

Name	Type	Level	Ranks	Requirements	Bonuses	Description
<b>Trait-Related</b>						
Changed	Trait/Quest	-	-	Changed Ling-trait or Quest reward	You regenerate 10 Strain per 8 hours of rest	You learned to give love and good energy to others and this changed you. Literally, you went through a metamorphosis. Your dark carapache is replaced with a much more pastel shades and you resemble a bit more wholesome beetle rather than a holey creepy crawly from under the rotting log. You regenerate 10 Strain in 8 hours of rest.
Power Armor training	Trait/Quest	-	-	Steel Ranger Outcast -trait or Quest reward	Gain a Power Armor, and ability to use it without penalties	You know the best armor to exist is the power armor, and through good, or formerly good, relations to factions that are known to use it, such as Steel Rangers, you have been given training in the use of Power Armor. When equipping Power Armor, you no longer suffer the penalties that untrained use causes.
Pip-Buck training	Trait/Quest	-	-	Stable Dweller -trait or Quest reward	Gain a Pip-Buck and all the features it has	Though life at Stables can vary greatly, as many dwellers in failed Stables can attest to, there is one constant: A Pip-Buck that dangles on your wrist, the convenient little terminal on your hoof. Or maybe you were one of the lucky ones who found a hapless Stable Dweller and took the thing off their wrist. Violently. Either way, congrats, you now have a Pip-Buck to call your very own! Gain access to a Pip-Buck and the many features it has.
<b>Story Related</b>						
Apostle of a Villain	Reward	-	1	Tutored in Dark Magic- magic school, Capable of Unicorn Magic	Gain access to Dark Magic -magic school	Your tutor may have been the ghost of King Sombra, the old and shriveled husk of Queen Chrysalis or a particularly ambitious Abyssinian of a bygone era, but you gained knowledge only given to few and far between... the vile, forbidden arts of Dark Magic. Revel in your new-found power, and subdue all that is good! You reign supreme, that is, if you do not go absolutely bonkers before it can happen. You gain access to Dark Magic -magic school.

Apprentice Alchemist	Reward	-	-	Any Magic related racial ability.	Gain access to Alchemy	Though it is said the zebra alchemists infusion of magic into the ingredients is unique, you have found out it is not entirely true: through grueling training and tutorage, you have gained access to the secrets of alchemy. Remember to thank your mentor! You gain access to Zebra Alchemy.
Ghoulified	Reward	-	1	Go beyond Critical Radiation Poisoning, LCK 5 OR END 8	Character gains Ghoul-trait for free	You may not have thought through your decision to go into a balefire crater all that well, but count yourself lucky! Instead of dying of immense pain of a major radiation poisoning, you ghoulfied! Incoming backage includes radiation not doing a buck on you, less resources wasted and the gnawing feeling of loss when you outlive your friends! Ain't that fun? Gain Ghoul trait for free.
My little Ponies	Reward	-	1	Gather a full set of Ministry Mare -statuettes	+1 to LCK	You somehow, either through luck or thorough exploring, have found yourself a full set of Ministry Mare -statuettes. You gain, in addition to the individual effects from the statuettes, a +1 to Luck.
Pink Cloud Survivor	Reward	-	1	Get out of Pink Cloud-infested area alive	A piece of equipment permanently fused onto your skin	Congratulations, you survived an ordeal most don't! You didn't ghoulfify either, so count yourself double-lucky. However, a piece of your equipment has permanently been fused onto your skin. Discuss with your GM what piece of equipment (preferably a piece that is in direct contact with skin, such as clothes or a pip-buck) fused. The stats from this piece of equipment become a permanent addition to your character and cannot be removed from your person without surgery.
Touched By Taint	Reward	-	1	Mutated by Taint	Spend Rad tokens to heal equal amount of HP tokens.	Taint has mutated your body in ways you didn't think were possible... You notice that while you still get violently sick from Radiation, the radiation does allow you to heal your wounds. However, the negative effects from radiation poisoning still apply to you. You may spend Rad tokens to heal an equal amount of HP tokens.

Faced Oneself... And Won	Reward	-	1	Repeatedly gone beyond own disadvantages	Remove a drawback from a Trait	Well done, well done indeed. You've proved over and over again, that even with your disadvantages and difficulties, you're capable of acting against the odds. You remove a drawback, the negative effect of your Trait you have overcome.
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