

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Base Perks						
ArcanoTech Knack	Base	2	1	PER 4 or MEWs/Science 40	+5 to MEWs and Science	Smart ideas, clever thoughts, fantastic intuition. That and a good blaster gets you far. Your MEWs and Science skills gain +5.
Brown Muzzle	Base	2	1	CHA 4 or Diplomacy 40	+1 CHA, +10 Diplomacy when speaking to authority	You're a complete suck-up to an authority! Thankfully, you use that to your advantage; you gain +1 CHA and +10 to Diplomacy when speaking to a figure of authority.
Cherchez La Filly / Good as Gelded	Base	2	1	-	+5 to hit against same-sex targets, +5 to CHA roll against same-sex characters	You have a bonus of +5 to score a hit against same-sex targets and gain +5 to CHA roll when seducing same-sex individuals whose barn-door swings that way. Go strut your stuff!
Combat Coordinator	Base	2	1	-	1 ally target may act immediately after your character's initiative	"Hear me and obey." You may choose 1 ally to act immediately after your character's initiative for the duration of that fight.
Dark Mare / Black Stallion	Base	2	1	-	+5 to hit against opposite-sex targets, +5 to CHA roll against opposite-sex characters	You have a bonus of +5 to score a hit against opposite-sex targets and gain +5 to CHA roll when seducing opposite-sex individuals whose barn-door swings that way. Go strut your stuff!
Extra Special	Base	2	7	-	+1 to one SPECIAL	You are special, never forget that. You can put 1 extra point to any of your SPECIAL attributes.
First in Class	Base	2	1	INT 4 or Medicine/Survival 40	+5 to Medicine and Survival	You took the time to be in school in time, and this has helped you go a little further! You get +5 to Medicine and Survival per rank.
Foal at Heart	Base	2	1	CHA 4 or Barter/Diplomacy 40	+10 to Barter and Diplomacy when interacting with a child	You have held onto your foalhood innocence and wonder of the world even amidst the horrors of the Wasteland. This helps you to empathize with foals, giving you +10 to Barter and Diplomacy when interacting with a foal.
Gun Nut	Base	2	1	INT 4 or Firearms/Mechanics 40	+5 to Firearms and Mechanics	You're the basic scavenger of the Wasteland, a gun on your side and salvage in your bags. Don't be put down by it, for you gain Firearms and Mechanics gain +5 per rank.
Healer	Base	2	1	Medicine 40	First-Aid Kits and Doctor's Bags heal extra +2 HP	You have studied pre-War medical techinques, and have practiced said techniques enough to get most out of your tools. When using First-Aid Kits or Doctor's Bags for healing purposes, you heal additional +2 HP per use.
Little Leaguer	Base	2	1	STR 4 or Melee/Unarmed 40	+5 to Melee and Unarmed	You've played enough sports to know how to kick well and handle bats. Your Melee and Unarmed get +5 per rank.

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Mare-do-III	Base	2	1	AGI 4 or Lockpick/Sleight 40	+5 to Lockpick and Sleight	You go where you're are not supposed to. Usually unnoticed, as long as you open those locks silently. Your Lockpick and Sleight gain +5 per rank.
Quick Recovery	Base	2	1	AGI 5 or Sleight 50	Stand Up costs 2 AP less	Standing up quickly now costs 2 AP less. You really get back on your feet like no other!
Royal Canterlot Voice	Base	2	1	END 4 or Barter/Intimidation 40	+5 to Barter and Intimidation	MAXIMUM VOLUME!!
Running Tackle	Base	2	1	STR 5 or Unarmed 50	+5 to combat tricks after a move action	"Put some weight behind it!" Indeed, tackling someone is much more easier with little momentum. You gain +5 to all combat tricks made after a move action.
Saboteur	Base	2	1	PER 4 or Explosives/Sneak 40	+5 Explosives and Sneak	You go where you're are not supposed to. Usually unnoticed, till you blow a hole into the wall. Your Explosives and Sneak gain +5 .
Stage Magician	Base	2	1	INT 4 or Diplomacy/Thaumaturgy 40	+5 to Thaumaturgy and Diplomacy	You've honed your skills at the art of magic and misdirection! Gain +5 to Thaumaturgy and Diplomacy.
Tail trick	Base	2	1	-	Tail can be used to handle small objects	You've learned to use your tail to grab and handle small items. You won't be strapping a minigun to it in any time soon, but you can throw stuff with it, like a mine or a knife. However, this means your tail is also considered a limb, thus it can be crippled...uh... maybe your tailbone got hit?
Thief	Base	2	1	AGI 4 or Sleight 40	+10 to Sleight when pickpocketing	You've learnt the delicate craft of taking other ponies' stuff straight out of their pockets, and silently at that! +10 to Sleight when pickpocketing (or reverse-pickpocketing).
Weathered	Base	2	3	-	+5 Poison Resistance and Radiation Resistance	You have braved the Wastes for a while, giving you a nice little boost; you'll keel over from Wasteland venoms and radiation a little later than others! You gain a +5 bonus to your Poison and Radiation resistances per each rank.
Acrobat	Base	4	1	STR or AGI 5	-1 AP cost to climbing; when climbing, terrain is not considered Difficult	You traverse vertical spaces with ease, and Difficult Terrain doesn't apply to you when climbing. Likewise, Climbing costs 1 AP less for you.
Armed and Dangerous	Base	4	1	PER 5 or Firearms 50	+1 damage with Firearms	Thanks to plenty of practice, you know just where to hit to make it hurt more with your weapon of choice. Every ranged attack with weapons which use Firearms skill do an extra +1 damage.

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Bottled Endurance	Base	4	1	END 4	For the duration of strong alcohol: Ignore first Pain Threshold, +1 END	Your drunken stupor makes you a mighty warrior of the battlefield! For the duration you are under influence from strong alcohols, you can ignore gaining a Pain Threshold Status effect on 5-4 HP. In addition, you get a +1 END for as long as the alcohol influences you.
Buck Rodgers	Base	4	1	INT 5 or MEWs 50	+1 damage with Magical Energy Weapons	Zap guns are even more dangerous in your hooves. Every ranged attack with weapons which use Magical Energy Weapons skill do +1 damage.
Common Clay of the Wild Wasteland	Base	4	1	-	Caps gained from jobs doubled	Not always do you get a lucrative contract for the hunt of an ancient artefact, a call for a mighty hero or a well-paying heist. What most sensible ponies do then, is that they partake in menial jobs as medicine mares, bodyguards and farmers in times of relative peace. Caps gained from these kind of jobs are doubled.
Determination	Base	4	2	-	Gain +1 to END for resisting a Status effect of your choosing	You are a bit more resistant against debilitating attacks. Gain +1 END to resist a status effect of your choosing, excluding statuses caused by Pain Thresholds. Each rank of this perk applies to a different Status effect.
Don't touch that!	Base	4	1	Explosives 50	You can make improvised explosives out of ammunition	Allows you to construct improvised land mines or grenades out of batches of ammo. 20 rounds per explosive. As a guideline, an improvised explosive deals damage as an Improvised weapon, and can be thrown for 10+STR*2 meters away. The GM and Player should agree which size of Improvised weapon the explosive is when building it and use damage accordingly.
Explodey Mc-Gee	Base	4	1	Explosives 50	+1 damage with Explosives	+1 DMG with Explosives weapons. When using Breach Lock, gain +10 to explosives and lower LCK penalty by 1.
Fast Pack Buckles	Base	4	1	AGI 5	-2 AP cost for Readyng Item from inventory	You can rummage through your saddlebags with the speed of lightning! Using items from inventory instead of Quick slots cost -2 AP less.
Hit the Deck!	Base	4	1	AGI 6 or Sleight 50	+2 DT against Explosives while Prone	You react very quickly to the sound of an explosive coming your way. You may drop Prone when you are being attacked with explosives and gain extra 1 DT doing so. This includes damage from concussion and shrapnel.
Iron Hoof	Base	4	1	STR 5 or Unarmed 50	+1 damage with Unarmed	We don't know where you have gotten so much protein from the Wasteland, but at least it didn't go to waste. You do +1 more damage with all Unarmed-type attacks which inflict damage.

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Lethal Swordsmare/Buck	Base	4	1	STR 5 or AGI 5 or Melee 50	+1 damage with Melee	You have learned a special technique to deal more damage with your melee weapons. You deal +1 damage with all attacks which utilize the Melee attack skill.
Like a Bullet	Base	4	1	PER 4	+2 Initiative	You're really fast on your hooves! You gain +2 to Initiative
Liquid Bread	Base	4	2	END 6	Gain +1HP per rank when consuming Alcohol with 20% or more Addiction Chance.	While most non-alcoholics get their nutrients from actual bread, you've learnt to absorb nutrients from whiskey and pals. Alcohol with 20% and more addiction chance heals you with 1 HP per rank when consumed.
Lone Wanderer	Base	4	1	CHA < 5 or Survival 50	+5 to skill rolls when over 20 m away from allies	You always were going to the beat of your own drum, but now you've learned to make that difference to count! Characters with this perk get +5 to all skill rolls when over 20 m (10 hexes) away from their allies.
Lunar Sight	Base	4	2	PER 6	Ignore 10 points of Visibility penalties from darkness	Your eyes have grown accustomed to the dark corners and poorly lit, derelict houses of the Wasteland, reducing the penalties you get from poor lighting conditions. Each rank of this perk ignores 10 points of penalties from Visibility.
Major League Lobber	Base	4	1	STR 5 or Melee 50	Thrown weapons and explosives cost -2 AP less.	How you like them apples being tossed? All thrown weapons and explosives cost 2 AP less (to a minimum of 1) to throw.
This Enemy of Mine...	Base	4	special	Survival 40	+5 to all skills when fighting a specific enemy of your choosing.	Maybe you were wronged by this creature and its kin in your past, making you familiar with fighting them. Gain +5 to all skills when fighting a specific enemy creature from the Mutant Manual or playable races, such as Feral Ghoul, Alicorn, Griffin, Unicorn and so on. This perk can be taken multiple times, but each time a new enemy must be chosen.
Tough Hide	Base	4	1	END 5	+1 DT	The Wasteland has hardened you; literally! Your skin is thicker than most others', giving you a +1 to DT.
...Is no Friend of Mine	Base	6	1	1 rank of This Enemy of Mine -perk	+10 to and against Opposed Rolls to spells against enemies picked with This enemy of Mine -perk	You have gained an aptitude to and against Opposed Rolls when casting spells, against enemies picked with This Enemy of Mine -perk. This perk applies to all enemies picked with the This Enemy of Mine -perk.
Blind Fighting	Base	6	1	PER 7 or Melee/Unarmed 50	Dodge against targets you cannot see. Reduces visibility-related penalties by 5 on melee and unarmed attacks.	Your senses have gotten accustomed to detecting dangers you cannot see, allowing you to dodge without seeing your target. You also get your penalties on visibility lessened by 5 on Melee and Unarmed.

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Brick Wall	Base	6	1	STR 6 or END 6 or Melee/Unarmed 60	+10 Melee or Unarmed Weapons to resist Trip; +2 to STR to avoid disarm; +2 to END to avoid Stun	You could give a Molerat's ass of a baseball bat to the face! Gain +10 to Meleeeo Unarmed Weapons rolls to resist Trip; You also gain +2 to STR if someone tries to disarm you, and +2 to END to brush off a Stun attempt. NOW GIVE THEM HELL!
Dazzling Buck	Base	6	1	Unarmed 50	When you deal critical damage, the targeted foe suffers Minor Distraction for 3 rounds.	"What a dazzling display of slashes and kicks, wonderful. Huh, what was I doing again?" Your unarmed critical hits inflict the target with Minor Distraction for 3 rounds.
Demolition Expert	Base	6	1	AGI 5 or Explosives 50	May make Explosives attack with a smaller burst (down to 1 hex); Ignore 1 DT	You know how to modify grenades and explosives to your liking. You can decrease any explosive's burst area by one category (for instance, from Large to Small). Tiny Burst becomes 1 hex. Additionally, all your Explosives ignore 1 DT.
Dust in the Eyes	Base	6	1	AGI 6 or LCK 5	+10 Critical Success Chance on Distraction; -1 AP Cost for Distraction action	You have mastered the art of dirty fighting! Nobody expects the pocket sand! Your Distraction action's AP cost is lowered by 1 (minimum 1) and your Distraction has an extra 10 bonus to Critically succeed.
Falling With Style	Base	6	1	END 7 or AGI 7	On successful AGI or END, Falling damage is halved	You have - most likely through some form of foolhardy experiments - learned to fall in a way that deals you less damage when you eventually hit the ground. Good for you! If you succeed in an AGI or END check, you take half of the falling damage.
Flesh Wound	Base	6	1	STR or END 7	If critically hit, gain bonus DT. See description	When an opponent attacks you and scores a critical success, you gain a bonus to your DT against that attack. If you are wearing Light Armor, the bonus is +1 DT. If wearing Premium or Heavy Armor, the bonus is +2 DT. If wearing Power Armor, the bonus is +3 DT.
Fortune Finder	Base	6	1	LCK 7	Chance to double the amount of caps found	You have a nose that sniffs out caps! ...Whatever that means. You have a 25% chance of having double the caps from hidden stashes, or by scavenging. If you roll a 25 or less in d100, your found caps are doubled.
Ghost	Base	6	1	Sneak 50	+10 Sneak when in poor light	Like an ethereal ghost, you sneak better in poor lighting. Horrifying make-up, terrible ghost-noises and disheveled hair are optional though.
Horse Reflexes	Base	6	1	AGI 6 or Sneak 60	+1 DT to resist AoO	You are the bane of every opportunistic buckner. You get 1 DT to resist damage coming from Attacks of Opportunity.
How You Like THEM Apples!?	Base	6	1	-	+2 STR when calculating range of thrown weapons	You're really good at throwing stuff far, giving you a +2 STR when calculating the range of thrown weapons.

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One With The Dresscode	Base	6	1	CHA 5 or Diplomacy 50	Gain +1 extra CHA and +5 Diplomacy when not wearing any Armor	You have learned the art of representing yourself with a proper dresscode and suave talk. When you are not wearing any piece of armour you receive a +1 bonus to your CHA and +5 bonus to Diplomacy. You lose this bonus whenever you wear any pieces of armor.
Pistolero	Base	6	1	PER 4 or Firearms/MEWs 40	+10 Firearms / MEWs when using pistols or revolvers	Your love for Spaghetti Westerns has brought you great insight. When using mouth or claw-held, or levitated pistols and revolvers, you receive +10 to your Firearms or MEWs skill rolls.
Rapid Hooper	Base	6	1	AGI 6 or Sleight 60	-1 AP cost for Swapping, Switching or Reloading Firearms or MEWs	You hardly ever fumble with your weapons, handling them with more finesse than the others! The AP cost for Switching, Reloading and Readyng Firearms or MEWs is lowered by 1, to a minimum of 1.
Shotgun Surgeon	Base	6	1	Firearms 45 or MEWs 45	-1 DT for target when using shotguns	No matter what kind of ammo you use, your shotgun blast ignores 1 DT to a target. Time to rearrange some faces!
Snaketongue	Base	6	1	CHA 6 or Sleight 60	+20 Sleight after successful CHA check	Not every cutpurse uses dagger to get their way to their victims wallet - you use your silver tongue. After successfully charming them with CHA check, you gain a bonus of +20 to Sleight for stealing purposes.
Speciality Buyer	Base	6	2	Barter 50	+10 to Barter when trying to buy a specific type of item	You know what you need and what you want. Pick a type of item, such as pistols, chems, medicine or ammo, and gain +10 to Barter for the intent of buying those items with reduced costs. Each rank of this perk applies to a different type of item.
Tank Horse	Base	6	1	STR 7 or END 7	No longer Encumbered from heavy armor	You've become accustomed with heavy burdens, and your armor is one such burden. When wearing Heavy Armors, you ignore the Encumbered status from them. You still get Encumbered status from carrying items over your Carry Weight.
Wasteland Surgeon	Base	6	1	INT 5 or Medicine 50	Doctor's Bag and First Aid Kits can be used 2 times more	A good doctor knows how to keep his tools clean, even outside a clinic. You can use both Doctor's Bags and First Aid Kits additional 2 times before they expire.
Party Pony	Base	8	1	-	50% less likely to suffer alcohol addictions; check recovery every 2 weeks	Whether it is your slow metabolism or iron liver, your use of Alcohol is greatly altered. You have half the chance of become addicted to Alcohol, and can check against natural recovery from addiction every 2 weeks instead every month.

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Heavy Weapons Galore	Base	8	1	STR 7 or Firearms/MEWs 60	+10 to Firearms or MEWs when using Machine guns, Magic Launchers and Flamethrowers	Let other ponies play around with their dinky little pistols and rifles, you know where the real firepower lies. In the big, magnificent beauties that are machine guns and the sort. Gain +10 to Firearms or MEWs when using Machine guns, Magic Launchers and Flamethrowers.
Backstabber	Base	8	1	Sneak 50	With a successful Sneak roll, perform a Sneak Attack during Gang Up.	You're prone to sticking a shiv in a stallion's back when he's busy dealing with your allies, sometimes to a lethal effect. During Gang Up, you may roll Sneak to perform a Sneak Attack on your enemy. You can only make one Sneak Attack on your turn.
Blackjack's Fury	Base	8	1	Unarmed 50 or Melee 50	When drunk, +10 to rolls and damage to Unarmed / Melee. Choose one skill.	Somehow you've managed to turn drunken flailing about into a form of martial art. Pick either Unarmed or Melee and your rolls to that skill and damage caused by it gain +10. However, you have to be drunk for this bonus to apply.
Bluff Master	Base	8	1	CHA 7 or Diplomacy 60	+10 to Diplomacy if caught stealing	You're really good at coming up with excuses as to why your hoof was in a pony's coat pocket, or why your jacket is now packed with half the store's merchandice or why you placed a bucket on the merchant's head. Gain +10 to Diplomacy if you're caught stealing. Really, there is a perfectly legal explanation to this!
Celestial Aid	Base	8	1	-	Once per session, reroll a failed roll.	A higher power has taken a liking to you! Once per session you may re-roll a failed roll, but must accept the results of the reroll.
Counter Canter	Base	8	1	AGI 6 or Melee/Unarmed 60	-10 to hit if wearing Clothes or Light Armor, -5 if Heavy or Power Armor	You use a fancy hoofwork to evade attacks better and the lighter armor you're wearing, the better! Your foes get a penalty of 10 to hitting you when you're wearing clothes or light armor, and -5 if wearing heavy or a power armor.
Healthy Headspace	Base	8	1	-	Mental status effects' duration is 1 turn less	Though it is a small miracle, you are one most ponies would call "armed with a healthy attitude and personality". Mental status effects such as mind-control's duration is 1 turn less.
Karma Beacon	Base	8	1	CHA 6	Effect of Karma on NPCs is doubled	There's something about you that makes it easy for others to discern wether you're a nice pony or a total hellion. Effect of Karma on NPC's is doubled; instead of shifting NPC disposition by one level every 25 Karma, the disposition shifts by two levels instead.
Knight in Shining Armor	Base	8	1	Mechanics 40 or Science 40	Ignore DT reduction of MEWs.	"And they said it's only for the show." You ignore DT reduction of MEWs when wearing Heavy, Premium or Power Armor.

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Lead Belly	Base	8	1	END 5	Irradiated Drinks' chance of giving Rads is halved	We suppose getting a hardened stomach is a must out in the Wasteland, with all the centuries old food you have for eat. Irradiated drinks' chance of giving you radiation damage is halved.
Lightning Bruiser	Base	8	1	Melee 40 or Unarmed 40	Choose a combat style; Melee or Unarmed. AP cost for attacks using this skill are reduced by 1.	Your attacks are fast and furious, leaving no room for enemy to intercept. Unarmed and Melee attacks cost 1 AP less.
RADical Pony	Base	8	1	END 5 or Survival 40	+10 Radiation Resistance	During your time in the Wasteland, your body has learned a way to shield your body from harmful radiation. +10 to Radiation resistance.
Rest Heals All	Base	8	1	END 6	Minor Cripple effects heal in 4 hours of Rest	Your small scrapes and pulled muscles heal a little faster, Minor Cripple effects heal after 4 hours of rest instead of 8.
Riflebuck / Riflemare	Base	8	1	PER 6 or Firearms 60/MEWs 60	+10 Firearms / MEWs when using rifles	You have mastered the use of rifles - easily dropping a row of Sparkle-Cola bottles off a fence! You gain +10 to Firearms and Magical Energy Weapons skill when using rifles.
Rodeo Star	Base	8	1	STR 6 or Unarmed 60	-1 AP less for all Grapple actions and escaping Grapple	Buckle up and jump into the fray! You've gotten used to wrestling your foes to submission, hence reducing your AP costs for any Grapple actions and escaping grapple by 1.
Scrounger	Base	8	1	LCK 4 or Sleight 40	More loot!	Whether you've always been lucky or simply wish to scourge every place you visit, you find more items in stashes in the world. Your GM rolls for extra items on loot tables when you're searching containers.
Sharpshooter	Base	8	1	PER 7 or Firearms/MEWs 70	Ignore 5 points of Range penalties; Aim-action costs 1 AP less	Your sharpened senses serve you well. You ignore 5 points of range penalties for Ranged attacks and Aim-action costs 1 AP less.
Snake Eater	Base	8	1	END 5	When being poisoned, you may roll twice and take the better result	You've been poisoned enough times -or you've purposefully digested poisons- to gain a small tolerance against poisons. You may roll twice when you're being poisoned, and take the better result.
Suck it up	Base	8	1	-	Physical status effects' duration is 1 turn less	Maybe you're no longer as phased by them, but physical status effects' duration is 1 turn less for you.
Sun and Moon	Base	8	1	-	+10 Diplomacy and Intimidation with neutral Karma	You lean on no sides, and that makes you a good middle-pony in arguments! +10 to Intimidation and Diplomacy when you have Neutral Karma.

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Super Slam	Base	8	1	STR 7 or Melee 60/Unarmed 60	+10 bonus to Trip an opponent	When you swing, you swing for a home run. All your Melee and Unarmed attacks have a +10 bonus to Trip your opponent.
Walk it Off	Base	8	1	END 7	When determining the severity of Cripple, you may roll twice and take the better result.	You're a little more resilient against breaking your bones, getting less severe effects from Cripple. You may roll twice when determining the severity of Cripple and take the better result.
And Stay Back	Base	10	1	Firearms 70 or MEWs 70	If shooting a shotgun at Melee range, push the target 4m away from you	Sometimes you just really don't want a pony next to you. Thankfully, your trusty shotgun can send them flying! If shooting a shotgun at Point-Blank range, you push the target 4 m (2 hexes) away from you in a straight line.
Blessed by Luna	Base	10	1	No Celestia Powered perk	+2 PER and +2 INT during nighttime	To some your weird sleeping patterns can be hindrance. To you, it's a great benefit. You gain an increase of +2 Intelligence and +2 Perception during nighttime (usually from 18:00 to 6:00). These bonuses can raise your INT and PER up to 15.
Bloody Mess	Base	10	1	-	Can cause a Moderate Distraction on foes near the gruesome explosion	You've taken a few ques from old, violent slasher films; the more your target ends up resembling a chunky salsa, the better. Killing blows have a 20% chance to lead into violent gore-y explosions of guts galore, causing Moderate Distraction on Large Burst Template.
Bombermare/buck	Base	10	1	Explosives 60	When disarming or creating explosives, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	Little tinkering, and you've made a second backup fuse for your explosives. Better hope it will not fail you, either. You may reroll Explosives rolls when creating explosives or disarming them. Reroll cannot be taken when rolling a Critical Failure on the first roll, and the second roll stays in effect.
Bookworm's Revenge	Base	10	1	INT 6 or Science 50	STR +3, +10 to Melee and Unarmed rolls when 5 HP or less	"Grogbuck smash! Wait, wrong comic." Your calm, weak, nerdy exterior is shattered, increasing your STR by 3, and improving your Melee and Unarmed attack rolls by 10, when your Hit Points fall to 5 or less.
Cadance's Breathing Technique	Base	10	1	-	Reroll when about to get Enraged or Mind Control - Status effect. The second roll stays in effect.	You've learned the ancient technique to calm and steady yourself when your emotions are getting the better of you. Reroll when about to get Rage or Mind Control Status effect. The second roll stays in effect. This perk does not apply to voluntary gaining of Status Effects, such as Chems that cause the Enraged upon consumption.

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Celestia Powered	Base	10	1	No Blessed by Luna perk	+2 PER and +2 INT during daytime	+2 Intelligence and Perception during daytime (usually from 6:00 to 18:00). These bonuses can raise your INT and PER up to 15.
Computer Whiz	Base	10	1	Science 60	When hacking into terminals and robots, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	You have lightning-fast reflexes! The moment you realize you have made an error in trying to hack into a terminal, you may attempt to halt the process and try again: you may reroll Science rolls but must accept the second roll. Reroll cannot be taken when rolling a Critical Failure on the first roll.
Fight the Power!	Base	10	1	-	NPC's belonging to big factions have a -10 to their Intimidation-skill when talking to you	BUCK THE AUTHORITY! NPC's belonging to large factions such as Steel Rangers, Enclave or NCR have a -10 to their Intimidation-skill in Opposed rolls. Campaign specific factions' size is determined by GM.
Filly Luck	Base	10	1	LCK 6	+20 to a roll per session	May the Force... err, the Goddesses be with you! With this perk, you may add +20 to a single check before rolling, once per session.
Finesse	Base	10	1	-	+5 Critical Damage Threshold	You attack with grace and precision, giving you a +5 bonus to your Critical Damage Threshold.
Fluttershy's Apostle	Base	10	2	CHA 5 or Survival 50	May use Diplomacy-skill to communicate with animals. At rank 2, you can speak to animals as if they were a pony.	You've got that special little something that allows you to forge a connection with animals. At rank 1, you can use Diplomacy to communicate with animals and insects, even if you do not understand what they're directly saying. At rank 2, you can speak to animals and insects, both mutated and non-mutated, as if they were speaking pony to you.
How We Do It Down on the Farm	Base	10	1	PER 6 or LCK 6	+2 damage in Critical Damage	You can really dish out your best when dealing critical hits; +2 damage when dealing Critical Damage. This perk is applied after the damage has been multiplied.
Hunger Strike	Base	10	1	-	You can go 2 days without food, ignoring first 2 days of Hunger	You've learned to manage without constant food-supply, as it can be hard to come by in the Wasteland. You can ignore the effects of hunger for the first two days without food.
Infiltrator	Base	10	1	Lockpick 60	When lockpicking, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	You've learned to really listen to the little ticks as your bobby pin and screwdriver do their wonders! You may reroll Lockpick rolls but must accept the second roll. Reroll cannot be taken when rolling a Critical Failure on the first roll.

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Leader	Base	10	1	CHA 7 or Diplomacy 70	Allies within 20 m ignore half of Distraction penalties; not applied to you	Like the old time leaders, you supply your allies with motivation! Every ally within 20 m (10 hexes) from you only suffer half the value from Distraction penalties (Minor Distraction is -5 instead of -10 and so on). However, these boons do not apply to you; such is the fate of a leader. A character can benefit from only one Leader perk effect at time.
Luna's Ruse	Base	10	1	Sneak 60	+10 Sneak and x3 Critical damage multiplier against sleeping targets	You are the boogeyman of the Wastes; you gain +10 to Sneak and a x3 Critical Damage multiplier against sleeping targets.
Mysterious Mare-Do-Well	Base	10	1	LCK 6	A mysterious mare will sometimes aid you by causing a random Status effect to an enemy	Though you're not sure how you've gained the favor of this mare of mystery, she will sometimes appear out of nowhere to aid you in combat. She gives a random enemy a random Status effect before any character has acted. She will immediately disappear after this act, and the effect cannot be resisted. At the beginning of combat, after Initiative roll but before first turn is used, you may roll 1d100 to see if she appears; she has a 20 % chance of appearing.
Nuclear Medic	Base	10	1	Medicine 50	Rad-Away and Rad-Gone heal 4 Rads instead of 2, Rad-Safe and Rad-Less duration doubled	You bring out the best in your fight against radiation! Rad-Away and Rad-Gone administered by you heal 4 Rads instead of 2, and Rad-Safe and Rad-Less durations are doubled.
Opportunistic Bucker	Base	10	1	Melee 50 or Unarmed 50	+10 to AOO, number of AOO equal to AGI / 2	You are exceptionally good at reacting to your foes' actions, giving you a bonus of +10 to Attacks of Opportunity rolls and the character may perform AGI/2 amount of Attacks of Opportunity per round (minimum of 1). However, they can still only strike once per target.
Strong Back	Base	10	1	STR 5 or END 5	+30 Carry Weight	You've gotten used to carrying heavy burdens -or maybe one of your ancestors was a donkey?- giving you +30 to Carry Weight.
Tight Wrapping	Base	10	1	-	Worn apparel weights half.	You have learned a valuable method of donning your apparels with weight spreading more evenly around. Any apparel you wear only weights half as much.
Wrench It!	Base	10	1	Mechanics 60	When repairing items or machines, may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	You have a knack for fixing any kind of machines, from toasters to waterpumps. You may reroll Mechanics rolls but must accept the second roll. Reroll cannot be taken when rolling a Critical Failure on the first roll.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Cannibal	Base	12	1	-	Consume intelligent creatures, raw or cooked, regain +1 HP with 1x30% chance of 1 Rad. Lose Karma	Maybe you were born with it, or maybe you somehow discovered the "wonders" of the flesh of intelligent beings. Consuming intelligent creatures, such as equines and griffins gives you +1 HP and +1 Rads, with 1x30% as source of sustenance, but it will make you lose Karma. This heinous habit of yours is a sureway to get a an angry mob after you, so be careful where you take an occasional nibble...
Clever Prancer	Base	12	1	AGI 6 or Melee/Unarmed 60	Gain an additional 5 bonus to Dodge-action.	You might as well be dancing on the battlefield! You gain an additional 5 to Dodge-action bonus on your dodge on top of the AP spent to this action (with 2 AP, enemy suffers a -10, but with this perk the penalty is -15 instead).
Cult of Personality	Base	12	1	CHA 8 or Barter/Diplomacy 70	No penalties to NPC interactions from Karma	Maybe you're just really good at masking your intents or maybe you just have that good of a poker face but other intelligent creatures have a hard time determining where you stand on the Karma spectrum. Thus, you get no penalties to NPC interactions from Karma.
Doctor Hooves	Base	12	1	Medicine 60	When using Medicine to diagnose patients, may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	Even when your patients do not disclose every little info on their ailments, you can put together the correct diagnosis on their health. You may reroll Medicine rolls but must accept the second roll. Reroll cannot be taken when rolling a Critical Failure on the first roll.
Explosive Quality	Base	12	1	Explosives 70	Explosions made by you may deal Status effects	You can truly appreciate the beauty of a magnificent explosion. Hence, you make them a stunning display! Explosions made by you may deal Status effects to anyone caught in their area of effect. These bombs must be crafted and the Status effect is decided with the GM.
Fast Metabolism	Base	12	1	-	+1 extra HP healed from potions and spells	Your body is rather good at taking in the healing effects of a potion or a spell, giving you an extra 1 HP when healed by potions and spells.
Heavyweight	Base	12	1	STR 7 or Survival 70	Weapons weight half of their normal weight	Do you even lift brah? You do. Weapons weight half of their normal weight.
Hobblor	Base	12	2	PER 6	Ignore 10 penalties in Called Shots when targeting legs	Go for the kneecaps! Ignore 10 penalties in Called Shots when targeting legs.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Master Trader	Base	12	1	Barter 60	When bartering for prices, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	They say a true businessmare can even sell sand in a desert or snow in a tundra. Maybe you cannot but atleast the junk you buy can be bargained. When bartering for prices, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.
Mutantologist	Base	12	1	Survival 60	When using Survival to insight on Mutant information, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	You've taken a keen interest in the dangers of the Equestrian Wasteland, allowing you to more accurately remember facts and info about them. When trying to remember information on a specific mutant, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.
Piercing Strike	Base	12	1	Melee 70 or Unarmed 70	Ignore 1 DT with either Melee or Unarmed attacks. Choose one.	You've learned to attack the target so that you pierce armor; choose either Melee or Unarmed skill. Attacks using this skill ignore 1 DT.
Riposte	Base	12	1	Melee 50 or Unarmed 50	When successfully hit, you may use AoO to counterattack once per round.	A true master of the martial arts knows to counter oncoming attacks. When successfully hit, you may use AoO to counterattack once per round.
Silent Gallop	Base	12	1	AGI 6 or Sneak 60	More quiet sneaking, no Sneak penalties from Sprinting	You've mastered the art of moving without making a sound. You ignore -10 of sound and hearing related Sneak penalties. and get no penalties to Sneak from Sprinting.
Sniperpony	Base	12	1	PER 6 or AGI 6 or Firearms 60	Ignore 10 penalties in Called Shots when targeting Head with ranged weapons	Your breath is even, your vision is clear, and your mind is calm. Even in the heat of battle, your stance is stable for precise shots; ignore 10 penalties when targeting Head with Ranged weapons.
Team Player	Base	12	1	CHA 7 or Barter/Diplomacy 70	When a team-member or team-members are within 10 m, you get +5 to all Skills	You find great influence from your allies. Their mere presence gives you the wits to outsmart your obstacles and enemies. When your are within 10 metres (5 Hexes) of your party member(s), you gain +5 to all Skills.
Tough As Nails	Base	12	2	-	+2 HP	You're just brimming with energy! +2 HP tokens per rank.
Weapon Handling	Base	12	1	-	-2 STR requirement for weapons (to a minimum of 1)	Who said you could not master any weapon simply by rigorous training? Well you can, mostly. Weapons wielded by you have their STR requirements lowered by 2, to a minimum of 1.
Chemical Romance	Base	14	1	-	Chems last twice as long	Your body has mutated to taking in everything a Chem has to offer! Chems' duration is doubled.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Contract Killer	Base	14	1	[Combat Skill] 60, Barter 50	+2 DMG against targets of chosen Karma stance; +10 Barter on discussing bounties	You have garnered experience in the Wastes as a reliable individual for dispatching unwanted critters - or ponies. Choose one Karma stance - Evil, Neutral, or Good. Against opponents with this Karma stance, you gain +2 DMG on all attacks you make against them. In addition, you gain a bonus of +10 to Barter when discussing about contracts and bounties for opponents with the chosen Karma stance.
Cybernetic Surgeon	Base	14	1	Medicine 80, Science 70	You can upgrade ponies with cybernetics, as well as reboot them in the field.	Cybernetics! You know them like the back of your hoof (or claw), and as far as Wasteland is concerned, you're now a cybernetics expert. You know how to upgrade cybernetics and you can reboot them in the field with tools such as screwdrivers and whatnot.
Eye for Eye	Base	14	1	-	You do additional +1 DMG for each crippled limb you have, to a max of +5 DMG.	Flow of adrenaline clouds your pain and clears your mind, telling you where to inflict most pain yourself. You inflict +1 damage for every crippled limb you have, to a maximum of +5 damage.
Hoofdini	Base	14	1	Sleight 60	You may use Sleight on Break Free -action; Break Free costs 2 AP less	You're a master of slipping out of binds, and escaping from chains not unlike the great magician Hoofdini. You may use Sleight-skill when using Break Free -action. Break Free -action costs 2 AP less.
Jury Rigging	Base	14	1	Mechanics 80	Repair items with half the components required.	You have a knack with repairing stuff with the barest minimum. You need only half of the components required to repair an item. Additionally you can repair pre-War machinery without requiring specific parts to do so, instead relying on what you have at hoof.
Lead Rain / MEW Rave	Base	14	2	AGI 6 or PER 6; Firearms 60 or MEWs 60	Choose a combat style; Firearms or Magical Energy Weapons. AP cost for attacks using this skill are reduced by 1, to a minimum of 1.	Your handling of recoil, acquisition of targets, and steadying the shots have all reached optimal performance. Attacks with AP cost of 5 or more made by Firearms or Magical Energy Weapons have their AP costs lowered by 1, to a minimum of 1. This perk can be taken twice, each rank only applies once to either Firearms or Magical Energy Weapons.
Light Trot	Base	14	1	PER 6 or AGI 6 or Sneak 60	You never set off enemy mines or floor-based traps by walking into them	Mines, tripwires, little domino toplings, no matter how advanced, cannot sense your presense passing them. You never set off enemy mines or floor-based traps by walking into them
Nightwatch	Base	14	2	END 7	Ignore effects of Minor Sleep Deprivation	You're a bit more accustomed to a long, sleepless night on the watch, or maybe you just have trouble sleeping... You may ignore the effects of Minor Sleep Deprivation. On Rank 2, ignore the effects of Moderate Sleep Deprivation.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Rational Mare/Stallion	Base	14	2	-	+1 to maximum Insanity	You've taken the time to bolster yourself against the onslaught of murder and horror that is the nature of Equestrian Wasteland. Gain +1 to maximum Insanity.
The Stare	Base	14	2	-	Gain a Special Attack that can stun a target	You can give one bucking mean stare at folks, enough to freeze them with fear! You gain a spell-like Special Attack, The Stare, that can Stun a single target, who may resist with an END-1 roll. The attack costs 6 AP and 1 Strain to use. The range of the attack is a Small Burst area, centered on you. The attack deals no damage. Rank 2 of this perk lowers the Resist roll of the target to END-2.
A Little Dash	Base	16	1	AGI 6 or Sneak 60	When wearing light or no armor, you have one move action per turn for free	You remember seeing the bootcamp, how the rookies would go behind the cover, and shoot from there. You however, thought to yourself, why won't they change cover after firing. When wearing light armor or no armor at all, you can perform one additional move action without spending AP for it.
Action Filly/Colt	Base	16	1	-	You gain +2 AP	Do you know what made the action heroes of old movies, plays and books so great? They acted more than the villains did. You gain +2 to your total AP. "Go save the day, heroes of the wasteland."
Calm Mind	Base	16	1	-	+10 to all PER and INT related rolls while still, silent and sitting	Calm Mind is the ability to tune out any outside mental interference. You must have learned this talent from a passing guru, or from a really late night at the bar. When being still, silent and sitting, you gain +10 to all rolls related to PER and INT.
Chem Tolerant	Base	16	1	END 6 or Medicine 60	Chem addiction is halved	..or maybe it is your great knowledge in the medical field with tolerant liver that improves your enjoyment of Chems. Your chance of getting addicted to Chems is cut in half.
Mechanist	Base	16	1	Mechanics 70, Science 70	Build a robotic companion	You can construct from scrap, or modify a captured, Sprite-bot to serve as a companion. The bot can spot invisible or otherwise hidden foes within 30 meter radius warn you about them - it will NOT reveal invisible foes, just pin-point to a specific direction. The bot comes with a pre-installed ME Pistol, which it can fire 2 times / round. No reload is necessary
Meltdown	Base	16	1	MEWs 80	Foes killed by your MEWs explode; dealing 5 dmg in a Small Burst template	Foes killed by your Magical Energy Weapon explode before disintegrating into pile of ashes or goop. This AoE attack uses a Small burst template and deals 5 damage to all within the area. Armor applies.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Sun's Wrath	Base	16	1	-	You deal an additional +1 fire damage whenever you deal fire damage	You channel the flame in your heart to your flame weapon! Whenever you deal fire damage initially or secondarily, you deal extra +1 of fire damage. This includes weapons, ammunition and spells.
Tag!	Base	16	1	-	Gain an extra tagged skill (+20 to the skill)	They say you can't teach an old buck new tricks. They were WRONG! Gain an additional Tag Skill (gain +20 to the skill). If the effects of this perk would raise the skill level over 85, only skill points up to 85 count.
Unstoppable Force	Base	16	1	STR 7 or Melee/Unarmed 80	Ignore dodge on your first melee or unarmed attack	Your first Melee or Unarmed attack on your turn ignores the enemy's dodge attempt.
Bullet Time	Base	18	1	AGI 7 or PER 7 or Sneak 70	You may dodge one additional target in combat	You might as well do your flips and sommersaults in slow-motion for the additional cool factor: you may dodge one additional target in combat
Hitting Where it Hurts	Base	18	1	Firearms 70 or MEWs 70	Consecutive Called Shots on the same limb have a cumulative penalty reduction	When you've got your target, you don't shift away from it - you keep blasting until it is no more. Each following Called Shot to the same limb on a target negates 5 Called Shot penalties, to a minimum of -5.
Hoof of the North Stun	Base	18	1	Unarmed 80	Gain a special unarmed attack that can Stun the target	You can perform a special unarmed attack that has a chance to paralyze your target. The attack costs additional 2 AP when compared to a normal attack. If the attack is successful, it deals damage normally, and can cause Stun Status effect with -2 END to resist.
Lucky Break	Base	18	1	LCK 7 or Sleight 70	When you score a Critical Success on an opponent, gain +5 to Critical damage Threshold for your next attack	Once you catch a break, good times keep a-rollin'! When you get a Critical Success on an enemy, gain +5 to Crit. damage threshold for your next attack. On a second Critical Success, this perk no longer applies, and the Critical damage Threshold returns to normal, meaning no continuous string of Critical hits.
The Magic of Friendship	Base	18	1	-	When a team-member within 10 m is reduced to 5 HP or less, you and that ally gain +1 to SPECIAL rolls.	The great magic of friendship is a mysterious force, and a good force at that. When a team-member within 10 metres (5 Hexes) goes to 5 HP or less, you and the team-member gain +1 to all SPECIAL rolls. A character can benefit from only one The Magic of Friendship perk at the time.
Walker Instinct	Base	18	1	Survival 70	When outside, +1 PER and AGI when rolling these stats	The great outdoors, infinite possibilities and whole lotta things trying to tear your to million shreds and pieces. But your fine talents help you to find and outmanouver them. Your PER and AGI are considered 1 point higher for SPECIAL rolls when you are outside.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Ninja	Base	20	1	Melee 80 or Unarmed 80, Sneak 80	Successful melee or unarmed sneak attack always deals critical damage	If you perform a successful sneak attack with melee or unarmed weapons, you always deal critical damage. If you would perform a critical success, you gain no bonus to damage, but some other things might happen...
Reaper Pony's Gallop	Base	20	1	-	Killing a target gives +2 AP on your next turn	You're a roaring rampage of revenge, galloping through the fields of battle! If you kill a target with a direct hit, you gain +2 AP for your next turn.
The Invisible Mare/Stallion	Base	20	2	AGI 7 or Sneak 70	When you're about to be detected by an enemy during sneaking, you may spend Strain to render yourself invisible temporarily	I'm the Invisible Mare, I'm the Invisible Mare~ Incredible how you can, see right through me~! When you're about to be detected by an enemy while sneaking, you may spend Strain (max. 5 Strain) to render yourself invisible for a brief period of time. The amount of Strain spent determines how long you'll remain in this state, with each Strain point spent being 1 minute. Rank 2 makes this ability into a Small Burst area, affecting any characters within that area and rendering them invisible as well.
Giving 120%	Base	22	1	LCK 8	Once per session, cast a spell or use Push the Limit without a Strain cost	When the going gets tough, you give it all you've got. Once per session, you may cast a spell or use Push the limit without a Strain cost.
Irradiated Beauty	Base	22	1	END 8	Rest removes 2 Rads	You're so beautiful you're positively radiant! Resting for at least 8 hours removes 2 Rads
Second Wind	Base	22	1	END 8	Once per session, when you reach Pain Threshold, you can roll END -4 to instantly recover 4 HP	Maybe it's adrenaline, maybe it is a heroic resolve, but you get a little boost when the going gets tough. Once per session, when you reach a Pain Threshold, you may roll END-4 to instantly recover 4 HP.
Calamity's Might	Base	24	1	AGI 8; Firearms 80 or MEWs 80	Once per day, spend all AP for one ranged attack, successful hit deals critical damage	A loyal friend is worth their weight in gold, and you will trot to Tartarus and back for your friends in need. Or kill stuff for them, that works too. Once per day, you may perform a special attack with a ranged weapon by spending all of your AP. If the attack succeeds, it deals critical damage. If you perform a critical hit, you gain no additional bonus damage, but some other things might happen. This special attack can be made with firearms and MEWs.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Ditzy Doo's Fluke	Base	24	1	LCK 8; Survival 80	Once per day, spend all AP to remove all Status effects from party	Share the laughter in you and spread the joy to your friends! Once per day, you may spend all AP to remove all Status effects from the party.
Homage's Principle	Base	24	1	PER 8; Diplomacy 80	Once per day, spend all AP to cause Major Distraction to all enemies.	A successful radiomare knows how to captivate their audience, wether they want it or not! Let the tunes flow and the honest truth be revealed! Once per day, you can let out a massive barrage of words and information, making every enemy suffer from Major Distraction by spending all your AP.
Lil-Pip's Ingenuity	Base	24	1	INT 8; Thaumaturgy 80	Once per day, spend all AP to unleash a spell with double Potency.	Show them the meaning of Lightbringer and Hellmare! Once per day, you may spend all of your AP to unleash a single spell with double their usual Potency.
Steelhooves' Legacy	Base	24	1	END 8; Explosives 80	Once per day, spend all AP for one explosive attack, successful hit deals full damage to all in the explosion's Burst Area.	You have a hard shell and righteous, explosive power. And you need to only show it once. Once per day, you may unleash a special attack with an explosive weapon by spending all your AP. If the attack succeeds, it deals full damage to all in the explosion's Burst Area. This special attack can be made with thrown or launched explosive weapons.
Velvet Remedy's Mercy	Base	24	1	CHA 8; Medicine 80	Once per day, spend all AP to heal a single ally to full HP.	Channel your kindness and gentle strength of heart onto your allies, and give them respite... Once per day, you can channel your medical knowledge to one adjacent target by spending all your AP. Your target returns to full health, with any Crippled limbs also cured.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Xenith's Wrath	Base	24	1	STR 8; Melee 80 or Unarmed 80	Once per day, spend all AP for one melee or unarmed attack, successful hit deals critical damage	You've channeled the unfair world's weight from your shoulders to your hooves, to strike true and hard. Once per day, you may perform a special attack with a melee or unarmed weapon by spending all of your AP. If the attack succeeds, it deals critical success. If you perform a critical hit, you gain no bonus damage, but some other things might happen. This special attack can be made with melee (including bows, crossbows and thrown weapons) and unarmed weapons.
Disciple of Discord	Base	30	1	Karma less than -25	+2 STR; you gain +10 on Lockpicking and Intimidation; you have an immunity to critical damage	Now, nopony will dare to call you a vile villain of epic scale, not to your face at least. You inspire terror and fear-struck awe all around you. Gain +2 STR (may raise LCK permanently above 10), and +10 to Lockpicking and Intimidation. Gain an immunity to Critical damage.
Forerunner of Friendship	Base	30	1	Karma at least 25	+2 CHA; Allies within 10 meters of you gain +10 on Diplomacy and Thaumaturgy; you have an immunity to critical damage	You've become the ultimate good, the true paragon of friendship and harmony among all. Gain +2 CHA (may raise CHA permanently above 10), allies within 10 meters of you gain +10 on Diplomacy and Thaumaturgy and you gain an immunity to Critical damage.
Hero for Hire	Base	30	1	Karma between -25 and 25	+2 LCK; more caps with rewards, immunity to critical damage	The best for any job, that is you. By balancing yourself between friendship and chaos, you've garnered a few connections on both sides of the spectrun. Gain +2 LCK (may raise LCK permanently above 10), you are rewarded more handsomely from any task you handle, and gain immunity to critical damage
Racial Perks						
Rooted	EP	2	2	STR 4 or Unarmed 40	+5 to Unarmed and STR rolls for Grapple purposes	Your character is hard to engage in a grapple, much like wrestling a large tree. You gain +5 to Unarmed and STR when using Grapple
Mage Meadowbrook's Legacy	EP	4	1	INT 5 or Medicine 40	You can use Alchemical recipes, using Medicine checks instead of Survival	You've discovered some older than dirt tomes of ancient Earth Pony magic and their history of making concoctions. You gain access to the zebra's Alchemy list, and can craft the recipes using Medicine in place of Survival. Now only one question remains. Who started the alchemical process, ponies or zebras?

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Peak Physique	EP	4	1	-	+1 HP healed with Healing Rate.	Your hardier physique has boosted your natural healing process. Gain +1 extra HP healed when resting for eight hours.
Last Legs	EP	6	1	-	If under 50% HP, +1 STR and +1 AGI	When your character goes below half their character HP, their body gets a bit of a push in form of adrenaline; +1 STR and +1 AGI to the character.
Quartercorn	EP	8	1	END 5	Use END on all Magic Opposed Rolls	Your hardy heritage has a bit of Unicorn in the mixture. You can choose to use END on all Opposed Rolls against Magic.
Smile, smile, smile!	EP	10	1	CHA 6 or Thaumaturgy 60	Earth Pony magic that uses Charisma, have +2 to Potency	Sure, most Earth Ponies use their magic to do feats of strength, but you lean towards encouragement and bright attitude. Earth Pony spells that use Charisma have +2 to Potency.
Tough Hide (Rank 2)	EP	10	1	Tough Hide Rank 1	+1 DT	Your Earth Pony genes have made you a bit more resilient against damage than the other races. You have an extra +1 DT.
Years of Applehunting	EP	12	1	-	Survival +5, amount of fresh vegetables found is doubled on successful Survival roll	You've learnt to find and forage for fresh food, some say it is because of your innate magic and they could be right. You gain +5 to Survival, and the amount of fresh vegetation is doubled on a successful Survival roll.
Bounty Hunter	Griffin	2	1	Barter 30	+2 damage against targets of bounties or contracts	It is a well-known fact that most griffons are bounty hunters by trade. You certainly are. You gain +2 dice against targets you are contracted against or have taken a bounty on. If you choose to stun your target instead, you deal no extra damage, but the target has to roll END-2 to resist. Though the character who has this perk doesn't have to barter personally, they are required to be present in the situation.
Insulated	Griffin	2	2	-	+1 DT against Electricity, Heat and Cold	You are really, REALLY poofy bird! Your fluffy feathers have created an insulated coat to give you a +1 DT against Electricity, Heat and Cold.
Bouncing Lion	Griffin	2	2	STR 5 or Thaumaturgy 50	Can use STR instead of AGI to perform Aerial Maneuvers	Your stronger muscles clearly overcome those of a pegasus! Sure... you may not be as graceful and whatnot, but no-one can deny that you get from point A to point B just as fast.
Oooh, shinies!	Griffin	6	1	LCK 5	Gain +2 to LCK when scavenging	Your lineage might be closer to a jackdaw rather than an eagle, but at least this has given you a sharp eye when scavenging. Sometimes you find shiny junk, sometimes you find caps, but at least they're all yours now! Gain +2 to LUCK when scavenging.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Eagle Eye	Griffin	6	1	PER <10	+1 PER; ignore extra 10 points of range penalties with weapons without scopes	Your bird-genes have given you very precise eyesight, you gain +1 PER and the character ignores extra 10 points of Range penalties without scoped weaponry.
Roar	Griffin	8	1	STR 6 or Intimidation 60	Roll Intimidate-skill to frighten foes in Large Burst Template, success gives minor distraction, crit success gives moderate distraction	Your intimidating roar sends your foes into a shock, giving them a Minor Distraction on a successful Intimidation roll, or a Moderate Distraction on a Critical roll. This affects all foes in a Large Burst Template centered on you
Intimidating Presence	Griffin	10	1	Intimidation 40	When Intimidating, you may roll twice and pick the better roll	You are naturally bigger than all non-mutants and as a race are renown for violence. Intimidating, coercing or otherwise bullying others around using Intimidation is noticeably more effective
Watching Like a Griffin	Griffin	12	1	PER 7 or Sneak 70	Roll AGI to make a Sneak Attack against you into a regular attack	Your keen, ambush-expecting nature serves you well. When being hit in a Sneak Attack, before calculating damage, you may roll AGI to make the Sneak Attack into a regular attack instead.
Dextrous Feathers	Pegasus	2	1	AGI 5 or Explosives/Melee 50	Can utilize wings to throw explosives and thrown weapons. +5 to Explosives and Melee	Though all pegasi know how to use their wings to give petty change to a merchant or to block their ears, you've trained your wings to be able to hurl explosives and throwing weapons, though using guns is still out of your options. Explosives and Melee have +5 when using wings to throw weapons.
Speed Burst	Pegasus	4	1	AGI 6 or Sneak 60	Once per combat, gain extra 5 AP for movement actions	Once per combat, you gain additional 5 AP to use for movement actions on that turn. The Enclave is never outclassed! (This perk cannot be used for calculating overland travel times.)
Bedazzling Wings	Pegasus	6	1	AGI 5 or CHA 5	In melee or unarmed range, use wings to perform distraction action for 2 AP.	You know how to fight up and close to your opponent, while still waving your wings around. When fighting in melee or unarmed, you can use your wings to perform distraction action for 2 AP instead of 4 AP, using either AGI or CHA for the check.
Maelstrom Mare / Storm Stallion	Pegasus	8	2	-	+2 damage to weather effects you create	You kick up a real storm, private! +2 damage to weather effects you create.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Falling Softly	Pegasus	8	1	END 6	Collisions to the ground deal half damage.	As they say, any landing you walk away from is a good landing. You take half the damage from collisions to the ground.
Air Support	Pegasus	8	1	AGI 6 or Firearms/MEWs 40	Suppressive Fire is Medium Distraction when flying, and becomes Huge Burst Template.	"Let the lead rain from the sky, private! As you can see, shooting from above the target is much more efficient than standing on the ground." When flying, Suppressive Fire is considered a Medium Distraction instead of Minor Distraction, and area of effect becomes Huge Burst instead of Large Burst Template.
True Sky Dancer	Pegasus	10	1	-	Wonderbolt Maneuvers cost -1 AP less	Your days of training under excruciating command, or just blood and sweat driven determination has improved your majestic flight. Wonderbolt Maneuvers cost -1 AP less, to a minimum of 1.
Old-world Gourmet	Unicorn	2	1	-	Pre-war food and the Sparkle-Colas give +1 additional HP back when consumed	Sure, it's not necessarily good for you, and who knows what sort of spells were used to make sure all that stuff stays fresh for two centuries... But they're just so tasty! Pre-War food and the various Sparkle-Colas give you +1 additional HP when consumed
Cautious Positioning	Unicorn	4	2	-	Withdraw-action costs 1 AP less	The Wasteland has blessed you with a cautious nature, and that's a good thing for your survival. Withdraw-action costs 1 AP less per perk rank.
The Impaler	Unicorn	4	1	STR 5 or Unarmed 50	Unarmed attacks with a horn deal additional damage, can inflict Bleeding with this attack	Sure, your horn is mostly for casting complex spells, but you can also impale creatures with it. Unarmed attacks without a weapon that utilize a horn have an additional +1 damage. A successful attack can inflict Bleeding-status effect, with target using END to resist.
Crawling through the Fallout	Unicorn	6	1	END 4	Ignore the effects of Minor Radiation poisoning	Your body has gotten somewhat more resistant to the effects of necrotic components in magic, and you notice that while others are puking their guts out, you're still strolling along fine. Ignore the effects of Minor Radiation poisoning.
Fast Learner	Unicorn	6	1	INT 6 or Thaumaturgy 60	When learning new spells, you only need 3 successful rolls	You could be called Twilight Sparkle for all your avid reading. When you're learning new spells, you only need 3 successful rolls.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Showstopper	Unicorn	8	1	CHA 4 or Barter/Diplomacy 40	Gather crowds easier, +5 to Barter and Diplomacy when dealing with large crowds	You've got that magnetic pull of a show-mare or a salespony, that draws others near you when you need to have an audience. NPCs are more drawn to listen to what you have to say, and in addition you have a +5 to Barter and Diplomacy when dealing with these large crowds.
Wardancer	Unicorn	10	1	AGI 7 or Sneak 70	When an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing	There are those who tumble around a battlefield, and then there are those who dance. Each time an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing, bar the hex the opponent is standing on.
Resilient Horn	Unicorn	12	1	-	+10 Strain	The horn is a unicorn's most important conduct of magic and yours is slightly thicker and longer than most unicorn's. Because of this, you gain +10 Strain.
Oilmaster	Zebra	2	1	INT 3 or Survival 30	Instead of creating one bottle of Weapon Oils, you create 2 instead	You know how to really dilute your oils, without making them lose their effect. When using alchemy to create Weapon Oils, gain two bottles instead of 1.
Sahihi Stance	Zebra	2	1	PER 4 or Melee/Unarmed 40	Melee and Unarmed uses PER instead of STR when calculating damage.	Unlike most fighting stances that use heavy, slow hits, you've learned to make quick, precise jabs to deal damage. Instead of using STR to calculate damage for Melee and Unarmed, use PER instead.
Healing of the Mother Earth	Zebra	4	1	Medicine 40	+2 extra HP healed from health potions	You really bring out the best out of what the soil under your hooves provides; health potions made by you give +2 extra HP.
Natural Camouflage	Zebra	6	1	-	+10 Sneak in non-urban areas	Your coat is a tad bit well-blending than your rainbow-colored cousins'. You sneak better in wilderness, blending into the background. Get +10 to Sneak when sneaking in non-urban areas.
Green Hoof	Zebra	8	1	LCK 6 or Survival 40	+10 Survival when finding herbs; roll twice for found herbs, keep the better result	Plants always seem to bloom when you're around, even in places no one would expect! You find significantly more raw materials for alchemy during your travels. You gain +10 to Survival checks for finding herbs. When rolling LCK for number of herbs found, you roll twice and take the better result.
Elemental Alchemist	Zebra	10	1	INT 6 or Survival 60	+1 to END Elemental resistance rolls gained from potions	Potions you brew which grant elemental resistance grant an additional +1 to elemental resistance rolls.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Potent Talisman	Zebra	10	1	Survival 60	Crafted Talismans have +1 hour added to their duration, except Mask talisman, which has +10 minutes added.	The talismans that you craft are top notch, and everyzebra ought to know it! Crafted Talismans have an effective duration of 5 hours instead of 4, except in case of Mask Talisman that has 30 minutes instead of 20.
Other Perks						
Crash Land	Flying	2	1	AGI 7 or Melee 50	A melee attack gains an extra +1 to damage when diving at an enemy.	You can dive into an opponent from flight, dealing an extra +1 damage onto whatever other melee attack you have. Those dirt dwellers won't see this one coming!
Death from Above	Flying	4	1	AGI 6 or Sneak 40	+10 to Sneak Attack roll when flying	Death lurks in the skies; you. Gain +10 to Sneak Attack rolls when you're flying.
Bat out of Tartarus	Flying	6	1	-	When improving flight speed, gain 4 meters (2 Hex) to flight speed per 1 AP, instead of 2 meters (1 Hex)	You've got that thing for breakneck speeds! While other, far less skillful fliers eat your cloud trail, you've already zipped to the finish line. When improving flight speed instead of taking a maneuver, gain 4 meters (2 Hex) instead of regular 2 meters (1 Hex) to your Flight Speed.
Ace of the Skies	Flying	8	1	-	Specific SPECIAL-category Aerial Maneuvers cost 1 AP less	Pick one of the SPECIAL-category from Aerial Maneuvers, and the Aerial Maneuvers from that category cost 1 AP less.
Wing Stance	Flying	10	1	Firearms or MEWs 60	When grounded, reduce STR requirement of rifles, shotguns and machine guns by 1.	"To counter Earth Ponies hardy physique, our combat trainers figured how to hold our guns with our wings for added support. Griffons soon copied us." Enclave Combat Manual. When grounded, use wings to to reduce STR penalty of rifles, shotguns and machine guns by 1.
Pretty Face	Ghoul	2	1	CHA 5 or Diplomacy 40	Disposition penalty lowered on some NPCs	You are pretty fly for a ghou! Maybe you got lucky or maybe you found that beauty mask set somewhere, but you're prettier than most ghouls. Because of this some NPC's have better disposition towards you.
Full-Bellied	Ghoul	4	1	-	You no longer require food to survive	You've learned to sustain life by water alone. Maybe the necromantic magic that makes your body functions doesn't like snacks? You no longer need to eat food to sustain yourself, but still need to drink water daily.
Rad Soaker	Ghoul	6	1	-	Allies in Small Burst template centered on you receive +5 Rad Resistance	You've learned that your body is a natural conduct of magical radiation, and have taken steps to protect those near you. Allies in Small Burst Template, centered on you, receive +5 Rad Resistance.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
Like your Feral Cousins	Ghoul	8	1	Unarmed 50	Unarmed attacks without weapons give the target additional Radiation Damage as well	If Ferals can have irradiated hooves, why can't you? Well, now you can! Unarmed attacks without weapons such as gauntlets, give the target additional Radiation Damage: 1 Rad Token 2x50%
Derpy's Legacy	Ghoul	10	1	CHA 7	When Karma is greater than 0, Sanity Checks halved.	You've learned to appreciate the little things that keep one happy, and keep the horrors of Wasteland from rotting your brain. When Karma is greater than 0, Sanity checks' percentage are halved.
Bite The Bullet	Ghoul	12	1	END 6 or Intimidation 60	Pain Thresholds start at 3-2 rather than 5-4	Your hard knocks life has given you certain kind of pain resilience, where the effects of pain register slower. Pain Thresholds begin at 3-2 HP, rather than 5-4.
The Once and Future King	Ghoul	14	1	Leader -perk	NPC disposition on allies when dealing with ghouls +1, ferals receive -1 on PER checks. Range of Leader perk is doubled.	Whether you were an ambassador of the old days, had that natural knack for command, or simply spend time learning to turn heads through your long life, you influence others to great merit, as well as hiding them under your shine. All allies within 40 metres (20 hexes) have their NPC disposition increased by +1 when dealing with ghouls, and Feral ghouls suffer -1 penalty to PER checks to spot allies, as well as normal bonuses from Leader.
Atomic!	Ghoul	20	1	END 6	+2 AP when in noticeably irradiated areas; when at Major Rad Poisoning, gain +2 STR and +1 DT	Your crawling through the fallout has been the most beneficial in your favor! You gain +2 AP when in heavily irradiated areas (any areas that give radiation to the characters). Once your character has accumulated enough Rads to have a Major Radiation Poisoning or over, the character against +2 to STR and +1 DT.
Unbridled Potential	Magic	2	4	Thaumaturgy 30	A Spell of your choosing has +2 to its effective Potency.	You truly excel at this spell, in ways most can only dream of. A spell of your choosing has +2 to its effective Potency, and each rank of this perk gives this bonus to a different spell.
Spell Alacrity	Magic	4	1	-	Spells cost 1 less AP	The initial AP cost for casting spells is reduced by 1 (minimum 1).
Effortless Casting	Magic	6	2	Thaumaturgy 50	Spells have -1 to their Strain cost (to the min. of 1).	Casting spells are a bit less effort-inducing to you, allowing you to dish out more spells. Spells have -1 to their Strain Costs at the minimum of 1 Strain. Additional rank of this spell lowers the Cost by -2 instead.
Battle Mage	Magic	6	1	Thaumaturgy 50	Spell of your choosing has a +10 on Opposed rolls	You've specifically trained to make a spell of your choosing more overpowering. The spell in question has a +10 on their Opposed Rolls.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
One for All	Magic	6	2	Thaumaturgy 50, Supporting Spell	A support spell of your choosing has a +2 Potency for range. The second rank of this spell either adds a +1 to Potency for range or heightens the spell's Area of Effect.	A friend is one who supports their companions, and your magic is more than capable of that. A support spell of your choosing has a +2 Potency when calculating the range of the spell. The second rank of this perk can either add +1 Potency to the Range calculation OR boost the spell's Area of Effect by one larger, to a maximum of Huge Burst area.
Fighting is Magic	Magic	8	4	Thaumaturgy 60, Damaging spell	Damaging spell of your choice gains an additional +(1) damage	Hail the warrior-caster! Your damage-inducing spell gains an additional +(1) damage. Additional ranks of this perk apply to a new spell. This perk applies only to a spell that can deal damage.
Necrotic Spell	Magic	12	1	Thaumaturgy 70	A Spell of your choosing deals Radiation damage in addition to its regular effects	Not many know how to manipulate the magical elements that make a spell to bring out the necrotic effects inherent in all spells, but you have learned to do just that. A spell of your choosing, not limited to damaging spells, deals radiation damage in addition to its regular effects; the amount of rads the spell gives out depends on the caster's potency. <10 Potency: 1 x 50% 1 Rad. 11-20 Potency: 2 x 50% 1 Rad, +21 Potency: 3 x 50% 2 Rads. The caster can choose if they apply the perk when casting the spell. When used on targets that heal from radiation, such as ghouls, the Rad Resistance roll is still required.
Broad Daylight	Pip-Buck	8	1	Science 30, Sneak 40	No Sneak penalty for using a Pip-Buck's light-function	No Sneak penalty for using Pip-Buck light.
Fancy Mathematics	Pip-Buck	10	1	Science 60	-1 AP cost for Called Shots while S.A.T.S. active	You are able to optimize your PipBuck's targeting spell logic. Called Shots with S.A.T.S. cost 1 AP less, minimum of 1
Inventory Manager Update	Pip-Buck	12	1	-	Accessing items from Quick Slots costs 1 AP less (to a minimum of 1)	You're not entirely sure how, but the Inventory Manager got an update. Maybe there's a valiant Stable-Tec technician still running updates to the machines somewhere? Accessing items from Quick Slots costs 1 AP less, to a minimum of 1.
Center of Mass	Pip-Buck	14	1	Firearms 60	In S.A.T.S. attacks have +5 bonus to Critical Damage Threshold when targeting the torso.	In S.A.T.S., your attacks have a bonus of 5 to Critical Damage Threshold when targeting the torso.

Perk name	Type	Level	Ranks	Requirements	Bonuses	Description
S.A.T.S. Assisted Distruptor	Pip-Buck	22	1	-	When S.A.T.S. is active, enemies suffer -10 to hit you	When you activate S.A.T.S., it triggers a Illusion spell matrix that casts a relatively weak distrupction around you. When S. A.T.S. is active, enemies have a -10 penalty to hit you.
Combat Support System	Pip-Buck	24	1	Firearms 80 or MEWs 80, Science 80 or Thaumaturgy 80	Pip-Buck will automatically reload your weapon when required	You've managed to program your Pip-Buck to recognize the ammo status of your weapon of choice through a specific series of intricate spells. Pip-Buck will automatically reload your weapon when the clip goes empty. Combat Support System doesn't work if there is no fitting ammo in your inventory.
Life Support System	Pip-Buck	24	1	Medicine 80, Science 80	Pip-Buck will automatically administer medicine from inventory when required	With your vast knowledge of both Science and Medicine, you have programmed the Pip-Buck to administer medicine, barring and Painkillers when required. In combat Healing Potions are administered when you hit a Pain Threshold. The Life Support System doesn't work if you have none of the required items in inventory. First Aid kit and Doctor's Bag are not administered with this perk.
Jailer	Shaman	2	1	Tribal Shaman	Spirit Prisons can hold an extra +2 Spirit Power	You have became more efficient in capturing the roaming spirits of the world around you in Spirit Prisons. Spirit prisons that you create can hold an additional 2 Spirit Power.
Negotiator	Shaman	2	1	Tribal Shaman	Runes can hold an extra +2 Spirit Power	You have became more efficient in getting most out of the Spirits' favors. The Runes you craft can hold 2 additional point of Spirit Power
Greater Affinity	Shaman	4	2	Tribal Shaman	+2 Spirit Affinity	Your Spirit Affinity is greater than most. You gain a solid +2 to your Spirit Affinity each time you take this perk.
Elementalist	Shaman	6	2	Tribal Shaman	Enchantments from the elemental spirits get a +2 extra Spirit Power to their effect	You are more proficient with the elemental spirits rather than spirits such as memories or machines. Enchantments from elemental spirits get +2 to their Spirit Power. Elemental spirits are Flame, Lightning, Wave and Wind.
Friends in High Places	Shaman	8	1	Tribal Shaman	Spirits with karma of your choosing are less likely to be unfriendly; Spirit's Chance of Unfriendliness is halved (rounded down, min. 1 %).	For some reason, spirits are quite buddy-buddy with you. They can still be provoked to anger, though. Pick a karma type (negative, neutral or positive) and Spirit's Chance of Unfriendliness for spirits with this Karma are halved (rounded down, to a minimum of 1 %).
Subdue the Mighty	Shaman	10	1	Tribal Shaman	Deal additional damage against Spirits and pacifying a hostile spirit costs 2 AP less.	Your hooves are particularly effective against Spirits, and you are renown in pacifying hostile ones. Deal additional 10 damage and +(2) damage die against Spirits, and pacifying a spirit costs 2 AP less.

Perk name

Type

Level

Ranks

Requirements

Bonuses

Description