect	Unlock Level	Perk Icon
Juggernaut	Reduces incoming damage by 25%; cancels out Stopping Power	Level 1	
Sleight of Hand	Increases reloading speed	Level 20	
Sonic Boom	Increases explosives damage by 25%	Level 1	
Stopping Power	Increases bullet damage by 40%	Level 1	

REG00298

Double Tap	Increases rate of fire by 33%	Level 29	
UAV Jammer	The player is not visible on enemy radars	Level 11	
Overkill	Replaces the secondary weapon with another primary weapon	Level 38	

Third Tier

These perks give the player various abilities. Third tier perks are colored green.

Perk Name	Primary Effect	Unlock Level	Perk Icon
Deep Impact	Extra damage through walls	Level 1	
Extreme Conditioning	Doubles Run Time	Level 1	
Last Stand	Player pulls out a pistol before dying	Level 8	
Martyrdom	Drop a live grenade after death	Level 17	
Steady Aim	Increases hipfiring accuracy	Level 1	

REG000299

Dead Silence	Reduces sound from footsteps	Level 44	
Iron Lungs	Increases scope steadying time to 9 seconds	Level 26	
Eavesdrop	Hear the enemy voice chat. (Not available in Reflex Edition)	Level 35	

Call of Duty: World at War Perks

Like in *Call of Duty 4: Modern Warfare*, the perks are divided into equipment, weapon and ability tiers.

First Tier

Special Grenades x3

- Gives the player 3 special grenades excluding smoke grenades.

Satchel Charge x2

- Similar to the C4 x2 in *Call of Duty 4*.

M9A1 Bazooka x2

- Similar to the RPG in *Call of Duty 4*

Bomb Squad

- Same as it was in *Call of Duty 4*, you can see where enemy Satchels and Bouncing Betties are located.

Bouncing Betty x2

- Similar to the Claymore x2 in *Call of Duty 4*, mines that are planted in the ground (Bouncing Betties are more powerful).

Bandolier

- Increases initial ammo for your selected weapons.

Primary Grenades x2

REG000300

- 2 frag grenades, sticky grenades, or Molotov Cocktails.

M2 Flamethrower

- The player is equipped with a flamethrower.

The following attachments replace Perk 1:

Rifle Grenade

- Attaches a high-velocity impact grenade launcher to a semi-automatic or bolt-action rifle (it is always armed unlike in *Call of Duty 4: Modern Warfare* and *Modern Warfare 2*.

Foregrip

- Decreases the recoil of shotguns.

Second Tier

Stopping Power

- Each bullet does 40% more damage and is canceled out by the "Juggernaut" perk.

Fireworks

- Explosive damage is increased by 40%.

Flak Jacket

- Reduces incoming explosive damage by 25% and caps damage at 3/4 of the player's health. Canceled out by the "Fireworks" perk.

Gas Mask

- The effects of Tabun gas are decreased.

Juggernaut

- Reduces incoming damage by 25% and is canceled out by the "Stopping Power" perk.

Camouflage

- The player doesn't get exposed by recon planes. Identical to UAV Jammer.

Sleight of Hand

- Reloading is quicker.

REG000301

Shades

- Reduces the effect of signal flares on the player's vision. (This perk changes the character model.) **Not available on the Wii version**.

Double Tap

- Decreases time between bullets by a third.

Overkill

- Allows the player to wield 2 primary weapons (meaning no pistols). Same as *Call of Duty 4*.

Third Tier

Deep Impact

- Gives the user's weapon more penetration power.

Extreme Conditioning

- Gives the player the ability to sprint longer.

Steady Aim

- More accuracy when firing from the hip. **Note: this does not help with aiming down the sights**.

Toss Back

- When tossing back a grenade, it resets the grenade fuse.

Second Chance

- Almost the same as Last Stand in *Call of Duty 4* except the player survives for 30 seconds and another player who has Second Chance will be able to revive the player.

Martyrdom

- When the player is killed, they drop a live grenade.

Fireproof

- Damage from fire done to the player is reduced to 55%.

Dead Silence

- The player barely makes noise when walking or sprinting.

Iron Lungs

REG000302

- Gives the user the ability to hold their breath with a sniper rifle for 10 seconds instead of 4. **Not available on the Wii version.**

Reconnaissance

- Gives the player the ability to see all artillery, dogs, and tanks on the map. **Not available on the Wii version.**

Vehicle Perks

Water Cooler

- Decreased turret overheating.

Greased Bearings

- Increased turret rotation speed.

Leadfoot

- Increases the speed of the tank.

Ordnance Training

- Boosts the firing rate of the tank's main firing cannon.

Coaxial Machine Gun

- Allows the driver to use a coaxial machine gun only in the front of the tank.

Shades, Reconnaissance, Iron Lungs, and Vehicle perks are not available on the Wii version of *Call of Duty: World at War*.

Call of Duty: Modern Warfare 2 Perks

In *Call of Duty: Modern Warfare 2* the perks are divided into tiers in different way than in *Call of Duty 4* and *World at War* Along with standard perks, players will now be able to unlock improved "Pro" versions of certain perks by fulfilling certain requirements while using them. These "Pro" versions include the original abilities of the perk, but also add new benefits. Many of the perks that were in *Call of Duty 4* or *5* that are missing are now either part of a Pro perk, available as weapon attachments, or are now deathstreaks, such as Deep Impact (FMJ), Martyrdom and Double Tap (Rapid Fire). The Overkill perk has been replaced partially by the inclusion of Machine Pistols, Shotguns, and Launchers as secondary weapons and also by the One Man Army and Bling perks. Interestingly, if a Perk Challenge IV is achieved mid-game the "Pro" version will take effect immediately for all classes equipped with that perk. However, the effect of the Pro version is granted after respawning.

REG000303

First Tier

This tier affects players in terms of Movement Speed (Sleight of Hand/Marathon), Ammunition (Scavenger, One Man Army), and Weapon Attachments (Bling).

Marathon (Unlocked at level 1)

- Unlimited sprint. (Replaces Extreme Conditioning)

A-161

- **Marathon Pro**: Climb ladders and objects faster.
- Unlock Pro: Run 26 miles using marathon.
- Unlock Emblem: Run 104 miles using marathon

Sleight of Hand (Unlocked at level 1)

- Faster reloading.
  - **Sleight of Hand Pro**: Faster aiming down the sight or scope.
  - Unlock Pro: Get 120 kills using Sleight of Hand.
  - Unlock Emblem: Get 750 kills using Sleight of Hand.

Scavenger (Unlocked at level 13)

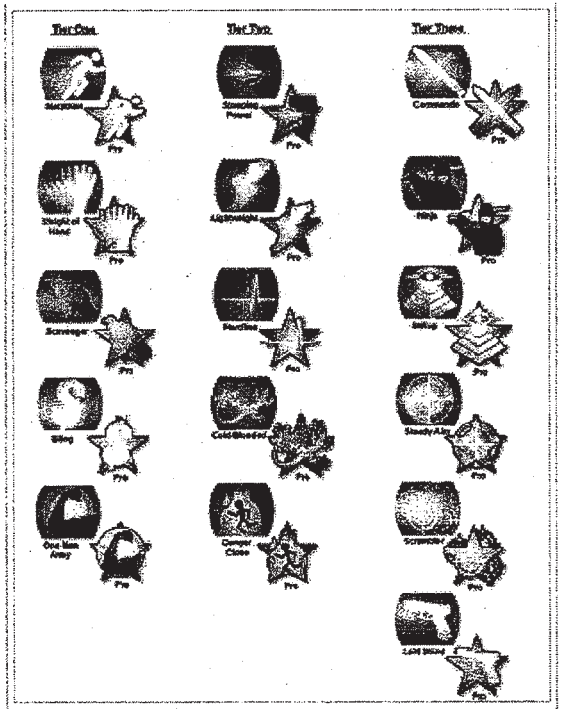
- Resupply from dead bodies.
  - **Scavenger Pro**: Extra mags upon spawning. (Replaces Bandolier)
  - Unlock Pro: Resupply from 100 dead bodies.
  - Unlock Emblem: Resupply from 500 dead bodies.

Bling (Unlocked at level 21)

- Allows two attachments to primary weapon.
  - **Bling Pro**: Allows two attachments to secondary weapon.
  - Unlock Pro: Get 200 kills using two weapon attachments
  - Unlock Emblem: Get 900 kills using two weapon attachments.

One Man Army (Unlocked at level 45)

- Allows class switching ingame. (Replaces secondary weapon)
  - **One Man Army Pro**: Faster class switching (from 5 seconds to 3).
  - Unlock Pro: Get 120 kills using **One Man Army**
  - Unlock Emblem: Get 750 kills using **One Man Army**



Perks from Modern Warfare 2

Second Tier

This Tier deals with the effects on Damage (Stopping Power/Danger Close), Movement (Lightweight) and bonus effects on Killstreaks (Hardline/Cold-Blooded).

Stopping Power (Unlocked at level 1)

- Increased bullet damage by 40%.
  - **Stopping Power Pro**: Increased damage versus vehicles.
  - Unlock Pro: Get 250 kills using **Stopping Power**

REG000304

- Unlock Emblem: Get 1000 kills using **Stopping Power**

Lightweight (Unlocked at level 1)

- Move 7% faster.
  - **Lightweight Pro**: Quicker aiming after sprinting.
  - Unlock Pro: Run 30 miles using **Lightweight.**
  - Unlock Emblem: Run 250 miles using **Lightweight.**

Hardline (Unlocked at level 9)

- Killstreaks require 1 less kill.
  - **Hardline Pro**: Deathstreaks require 1 less death.
  - Unlock Pro: Get 40 killstreaks while using **Hardline.**
  - Unlock Emblem: Get 250 killstreaks while using **Hardline.**

Cold-Blooded (Unlocked at level 25)

- Makes the user invisible to enemy thermal optics, and enemy killstreaks. (replaces UAV Jammer and Camouflage)
  - **Cold-Blooded Pro**: No red crosshair or name when targeted.
  - Unlock Pro: Destroy 40 killstreak rewards using **Cold Blooded.**
  - Unlock Emblem: Destroy 250 killstreak rewards using Cold-Blooded.

Danger Close (Unlocked at level 33)

- Increased explosive damage. (replaces Sonic Boom and Fireworks)
  - **Danger Close Pro**: Increased damage from killstreak rewards.
  - Unlock Pro: 100 kills using explosives while using **Danger Close.**
  - Unlock Emblem: 500 kills using explosives while using **Danger Close.**

Third Tier

This tier affects the enemy players equipment (SitRep); and gives players a tactical advantage in combat (Scrambler/Ninja/Steady Aim/Commando/Last Stand).

Commando (Unlocked at level 1)

- Increased melee lunge distance.
  - **Commando Pro**: No falling damage.
  - Unlock Pro: 20 melee kills using **Commando**
  - Unlock Emblem: 100 melee kills using **Commando**

Steady Aim (Unlocked at level 1)

REG000305

- Increased hip-fire accuracy.
  - **Steady Aim Pro**: Breath can be held longer while aiming down a sniper or thermal scope. (Replaces Iron Lungs)
  - Unlock Pro: 80 hip fire kills using **Steady Aim.**
  - Unlock Emblem: 500 hip-fire kills using **Steady Aim.**

Scrambler (Unlocked at level 17)

- Jams the enemy radar when they are close enough.
  - **Scrambler Pro**: Delays enemy claymore explosions.
  - Unlock Pro: 50 close range kills using **Scrambler.**
  - Unlock Emblem: 250 close range kills using **Scrambler.**

Ninja (Unlocked at level 29)

- Makes Player invisible to the Heartbeat Sensor.
  - **Ninja Pro**: 4x quieter footsteps. (Replaces Dead Silence)
  - Unlock Pro: 50 close range kills using **Ninja.**
  - Unlock Emblem: 250 close range kills using Ninja.

SitRep (Unlocked at level 37)

- Detect enemy explosives (Claymores, C4, and Grenades) and Tactical Insertions. (Replaces Bomb Squad)
  - **SitRep Pro**: 4x louder enemy footsteps (Cancels out Ninja Pro users, whose footsteps remain at 1/4x regular volume).
  - Unlock Pro: Destroy 120 enemy explosives using **Sitrep.**
  - Unlock Emblem: Destroy 750 enemy explosives using **Sitrep.**

Last Stand (Unlocked at level 41)

- Use a pistol while bleeding out prior to death.
  - **Last Stand Pro**: Use your equipment and knife in Last Stand.
  - Unlock Pro: 20 kills while in Last Stand
  - Unlock Emblem: 100 kills while in Last Stand

Deathstreaks

Copycat (Unlocked at level 4, although is available in default classes)

- Copy the loadout of the person who last killed you during the killcam/second after death
- Unlock Emblem: Kill the person who last killed you with their loadout
- 4 deaths without kill

REG000306

Painkiller (Unlocked at level 6, although available in some default classes)

- Divide all incoming damage by 3
- Unlock Emblem: Survive over 100 damage
- 3 deaths without kill

Martyrdom (Unlocked at level 27)

- Drop a live frag grenade upon death
- Unlock Emblem: Get one kill with Martyrdom grenade
- Note: Grenade acts like a normal frag and will roll/be thrown
- 4 deaths without kill

Final Stand (Unlocked at level 39, although available in some default classes)

- Survive after lethal amount of damage (not headshots, knives or explosions) and use primary/secondary weapons and equipment
- Unlock Emblem: Survive long enough to stand back up
- 4 deaths without a kill

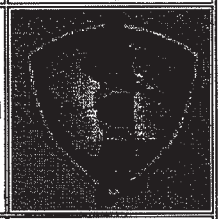
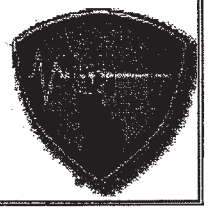
Black Ops

It has been confirmed that all Perks will be unlocked at level 4 and then being available for purchase.[1] It is also confirmed that perks will require more than one set of challenges completed to receive the pro version. The perks *Call of Duty: Black Ops* is confirmed to have are as follows:

First Tier

Perk Name	Primary Effect	Pro Effect	Perk Icon
Lightweight	Faster Movement	Classified	
Scavenger	Pick up ammo from dead bodies	Classified	

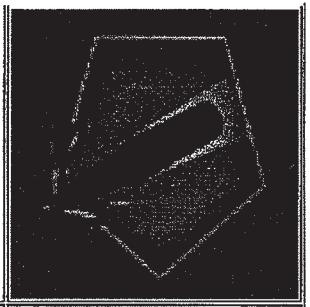
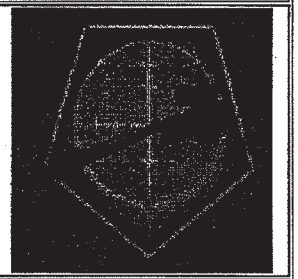
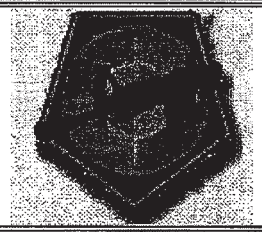
REG000307

Ghost	Undetectable by Spy Planes and Blackbirds	Classified	
Flak Jacket	Reduce explosive damage	Classified	
Hardline	One less kill for a Killstreak	Classified	

Second Tier

Perk Name	Primary Effect	Pro Effect	Perk Icon
Hardened	Increased bullet penetration	Classified	

REG000308

			
Scout	Longer hold breath	Classified	
Steady Aim	Increased hip fire accuracy	Classified	
Sleight of Hand	Faster reload time	Classified	
Warlord	Two primary weapon attachments	Classified	

Third Tier

Perk Name	Primary Effect	Pro Effect	Perk Icon

REG000309

Marathon	Increased sprint duration	Classified	
Ninja	Silent movment	Classified	
Second Chance	Use a pistol while bleeding out prior to death	Classified	
Hacker	Detect enemy equipment	Classified	
Tactical Mask	Reduces the effects of flash and concussion grenades	Classified	

Black Ops (Nintendo DS)

Perks are going to be featured in *Call of Duty: Black Ops (Nintendo DS)*.

Trivia

- In *Call of Duty 4*, the Tier 1 perks originally appeared after Tier 3 perks.
- Tier 1 perks in *Call of Duty: Black Ops* affect the user's third person player appearance.
- There were rumors on the internet of a "monkey man" perk on *Call of Duty: World at War*, allowing the ability to climb trees, although there has never been any evidence of the perk. This rumor likely started because you can see someone climbing a tree in this video: [1]
  - The monkey man perk was even more convincing after a glitch on Makin was found, allowing the player to jump on top of a tree.

REG000310

- If a player unlocks the Pro version of a Perk in *Call of Duty: Modern Warfare 2*, the Perk will change automatically during the game and so the player won't have to change the perk in the Create-A-Class menu.
- Pro Perks of *Call of Duty: Modern Warfare 2* all have stars as the background of the perk's icon, superimposing the graphic on top of it.
- If spectating someone in *Call of Duty: Modern Warfare 2*, the text by each perk will not say that the perk is pro unless you have the pro version yourself. However the pictures have the star background showing that the perk is pro.
- Call of Duty: Black Ops for the Nintendo DS will be the first Nintendo DS game to feature perks.
- A glitch was found for getting Cold-Blooded Pro, in which if a helicopter is shot down by bullets causing it to spin down, every bullet that is shot into the falling helicopter will count as a killstreak destroyed. In order for this to work, the player must have Cold-Blooded while shooting the falling helicopter. This is demonstrated in this video: [2]
- *Modern Warfare 2* and *Call of Duty: Black Ops* are the only *Call of Duty* games to feature pro versions of perks.
- In *World at War* Tier 1 perks were originally green-colored. The green color for early *World at War* perks is brighter than color of *Call of Duty 4* Tier 3 perks.

References

1. ↑ http://callofduty.com/intel/358?path=intel/358

Categories: Call of Duty 4: Modern Warfare Perks | Call of Duty: World at War Perks | Call of Duty: Modern Warfare 2 Perks | Call of Duty: Black Ops perks | Multiplayer | Perks | Call of Duty 4: Modern Warfare | Call of Duty: Modern Warfare 2

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Perks

These are the perks you can use in the Modern Warfare 2 multiplayer mode. For a full explanation of each perk we advise you to make a jump here » [GUIDE] Multiplayer Perks.

Perk Slot 1

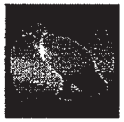
Marathon

Unlimited Sprint
PRO: + Climb obstacles faster.

Sleight of Hand

Faster Reloading
PRO: + Faster Aim-Down-Sight

Scavenger



Full resupply from dead bodies
PRO: + Extra Mags

Bling

2 primary weapon attachments.
PRO: + 2 Secondary weapon attachments

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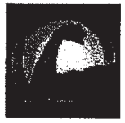
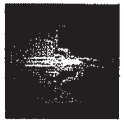
One Man Army



Swap classes while alive

PRO: + Swap classes faster

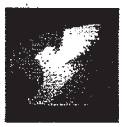
Stopping Power



Increased Bullet Damage

PRO: + Extra damage vs. enemy vehicles.

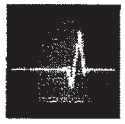
Lightweight



Move Faster

PRO: + Quick aim after sprinting

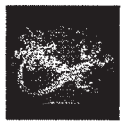
Hardline



Killstreaks require 1 less kill

PRO: + Deathstreaks require 1 less death

Cold-Blooded



Undetectable by UAV, air support, sentries and thermal

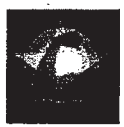
PRO: + No red crosshair or name when targeted

Danger Close

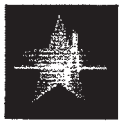
Increases explosive weapons damage.

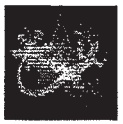
PRO: Extra air support damage

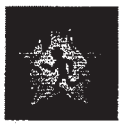
Commando



Perk Slot 2







Perk Slot 3

REG00313

Increased Melee Distance
PRO: + No Falling Damage

SitRep

Detects enemy explosives and tactical insertions.
PRO: + Make enemy footsteps louder

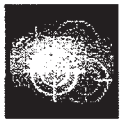
Ninja

Invisible to heartbeat sensors.
PRO: + Your footsteps are silent

Steady Aim

Increased hip-fire accuracy
PRO: + Hold your breath longer (snipers)

Scrambler



Scrambles (jams) the enemy radar in a small radius
PRO: + Delays the explosion of enemy claymores (3 seconds)

Last-stand

Pull out your pistol before dying.
PRO: + Use equipment in last stand.

REG000314

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THE MODERN WARFARE 2
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Modern Warfare 2 Perks

Perks are special abilities / power ups for multiplayer combat. There are only 3 perk slots available to you and each slot consist of different types of perks, so choosing the right ones for your class is crucial.

Unlike in the previous Call of Duty games, each perk can now be upgraded to a Pro version by completing its challenge. **Note:** Pro perks are additions to each perk, they don't replace them.

Perk Slot 1

Marathon | Marathon Pro

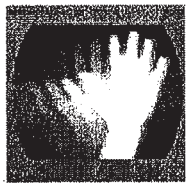
Ability: Unlimited sprint.

Pro Ability: Get over obstacles faster.

Sleight of Hand | Sleight of Hand Pro

Ability: Faster reloading.

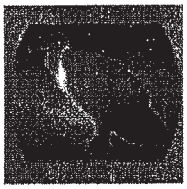
Pro Ability: Gives a speed boost to how fast you can aim down the sight of your weapon.



Scavenger | Scavenger Pro

Ability: Full resupply from dead enemies.

Pro Ability: Extra magazines.



Bling | Bling Pro

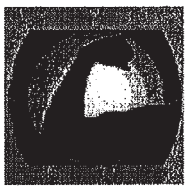
Ability: 2 primary weapon attachments.

Pro Ability: 2 secondary weapon attachments.

One Man Army | One Man Army Pro

Ability: Replaces your secondary weapon. This allows you to change your class at any given time during a match.

Pro Ability: Swaps classes even faster.

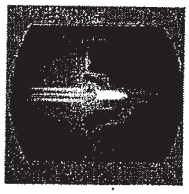


Perk Slot 2

Stopping Power | Stopping Power Pro

Ability: Increased bullet damage.

Pro Ability: Increased bullet damage vs. helicopters and aircrafts.



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Lightweight | Lightweight Pro

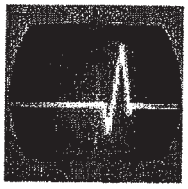
Ability: Move faster.

Pro Ability: Allows you to do a quick aim after sprinting.

Hardline | Hardline Pro

Ability: Killstreaks require 1 less kill.

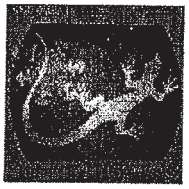
Pro Ability: Death Streaks require 1 less death.



Cold-Blooded | Cold-Blooded Pro

Ability: Undetectable by UAV, air support, Sentry Guns, and thermal.

Pro Ability: No red crosshair or name shown when you are targeted.



Danger Close | Danger Close Pro

Ability: Increases explosive weapons damage.

Pro Ability: Increases air support damage.

Perk Slot 3

Commando | Commando Pro

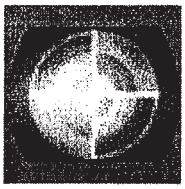
Ability: Increased melee distance.

Pro Ability: You don't take any damage from falling.

Steady Aim | Steady Aim Pro

Ability: Increased hip-fire accuracy.

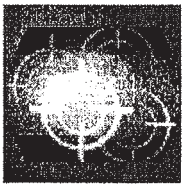
Pro Ability: You can hold your breath for a longer period of time.



Scrambler | Scrambler Pro

Ability: Scrambles (jams) the enemy radar in a small radius.

Pro Ability: Delays enemy Claymores, thus allowing you to avoid the explosion if you are fast enough.



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Ninja | Ninja Pro

Ability: Invisible to heartbeat sensors.

Pro Ability: Allows you to move silently.

SitRep | SitRep Pro

Ability: Insertions. This will reveal enem nsertions.

Pro Ability: Makes enemy footsteps loude

Last Stand | Last Stand Pro

Ability: Allows you to survive a normal ground and pull out your pistol.

You can crawl in Last Stand, which was no . Last Stand ends after ~10 seconds or if you get shot again, and

Pro Ability: This allows you to use your e e, frag grenades and throwing knives.

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COD7 Black Ops will have new perks, though many of the black ops perks will work just like their MW2 counterparts.

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Drug company perks may sway doctors

By Luis Fabregas
PITTSBURGH TRIBUNE-REVIEW
Wednesday, September 15, 2010

Doctors rationalize they can accept perks such as free dinners and trips from pharmaceutical companies as a reward for their years of hard work, according to a study published Tuesday by Carnegie Mellon University researchers.

"Physicians often feel entitled to accept gifts because of the sacrifices they've made," said Sunita Sah, a co-author of the study, which appears in this week's Journal of the American Medical Association. "Some of them think, 'We don't get the company car or the bonuses, so why not accept a gift?' "

The study highlights ethical concerns that arise when drug makers and medical device manufacturers shower doctors with giveaways. The potential conflict of interest has prompted hospitals and universities throughout the country to adopt rules encouraging employees to reject such perks.

University of Pittsburgh Medical Center and West Penn Allegheny Health System have established such policies.

"A lot of the issues discussed between physicians and drug company representatives are based on basic human behavior and the formation of personal relationships," said Dr. Barbara Barnes, Pitt's associate vice chancellor for continuing education and industry relationships. "It's part of the evolution of our social structure that we give gifts to friends and family to show our appreciation."

Barnes called the findings useful because they help leaders understand why doctors make certain decisions. If physicians recognize why they behave a certain way, they will be able to understand the impact of their behavior and the potential implications.

Workers at Pitt, UPMC and West Penn Allegheny are not allowed to accept gifts such as mugs, pens, golf balls, gift certificates or tickets to sports events. In some cases, they are allowed to accept meals that are part of continuing education programs or meetings that advance scientific progress, officials said.

"Clearly, the companies give gifts as part of their efforts to influence prescribing behavior," said Alan Coukell, director of the Pew Prescription Project, which promotes consumer safety and tracks policies related to the pharmaceutical industry. Forty-four of 150 medical schools in the United States have policies that prohibit gifts and meals, he said.

The study found that reminding physicians of their medical training, including the lack of sleep and the financial burden, more than doubled their willingness to accept gifts, to 47.5 percent of survey participants from 21.7 percent. When researchers explicitly reminded them of their sacrifices, even if they disagreed

with the rationalization, 60 percent of the respondents said they would be willing to accept gifts.

Dr. George Loewenstein, co-author of the study, said it is ironic that doctors feel like they are "worth it" when it comes to accepting gifts because doing so compromises their integrity.

"They become less worth it," said Loewenstein, a professor of economics and psychology. "Once they accept the gift or the payment, it is very difficult to resist prescribing their product because it is a natural human tendency to reciprocate favors. They can use that to justify their action but it undermines their integrity."

Loewenstein said patients should elect to receive health care treatment at institutions that have a conflict-of-interest policy.

"It's more likely that you'll be getting care that's in your best interest as opposed to your doctor's financial interest," he said.

Luis Fabregas can be reached at lfabregas@tribweb.com or 412-320-7998.

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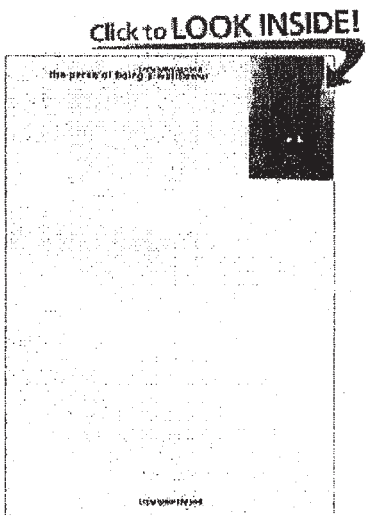

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Editorial Reviews

Amazon.com Review

What is most notable about this funny, touching, memorable first novel from Stephen Chbosky is the resounding accuracy with which the author captures the voice of a boy teetering on the brink of adulthood. Charlie is a freshman. And while's he's not the biggest geek in the school, he is by no means popular. He's a wallflower--shy and introspective, and intelligent beyond his years, if not very savvy in the social arts. We learn about Charlie through the letters he writes to someone of undisclosed name, age, and gender, a stylistic technique that adds to the heart-wrenching earnestness saturating this teen's story. Charlie encounters the same struggles that many kids face in high school--how to make friends, the intensity of a crush, family tensions, a first relationship, exploring sexuality, experimenting with drugs--but he must also deal with his best friend's recent suicide. Charlie's letters take on the intimate feel of a journal as he shares his day-to-day thoughts and feelings:

> I walk around the school hallways and look at the people. I look at the teachers and wonder why they're here. If they like their jobs. Or us. And I wonder how smart they were when they were fifteen. Not in a mean way. In a curious way. It's like looking at all the students and wondering who's had their heart broken that day, and how they are able to cope with having three quizzes

and a book report due on top of that. Or wondering who did the heart breaking. And wondering why.

With the help of a teacher who recognizes his wisdom and intuition, and his two friends, seniors Samantha and Patrick, Charlie mostly manages to avoid the depression he feels creeping up like kudzu. When it all becomes too much, after a shocking realization about his beloved late Aunt Helen, Charlie retreats from reality for awhile. But he makes it back in due time, ready to face his sophomore year and all that it may bring. Charlie, sincerely searching for that feeling of "being infinite," is a kindred spirit to the generation that's been slapped with the label X. --*Brangien Davis*

From Publishers Weekly

A trite coming-of-age novel that could easily appeal to a YA readership, filmmaker Chbosky's debut broadcasts its intentions with the publisher's announcement that ads will run on MTV. Charlie, the wallflower of the title, goes through a veritable bath of bathos in his 10th grade year, 1991. The novel is formatted as a series of letters to an unnamed "friend," the first of which reveals the suicide of Charlie's pal Michael. Charlie's response--valid enough--is to cry. The crying soon gets out of hand, though--in subsequent letters, his father, his aunt, his sister and his sister's boyfriend all become lachrymose. Charlie has the usual dire adolescent problems--sex, drugs, the thuggish football team--and they perplex him in the usual teen TV ways. [...] Into these standard teenage issues Chbosky infuses a droning insistence on Charlie's supersensitive disposition. Charlie's English teacher and others have a disconcerting tendency to rhapsodize over Charlie's giftedness, which seems to consist of Charlie's unquestioning assimilation of the teacher's taste in books. In the end we learn the root of Charlie's psychological problems, and we confront, with him, the coming rigors of 11th grade, ever hopeful that he'll find a suitable girlfriend and increase his vocabulary.
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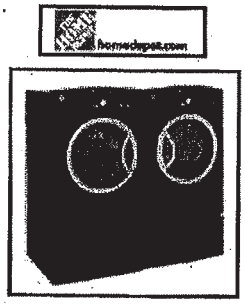

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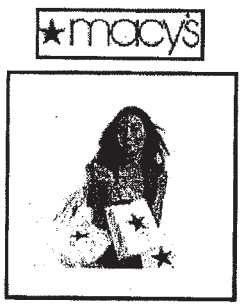

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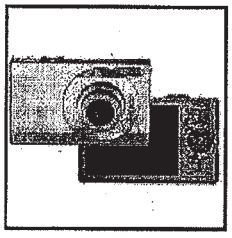

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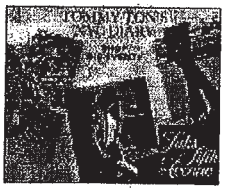

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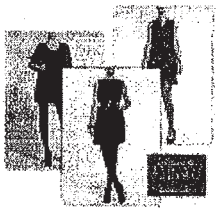

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Dell, Inc.
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Sep 10, 2010
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5.
Target
20% Off
Sep 07, 2010
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6.
Ann Taylor Loft
25% Off
Sep 07, 2010
☆☆☆☆☆
7.
Ann Taylor
20 % Off
Sep 07, 2010
☆☆☆☆☆
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75% Off

Sep 02, 2010
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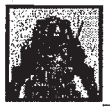
-  Modern Warfare 2 UK's Biggest Selling Game Ever

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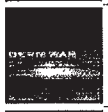
-  Modern War Gear Solid Act 2
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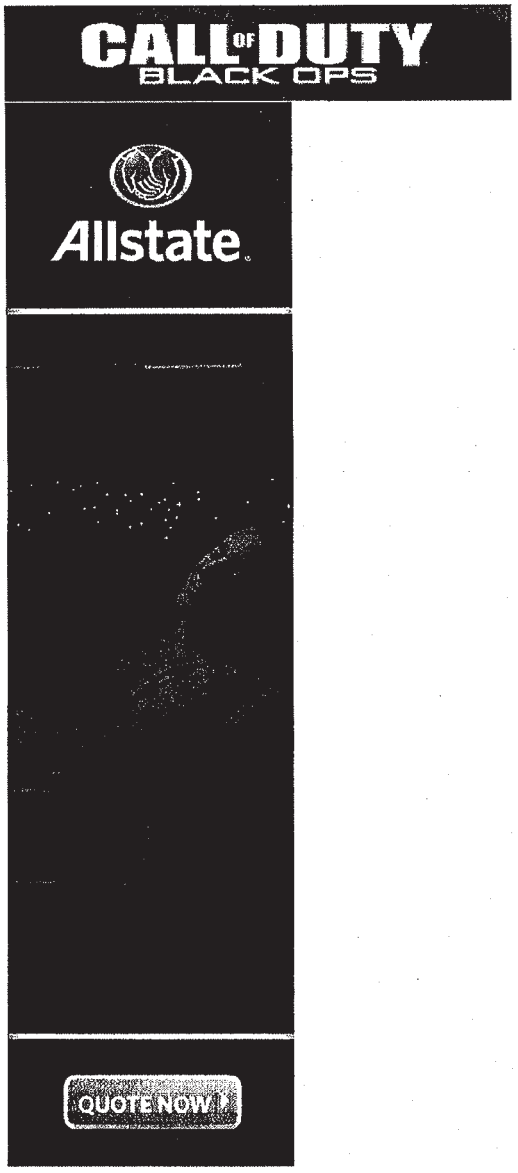

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Modern Warfare 2 Multiplayer Perks

- November 1, 2009 2:41 pm
- Cliff M
- 391 Comments

Modern Warfare 2 Perks

It is essential to optimize your custom classes if you want to be effective in Call of Duty: Modern Warfare 2's multiplayer. Not only will you need to choose the correct weapons for your play-style, game type or map, you will also need to consider the best combination of perks for each class. Here are the perks you have to choose from.

To earn the pro version of a perk you must complete challenges related to the standard version.

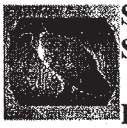
Marathon **Tier 1**
Standard: Unlimited Sprint

Pro: + Climb obstacles faster

Sleight of Hand **Tier 1**

Standard: Faster reload

Pro: + Aim down sights faster



Scavenger **Tier 1**
Standard: Full resupply from dead bodies

Pro: + Extra magazines

Bling **Tier 1**
Standard: Dual attachments on primary weapon

Pro: + Dual attachments on secondary weapon

One Man Army (replaces secondary) **Tier 1**
Standard: Swap classes at any time

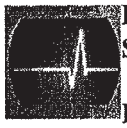
Pro: + Swap classes faster

Stopping Power **Tier 2**
Standard: Increased bullet damage

Pro: + Increased bullet damage to cars and Killstreak vehicles

Lightweight **Tier 2**
Standard: Move faster

Pro: + Quicker aim after sprinting



Hardline **Tier 2**
Standard: Killstreaks rewards require 1 less kill

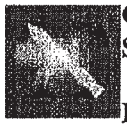
Pro: + Deathstreaks require 1 less death

Cold Blooded **Tier 2**
Standard: Undetectable by UAV, air support, sentries, and thermal

Pro: + No red crosshair or name when targeted

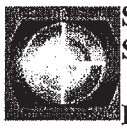
Danger Close **Tier 2**
Standard: Increases explosive weapons damage

Pro: + Extra air support damage



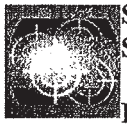
Commando **Tier 3**
Standard: Increased melee distance

Pro: + No falling damage



Steady Aim **Tier 3**
Standard: Increased hip-fire accuracy

Pro: + Hold your breath for longer when sniping



Scrambler **Tier 3**
Standard: Scrambles the radar of nearby enemies

Pro: + Delay enemy Claymore explosions

Ninja **Tier 3**
Standard: Invisible to heartbeat sensors

Pro: + Move silently

Fallout 3 perks

This page lists all **perks** in *Fallout 3*.

- The content is not described in full detail on this page. For details, please see the respective articles.
- For perks in other *Fallout* games, please see "Perk".
- For an overview of *Fallout 3* content, please refer to "Portal:Fallout 3".

Contents

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By 5min <···>

Fallout 3: Broken Steel - Level Cap Increase

Fallout 3 Broken Steel Trailer

In *Fallout 3*, you gain perks every level (opposed to every three levels in previous games). Also, unlike previous games, traits that gave you both bonuses and penalties at the same time are no longer in the game. Instead, some of them (like Bloody Mess) were changed into perks.

In *Fallout 3* a perk's S.P.E.C.I.A.L. requirements cannot be met by equipping items or using drugs (with the exception of the Lucky 8 Ball).

Regular perks

Name	Level req	Other requirements	Ranks	Benefit	Code
Black Widow/ Lady Killer	2		1	+10% damage to the opposite sex, and unique dialogue options with certain characters	00094eb8/ 00094eb9
Daddy's Boy/ Daddy's Girl	2	IN 4	3	+5 Science, +5 Medicine	00044948/ 00069310
Gun Nut	2	IN 4, AG 4	3	+5 Small Guns, +5 Repair	0004494e
Little Leaguer	2	ST 4	3	+5 Melee Weapons, +5 Explosives	00014b97
Thief	2	PE 4, AG 4	3	+5 Lockpick, +5 Sneak	00031dd6
Swift Learner	2	IN 4	3	+10% XP whenever XP is earned	00031dd3
Intense Training	2		10	+1 to any SPECIAL stat	00044cb1
Child at Heart	4	CH 4	1	Unlocks many unique dialogue options with children	00003142
Comprehension	4	IN 4	1	+1 additional skill point whenever a skill book is read	00031de1
Educated	4	IN 4	1	+3 skill points per level	00031dd8
Entomologist	4	IN 4, Science 40	1	+50% damage to insects	00031dd9
Scoundrel	4	CH 4	3	+5 Speech, +5 Barter	00044ca6
Iron Fist	4	ST 4	3	+5 points of Unarmed Damage	00031ddb
Bloody Mess	6		1	+5% overall damage, more violent death animations	00094eba

Lead Belly	6	EN 5	1	-50% radiation taken whenever drinking from a water source	00044ca9
Toughness	6	EN 5	1	+10% DR permanently	00031de0
Fortune Finder	6	LK 5	1	Considerably more Bottle caps will be found in stockpiles	00031de3
Gunslinger	6		1	+25% accuracy in V.A.T.S. with one-handed weapons	00094ebb
Demolition Expert	6	Explosives 50	3	+20% damage with explosives	00031dab
Commando	8		1	+25% accuracy in V.A.T.S. with two-handed weapons	00099828
Rad Resistance	8	EN 5	1	+25% Radiation Resistance permanently	00031da9
Scrounger	8	LK 5	1	Considerably more ammo in stockpiles	00031daa
Size Matters	8	EN 5	3	+15 Big Guns	0009982e
Strong Back	8	ST 5, EN 5	1	+50 Carry Weight	00031dde
Impartial Mediation	8	CH 5	1	+30 Speech when you have neutral karma	00044cad
Animal Friend	10	CH 6	2	Hostile animals become friendly, and come to your aid against enemies except against other animals.	00031db5
Finesse	10		1	+5% Critical Chance	00094ec1
Mister Sandman	10	Sneak 60	1	Can instantly kill a sleeping NPC, and earns bonus XP	00031dad
Mysterious Stranger	10	LK 6	1	Chance that the Stranger will finish off a target in VATS	00031dbc
Nerd Rage!	10	IN 5, Science 50	1	+50% DR and Strength increased to 10 whenever health is 20% or lower	00044ca7
Night Person	10		1	+2 Intelligence and +2 Perception between 6:00 P.M. and 6:00 A.M.	00094ebd
Here and Now	10		1	You instantly level up again	00031dac
Pyromaniac	12	Explosives 60	1	+50% damage with fire-based weapons	00031db2
Cannibal	12		1	Can eat corpses to restore 25 points of health and lose 1 Karma	00094ebc
Life Giver	12	EN 6	1	+30 Hit Points	00031db1
Robotics Expert	12	Science 50	1	+25% damage to robots, can shut down robots by sneaking up on them	00031dc2
Sniper	12	PE 6, AG 6	1	+25% to hit the target's head in V.A.T.S.	00031db4
Silent Running	12	AG 6, Sneak 50	1	+10 Sneak, foot speed and armor weight no longer affect sneaking	00031db3
Fast Metabolism	12		1	+20% Hit Points restored with Stimpaks	00094ebf

Lawbringer	14		1	Can sell Fingers to Sonora Cruz	00044cac
Chemist	14	Medicine 60	1	Chems last twice as long	0009982d
Contract Killer	14		1	Can sell Ears to Daniel Littlehorn	00044ca8
Cyborg	14	Medicine 60, Science 60	1	+10 Energy Weapons, +10% to Radiation Resistance, Poison Resistance and Damage Resistance	00044cab
Light Step	14	PE 6, AG 6	1	Floor traps or mines will not be set off	00031db7
Master Trader	14	CH 6, Barter 60	1	All items cost 25% less	00031db8
Adamantium Skeleton	14		1	Damage taken by limbs reduced by 50%	00094ec4
Tag!	16		1	Fourth "tag" skill: +15 points to that skill	00031dbd
Better Criticals	16	PE 6, LK 6	1	+50% damage with critical hits	00031dbb
Action Boy/ Action Girl	16	AG 6	1	+25 Action Points	00031dba/ 0007b202
Chem Resistant	16	Medicine 60	1	Half as likely to get addicted	00099827
Infiltrator	18	PE 7, Lockpick 70	1	Can pick a broken lock with one more bobby pin	00044cb0
Computer Whiz	18	IN 7, Science 70	1	Can hack a locked down terminal with four more chances	00031dc4
Concentrated Fire	18	Energy Weapons 60, Small Guns 60	1	+5% accuracy in V.A.T.S. with every attack queued	00044caf
Paralyzing Palm	18	Unarmed 70	1	Can paralyze an enemy for 30 seconds with a V.A.T.S. unarmed attack	00044caa
Solar Powered	20	EN 7	1	+2 Strength and +1 HP every 10 seconds while outside, from 6:00 A.M. to 6:00 P.M.	00031dc5
Ninja	20	Melee Weapons 80, Sneak 80	1	+15%(15 luck skill) critical chance with melee and unarmed weapons, +25% damage with sneak attack criticals	00031dcc
Grim Reaper's Sprint	20		1	A kill in V.A.T.S. restores all your AP immediately	00099834
Explorer	20		1	All locations are marked on your map	00031de5

Quest perks

You can get these perks as a reward for quests.

Name	Found in quest	Requirements	Benefit	Code
Ant Might	Those!	Assist in eliminating the giant fire ants without eliminating their queen OR eliminating the queen and convincing Doctor	+1 ST and +25% fire resistance	000c1a6b

REG000347

		Lesko it was better for mankind (speech check)		
Ant Sight	Those!	Assist in eliminating the giant fire ants without eliminating their queen OR eliminating the queen and convincing Doctor Lesko it was better for mankind (speech check)	+1 PE and +25% fire resistance	000c1a6c
Barkskin	Oasis	Destroy Harold's heart	+5% DR permanently	00035e04
Dream Crusher	Wasteland Survival Guide	Talk Moira Brown out of writing the Wasteland Survival Guide	Reduces an enemy's chance to critically hit you by 50%, 30% discount at Craterside Supply, and +30 points to Moira's repair skill (54, 72% condition).	00030feb
Hematophage	Blood Ties	Talk to Vance about learning the ways of a vampire	Blood Packs heal 20 Hit Points instead of 1 point	00003131
Power Armor Training	None	Learned from Paladin Gunny in the Citadel or by completing Operation: Anchorage	You're now able to wear any form of Power Armor.	00058fdf
Rad Regeneration	Wasteland Survival Guide	Help Moira Brown with the Wasteland Survival Guide by gaining 600 rads when she asks	With the Rad Regeneration perk, any crippled limbs will regenerate themselves when you have Advanced Rad Poisoning	0003066b
Survival Expert (Junior Survivor / Survival Guru)	Wasteland Survival Guide	Help Moira Brown finish the Wasteland Survival Guide by completing the final chapter	Varies: You gain a +6% bonus to Poison Resistance and Radiation Resistance and either additional Crit %, additional DR, additional HP, or points to both Medicine and Science or Sneak and Speech.	*see article*
Wired Reflexes	The Replicated Man	Side with Dr. Zimmer	+10% accuracy in V.A.T.S.	00024d5c

Important note about quest perk codes: Trying to add them before doing the quest required may cause game to crash or corrupt.

Add-on perks

Perks available through add-ons.

Regular perks

These perks are added only in *Broken Steel*.

Name	Level req	Other requirements	Ranks	Benefit	Code
Deep Sleep	22		1	Sleeping in any bed gives the Well Rested effect for 8 hours	xx003213
Puppies!	22		1	If Dogmeat dies, a puppy will spawn outside of Vault 101	xx003211
Quantum Chemist	22	Science 70	1	Every 10 Nuka-Colas you acquire are automatically converted into a Nuka-Cola Quantum	xx004c71
Devil's Highway	24	Karma higher than Very Evil	1	Karma is instantly set to Very Evil	xx004c6d
Escalator to Heaven	24	Karma lower than Very Good	1	Karma is instantly set to Very Good	xx004c6f
Karmic Rebalance	24	Karma not neutral	1	Karma is instantly set to Neutral	xx004c6e
No Weaknesses	24		1	All SPECIAL stats lower than 5 become 5	xx00108e
Rad Tolerance	26	EN 7	1	No effects from minor radiation poisoning (But it still tells you)	xx0011c1

REG000348

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Warmonger	26	IN 7	1	All schematics are added at V3	xx0011be
Nerves of Steel	26	AG 7	1	+1 AP every 10 seconds	xx0011c2
Party Boy/ Party Girl	28		1	No chance for alcohol addiction	xx0011bf/ xx0011c0
Rad Absorption	28	EN 7	1	-1 Rad every 20 seconds	xx0011bd
Nuclear Anomaly	30		1	Whenever your health is reduced to 20% or less, you will erupt into a devastating nuclear explosion	xx004c6c
Almost Perfect	30		1	All SPECIAL stats are raised to 9	xx004c6b

Quest perks

Name	Add-on	Related quests	Requirements	Benefit	Code
Covert Ops	*Operation: Anchorage*		Gather all 10 Intel Suitcases	+3 to Science, Small Guns and Lockpick	xx00bf70
Auto Axpert	*The Pitt*	Unsafe Working Conditions	Collect 10 steel ingots in the Steelyard	+25% more damage with the Auto Axe	xx0073e8
Booster Shot	*The Pitt*	Free Labor	Complete Free Labor	+10% Radiation Resistance	xx007354
Pitt Fighter	*The Pitt*	Unsafe Working Conditions	Complete the Hole battles	+3% Radiation Resistance and Damage Resistance	xx0073ea
Punga Power!	*Point Lookout*	Walking with Spirits	Complete Walking with Spirits	-10 Rads from Wild Punga Fruit and -15 Rads from Refined Punga Fruit	xx011097
Ghoul Ecology	*Point Lookout*	Plik's Safari	Read Plik's Journal	+5 points of damage to all enemies (Due to a glitch)	xx00d1fe
Superior Defender	*Point Lookout*	The Local Flavor	Complete The Local Flavor	+5 points of damage and +10 DR when standing still	xx00d1fa
Xenotech Expert	*Mothership Zeta*	This Galaxy Ain't Big Enough...	Get random number of enemies spawn in shooting range.	+20% damage with Alien Weapons	xx00abb0

Cut perks

The following is based on ***Fallout 3*** **cut content** and has not been confirmed by canon sources.

These are perks cut from *Point Lookout* which can only be obtained on the PC with the console.

Name	DLC pack	Description	Code
Mirelurk Ecology	*Point Lookout*	+5 damage to Mirelurks.	xx00fc2e
Gray Matters	*Point Lookout*	25% less damage from attacks to your head.	xx00d1fd
Swing for the Fences	*Point Lookout*	+10 damage with Melee Weapons.	xx00d1fb

See also

- Fallout perks

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- Fallout 2 perks
- Fallout Tactics perks
- Fallout: Brotherhood of Steel skills

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Benefits and Perks

Evaluating Employee Benefits and Perks

By Alison Doyle, About.com Guide

For many of us, the most important factor in considering a job offer is salary. For others, job security is of primary importance. Also high on the list of considerations are benefits and perks. When considering perks, the desire to work in a comfortable, casual environment where employees can set their own work schedule, have an option to telecommute, and where there is a a casual dress code, are all important.

Typical Employee Benefit Packages

According to the Bureau of Labor Statistics[1] the average number of annual paid holidays is 10. The average amount of vacation days are 9.4 after a year of service. Almost half the (medium and large) employers surveyed offered either a defined benefit or a defined contribution pension plan. About 75% offered health insurance but, almost as many, required some employee contribution towards the cost. It's not hard to look at the averages and see how your employer or your job offer measures up. What complicates matters is the increasing use of bonuses, perks and incentives by employers to recruit and retain employees. Look at the companies rated the best places to work[2] and you'll discover many offer health club memberships, flexible schedules, day care, tuition reimbursement, and even on-site dry cleaning.

Surveys by Ceridian[3] have found 65 percent of employers believe that perks help to attract employees. The average number of perks offered by companies range from 3.38 perks at the smallest employers to to 5.20 perks at firms with over 5000 employees. A sure sign that employers are paying attention to the importance of added benefits is the fact that the most frequently offered perks mirror the most frequently desired perks - casual dress and flexible work hours. Some companies even offer a few options that I wasn't aware of on the list including bringing your pet to work, concierge services and take home meals.

How to Evaluate Perks

As you can see there is no standard list of perks that you can measure your job offer against. What you'll need to do is evaluate each offer on it's merits - the salary, the benefits and the perks, and determine how those perks will benefit you. If you don't plan on having children for a while or if your children are grown, it's not that important whether on-site child care is offered. Parents should check to see if the company provides paid time-off if your child is sick. It's a benefit I couldn't have done without when my daughter was a baby!

If you absolutely have to work-out every day, look for employers who offer a gym membership. Not a morning person? Ask about flexible hours. Can't stand wearing a suit? Ask about dress code. And it is important to ask, not all perks will be offered to all employees nor will they be mentioned during an interview. Consider which perks would complement your life style and your needs and choose accordingly.

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