perk\_negotiator\_name= Negotiator

perk\_negotiator\_desc= Occasional bonuses while trading

perk\_preacher\_name= Preacher

perk\_preacher\_desc= More effective while working in a church

perk\_entertainer\_name= Musician

perk\_entertainer\_desc= Bonus happiness to others during missions

perk\_peacekeeper\_name= Peacekeeper

perk\_peacekeeper\_desc= Reduces chance of riots and fights

perk\_gunTraining\_name= Firearms Training

perk\_gunTraining\_desc= +1 Defense with anything from pistols to machine guns

perk\_meleeTraiing\_name= Melee Training

perk\_meleeTraiing\_desc= +1 Defense with swords, sticks or shovels

perk\_handToHand\_name= Hand to Hand Combat

perk\_handToHand\_desc= +2 Defense when no weapon equipped

perk\_commander\_name= Commander

perk\_commander\_desc= All survivors gain +0.5 defense

perk\_hoarder\_name= Hoarder

perk\_hoarder\_desc= Extra building materials while scavenging

perk\_goodCook\_name= Good Cook

perk\_goodCook\_desc= Bonus food production

perk\_greenThumb\_name= Green Thumb

perk\_greenThumb\_desc= Bonus food while farming

perk\_scrapper\_name= Scrapper

perk\_scrapper\_desc= Scavenging skill is also added to defense

perk\_hunter\_name= Hunter

perk\_hunter\_desc= Hunts faster and with no danger

perk\_redecorator\_name= Redecorator

perk\_redecorator\_desc= May automatically convert useless buildings

perk\_defensesExpert\_name= Defenses Expert

perk\_defensesExpert\_desc= Grant +0.5 defense to all buildings

perk\_artist\_name= Artist

perk\_artist\_desc= Happiness bonus when fortifying buildings

perk\_toolsExpert\_name= Tools Expert

perk\_toolsExpert\_desc= Double skill bonus from tools

perk\_fearlessReclaim\_name= Fearless Reclaim

perk\_fearlessReclaim\_desc= Can reclaim buildings with zombies on them

perk\_firstAid\_name= First Aid

perk\_firstAid\_desc= May prevent death on missions

perk\_bookworm\_name= Bookworm

perk\_bookworm\_desc= Research bursts, +2 engineering from books

perk\_crafter\_name= Crafter

perk\_crafter\_desc= May create extra items in the workshop

perk\_macgyver\_name= MacGyver

perk\_macgyver\_desc= Half of Engineering skill added to defense

perk\_halfRations\_name= Half Rations

perk\_halfRations\_desc= Eats less than other survivors

perk\_animalLover\_name= Animal Lover

perk\_animalLover\_desc= Extra skills and happiness if equipped with a pet

perk\_easyGoing\_name= Easygoing

perk\_easyGoing\_desc= Increased happiness

perk\_superdude\_name= Superhero

perk\_superdude\_desc= +1 to every skill and increase max level by one

perk\_loner\_name= Loner

perk\_loner\_desc= Improved skills when on a mission alone

perk\_teamPlayer\_name= Team Player

perk\_teamPlayer\_desc= Improved skills when on a mission with at least 3 survivors

perk\_fastRecovery\_name= Fast Recovery

perk\_fastRecovery\_desc= Recovers from injury faster

perk\_ninja\_name= Ninja

perk\_ninja\_desc= No penalty for how far away a mission is

perk\_devout\_name= Devout

perk\_devout\_desc= Extra happiness from churches, none from bars

perk\_camper\_name= Camper

perk\_camper\_desc= Sleeps under the stars, does not need a house

perk\_driver\_name= Driver

perk\_driver\_desc= May finish missions faster if equipped with a vehicle

perk\_scholar\_name= Scholar

perk\_scholar\_desc= Learns more from schools

perk\_skeptic\_name= Skeptic

perk\_skeptic\_desc= +1 engineering, immune to religions

perk\_intenseFocus\_name= Intense Focus

perk\_intenseFocus\_desc= -1 to all skills, but learns faster in missions

perk\_friendly\_name= Friendly

perk\_friendly\_desc= makes friends faster, more happiness from friends

perk\_stinky\_name= Stinky

perk\_stinky\_desc= +1 defense, but more likely to make enemies

perk\_brave\_name= Brave

perk\_brave\_desc= +1 defense, but may take the hit for another survivor

perk\_tough\_name= Tough

perk\_tough\_desc= Less likely to die, but hard to make friends

perk\_pacifist\_name= Pacifist

perk\_pacifist\_desc= Factions like you more, but no bonus from weapons

perk\_coward\_name= Coward

perk\_coward\_desc= Less likely to be injured, but -2 leadership

perk\_lightSleeper\_name= Light Sleeper

perk\_lightSleeper\_desc= +0.5 to all building defense, but decreased happiness

perk\_eccentric\_name= Eccentric

perk\_eccentric\_desc= Makes both friends and enemies easily

perk\_bornLeader\_name= Born Leader

perk\_bornLeader\_desc= +3 Leadership skill

perk\_fighter\_name= Fighter

perk\_fighter\_desc= +3 Defense skill

perk\_resourceful\_name= Resourceful

perk\_resourceful\_desc= +3 Scavenger skill

perk\_handyman\_name= Handyman

perk\_handyman\_desc= +3 Building skill

perk\_genius\_name= Genius

perk\_genius\_desc= +3 Engineering skill

perk\_doubleRations\_name= Double Rations

perk\_doubleRations\_desc= Eats more than other survivors

perk\_allergicPets\_name= Allergic to Pets

perk\_allergicPets\_desc= No benefit from equipping animals

perk\_clumsy\_name= Clumsy

perk\_clumsy\_desc= Increased mission danger

perk\_sickly\_name= Sickly

perk\_sickly\_desc= More likely to get sick

perk\_downer\_name= Downer

perk\_downer\_desc= Lowers happiness of other survivors when on missions

perk\_rebellious\_name= Rebellious

perk\_rebellious\_desc= May refuse to work

perk\_factionRiffs\_name= Former Riff

perk\_factionRiffs\_desc= Increases sway with The Riffs

perk\_factionJudgment\_name= Ex Last Judgment

perk\_factionJudgment\_desc= Increases sway with The Last Judgment

perk\_factionChosen\_name= Former Chosen One

perk\_factionChosen\_desc= Increases sway with The Chosen Ones

perk\_factionPigFarmers\_name= Former Pig Farmer

perk\_factionPigFarmers\_desc= Increases sway with The Pig Farmers

perk\_factionLuddies\_name= Former Luddie

perk\_factionLuddies\_desc= Increases sway with The Luddies

perk\_factionStMichaels\_name= StMichael's Dropout

perk\_factionStMichaels\_desc= Increases sway with StMichael's

perk\_factionRotten\_name= Rotten

perk\_factionRotten\_desc= Increases sway with The Rotten

perk\_factionGovernment\_name= Government Agent

perk\_factionGovernment\_desc= Increases sway with The Government

perk\_factionDahlias\_name= Former DAHLIA

perk\_factionDahlias\_desc= Increases sway with The Dahlias

perk\_factionLeetcrew\_name= Former 1337cREw

perk\_factionLeetcrew\_desc= Increases sway with The 1337cREw

perk\_factionPharmacists\_name= Former Pharmacist

perk\_factionPharmacists\_desc= Increases sway with The Pharmacists

perk\_factionGustav\_name= Friend of Gustav

perk\_factionGustav\_desc= Increases sway with Gustav the trader

perk\_cultist\_name= Cultist

perk\_cultist\_desc= Follower of The Chosen Ones, +10 happiness

perk\_addict\_name= Addict

perk\_addict\_desc= Regular user of the drug Bath Salts, +1 defense

perk\_immune\_name= Immune

perk\_immune\_desc= Won't die from a zombie bite, +1 defense

perk\_winLeader\_name= Leader

perk\_winLeader\_desc= Leader of the city while writing the constitution

perk\_pregnant\_name= Pregnant

perk\_pregnant\_desc= Gonna have a baby!

perk\_pilot\_name= Pilot

perk\_pilot\_desc= Knows how to fly a plane

perk\_noRations\_name= No Rations

perk\_noRations\_desc= Doesn't eat... food at least

perk\_omega\_name= Omega

perk\_omega\_desc= Necrotic skin, fits of rage and +5 Defense

perk\_gay\_name= Gay

perk\_gay\_desc= Hidden perk

perk\_passenger\_name= Passenger

perk\_passenger\_desc= Is invited to be on the plane out of here

perk\_billHyman\_name= Bill Hyman

perk\_billHyman\_desc= Guy from the Hope plotline

perk\_dianeMoon\_name= Diane Moon

perk\_dianeMoon\_desc= Tutorial lady

perk\_immortal\_name= Immortal

perk\_immortal\_desc= Can't die or be injured

perk\_formerGoat\_name= Former Goat

perk\_formerGoat\_desc= Came of age at 14 years while living in the fort

perk\_vanNooten\_name= VanNooten

perk\_vanNooten\_desc= Calls herself Gretchen

perk\_petOwner\_name= Pet Owner

perk\_petOwner\_desc= +10 happiness from having a pet

perk\_hasVehicle\_name= Has Vehicle

perk\_hasVehicle\_desc= No extra danger from far away missions

perk\_hasDefense\_name= Defended

perk\_hasDefense\_desc= Prevents death on missions

perk\_scoutingRange\_name= See Further

perk\_scoutingRange\_desc= Reveal adjacent buildings when scouting

perk\_recreation\_name= Recreation

perk\_recreation\_desc= Equipment prevents boredom

perk\_goatOwner\_name= Babysitter

perk\_goatOwner\_desc= +10 happiness from taking care of a child

perk\_politician\_name= Politician

perk\_politician\_desc= +leadership and one extra survivor

perk\_shopClerk\_name= Shop Clerk

perk\_shopClerk\_desc= +scavenging and +25% better trades

perk\_doctor\_name= Doctor

perk\_doctor\_desc= +engineering and -1 day to injury recovery

perk\_retiree\_name= Retiree

perk\_retiree\_desc= +building and +10% happiness bonus

perk\_policeOfficer\_name= Police Officer

perk\_policeOfficer\_desc= +defense and +1 from all guns

perk\_priest\_name= Priest

perk\_priest\_desc= +leadership, church, more devout survivors

perk\_hobo\_name= Hobo

perk\_hobo\_desc= +scavenging, +5 housing space

perk\_collegeStudent\_name= College Student

perk\_collegeStudent\_desc= +engineering, schools and bars 25% more effective

perk\_constructionWorker\_name= Construction Worker

perk\_constructionWorker\_desc= +building and half materials costs

perk\_gangMember\_name= Gang Member

perk\_gangMember\_desc= +defense and no happiness loss from death/injury

perk\_rockstar\_name= Rockstar

perk\_rockstar\_desc= +leadership and double respect with factions

perk\_pizzaDelivery\_name= Pizza Delivery Driver

perk\_pizzaDelivery\_desc= +scavenging and has a car and sword, and driver perk

perk\_programmer\_name= Programmer

perk\_programmer\_desc= +engineering and start with a lab and tech

perk\_developer\_name= Real Estate Developer

perk\_developer\_desc= Anyone who builds anything takes 1 day

perk\_gamer\_name= Pro Gamer

perk\_gamer\_desc= +defense and enemies are twice as powerful