

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Alternate Race Perks						
Purr~	Abyssinian	2	2	-	Gain +5 to Diplomacy and Barter when seducing others	It is a well-known fact that a cat's purr is soothing to most creatures. And you use that to your advantage, purr~ Gain +5 per rank of this perk to Diplomacy and Barter when seducing others.
Throwing Arm	Abyssinian	4	1	PER 5 or STR 5 or Sleight 50	Gain an additional x1 multiplier to calculate throwing distance	Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances.
Cat Burglar	Abyssinian	6	1	-	Can pick locks and disarm traps with claws.	You've realised the nimbleness of your claws to bypass many obstacles, or just break free from your cell. You can pick locks with your claws as well as disarm some traps. Failed rolls result in broken claws, which are restored after a week.
Unexplained Felinity	Abyssinian	6	1	AGI 5 or Unarmed 50	Gain +5 to Opposed rolls to resist being knocked prone	You are the feline wonder, landing on your feet no matter what. Whenever you are about to be knocked prone, you have +5 to the Opposed roll to stay upright.
Fast Learner	Abyssinian	8	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.
Shadowstep	Abyssinian	8	1	AGI 7 or Sneak 50	Reroll a failed Sneak-roll when sneaking in poorly lit areas. The second roll stays in effect. 1/day	You use your feline grace and soft paws to thread gently in the shadows. You may reroll, once per day, a sneak roll when sneaking in poorly lit areas. The second roll stays in effect.
Black Magic Feline	Abyssinian	10	1	-	Conjuration and Illusion schools' spells gain +2 to Potency	You've got that touch for misdirection, and a knack for making stuff appear out of thin air. Spells within Conjuration and Illusion schools gain +2 to their Potency.
White Magic Feline	Abyssinian	10	1	-	Medical and Protection schools' spells gain +2 to Potency	You have the paws that heal, and the gentle touch that defends. Spells within Medical and Protection schools gain +2 to their Potency.
Fruit Eater	Bat Pony	2	1	-	Fresh Fruit have a 5% less chance of giving you Radiation damage	Much like the Fruit Bats, you truly crave the sweet nectar, and have adapted to withstand the radiation seeped into them. Fresh fruit have 5% less chance of giving you Radiation damage.
Speed Burst	Bat Pony	4	1	AGI 6 or Sneak 60	Once per combat, gain extra 5 AP for movement actions	You are one speedy bat! Once per combat, gain extra 5 AP for movement actions. (This perk cannot be used for calculating overland travel times.)

Unbroken Wings	Bat Pony	6	1	END 5	Gain +2 to END to resist Petrified status effect	Night sky is your ally, and your trusted wings carry you. No lizard-chicken is going to stop you from taking a good night-flight! +2 to END to resist Petrified status effect.
Silent Flying	Bat Pony	8	1	AGI 7 or Sneak 50	No sneak penalties for Flying, 10 sneak penalties negated for Aerial Maneuvers	Your flight has nary a sound generated by it. You are the very epitome of the flying, silent death. You suffer no Sneak Penalties when flying and Aerial Maneuvers negate 10 sneak penalties when performed.
Nutrients Wrangler	Bat Pony	8	2	END 6	Fresh Food and Fresh Meals recover extra +1 HP for each rank.	You've got used to needing to get everything out of your meal. For each rank of this Perk taken, Fresh Food- and Fresh Meal -items heal an extra +1 HP when eaten.
Vampiric Feeder	Bat Pony	10	1	Diplomacy 60 or Unarmed 60	Gain an ability to inflict damage by biting your foes and getting half of the HP tokens as a heal.	While other bat ponies happily munch on their mangoes, you prefer your targets a little more... moving. You gain an ability to bite your foes and drinking their blood. This attack deals standard Unarmed damage (without weapons equipped), and returns half of the dealt HP token loss as healed HP to the batpony using this attack. In addition, if the target is a ghoul, the batpony gets 1 Rad (1x50% chance) token per healed HP token, and if the target is intoxicated or high, the batpony gets similar effects, as if she was under the influence.
Ear-Splitting Scream	Bat Pony	12	2	Echolocation-Trait	Your echolocation deals damage on a Small Burst area around you. Can cause enemies to become deaf for a short period of time.	Your echolocation tells you a lot of things, but much like a highly-respected opera singer, you can shatter stuff with it, including ear-drums and glass! You deal damage according to your non-weapon Unarmed attack to a Small Burst area around you. With Rank 2, you can in addition to damage also render them deaf (-1 PER) for 2 turns; your enemies roll their END to resist this.
Disease Spreader	Bat Pony	14	2	Vampiric Feeder - perk	Your bite attack can cause Enraged or Bleeding- status effect.	Sure, it's not nice when most know you for carrying such fun stuff like rabies and whatnot, but at least unlike Bloodwings, your "disease-spreading" is actually magical in nature, carried with your saliva. It's not actually even a disease.. Your bite can cause either Enraged or Bleeding- status effect on the target. On Rank 2, the foe suffers -1 to their END to resist the status effect.
Rad Stomach	Brahmin	2	1	-	Food and drink have 5% less chance to give you radiation damage.	Your multiple stomachs are truly useful in disposing of harmful radiation from consumables. Consider this one of the upsides of your mutated nature! Food and Drink have 5% less of a chance to give you Radiation damage.

Stampede!	Brahmin	4	1	STR 5 or Melee/Unarmed 50	When using Charge, deal additional +1 DMG and get a free Trip on the target.	When you really whip yourself in a frenzy, you go through boulders... or at least your poor enemies that happen to stand in your way. When using Charge, deal additional +1 damage die and get a free Trip attempt on the target.
Twin Headbutt	Brahmin	6	1	INT 7 or Unarmed 30	Gain +1 DMG on Unarmed attacks	You have gained enough control over your other head that it headbutts your foe in tandem with you. This gives a +1 damage to your unarmed attacks.
Nutrients Wrangler	Brahmin	8	2	END 6	Fresh Food and Fresh Meals recover extra +1 HP for each rank.	You've got used to needing to get everything out of your meal, thankfully you have four stomachs to do that for you! For each rank of this Perk taken, Fresh Food- and Fresh Meal -items heal an extra +1 HP when eaten.
Prey Preservation	Brahmin	10	1	PER 5 or Sneak 50	Gain +1 to PER to spot ambushes, if successful get a free turn used for movement	You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move.
Two Heads Are Better Than One	Brahmin	10	1	Split Personality trait, INT 7	Upon failed INT or PER roll, may reroll with a penalty of -2	You have managed to get some synergy between your two heads. Your other head may actually help you a bit, and then gloat about it afterwards. Upon failing either an INT or PER roll, you can roll it again with a penalty of -2.
Nul-Magic Mutant	Brahmin	12	1	END 5 or Thaumaturgy 50	Use END on all Magic Opposed Rolls	Your mutations are unique in that you seem to shrug off spells a little easier than most. You can choose to use END on all Opposed Rolls against Magic.
Sleepless in Wasteland	Brahmin	14	1	-	You only require 4 hours of rest for Natural Healing to work. Only requires 4 hours to gain Well-Rested.	It's not so much insomnia, but rather that you've learnt to sleep a little less and still remain functional, even if it might mean you get the designated guarding duty. You only require 4 hours of sleep for your Healing Rate to work, and you gain the Well-Rested bonus (See Sleep Deprivation) from 4 hours of sleep rather than 8. Recovery from Sleep Deprivation is unaffected, however.
Rooted	Buffalo	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
Rammer	Buffalo	4	1	STR 5 or Unarmed 40	Targets are pushed back by STR amount of hexes when making a Charge	Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent and send them flying STR amount of hexes, with a possibility to knock them Prone.

Earthy Camouflage	Buffalo	6	1	-	Enemies suffer -1 to PER to spot you when sneaking	Your round shape and dark, brown-hued coat is perfect to make you look like a rock from far away. Now just don't move... Enemies suffer -1 to their PER to spot you when sneaking.
Healing of the Mother Earth	Buffalo	8	1	Medicine 40	+2 extra HP healed from health potions	Perhaps it is the blessing of the spirits, or some natural evolution to withstand the Wasteland; health potions made by you give +2 extra HP.
Wardancer	Buffalo	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.
Prey Preservation	Buffalo	10	1	PER 5 or Sneak 50	Gain +1 to PER to spot ambushes, if successful get a free turn used for movement	You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move.
Desert Ranger	Buffalo	12	1	END 7	HP loss from long exposure to Cold and Heat is halved (to a minimum of 1/hour)	You of all know the harshness of the desert, the blistering heat during the day and the teeth-clattering cold of the night. You have learned to withstand those temperatures better than most. HP loss from long exposure to Cold and Heat is halved, to a minimum of 1 HP/hour. With odd numbers, the number is rounded down.
Sleepless in Wasteland	Buffalo	14	1	-	You only require 4 hours of rest for Natural Healing to work. Only requires 4 hours to gain Well-Rested.	It's not so much insomnia, but rather that you've learnt to sleep a little less and still remain functional, even if it might mean you get the designated guarding duty. You only require 4 hours of sleep for your Healing Rate to work, and you gain the Well-Rested bonus (See Sleep Deprivation) from 4 hours of sleep rather than 8. Recovery from Sleep Deprivation is unaffected, however.
Insect Skitter	Changeling	2	1	-	Climbing and crawling costs 1 AP less	Your hole-y hooves are pretty much made for vertical surfaces, since there always seems to be some convenient hole for you to use as a hook of sorts. Due to this, you advance even sheer cliffs much faster than ponies do. Likewise, your crawling is superb! Climbing and crawling costs 1 AP less.
Bug Physique	Changeling	4	1	STR 5, or Unarmed 25	Gain +5 bonus on Break Free -action	You have honed your bug-like body to contort in ways that most creatures can only hope to achieve. You gain a +5 bonus on Break Free -action.

Homebody	Changeling	6	1	-	Gain +5 bonus on Diplomacy and Barter around your own race.	Kin understand you, and you understand your kin. You feel at ease when with your own. Gain +5 bonus on Diplomacy and Barter when around your own race.
Playing Dirty	Changeling	6	1	Melee 40 or Unarmed 40	Penalty on Melee/Unarmed attacks from prone are halved	Sure, it's difficult to strike when you're down on your back or belly, but that doesn't mean it is impossible. And that wounded gazelle gambit really, REALLY works for you. Penalty on Melee and Unarmed attacks from Prone are halved, from -30 to -15.
Shadowstep	Changeling	8	1	AGI 7 or Sneak 50	Reroll a failed Sneak-roll when sneaking in poorly lit areas. The second roll stays in effect. 1/day	Your darker color scheme is optimal for blending with the shadows. You may reroll, once per day, a sneak roll when sneaking in poorly lit areas. The second roll stays in effect.
Espionage	Changeling	10	1	Formshift-spell	Reroll when someone sees through your disguise. The second roll stays in effect.	There are times when a changeling finds themselves revealed... Thankfully, sometimes ponies are naïve enough to think their eyes are just seeing things... Reroll when someone sees through your disguise. The second roll stays in effect.
Theory of Mind	Changeling	12	1	PER 7 or INT 7 or Barter/Diplomacy 70	When in a conversation with an NPC, you can roll PER or INT against their CHA to have a little hint to what the NPC might want.	Every creature has a tell that lets you deduct little details from them and what their personalities are like. You're kind of like that old mare that solves crimes! When in conversation with an NPC, you can roll PER or INT Opposed Roll against the NPC's CHA to have a little hint of what the NPC could want. However, the answers can be vague.
Sharing is Caring	Changeling	14	1	Changed Ling - trait	You can transfer your Strain to other creatures.	You went through a metamorphosis when you learned to share love. Perhaps some change can happen to others too if you share with them? You can transfer your Strain to other creatures freely. However, you cannot share more than you have.
Frozen Beauty	Crystal Pony	2	1	Fragile Beauty -trait	Burning- status effect's duration is reduced by 1 turn	Fire still burns you, but you have that icyness that seems to keep the flames contained a little better... Burning- status effect's duration is reduced by 1 turn.
Cold as Garnet	Crystal Pony	4	1	-	Gain +1 extra DT against Cold, Freezing- status effect only lasts 2 turns	You are a heir of the Frozen North, and you've grown accustomed to the cold environments. Gain +5 DT against Cold damage, and Freezing- status effect only lasts for 2 turns for you.
Hard as Diamond	Crystal Pony	6	1	END 5	Called Shots against you do not negate DT	Your adventures have made your coat extra hardy and thick. Called Shots against you do not negate DT.

Money Maker	Crystal Pony	8	1	LCK 4 or Barter 40	You generate a small number of gems each worth 10 caps each once per week	You are a wellspring of wealth and fortune! You generate tiny gems off of your skin. Sure, it's technically dandruff or dead skin dropping off... But caps are caps, right? Each week, roll 1d10 for the number of gems you generate that week. Each gem is worth 10 caps each.
Sharp as Obsidian	Crystal Pony	10	1	STR 5 or Unarmed 50	When successfully hit by a melee/Unarmed character, deal 1 HP damage back to them	Your coat is a bit more jagged than what most Crystal Ponies are used to, giving you a certain edge in combat. The sharpness of your coat can wound close combat enemies if they successfully hit you. Once hit, you cause them to take 1 HP token of damage, which ignores the enemy's DT.
Smile, smile, smile!	Crystal Pony	12	1	CHA 6 or Thaumaturgy 60	Earth Pony magic that uses Charisma, have +2 to Potency	Sure, you can use your magic like your Earthen brethren do, but you lean towards encouragement and bright attitude. Earth Pony spells that use Charisma have +2 to Potency.
Bright as Sapphire	Crystal Pony	14	1	-	Gain a blinding attack	Perhaps you shine your coat regularly, or maybe your good spirits enhance your brilliant coat, but whichever the case, your coat is positively blinding! Gain a blinding attack; All characters within Small Burst template from you have to roll PER when you instigate this attack, or be blinded. This attack costs 3 AP to use, and deals no damage.
Blessing of the Crystal Heart	Crystal Pony	16	1	END 6 or CHA 7	Become immune to poisons that cause Insanity gain	Perhaps the Wasteland has tempered you, or maybe you have overcome some previous mental barrier, but one thing is clear: poisons that cause most to suffer from horrifying hallucinations no longer do anything to you. You are immune to poisons that cause Insanity.
Oilmaster	Deer	2	1	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.
Tribal Wisdom	Deer	4	1	Survival 50	+1 to INT when away from civilization	You've grown accustomed to surviving in small communities, and as such, you find the peacefulness of small villages help you think better. Gain +1 to INT when away from civilization.
Gaia Vengeance	Deer	6	1	Melee 40	Primitive weapons gain +2 damage	Your ties to nature have gained you the favor of the woods. Primitive weapons made from natural ingredients such as wood or stone have +2 damage. Weapons included: Knife, War Club, Staff, Baseball bat, Sharp Spear, Hunting Bow, Longbow, Boxing Tapes

Breath Of the Wild	Deer	8	1	Lamenter of the Forest -trait	With a breather equipped, gain +1 to AGI as a temporary bonus. Without breather, get Enraged-status effect	The toxic air around really does a number on you, as without your breather you are reduced to little more than a raging berserker. Of course, that raging berserker can kick a threat in the face really, really well. You are a little more agile though when your lungs are filled with the sweet, sweet fresh air. So, pick your err... poison.
Green Hoof	Deer	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.
Wardancer	Deer	10	1	AGI 7 or Sneak 70	When an opponent misses a melee/unarmed hit on you, 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 melee/Unarmed hit on you, you may move 2 meters/1 hex in a direction of your choosing, bar the hex the opponent is standing on.
Cask of Purity	Deer	12	1	-	Turn Dirty water into Purified Water	Purified water is the very necessity most do not have. Thankfully your cask is enchanted to purify dirty water into the pure, delicious goodness that is purified water. When a Dirty water bottle is put into the cask, it will turn into Purified water in 24 hours.
Northern Heritage	Deer	14	1	-	Use Strain to gain temporary Flight	Legends among myths, the wonderful reindeer, and their magical movement through the skies. You inherited some of that blood, letting you tap into that majestic grace. You can spend 2 Strain to gain temporary flight. Movement costs are unaltered, and you gently land on the hex you end your turn above. This perk does not allow you to gain access to Aerial Maneuvers, or Flight Perks.
Carnivore	Diamond Dog	2	1	-	Raw meat restores 1 HP.	Om nom nom, meat! Raw meat restores 1 HP to you.
These Claws Were Made for Diggin'	Diamond Dog	4	1	AGI 3 or Unarmed 40	Burrowing underground costs 1 AP	You are a bit more at-home when you're burrowed underground, and due to it, you move faster underground. Burrowing beneath the surface costs 1 AP.
Throwing Arm	Diamond Dog	4	1	PER 5 or STR 5 or Sleight 50	Gain an additional x1 multiplier to calculate throwing distance	Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances.

Weaponized Wet Dog	Diamond Dog	6	2	-	Generate a distracting smell on a Tiny Burst area around you	Everyone, including yourself, knows that a wet dog smells horrible. You take that concept and run with it. For 5 AP, you can generate a distracting smell on a Tiny Burst area, centered on you. Both allies and enemies are affected by this smell, but they can roll END to resist the distracting effect (allies have +2 bonus to roll). On a failed roll, they get Minor Distraction. On Rank 2, your allies are now immune, and the Tiny Burst becomes Small Burst instead.
Boozehound	Diamond Dog	6	1	END 5 or Sleight 50	Alcohol decreases Pain Thresholds effect roll by 2 temporarily.	Straight thinking under influence is still unobtainable, but at least you are less likely to be hurt. When under influence, going below Pain Thresholds, rolls for such effects are decreased by 2, to a minimum of 1.
Oooh, shinies!	Diamond Dog	8	1	LCK 5	Gain +2 to LCK when scavenging	You might have some Golden Retriever in you! Sometimes you find shiny junk, sometimes you find caps, but at least they're all yours now! Gain +2 to LUCK when scavenging.
Rending Claws	Diamond Dog	10	1	Unarmed 60	Your standard unarmed attack can cause a Bleeding -status effect	You may not have mutated into a hellhound, but that doesn't mean you can't do some serious damage with those claws of yours! Your unarmed attack (without weapons) can cause a Bleeding- status effect on a successful hit.
Unwavering Loyalty	Diamond Dog	14	1	-	Gain immunity to Mind Control and non self-indulged Enrage Status effects	There are many things fierce in you, and your loyalty to others is absolutely one to be vary of. You are unaffected by Mind Control and Enrage Status effects caused by others.
Rooted	Donkey	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
Cautious Positioning	Donkey	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.
Last Legs	Donkey	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.
Stubborn Determination	Donkey	8	1	-	+1 to END to resist Mind Controlled and Enraged status effects	Ain't nopony going to tell you what to do! NOPONY. You keep trucking on, unwavering and determined, in both good and ill. Gain +1 to END to resist Mind Controlled and Enraged status effects.
Long Ears	Donkey	4	1	PER <10	When failing PER roll for hearing, you may reroll again. Second roll stays in effect.	Unlike the pony-kind, your ears are long and well-equipped to spot stuff like danger, eavesdropping and that buckner Miranda talking bull behind your back. When failing PER roll for hearing, you may reroll. The second roll stays in effect.

Tough Hide (Rank 2)	Donkey	10	1	Tough Hide Rank 1	+1 DT	Your life in the rough Wasteland has tempered you well. You have an extra +1 DT.
Desert Ranger	Donkey	12	1	END 7	HP loss from long exposure to Cold and Heat is halved (to a minimum of 1/hour)	You of all know the harshness of the desert, the blistering heat during the day and the teeth-clattering cold of the night. You have learned to withstand those temperatures better than most. HP loss from long exposure to Cold and Heat is halved, to a minimum of 1 HP/hour. With odd numbers, the number is rounded down.
Mule's Luck	Donkey	16	1	-	Once per session avoid anything with a successful LCK roll.	To some there is a Celestial force aiding them. To you, it might just be undeniable luck. Once per session, you can negate a hit, a critical fail, or anything happening to you with a successful LCK roll.
Thinker Tinker	Harpy	2	1	INT 4 or Mechanics/Science 40	When creating schematics, you only suffer a penalty of -15 to roll	Inventing comes to you as easy as breathing! When using schematics, your penalty is -15 instead of -30.
Throwing Arm	Harpy	4	1	PER 5 or STR 5 or Sleight 50	Gain an additional x1 multiplier to calculate throwing distance	Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances.
Tech Vulture	Harpy	4	1	Mechanics 50 or Science 50	When looking for scrap metal or scrap electronics from machinery and robots, get +10 to appropriate skill.	You know machinery like the back of your talon and know where to look. When looking for Scrap Metal or Scrap Electronics from machinery and robots, get +10 to either Mechanics (when looking for Scrap Metal) or Science (Scrap Electronics)
Featherdropper	Harpy	6	1	AGI 5 or Sneak/Sleight 50	Drop without Fall Damage, and quieter.	Even with your flightlessness, you can still be a graceful lander. When falling controllably, you take no damage, and ignore 20 Sneak Penalties from hitting a surface.
Hammerspace	Harpy	8	3	Cybernetic Enhancement	Gain additional Quick Slot per rank.	Magic is a wonderful thing, for how it stores big stuff in tiny gems. And on the side note, you look fabulous with your gem-studded cybers on. With each rank of this perk you implement a magic gem into your cybernetic enhancement, creating a magical, additional Quick Slot for you. This Quick Slot behaves exactly as any other Quick Slot would.
Treasure for a Rainy Day	Harpy	10	1	Barter 50	Gems have double their initial value when sold.	Every creature knows that a nice chest full of sparkly things is worthless if you don't ever use them. Gems have double their initial value when sold.
Master Salvager	Harpy	10	1	PER 7 or INT 7	Use PER or INT when searching for loot instead of LCK	While others may looks around blindly, hoping that the fridge in front of them has something that doesn't walk to meet them, you are a little smarter or more perceptive about how you search. Use PER or INT when searching for loot instead of LCK.

Ultimate Jury Rigging	Harpy	14	1	Jury Rigging - Base perk	Fix cybernetics and items with Scrap Metal and Electronics	Most folks are content at repairing stuff with materials that resemble the item being repaired, but you know bits and bobs you found in the junkyard work just as well! When applied correctly, of course. You can repair things using Scrap Metal and Scrap Electronics.
Eagle Claws	Hippogriff	2	1	-	Gain +1 DMG when using claws as unarmed weapons.	Much like the mighty griffins, you too can sharpen your talons and strike. Gain +1 to damage when using claws as Unarmed weapons.
Ocean Treasures	Hippogriff	4	1	Salty Blood -trait	Gain +2 LCK to scavenging or +10 to survival from water source.	Not many ponies know this, but the various lakes are filled to the brim with treasures, not to mention the sea! But to you, this is old information. Thankfully, you have the gills and flippers to get those treasures! Gain +2 to LCK when scavenging, or +10 to Survival when looking for plants and food sources, from underwater.
Bedazzling Wings	Hippogriff	6	1	AGI 5 or CHA 5 or Unarmed 50	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.
Weaponized Mania	Hippogriff	8	1	CHA 4	After making Distract action, you cannot be distracted until next turn.	Don't be silly, I am not distracted, I am the distraction! After making Distract action, you cannot be distracted until next turn.
Roar	Hippogriff	8	1	STR 6 or Intimidation 60	Roll Intimidate-skill to frighten foes in 10 meter/5 hex radius, 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
Prey Preservation	Hippogriff	10	1	PER 5 or Sneak 50	Gain +1 to PER to spot ambushes, if successful get a free turn used for movement	You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move.

Motormouth	Hippogriff	12	2	-	With a successful CHA roll, you can give an NPC a Minor Distraction to their social skills (Barter/Diplomacy/Intimidation) during conversations.	You know the disorienting effect of one talking like this to you without so much as taking a *GASP* breath. And now you inflict that to others. With a successful CHA roll, you can cause the NPC currently in conversation with you, a Minor Distraction on their social skills (Barter, Diplomacy and Intimidation). The Minor Distraction effects the next social skill roll the NPC makes. This effect cannot be used more than once in the same conversation. On Rank 2, the Minor Distraction instead affects the next two rolls the NPC makes.
Sequestria's Blessing	Hippogriff	12	1	Salty Blood -trait	You can grant your allies water-breathing abilities with an action	You may belong to the sea, but know what's even better? Having your friends with you and not drowning, to boot! With a special spell, you can grant CHA number of allies an ability to breathe underwater via a magical air bubble. The action costs all of your AP to grant, and costs 4 Strain to use. The effect lasts for CHA/2 hours. If you are disturbed during the casting, a Thaumaturgy roll is required to successfully cast the spell.
Weathered (Rank 4)	Kirin	2	1	Weathered-perk, Silent One -trait	Gain extra +5 on Radiation and Poison resistance	Perhaps the magical properties of the Lake of Silence did something to make you more resilient towards the harshness of the Equestrian Wasteland... For whatever the reason, you've came out of it a bit more resilient than most. Gain additional +5 on Radiation and Poison Resistance.
The Impaler	Kirin	4	1	STR 5 or Unarmed 50	Unarmed attacks with a horn deals 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.
Master of Balance	Kirin	4	2	Diplomacy 40, No Silent One -trait	When using Diplomacy to others, any penalties you may have are reduced by 5.	You've met many creatures in your travels, and your agreeable nature makes them warm up to you quicker than expected. When using Diplomacy-skill to talk to others, any penalties you may have for the skill are reduced by 5. Rank 2 ups this penalty reduction to 10 instead.
Tranquil Fury	Kirin	6	2	No Silent One -trait, CHA 6 or Intimidation 60	Gain 2 additional turns on safely using Nirik form, rank 2 halves the Insanity chance	Yes... Let the anger flow through you. You can withstand the overpowering anger a bit further than most; You gain 2 additional turns on safely using the Nirik-form. On Rank 2 your Insanity chance when beyond your Charisma amount of turns is 10%, and your friends are immune to the Distraction from when you change forms.

Unburnt	Kirin	8	2	END 4	When getting a Burning -status effect, roll twice and take the better result.	You are a little more resistant to burning, and when getting a Burning -status effect, you may roll twice and take the better result. Rank 2 gives a +1 END to resist the Burning -status effect.
Wardancer	Kirin	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.
Motormouth	Kirin	12	2	-	With a successful CHA roll, you can give an NPC a Minor Distraction to their social skills (Barter/Diplomacy/Intimidation) during conversations.	You know the disorienting effect of one talking like this to you without so much as taking a *GASP* breath. And now you inflict that to others. With a successful CHA roll, you can cause the NPC currently in conversation with you, a Minor Distraction on their social skills (Barter, Diplomacy and Intimidation). The Minor Distraction effects the next social skill roll the NPC makes. This effect cannot be used more than once in the same conversation. On Rank 2, the Minor Distraction instead affects the next two rolls the NPC makes.
Elemental Blessing	Kirin	14	1	-	Gain +2 Potency for your next turn, on a school when attacked with an elemental attack	You're so in tune with the forces around you, that you can manipulate the energies that hurt you into aiding you, even if just a little bit. When hit with elemental damage (fire damage, cold damage, electricity etc), you gain a +2 Potency on the respective school for your next turn. Fire damage gives +2 Potency to spells with Fire School, cold damage to Water, Electricity to Air and Arcane to Earth. This effect isn't cumulative, and you gain the +2 only from the first hit.
Old-world Gourmet	Minotaur	2	1	-	Pre-war food and the Sparkle-Colas give +1 additional HP back when consumed	Sure, its not necessarily good for you, and who knows what sort of spells were used to make sure all that stuff stay 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
Rammer	Minotaur	4	1	STR 5 or Unarmed 40	Targets are pushed back by Hex / STR with a damaging headbutt.	Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent, dealing STR*4 + Unarmed bonus to them, and send them flying STR amount of hexes, with a possibility to knock them Prone.
Throwing Arm	Minotaur	4	1	PER 5 or STR 5 or Sleight 50	Gain an additional x1 multiplier to calculate throwing distance	Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances.

Aggressive Salespitch	Minotaur	6	1	STR 5 or Intimidation 50	Use Intimidation instead of Barter when dealing with salesponies.	Sure, most merchants can be persuaded to give that slight discount for being a nice fellow, but you? You want that discount, and you want it NOW! You have an option to use Intimidation instead of Barter when dealing with merchants and salesponies.
Mental Backbone	Minotaur	8	1	INT 7 or CHA 7 or Medicine 70	When rolling for Insanity, roll twice and take the better result	Some creatures start slipping the slippery slide from the Wasteland's horrors, but you're not one of them. When rolling for Insanity, roll twice and take the better result.
Intimidating Presence	Minotaur	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
Minotaur-style Lockpicking	Minotaur	12	2	STR 5 or Unarmed 50	Gain +2 to STR to forcibly open a locked door. Gain +4 damage dice to your Unarmed attack when attempting to smash a door. Rank 2 allows you to use this on locked containers, including a locked safe.	Why wait for the sneaky guys to carefully pick the lock, when you can tear it from its hinges? And suddenly you understand why your minotaurian home never had any doors... You gain +2 to STR when attempting to open a locked door, and gain +4 damage dice to your Unarmed attack when attempting to shatter the door in question. The door is then considered to be an Obstacle. If used in a combat situation, AP cost is according to Use Skill -action. Rank 2 allows you to use these same bonuses on locked containers such as a safe.
Assertiveness Training	Minotaur	14	1	Leader-perk	Give an additional +1 boost to a SPECIAL of your choosing to your allies within 20 m of you	"When somepony tries to block, show them that you rock!" You inspire certain kind of confidence in your fellows, trustees, comrades... some dare even say friends. In addition to giving Leader's effect to your allies, you can also give them a +1 to a SPECIAL of your choosing.
Rooted	Yak	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
Rammer	Yak	4	1	STR 5 or Unarmed 40	Targets are pushed back by STR amount of hexes when making a Charge	Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent and send them flying STR amount of hexes, with a possibility to knock them Prone.
Yak Smash!	Yak	6	3	Unarmed 50	Damage dealt against Covers or Obstacles have an additional +1 DMG each rank of this perk	Some other creatures may have to go around a cover to get to their target, but you prefer to bust right through! When attempting to destroy a cover or an obstacle, gain +1 damage for each rank of this perk to the damage dealt.

Warm Coat	Yak	8	1	END 5	HP loss from long exposure to Cold is halved (to a minimum of 1).	You have a big, poofy and warm coat, that ponies should envy for that quality alone. Also, it makes you excellent at hugs. HP loss from long exposure to Cold is halved, to a minimum of 1.
Berserk	Yak	10	1	-	Perform a special action to give yourself extra damage for your first attack next turn.	A way of motivation for any yak warrior is to whip themselves to a frenzy. You may perform a short dance to motivate yourself to hit harder: Gain an extra +1 for every 2 Strain you spend (to a maximum of +4 damage) for the first attack next turn. This action costs all AP to perform.
Intimidating Presence	Yak	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 smashing stuff and loud, aggressive screaming (you call that a Chant). Intimidating, coercing or otherwise bullying others around using Intimidation is noticeably more effective
Bite The Bullet	Yak	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.
Lead Chanter	Yak	14	1	Battle Beast -trait	Chants cost 1 Strain less to cast	Your chants are perhaps not any mightier than any other yak's but others can't hold a candle to how many chants you can dish out. Chants cost 1 less Strain to cast.