

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Base Perks						
ArcanoTech Knack	Base	2	1	PER 4 or MEWs/Science 40 or Breacher/Scholar/Tech-Raider P.A.S.T	Use MEWs/Science to look for ArcanoTech parts while looting.	When searching buildings or looting enemies, you can roll MEWs or Science to find a Scrap ArcanoTech (Common/Rare) or an ArcanoTech Component. If the roll fails, the result is a common Scrap ArcanoTech, successful roll gives you a rare one, and Critical success gives you an ArcanoTech Component. Critically failing, you find nothing instead.
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.
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 or Nerd/Nurse/Seer P. A.S.T	You may reroll one non-combat INT-based skill roll per session	Maybe you read it in a book, or came across it in your travels, but you've managed to amass a wealth of information over the years. Once per session, you may reroll a non-combat skill roll that is based on INT.
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.

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Glue Hooves	Base	2	1	Melee or Unarmed 30	If a target uses a Withdraw action to move 1 hex away from you, you can close the distance for free.	You stick to your opponent like glue, and you aren't going to let go~ Until you need to bash their head in. If a target uses a Withdraw-action to move 2 meters/1 hex away from you, you can close the distance for free.
Gun Nut	Base	2	1	PER 4 or Firearms/Mechanics 40 or Gunslinger/Mechanic/Sheriff P.A.S.T.	Use Firearms/Mechanics to look for scrap metal and gun components while looting.	When searching buildings or looting, you can roll either Firearms or Mechanics to find Scrap Metal (Common/Rare) or a Gun Component. If the roll fails, the result is a common Scrap metal, successful roll gives you a rare Scrap metal and critical success gives you a Gun component. Critically failing leaves you empty hooved, though.
Healer	Base	2	1	Medicine 40	First-Aid Kits and Doctor's Bags heal extra +2 HP	You have studied pre-War medical techniques, 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 or Deal Breaker/Field Doctor/Warrior P.A.S.T	After crippling a character, you may use Melee/Unarmed instead of Intimidation to get a target from attacking you.	Surrender or we take care of your other kneecaps. When you successfully cripple a character, you can roll Melee or Unarmed instead of Intimidation to talk your target down from attacking you. On a successful roll, the target will actively avoid attacking the character with this perk, but will still be hostile to other PCs and allies. On a critical success, the target becomes unwilling to fight, either surrendering, or fleeing. Enemies with "Organized" Combat Detail makes the roll from this perk into an Opposed roll.
Mare-do-III	Base	2	1	AGI 4 or Sleight/Survival 40 or Caravaneer/Hunter/Pioneer P.A.S.T	During surprise round, inflict one of listed statuses on an enemy with a successful check	When you manage to ambush a target and gain a surprise round, you may roll Survival or Sleight to give a single target one of the following status effects: Bleeding, Blinded, Burning, or Enraged. On a Crit Success, this effect is given to two targets instead.

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Moonlighter	Base	2	1	AGI 4 or Lockpick/Sneak 40 or Slave/Socialite/Thief/Tribal P.A.S.T	Remain hidden after a Sneak attack with a -15 instead of -30	After performing a Sneak Attack, you can roll Sneak or Lockpick at -15 to remain hidden, instead of the normal -30. If the Sneak Attack failed, you can still make the Sneak or Lockpick -roll to hide, but at the regular -30.
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	CHA 4 or Barter/Intimidation 40 or Guard/Priest/Trader P.A.S.T	Successful roll removes some of the target's starting AP for next turn. Applicable only once per target.	When in combat, you can roll Barter or Intimidation to cause a single target to start their next turn with less AP. For each 20 points on a skill (only one skill applies, not both at the same time), you shave off 1 AP from your target's full AP. However, you may only use this ability successfully on a target once: after the effect, they remain immune to your Royal Canterlot Voice. This action will cost you 2 AP.
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 or Scavenger/Soldier/S tuntu P.A.S.T	Use Sneak or Explosives to cause a Crippled-condition when making a Sneak Attack.	When making a Sneak Attack, you can make an additional Sneak or Explosives roll to also cause a Crippled condition as if you were making a Called Shot: Called Shot rules apply as normal.
Stage Magician	Base	2	1	INT 4 or Diplomacy/Thaumaturgy 40 or Mage/Picture Perfect Pony/Stagepony P. A.S.T	Once per session, you may reroll a failed spell roll.	Gaze upon my magnificent spell-- oh crud-- That was totally part of the show! Once per session you may reroll a failed Thaumaturgy roll used to cast a spell - you can choose to roll Diplomacy or Thaumaturgy. The second roll stays in effect.
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?

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We're "Best Friends"	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!
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.
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 (-2 END penalty), 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.

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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 per rank. 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.
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

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Liquid Bread	Base	4	2	END 6	Gain +1HP per rank when consuming Alcohol with -2 or higher END penalty to resist Dazed	While most non-alcoholics get their nutrients from actual bread, you've learnt to absorb nutrients from whiskey and pals. Alcohol with -2 or higher END penalty to resist Dazed -status effect heal an additional 1 HP.
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.

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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.
Brick Wall	Base	6	1	STR 6 or END 6 or Melee/Unarmed 60	+10 Melee or Unarmed 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 Splash Template (down to 1 hex); Ignore 1 DT	You know how to modify grenades and explosives to your liking. You can decrease any explosive's Splash Template by one category (for instance, from Large to Small). Tiny Splash 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.

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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 buckler. 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.
Mama Bear	Base	6	1	STR 6 or Melee/Unarmed 60	When an ally goes to a Pain Threshold, gain additional (+1) DMG die with Melee and Unarmed weapons for the duration that ally is in a Pain Threshold. If they die, gain additional +1 DMG with Melee and Unarmed weapons.	Nopony, -griffin or -zebra threatens your teammates and gets away with it. You gain a (+1) DMG die for each ally who is in a Pain Threshold. If the ally dies, gain +1 DMG in addition, for each dead ally. But be careful to not get carried away and end up alone. Useable only with Melee or Unarmed.
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.

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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; chosen item type cannot be switched later.	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; Once you choose a specific item type, you cannot switch it later. 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 -item can be used 5 times instead of one-time use.	A good doctor knows how to keep his tools clean, even outside a clinic. You can use one Doctor's bag 5 times to heal crippled limbs before it expires.
A Willing shield	Base	8	1	END 6	If an ally that is adjacent to you takes damage, you can take an action to take some of the damage for them.	When an ally that is adjacent to you takes damage, you can use your AoO for that round to take some of the damage instead; Any successful additional dice damage goes to you instead, while the adjacent ally takes the Base dmg only. This action must be voiced before the damage roll is made.

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Ah made it mahself!	Base	8	1	INT 7 or Mechanics 50	When inventing items without a Schematic, have 1 less required roll for success.	Sure, some ponies require hoof-holding when building their awesome Flamer of Doom, but not you. When inventing items without a Schematic, you require 1 less Successful roll for finishing your invention. For example, 4 successful rolls required becomes 3 successful rolls required.
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, +2 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 attacks will deal additional +2 damage. 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 merchandise 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.

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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 whether 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.
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.

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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.
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.

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Bloody Mess	Base	10	1	-	Can cause a Medium Distraction on foes near the gruesome explosion	You've taken a few cues 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 Medium Distraction on Large Splash 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.
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.

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Engineer	Base	10	1	Mechanics 60	When inventing items, may reroll if the first roll is not a Critical Failure. The second roll stays in effect.	Measure twice, cut once. You are not one to just "wing it", but rather, you are precise, fixing any error before they occur. When inventing items, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect. Happy engineering!
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.
Hopeful Mercy	Base	10	1	PER 6 or AGI 6 or Medicine 60	When an ally goes either unconscious or is dying, you can take a turn immediately after for the purpose of helping that ally back on their hooves	A true true friend helps a friend need~ When an ally goes either unconscious or is dying, you may take a turn immediately after the current turn for the purpose of helping that ally back on their hooves. This free turn must center around directly helping the downed ally, and you may not attack any enemies. If multiple team-members have this perk, they will go in the same order as their Initiative dictates. AoO rules apply when moving out of turn.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
Hobbler	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.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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 Cover penalties in Called Shots 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 any penalties from Cover when making a Called Shot 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.
The Lifebringer	Base	12	1	Medicine 60	When stabilizing a Dying ally with Medicine -30 roll, reroll if the first roll is not a Critical Failure. Second roll stays in effect.	Whether it is because folks keep dropping like flies around you, or because you're just that good, you have a bit more luck dealing with dying patients and keeping them from crossing the rainbow bridge. When you're stabilizing an ally with a Medicine -30 roll, you may reroll if the first roll is not a Critical Failure. The second roll stays in effect.
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.

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 (min. of 1).	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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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 topplings, no matter how advanced, cannot sense your presense passing them. You never set off enemy mines or floor-based traps by walking into them
Master Builder	Base	14	1	Mechanics 60, Science 40	Invent items with half the required Components (to min. of 1)	Conserving your materials is the key to your inventions! And your back, as some 40+ pieces of components begin to weight on even the strongest of ponies. When inventing items, you may use half the amount of required Components, rounded down to a minimum of 1 component.
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.
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 Heart of the Party	Base	14	1	CHA 6 or Diplomacy 60	Once per day you grant your allies within 10 meters a +5 competence bonus on non-combat skills. You can roll CHA with a -2 to have the effect be +10 instead	You might be called the Heart of the party, the emotional centre of your worn, shell shocked allies. Maybe it's pep talks, maybe it's Pinkie's lineage, but you know how to inspire your friends. Once per day, you can give a +5 competence bonus on a non-combat skill on all allies within 10 meters/5 hexes of you. You can boost this bonus to +10 with a successful -2 CHA roll.
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 Splash Template, centered on you. The attack deals no damage. Rank 2 of this perk lowers the Resist roll of the target to END-2.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
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 Splash template	Foes killed by your Magical Energy Weapon explode before disintegrating into pile of ashes or goop. This AoE attack uses a Small Splash template and deals 5 damage to all within the Template. Armor applies.
Park Chemist	Base	16	2	END 6 or Medicine 60	Chems last longer	Maybe it is your built up tolerance but drugs seem to last a little longer in your system. Effects of drugs last an additional 1 Turn, 1 Minute or 1 Hour depending on the drug used. This perk can be taken a second time to add another turn, minute or hour. This perk has no effect on chems with "instant" on duration.

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.
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 a combat turn	You might as well do your flips and somersaults in slow-motion for the additional cool factor: you may dodge one additional target during each combat turn.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
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 Splash Template, affecting any characters within that Template 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.

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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.
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 Splash Template.	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 Splash Template. This special attack can be made with thrown or launched explosive weapons.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
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 became 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

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Racial Perks						
Rooted	EP	2	2	STR 4 or Unarmed 40	+5 to Unarmed and STR rolls for Grapple purposes. Rank 2 makes the bonus +10 instead	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. Rank 2 makes the bonus +10 instead.
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?
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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. You can use STR instead of AGI when performing Aerial Maneuvers
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.
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 Splash Template, success gives Minor distraction, crit success gives Medium distraction.	Your intimidating roar sends your foes into a shock, giving them a Minor Distraction on a successful Intimidation roll, or a Medium Distraction on a Critical roll. This affects all foes in a Large Splash Template centered on you.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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 with a bonus of +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.
Speedster	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.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Air Support	Pegasus	8	1	AGI 6 or Firearms/MEWs 40	Suppressive Fire is Major Distraction when flying, and becomes Huge Splash 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 Major Distraction instead of Medium Distraction, and Template of effect becomes Huge Splash Template instead of Large Splash 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 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
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Fast Learner	Unicorn	6	2	INT 6 or Thaumaturgy 60	When learning new spells, you only need 4 hours to learn. In Rank 2, you gain a +10 to the roll used to learn a spell.	You could be called Twilight Sparkle for all your avid reading. When you're learning new spells, you only need 4 hours to understand how a new spell works. On rank 2, you gain +10 to the spell learning roll.
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.
Rooted	Zebra	2	2	STR 4 or Unarmed 40	+5 to Unarmed and STR rolls for Grapple purposes. Rank 2 makes the bonus +10 instead	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. Rank 2 makes the bonus +10 instead.
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.
Natural Camouflage	Zebra	6	1	-	Enemies suffer -1 to PER to spot you when sneaking 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. Enemies suffer -1 to PER to spot you when sneaking in non-urban areas.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Playing Dirty	Zebra	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.
Machine Menace	Zebra	8	1	INT 6	Robots and Power Armored enemies have -1 END to resist status effects caused by you, and you ignore 10 penalties to hitting when using Called Shot against robots or Power Armor.	Robotics are a long-lasting zebra tradition, all the way from pre-war era, though rare few remember that anymore. Robots and Power Armored enemies have a -1 END to resist status effects caused by you, and you ignore 10 penalties to Called Shot when against robots or Power Armored foes.
Manipulator	Zebra	8	1	CHA 6 or INT 6 or Diplomacy 60	Mental status effects that are caused by you last a round longer and have a -1 END to resist. Rank 2 adds 1 additional round to the status effect's duration.	You wrap creatures around your hoof with ease and your silver tongue is one of your biggest assets. Mental status effects, such as Mind-Controlled, Dazed and Enraged, that are caused by you last a round longer and have -1 END to resist. Rank 2 adds 1 additional round to the status effect's duration.
Prey Preservation	Zebra	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.
Bucking Counter	Zebra	12	1	AGI 7	When successfully hit by a melee/Unarmed character, deal 1 HP damage back to them	You're the kind of zebra that gives life back the lemons it gave you. Often violently. When you've been successfully hit by a Melee or Unarmed attack, deal 1 HP damage back to them. This damage ignores DT.
Other Perks						

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
Colibri	Flying	6	1	-	Characters targeting your wings in Called Shots have an additional -5 to hit.	Zippering around the battlefield is kind of your thing. Like a hummingbird, at first you're here, then you're there in a blink of an eye. Characters targeting your wings in Called Shots have an additional -5 to hit.
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 ghoul guy! 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 Splash 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 Splash Template, centered on you, receive +5 Rad Resistance.

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 gainst +2 to STR and +1 DT.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Black Market Connections	Alchemy	2	2	CHA 4 or Barter 40	Alchemical ingredient sellers have a +1 NPC disposition when buying or selling from/to you. With Rank 2, also applies to other alchemists selling or buying alchemical creations.	To an alchemist, the only thing holier than their alchemy kit is the bond between supplier and creator. Alchemical ingredient sellers have +1 NPC Disposition to you when dealing in alchemical ingredients. With Rank 2, other alchemists also have +1 to their NPC Disposition when selling or buying alchemical creations.
Healing of the Mother Earth	Alchemy	4	1	Thaumaturgy 40 or Survival 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.
Keen Eye	Alchemy	4	1	PER 4 or LCK 4, or Survival 40 or Thaumaturgy 40	When rolling for which herbs you find, have a higher chance to find rare herbs	Your mentor taught you to look twice and treat herbs with care and reverence they deserve. When rolling for which herbs you find, you have a bigger chance of finding rare herbs.
Fast Learner	Alchemy	6	1	INT 6 or Thaumaturgy 60	When learning new recipes, you only need 3 successful rolls	You are just a tad better at learning new recipes, by applying previous knowledge to new formulas. When you're learning new recipes, you only need 3 successful rolls.
Hurry, Hurry, Hurry!	Alchemy	6	1	Survival 50 or Thaumaturgy 50 or Survival 50	Crafting times are cut by half, to a minimum of 5 minutes. Crafting time rules still apply.	"I'm late, I'm late, I'm terribly late!" Crafting times for your recipes are cut by half, to a minimum of 5 minutes; crafting time rules still apply.
Family Favorites	Alchemy	8	2	Thaumaturgy 60 or Survival 60	Pick a subcategory of Alchemy recipes (Drugs, Medicine, Poisons, Tools, Charms, Idols or Tattoos), that category has -1 to their Strain cost, to a minimum of 1. Rank 2 allows you to pick another subcategory to apply this to.	Many Alchemists have their favorites in the myriad of recipes they often carry, with some devoting their life entirely on the act of healing, while others prefer to deal harm instead. Pick a subcategory of alchemy recipes (Drugs, Medicine, Poisons, Tools, Charms, Idols or Tattoos), that category has -1 to their Strain Cost, to a minimum of 1. Rank 2 allows you to pick another subcategory to apply this perk to.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Herbalist	Alchemy	10	1	Survival 60 or Thaumaturgy 60	When looking for herbs, reroll if the first roll is not a Critical Failure. Second roll stays in effect.	Herbal medicine flows through you, or at least you've scoured through every book you could find. You might even know the difference between a White Jade bush and White Dragon bush! When searching for herbs, you can reroll if the first roll is not a Critical Failure. Second roll stays in effect.
Blood Magic	Alchemy	12	1	END 7	Sacrifice HP to ignore one set of ingredients when brewing or crafting talismans	<p>Blood magic, sanguine craft and numerous other nicknames have perhaps marred alchemy's reputation somewhat, as most that are not familiar to it, seem to default to bloody rituals and whatnot. They're kind of right. Kind of. You usually just bleed a little in place of putting in a herb or a monster part. You can sacrifice a bit of your HP to ignore an ingredient or stacks of that ingredient, with each ingredient you replace costing 1 HP. At rank 1, you can replace 1 ingredient or a stack. This damage ignores DT.</p> <p>As an example; Removing a 1x Changeling Chitin piece costs 1 HP, while removing 3x Abomination Flesh Piece costs 3 HP.</p>
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.

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 Template of Effect by one larger, to a maximum of Huge Splash Template.
Stallion/Mare's best friend	Magic	6	1	Know #1 Assistant - spell	In combat your #1 Assistant can deliver items to your allies during your turn in battle.	During combat, your #1 Assistant creature can deliver items to your teammates during your turn. This action costs 2 AP and no Strain to perform. The item you want delivered must be in your Quick Slot.
Fighting is Magic	Magic	8	2	Thaumaturgy 60, Damaging spell	Your HP-damaging spells gain +(2) dice and can cause Bleeding-status effect on contact. Rank 2 gives another +(2) damage dice and the enemy has -1 END to resist the status effect	You're one heck of a combat caster, and your damaging spells pack a punch! Your HP-damaging spells gain a +(2) damage dice, and can cause Bleeding-status effect on contact. If the spell already has a status effect attached to it, they have a chance of gaining two status effects with this perk. If that status effect is Bleeding, the enemy has a -1 END to resist. Rank 2 gives an additional (2) damage dice and the enemy has a further -1 END to resist the status effect.
Necrotic Spell	Magic	12	1	Thaumaturgy 70	A Spell of your choosing deals Radiation damage in addition to its regular effects	<p>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.</p> <p>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.</p>

Name	Type	Level	Ranks	Requirements	Bonuses	Description
Horror Horse	Magic	14	2	INT 7 or Thaumaturgy 60	Harmful spells have a chance of giving an Insanity point.	You may not have the Dark Magic at your disposal -yet at least-, but you have managed give your spells a bit of a sick twist. Offensive spells, (such as damage-dealing or status effect causing) have a 25% chance to give an Insanity point to their target. With rank 2, this chance becomes 50% instead.
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
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.
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.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
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.
Harmonious Spiritualist	Shaman	2	1	No Beacon of Chaos	-10 % to the chance of calling a Spirit of Chaos when failing a roll	The spirits of chaos seem particularly allergic to your presence, allowing you to get what you want a little easier. Spirits of Chaos have a -10 % chance to appear when you are bartering for a spirit to appear and a roll fails. Critical Failure likewise has -10 % to the summoning chance.
Beacon of Chaos	Shaman	2	1	No Harmonious Spiritualist	+10 % to the chance of calling a Spirit of Chaos when failing a roll	You're not sure if it is your personality or kind self, but spirits of chaos seem particularly attracted to you. Spirits of Chaos have a +10 % chance to appear when you are bartering for a spirit to appear and a roll fails. Critical Failure likewise has +10 % to the summoning chance.
High Roller's Gambit	Shaman	2	1	-	Pick a skill offered by a Possession Spirit. That skill has +10 bonus instead.	You seem to be able to bring just a tad more out of the various spirits and ghosts that regularly inhabit your body. When possessed, pick a skill offered by a Possession Spirit; that skill has a +10 bonus instead.
Friends in High Places	Shaman	4	1	-	A Pact spirit of your choosing has +2 to their spell Potency	The spirits tends view you favorably, giving you just a little more. Maybe you're just that sweet? A spirit of your choosing has a +2 to their spells' potency.
Runecrafter	Shaman	6	2	INT 5 or Thaumaturgy/Barter 40	Runes crafted by you give +5 to the spirit summoning roll. Second rank makes this bonus +10 instead	You know that the secret to a good pact is a good bribe--- you mean rune. Yes. Definitely not bribing. You're just making the rune prettier and more... nice. Runes crafted by you give +5 to the Spirit summoning roll. Rank 2 makes this bonus +10 instead.

Name	Type	Level	Ranks	Requirements	Bonuses	Description
You serve Me!	Shaman	10	2	CHA 5 or Thaumaturgy 50	When rolling for Possession, roll twice and take the better result	Your force of will is indomitable, and you will not allow some dead granny or puny lesser spirit to steamroll you in your body! When rolling for Possession, roll twice and take the better result.
Master Medium	Shaman	12	2	Barter or Thaumaturgy 70	When Possession spirit enters your body, you have a +10 to Thaumaturgy or Barter roll, and if you're successful in keeping control, you will expel magical energy in a Tiny Splash Area that can put all within the area to a Dazed-condition.	Mastering the art of wrangling dead souls and keeping lesser spirits that step into your body in line is tough work, but it pays off; When a possession spirit enters your body, you have a +10 to Thaumaturgy to keep control of your body. If you roll a success, you expel a magical energy in a Tiny Splash area that can put all within that range to a Dazed condition. END-roll is required to resist this effect. On Rank 2, you enlarge the are to a Small Splash area instead.
High Summoner	Shaman	12	1	Barter or Thaumaturgy 70	Each Pact Spirit gives an additional passive bonus for the duration that they have a deal with you.	It's a known fact that some wisened old shamans get juuuust a little bit more out of their buck. And now you're one of them! Congrats. The passive effect is in power for the duration of the contract. Spirit of Embers gives +2 to Initiative, Machines lowers Strength Requirement of weapons by 1, Nature gives +5 to Poison and Rad Resistance, Serenity gives +1 END when resisting Status Effects, Shadows allows you to roll twice and take the better result when rolling for Insanity, Streams replenishes +1 additional HP from Drinks and all Healing potions, Trust gives you +1 HP from Fresh Food and all Healing potions, Whispers gives you +5 to Sneak Critical Threshold, Spirit of Chaos allows you to reroll Break Free-actions and take the better result.