

| Name | Type | Level | Ranks | Requirements | Bonuses | Description |
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| Alternate Race Perks | | | | | | |
| Purr~ | Abyssinian | 2 | 2 | - | Gain +5 to Diplomacy and Barter when seducing others | It is a well-known fact that a cat's purr is soothing to most creatures. And you use that to your advantage, purr~ Gain +5 per rank of this perk to Diplomacy and Barter when seducing others. |
| Throwing Arm | Abyssinian | 4 | 1 | PER 5 or STR 5 or Sleight 50 | Gain an additional x1 multiplier to calculate throwing distance | Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances. |
| Cat Burglar | Abyssinian | 6 | 1 | - | Can pick locks and disarm traps with claws. | You've realised the nimbleness of your claws to bypass many obstacles, or just break free from your cell. You can pick locks with your claws as well as disarm some traps. Failed rolls result in broken claws, which are restored after a week. |
| Unexplained Felinity | Abyssinian | 6 | 1 | AGI 5 or Unarmed 50 | Gain +5 to Opposed rolls to resist being knocked prone | You are the feline wonder, landing on your feet no matter what. Whenever you are about to be knocked prone, you have +5 to the Opposed roll to stay upright. |
| Fast Learner | Abyssinian | 8 | 1 | INT 6 or Thaumaturgy 60 | When learning new spells, you only need 3 successful rolls | You could be called Twilight Sparkle for all your avid reading. When you're learning new spells, you only need 3 successful rolls. |
| Shadowstep | Abyssinian | 8 | 1 | AGI 7 or Sneak 50 | Reroll a failed Sneak-roll when sneaking in poorly lit areas. The second roll stays in effect. 1/day | You use your feline grace and soft paws to thread gently in the shadows. You may reroll, once per day, a sneak roll when sneaking in poorly lit areas. The second roll stays in effect. |
| Black Magic Feline | Abyssinian | 10 | 1 | - | Conjuration and Illusion schools' spells gain +2 to Potency | You've got that touch for misdirection, and a knack for making stuff appear out of thin air. Spells within Conjuration and Illusion schools gain +2 to their Potency. |
| White Magic Feline | Abyssinian | 10 | 1 | - | Medical and Protection schools' spells gain +2 to Potency | You have the paws that heal, and the gentle touch that defends. Spells within Medical and Protection schools gain +2 to their Potency. |
| Fruit Eater | Bat Pony | 2 | 1 | - | Fresh Fruit have a 5% less chance of giving you Radiation damage | Much like the Fruit Bats, you truly crave the sweet nectar, and have adapted to withstand the radiation seeped into them. Fresh fruit have 5% less chance of giving you Radiation damage. |

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| Speedster | Bat Pony | 4 | 1 | AGI 6 or Sneak 60 | Once per combat, gain extra 5 AP for movement actions | You are one speedy bat! Once per combat, gain extra 5 AP for movement actions. (This perk cannot be used for calculating overland travel times.) |
| Unbroken Wings | Bat Pony | 6 | 1 | END 5 | Gain +2 to END to resist Petrified status effect | Night sky is your ally, and your trusted wings carry you. No lizard-chicken is going to stop you from taking a good night-flight! +2 to END to resist Petrified status effect. |
| Silent Flying | Bat Pony | 8 | 1 | AGI 7 or Sneak 50 | No sneak penalties for Flying, 10 sneak penalties negated for Aerial Maneuvers | Your flight has nary a sound generated by it. You are the very epitome of the flying, silent death. You suffer no Sneak Penalties when flying and Aerial Maneuvers negate 10 sneak penalties when performed. |
| Nutrients Wrangler | Bat Pony | 8 | 2 | END 6 | Fresh Food and Fresh Meals recover extra +1 HP for each rank. | You've got used to needing to get everything out of your meal. For each rank of this Perk taken, Fresh Food- and Fresh Meal -items heal an extra +1 HP when eaten. |
| Vampiric Feeder | Bat Pony | 10 | 1 | Diplomacy 60 or Unarmed 60 | Gain an ability to inflict damage by biting your foes and getting half of the HP tokens as a heal. | While other bat ponies happily munch on their mangoes, you prefer your targets a little more... moving. You gain an ability to bite your foes and drinking their blood. This attack deals standard Unarmed damage (without weapons equipped), and returns half of the dealt HP token loss as healed HP to the batpony using this attack. In addition, if the target is a ghoul, the batpony gets 1 Rad (1x50% chance) token per healed HP token, and if the target is intoxicated or high, the batpony gets similar effects, as if she was under the influence. |
| Ear-Splitting Scream | Bat Pony | 12 | 2 | Echolocation-Trait | Your echolocation deals damage on a Small Splash Template around you. Can cause enemies to become deaf for a short period of time. | Your echolocation tells you a lot of things, but much like a highly-respected opera singer, you can shatter stuff with it, including ear-drums and glass! You deal damage according to your non-weapon Unarmed attack to a Small Splash Template around you. With Rank 2, you can in addition to damage also render them deaf (-1 PER) for 2 turns; your enemies roll their END to resist this. |

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| Disease Spreader | Bat Pony | 14 | 2 | Vampiric Feeder - perk | Your bite attack can cause Enraged or Bleeding- status effect. | Sure, it's not nice when most know you for carrying such fun stuff like rabies and whatnot, but at least unlike Bloodwings, your "disease-spreading" is actually magical in nature, carried with your saliva. It's not actually even a disease.. Your bite can cause either Enraged or Bleeding-status effect on the target. On Rank 2, the foe suffers -1 to their END to resist the status effect. |
| Rad Stomach | Brahmin | 2 | 1 | - | Food and drink have 5% less chance to give you radiation damage. | Your multiple stomachs are truly useful in disposing of harmful radiation from consumables. Consider this one of the upsides of your mutated nature! Food and Drink have 5% less of a chance to give you Radiation damage. |
| Stampede! | Brahmin | 4 | 1 | STR 5 or Melee/Unarmed 50 | When using Charge, deal additional +1 DMG and get a free Trip on the target. | When you really whip yourself in a frenzy, you go through boulders... or at least your poor enemies that happen to stand in your way. When using Charge, deal additional +1 damage die and get a free Trip attempt on the target. |
| Twin Headbutt | Brahmin | 6 | 1 | INT 7 or Unarmed 30 | Gain +1 DMG on Unarmed attacks | You have gained enough control over your other head that it headbutts your foe in tandem with you. This gives a +1 damage to your unarmed attacks. |
| Nutrients Wrangler | Brahmin | 8 | 2 | END 6 | Fresh Food and Fresh Meals recover extra +1 HP for each rank. | You've got used to needing to get everything out of your meal, thankfully you have four stomachs to do that for you! For each rank of this Perk taken, Fresh Food- and Fresh Meal -items heal an extra +1 HP when eaten. |
| Prey Preservation | Brahmin | 10 | 1 | PER 5 or Sneak 50 | Gain +1 to PER to spot ambushes, if successful get a free turn used for movement | You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move. |
| Two Heads Are Better Than One | Brahmin | 10 | 1 | Split Personality trait, INT 7 | Upon failed INT or PER roll, may reroll with a penalty of -2 | You have managed to get some synergy between your two heads. Your other head may actually help you a bit, and then gloat about it afterwards. Upon failing either an INT or PER roll, you can roll it again with a penalty of -2. |
| Nul-Magic Mutant | Brahmin | 12 | 1 | END 5 or Thaumaturgy 50 | Use END on all Magic Opposed Rolls | Your mutations are unique in that you seem to shrug off spells a little easier than most. You can choose to use END on all Opposed Rolls against Magic. |

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| Sleepless in Wasteland | Brahmin | 14 | 1 | - | You only require 4 hours of rest for Natural Healing to work. Only requires 4 hours to gain Well-Rested. | It's not so much insomnia, but rather that you've learnt to sleep a little less and still remain functional, even if it might mean you get the designated guarding duty. You only require 4 hours of sleep for your Healing Rate to work, and you gain the Well-Rested bonus (See Sleep Deprivation) from 4 hours of sleep rather than 8. Recovery from Sleep Deprivation is unaffected, however. |
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| Rooted | Buffalo | 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. |
| Rammer | Buffalo | 4 | 1 | STR 5 or Unarmed 40 | Targets are pushed back by STR amount of hexes when making a Charge | Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent and send them flying STR amount of hexes, with a possibility to knock them Prone. |
| Earthy Camouflage | Buffalo | 6 | 1 | - | Enemies suffer -1 to PER to spot you when sneaking | Your round shape and dark, brown-hued coat is perfect to make you look like a rock from far away. Now just don't move... Enemies suffer -1 to their PER to spot you when sneaking. |
| Healing of the Mother Earth | Buffalo | 8 | 1 | Medicine 40 | +2 extra HP healed from health potions | Perhaps it is the blessing of the spirits, or some natural evolution to withstand the Wasteland; health potions made by you give +2 extra HP. |
| Wardancer | Buffalo | 10 | 1 | AGI 7 or Sneak 70 | When an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing | There are those who tumble around a battlefield, and then there are those who dance. Each time an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing, bar the hex the opponent is standing on. |
| Prey Preservation | Buffalo | 10 | 1 | PER 5 or Sneak 50 | Gain +1 to PER to spot ambushes, if successful get a free turn used for movement | You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move. |

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| Desert Ranger | Buffalo | 12 | 1 | END 7 | HP loss from long exposure to Cold and Heat is halved (to a minimum of 1/hour) | You of all know the harshness of the desert, the blistering heat during the day and the teeth-clattering cold of the night. You have learned to withstand those temperatures better than most. HP loss from long exposure to Cold and Heat is halved, to a minimum of 1 HP/hour. With odd numbers, the number is rounded down. |
| Sleepless in Wasteland | Buffalo | 14 | 1 | - | You only require 4 hours of rest for Natural Healing to work. Only requires 4 hours to gain Well-Rested. | It's not so much insomnia, but rather that you've learnt to sleep a little less and still remain functional, even if it might mean you get the designated guarding duty. You only require 4 hours of sleep for your Healing Rate to work, and you gain the Well-Rested bonus (See Sleep Deprivation) from 4 hours of sleep rather than 8. Recovery from Sleep Deprivation is unaffected, however. |
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| Insect Skitter | Changeling | 2 | 1 | - | Climbing and crawling costs 1 AP less | Your hole-y hooves are pretty much made for vertical surfaces, since there always seems to be some convenient hole for you to use as a hook of sorts. Due to this, you advance even sheer cliffs much faster than ponies do. Likewise, your crawling is superb! Climbing and crawling costs 1 AP less. |
| Bug Physique | Changeling | 4 | 1 | STR 5, or Unarmed 25 | Gain +5 bonus on Break Free -action | You have honed your bug-like body to contort in ways that most creatures can only hope to achieve. You gain a +5 bonus on Break Free -action. |
| Homebody | Changeling | 6 | 1 | - | Gain +5 bonus on Diplomacy and Barter around your own race. | Kin understand you, and you understand your kin. You feel at ease when with your own. Gain +5 bonus on Diplomacy and Barter when around your own race. |
| Playing Dirty | Changeling | 6 | 1 | Melee 40 or Unarmed 40 | Penalty on Melee/Unarmed attacks from prone are halved | Sure, it's difficult to strike when you're down on your back or belly, but that doesn't mean it is impossible. And that wounded gazelle gambit really, REALLY works for you. Penalty on Melee and Unarmed attacks from Prone are halved, from -30 to -15. |
| Shadowstep | Changeling | 8 | 1 | AGI 7 or Sneak 50 | Reroll a failed Sneak-roll when sneaking in poorly lit areas. The second roll stays in effect. 1/day | Your darker color scheme is optimal for blending with the shadows. You may reroll, once per day, a sneak roll when sneaking in poorly lit areas. The second roll stays in effect. |

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| Espionage | Changeling | 10 | 1 | Formshift-spell | Reroll when someone sees through your disguise. The second roll stays in effect. | There are times when a changeling finds themselves revealed... Thankfully, sometimes ponies are naïve enough to think their eyes are just seeing things... Reroll when someone sees through your disguise. The second roll stays in effect. |
| Theory of Mind | Changeling | 12 | 1 | PER 7 or INT 7 or Barter/Diplomacy 70 | When in a conversation with an NPC, you can roll PER or INT against their CHA to have a little hint to what the NPC might want. | Every creature has a tell that lets you deduct little details from them and what their personalities are like. You're kind of like that old mare that solves crimes! When in conversation with an NPC, you can roll PER or INT Opposed Roll against the NPC's CHA to have a little hint of what the NPC could want. However, the answers can be vague. |
| Sharing is Caring | Changeling | 14 | 1 | Changed Ling - trait | You can transfer your Strain to other creatures. | You went through a metamorphosis when you learned to share love. Perhaps some change can happen to others too if you share with them? You can transfer your Strain to other creatures freely. However, you cannot share more than you have. |
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| Frozen Beauty | Crystal Pony | 2 | 1 | Fragile Beauty - trait | Burning- status effect's duration is reduced by 1 turn | Fire still burns you, but you have that icyness that seems to keep the flames contained a little better... Burning- status effect's duration is reduced by 1 turn. |
| Cold as Garnet | Crystal Pony | 4 | 1 | - | Gain +1 extra DT against Cold, Freezing- status effect only lasts 2 turns | You are a heir of the Frozen North, and you've grown accustomed to the cold environments. Gain +5 DT against Cold damage, and Freezing- status effect only lasts for 2 turns for you. |
| Hard as Diamond | Crystal Pony | 6 | 1 | END 5 | Called Shots against you do not negate DT | Your adventures have made your coat extra hardy and thick. Called Shots against you do not negate DT. |
| Money Maker | Crystal Pony | 8 | 1 | LCK 4 or Barter 40 | You generate a small number of gems each worth 10 caps each once per week | You are a wellspring of wealth and fortune! You generate tiny gems off of your skin. Sure, it's technically dandruff or dead skin dropping off... But caps are caps, right? Each week, roll 1d10 for the number of gems you generate that week. Each gem is worth 10 caps each. |
| Sharp as Obsidian | Crystal Pony | 10 | 1 | STR 5 or Unarmed 50 | When successfully hit by a melee/Unarmed character, deal 1 HP damage back to them | Your coat is a bit more jagged than what most Crystal Ponies are used to, giving you a certain edge in combat. The sharpness of your coat can wound close combat enemies if they successfully hit you. Once hit, you cause them to take 1 HP token of damage, which ignores the enemy's DT. |

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| Smile, smile, smile! | Crystal Pony | 12 | 1 | CHA 6 or Thaumaturgy 60 | Earth Pony magic that uses Charisma, have +2 to Potency | Sure, you can use your magic like your Earthen brethren do, but you lean towards encouragement and bright attitude. Earth Pony spells that use Charisma have +2 to Potency. |
| Bright as Sapphire | Crystal Pony | 14 | 1 | - | Gain a blinding attack | Perhaps you shine your coat regularly, or maybe your good spirits enhance your brilliant coat, but whichever the case, your coat is positively blinding! Gain a blinding attack; All characters within Small Splash template from you have to roll PER when you instigate this attack, or be blinded. This attack costs 3 AP to use, and deals no damage. |
| Blessing of the Crystal Heart | Crystal Pony | 16 | 1 | END 6 or CHA 7 | Become immune to poisons that cause Insanity gain | Perhaps the Wasteland has tempered you, or maybe you have overcome some previous mental barrier, but one thing is clear: poisons that cause most to suffer from horrifying hallucinations no longer do anything to you. You are immune to poisons that cause Insanity. |
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| Nature Walk | Deer | 2 | 1 | - | Ignore Difficult Terrain when in Forests and Grasslands. | You stride lightly through the grassy meadows and the thickest of forests is not hindered. You ignore Difficult Terrain penalties when in grasslands and forests. |
| Tribal Wisdom | Deer | 4 | 1 | Survival 50 | +1 to INT when away from civilization | You've grown accustomed to surviving in small communities, and as such, you find the peacefulness of small villages help you think better. Gain +1 to INT when away from civilization. |
| Gaia Vengeance | Deer | 6 | 1 | Melee 40 | Primitive weapons gain +2 damage | Your ties to nature have gained you the favor of the woods. Primitive weapons made from natural ingredients such as wood or stone have +2 damage. Weapons included: Knife, War Club, Staff, Baseball bat, Sharp Spear, Hunting Bow, Longbow, Boxing Tapes |
| Breath Of the Wild | Deer | 8 | 1 | Lamenter of the Forest -trait | With a breather equipped, gain +1 to AGI as a temporary bonus. Without breather, get Enraged-status effect | The toxic air around really does a number on you, as without your breather you are reduced to little more than a raging berserker. Of course, that raging berserker can kick a threat in the face really, really well. You are a little more agile though when your lungs are filled with the sweet, sweet fresh air. So, pick your err... poison. |

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| Agonizer | Deer | 8 | 1 | AGI 6 or Melee 60 or Unarmed 60 | Physical 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 might not be the most hulking creature around, but you fix this deficit by ensuring that your enemies bleed. Or burn. Or other nasty ailments of the flesh. Physical Status Effects 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. |
| Wardancer | Deer | 10 | 1 | AGI 7 or Sneak 70 | When an opponent misses a melee/unarmed hit on you, you may move 2 meters/1 hex in a direction of your choosing | There are those who tumble around a battlefield, and then there are those who dance. Each time an opponent misses a melee/Unarmed hit on you, you may move 2 meters/1 hex in a direction of your choosing, bar the hex the opponent is standing on. |
| Cask of Purity | Deer | 12 | 1 | - | Turn Dirty water into Purified Water | Purified water is the very necessity most do not have. Thankfully your cask is enchanted to purify dirty water into the pure, delicious goodness that is purified water. When a Dirty water bottle is put into the cask, it will turn into Purified water in 24 hours. |
| Northern Heritage | Deer | 14 | 1 | - | Use Strain to gain temporary Flight | Legends among myths, the wonderful reindeer, and their magical movement through the skies. You inherited some of that blood, letting you tap into that majestic grace. You can spend 2 Strain to gain temporary flight. Movement costs are unaltered, and you gently land on the hex you end your turn above. This perk does not allow you to gain access to Aerial Maneuvers, or Flight Perks. |
| Carnivore | Diamond Dog | 2 | 1 | - | Raw meat restores 1 HP. | Om nom nom, meat! Raw meat restores 1 HP to you. |
| These Claws Were Made for Diggin' | Diamond Dog | 4 | 1 | AGI 3 or Unarmed 40 | Burrowing underground costs 1 AP | You are a bit more at-home when you're burrowed underground, and due to it, you move faster underground. Burrowing beneath the surface costs 1 AP. |
| Throwing Arm | Diamond Dog | 4 | 1 | PER 5 or STR 5 or Sleight 50 | Gain an additional x1 multiplier to calculate throwing distance | Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances. |

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| Weaponized Wet Dog | Diamond Dog | 6 | 2 | - | Generate a distracting smell on a Tiny Splash Template around you | Everyone, including yourself, knows that a wet dog smells horrible. You take that concept and run with it. For 5 AP, you can generate a distracting smell on a Tiny Splash Template, centered on you. Both allies and enemies are affected by this smell, but they can roll END to resist the distracting effect (allies have +2 bonus to roll). On a failed roll, they get Minor Distraction. On Rank 2, your allies are now immune, and the Tiny Splash becomes Small Splash instead. |
| Boozehound | Diamond Dog | 6 | 1 | END 5 or Sleight 50 | Alcohol decreases Pain Thresholds effect roll by 2 temporarily. | Straight thinking under influence is still unobtainable, but at least you are less likely to be hurt. When under influence, going below Pain Thresholds, rolls for such effects are decreased by 2, to a minimum of 1. |
| Oooh, shinies! | Diamond Dog | 8 | 1 | LCK 5 | Gain +2 to LCK when scavenging | You might have some Golden Retriever in you! Sometimes you find shiny junk, sometimes you find caps, but at least they're all yours now! Gain +2 to LUCK when scavenging. |
| Rending Claws | Diamond Dog | 10 | 1 | Unarmed 60 | Your standard unarmed attack can cause a Bleeding -status effect | You may not have mutated into a hellhound, but that doesn't mean you can't do some serious damage with those claws of yours! Your unarmed attack (without weapons) can cause a Bleeding- status effect on a successful hit. |
| Unwavering Loyalty | Diamond Dog | 14 | 1 | - | Gain immunity to Mind Control and non self-indulged Enrage Status effects | There are many things fierce in you, and your loyalty to others is absolutely one to be vary of. You are unaffected by Mind Control and Enrage Status effects caused by others. |
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| Rooted | Donkey | 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. |
| Cautious Positioning | Donkey | 4 | 2 | - | Withdraw-action costs 1 AP less | The Wasteland has blessed you with a cautious nature, and that's a good thing for your survival. Withdraw-action costs 1 AP less per perk rank. |
| Last Legs | Donkey | 6 | 1 | - | If under 50% HP, +1 STR and +1 AGI | When your character goes below half their character HP, their body gets a bit of a push in form of adrenaline; +1 STR and +1 AGI to the character. |

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| Stubborn Determination | Donkey | 8 | 1 | - | +1 to END to resist Mind Controlled and Enraged status effects | Ain't nopony going to tell you what to do! NOPONY. You keep trucking on, unwavering and determined, in both good and ill. Gain +1 to END to resist Mind Controlled and Enraged status effects. |
| Long Ears | Donkey | 4 | 1 | PER <10 | When failing PER roll for hearing, you may reroll again. Second roll stays in effect. | Unlike the pony-kind, your ears are long and well-equipped to spot stuff like danger, eavesdropping and that bucker Miranda talking bull behind your back. When failing PER roll for hearing, you may reroll. The second roll stays in effect. |
| Tough Hide (Rank 2) | Donkey | 10 | 1 | Tough Hide Rank 1 | +1 DT | Your life in the rough Wasteland has tempered you well. You have an extra +1 DT. |
| Desert Ranger | Donkey | 12 | 1 | END 7 | HP loss from long exposure to Cold and Heat is halved (to a minimum of 1/hour) | You of all know the harshness of the desert, the blistering heat during the day and the teeth-clattering cold of the night. You have learned to withstand those temperatures better than most. HP loss from long exposure to Cold and Heat is halved, to a minimum of 1 HP/hour. With odd numbers, the number is rounded down. |
| Mule's Luck | Donkey | 16 | 1 | - | Once per session avoid anything with a successful LCK roll. | To some there is a Celestial force aiding them. To you, it might just be undeniable luck. Once per session, you can negate a hit, a critical fail, or anything happening to you with a successful LCK roll. |
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| Thinker Tinker | Harpy | 2 | 1 | INT 4 or Mechanics/Science 40 | When you are about to Invent, you can roll INT to gain +10 to the Invention roll. | A stitch in time saves nine, or in your case... line in time saves nine. Or something similarly smart. When you are about to Invent, you can roll INT to give your Invention roll a +10 with a successful roll. This INT roll cannot crit. |
| Throwing Arm | Harpy | 4 | 1 | PER 5 or STR 5 or Sleight 50 | Gain an additional x1 multiplier to calculate throwing distance | Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances. |
| Tech Vulture | Harpy | 4 | 1 | Mechanics 50 or Science 50 | When looking for scrap metal or scrap electronics from machinery and robots, get +10 to appropriate skill. | You know machinery like the back of your talon and know where to look. When looking for Scrap Metal or Scrap Electronics from machinery and robots, get +10 to either Mechanics (when looking for Scrap Metal) or Science (Scrap Electronics) |

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| Featherdropper | Harpy | 6 | 1 | AGI 5 or Sneak/Sleight 50 | Drop without Fall Damage, and quieter. | Even with your flightlessness, you can still be a graceful lander. When falling controllably, you take no damage, and ignore 20 Sneak Penalties from hitting a surface. |
| Hammerspace | Harpy | 8 | 3 | Cybernetic Enhancement | Gain additional Quick Slot per rank. | Magic is a wonderful thing, for how it stores big stuff in tiny gems. And on the side note, you look fabulous with your gem-studded cybers on. With each rank of this perk you implement a magic gem into your cybernetic enhancement, creating a magical, additional Quick Slot for you. This Quick Slot behaves exactly as any other Quick Slot would. |
| Treasure for a Rainy Day | Harpy | 10 | 1 | Barter 50 | Gems have double their initial value when sold. | Every creature knows that a nice chest full of sparkly things is worthless if you don't ever use them. Gems have double their initial value when sold. |
| Master Salvager | Harpy | 10 | 1 | PER 7 or INT 7 | Use PER or INT when searching for loot instead of LCK | While others may looks around blindly, hoping that the fridge in front of them has something that doesn't walk to meet them, you are a little smarter or more perceptive about how you search. Use PER or INT when searching for loot instead of LCK. |
| Ultimate Jury Rigging | Harpy | 14 | 1 | Jury Rigging - Base perk | Fix cybernetics and items with Scrap Metal and Electronics | Most folks are content at repairing stuff with materials that resemble the item being repaired, but you know bits and bobs you found in the junkyard work just as well! When applied correctly, of course. You can repair things using Scrap Metal and Scrap Electronics. |
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| Eagle Claws | Hippogriff | 2 | 1 | - | Gain +1 DMG when using claws as unarmed weapons. | Much like the mighty griffins, you too can sharpen your talons and strike. Gain +1 to damage when using claws as Unarmed weapons. |
| Ocean Treasures | Hippogriff | 4 | 1 | Salty Blood -trait | Gain +2 LCK to scavenging or +10 to survival from water source. | Not many ponies know this, but the various lakes are filled to the brim with treasures, not to mention the sea! But to you, this is old information. Thankfully, you have the gills and flippers to get those treasures! Gain +2 to LCK when scavenging, or +10 to Survival when looking for plants and food sources, from underwater. |

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| Bedazzling Wings | Hippogriff | 6 | 1 | AGI 5 or CHA 5 or Unarmed 50 | In melee or unarmed range, use wings to perform distraction action for 2 AP. | You know how to fight up and close to your opponent, while still waving your wings around. When fighting in melee or unarmed, you can use your wings to perform distraction action for 2 AP instead of 4 AP, using either AGI or CHA for the check. |
| Weaponized Mania | Hippogriff | 8 | 1 | CHA 4 | After making Distract action, you cannot be distracted until next turn. | Don't be silly, I am not distracted, I am the distraction! After making Distract action, you cannot be distracted until next turn. |
| Roar | Hippogriff | 8 | 1 | STR 6 or Intimidation 60 | Roll Intimidate-skill to frighten foes in 10 meter/5 hex radius, success gives minor distraction, crit success gives 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 |
| Prey Preservation | Hippogriff | 10 | 1 | PER 5 or Sneak 50 | Gain +1 to PER to spot ambushes, if successful get a free turn used for movement | You know the land is harsh, and that danger lurks around every corner. So you remain vigilant, waiting for the next predator to lunge at you. Gain +1 to PER to spot ambushes, if successful, you get a free turn that can only be used to move. |
| Motormouth | Hippogriff | 12 | 2 | - | With a successful CHA roll, you can give an NPC a Minor Distraction to their social skills (Barter/Diplomacy/Intimidation) during conversations. | You know the disorienting effect of one talking like this to you without so much as taking a *GASP* breath. And now you inflict that to others. With a successful CHA roll, you can cause the NPC currently in conversation with you, a Minor Distraction on their social skills (Barter, Diplomacy and Intimidation). The Minor Distraction effects the next social skill roll the NPC makes. This effect cannot be used more than once in the same conversation. On Rank 2, the Minor Distraction instead affects the next two rolls the NPC makes. |

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| Sequestria's Blessing | Hippogriff | 12 | 1 | Salty Blood -trait | You can grant your allies water-breathing abilities with an action | You may belong to the sea, but know what's even better? Having your friends with you and not drowning, to boot! With a special spell, you can grant CHA number of allies an ability to breathe underwater via a magical air bubble. The action costs all of your AP to grant, and costs 4 Strain to use. The effect lasts for CHA/2 hours. If you are disturbed during the casting, a Thaumaturgy roll is required to successfully cast the spell. |
| Weathered (Rank 4) | Kirin | 2 | 1 | Weathered-perk, Silent One -trait | Gain extra +5 on Radiation and Poison resistance | Perhaps the magical properties of the Lake of Silence did something to make you more resilient towards the harshness of the Equestrian Wasteland... For whatever the reason, you've come out of it a bit more resilient than most. Gain additional +5 on Radiation and Poison Resistance. |
| The Impaler | Kirin | 4 | 1 | STR 5 or Unarmed 50 | Unarmed attacks with a horn deals additional damage, can inflict Bleeding with this attack | Sure, your horn is mostly for casting complex spells, but you can also impale creatures with it. Unarmed attacks without a weapon that utilize a horn have an additional +1 damage. A successful attack can inflict Bleeding-status effect, with target using END to resist. |
| Master of Balance | Kirin | 4 | 2 | Diplomacy 40, No Silent One -trait | When using Diplomacy to others, any penalties you may have are reduced by 5. | You've met many creatures in your travels, and your agreeable nature makes them warm up to you quicker than expected. When using Diplomacy-skill to talk to others, any penalties you may have for the skill are reduced by 5. Rank 2 ups this penalty reduction to 10 instead. |
| Tranquil Fury | Kirin | 6 | 2 | No Silent One -trait, CHA 6 or Intimidation 60 | Gain 2 additional turns on safely using Nirik form, rank 2 halves the Insanity chance | Yes... Let the anger flow through you. You can withstand the overpowering anger a bit further than most; You gain 2 additional turns on safely using the Nirik-form. On Rank 2 your Insanity chance when beyond your Charisma amount of turns is 10%, and your friends are immune to the Distraction from when you change forms. |
| Unburnt | Kirin | 8 | 2 | END 4 | When getting a Burning -status effect, roll twice and take the better result. | You are a little more resistant to burning, and when getting a Burning -status effect, you may roll twice and take the better result. Rank 2 gives a +1 END to resist the Burning -status effect. |

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| Wardancer | Kirin | 10 | 1 | AGI 7 or Sneak 70 | When an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing | There are those who tumble around a battlefield, and then there are those who dance. Each time an opponent misses a hit on you with Melee or Unarmed, you may move 2 meters/1 hex in a direction of your choosing, bar the hex the opponent is standing on. |
| Motormouth | Kirin | 12 | 2 | - | With a successful CHA roll, you can give an NPC a Minor Distraction to their social skills (Barter/Diplomacy/Intimidation) during conversations. | You know the disorienting effect of one talking like this to you without so much as taking a *GASP* breath. And now you inflict that to others. With a successful CHA roll, you can cause the NPC currently in conversation with you, a Minor Distraction on their social skills (Barter, Diplomacy and Intimidation). The Minor Distraction effects the next social skill roll the NPC makes. This effect cannot be used more than once in the same conversation. On Rank 2, the Minor Distraction instead affects the next two rolls the NPC makes. |
| Elemental Blessing | Kirin | 14 | 1 | - | Gain +2 Potency for your next turn, on a school when attacked with an elemental attack | You're so in tune with the forces around you, that you can manipulate the energies that hurt you into aiding you, even if just a little bit. When hit with elemental damage (fire damage, cold damage, electricity etc), you gain a +2 Potency on the respective school for your next turn. Fire damage gives +2 Potency to spells with Fire School, cold damage to Water, Electricity to Air and Arcane to Earth. This effect isn't cumulative, and you gain the +2 only from the first hit. |
| Old-world Gourmet | Minotaur | 2 | 1 | - | Pre-war food and the Sparkle-Colas give +1 additional HP back when consumed | Sure, its not necessarily good for you, and who knows what sort of spells were used to make sure all that stuff stay fresh for two centuries... But they're just so tasty! Pre-War food and the various Sparkle-Colas give you +1 additional HP when consumed |
| Rammer | Minotaur | 4 | 1 | STR 5 or Unarmed 40 | Targets are pushed back by Hex / STR with a damaging headbutt. | Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent, dealing STR*4 + Unarmed bonus to them, and send them flying STR amount of hexes, with a possibility to knock them Prone. |

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| Throwing Arm | Minotaur | 4 | 1 | PER 5 or STR 5 or Sleight 50 | Gain an additional x1 multiplier to calculate throwing distance | Unlike most quadrupedal races, your arms are as if made for throwing. You add additional x1 multiplier to your STR when calculating throwing distances. |
| Aggressive Salespitch | Minotaur | 6 | 1 | STR 5 or Intimidation 50 | Use Intimidation instead of Barter when dealing with salesponies. | Sure, most merchants can be persuaded to give that slight discount for being a nice fellow, but you? You want that discount, and you want it NOW! You have an option to use Intimidation instead of Barter when dealing with merchants and salesponies. |
| Mental Backbone | Minotaur | 8 | 1 | INT 7 or CHA 7 or Medicine 70 | When rolling for Insanity, roll twice and take the better result | Some creatures start slipping the slippery slide from the Wasteland's horrors, but you're not one of them. When rolling for Insanity, roll twice and take the better result. |
| Intimidating Presence | Minotaur | 10 | 1 | Intimidation 40 | When Intimidating, you may roll twice and pick the better roll | You are naturally bigger than all non-mutants and as a race are renown for violence. Intimidating, coercing or otherwise bullying others around using Intimidation is noticeably more effective |
| Minotaur-style Lockpicking | Minotaur | 12 | 2 | STR 5 or Unarmed 50 | Gain +2 to STR to forcibly open a locked door. Gain +4 damage dice to your Unarmed attack when attempting to smash a door. Rank 2 allows you to use this on locked containers, including a locked safe. | Why wait for the sneaky guys to carefully pick the lock, when you can tear it from its hinges? And suddenly you understand why your minotaurian home never had any doors... You gain +2 to STR when attempting to open a locked door, and gain +4 damage dice to your Unarmed attack when attempting to shatter the door in question. The door is then considered to be an Obstacle. If used in a combat situation, AP cost is according to Use Skill -action. Rank 2 allows you to use these same bonuses on locked containers such as a safe. |
| Assertiveness Training | Minotaur | 14 | 1 | Leader-perk | Give an additional +1 boost to a SPECIAL of your choosing to your allies within 20 m of you | "When somepony tries to block, show them that you rock!" You inspire certain kind of confidence in your fellows, trustees, comrades... some dare even say friends. In addition to giving Leader's effect to your allies, you can also give them a +1 to a SPECIAL of your choosing. |
| Rooted | Yak | 2 | 2 | STR 4 or Unarmed 40 | +5 to Unarmed and STR rolls for Grapple purposes. 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. |

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| Rammer | Yak | 4 | 1 | STR 5 or Unarmed 40 | Targets are pushed back by STR amount of hexes when making a Charge | Few thought those horns were just ornaments but then they found out how painful they are. You spend your AP to Charge at your opponent and send them flying STR amount of hexes, with a possibility to knock them Prone. |
| Yak Smash! | Yak | 6 | 3 | Unarmed 50 | Damage dealt against Covers or Obstacles have an additional +1 DMG each rank of this perk | Some other creatures may have to go around a cover to get to their target, but you prefer to bust right through! When attempting to destroy a cover or an obstacle, gain +1 damage for each rank of this perk to the damage dealt. |
| Warm Coat | Yak | 8 | 1 | END 5 | HP loss from long exposure to Cold is halved (to a minimum of 1). | You have a big, poofy and warm coat, that ponies should envy for that quality alone. Also, it makes you excellent at hugs. HP loss from long exposure to Cold is halved, to a minimum of 1. |
| Berserk | Yak | 10 | 1 | - | Perform a special action to give yourself extra damage for your first attack next turn. | A way of motivation for any yak warrior is to whip themselves to a frenzy. You may perform a short dance to motivate yourself to hit harder: Gain an extra +1 for every 2 Strain you spend (to a maximum of +4 damage) for the first attack next turn. This action costs all AP to perform. |
| Intimidating Presence | Yak | 10 | 1 | Intimidation 40 | When Intimidating, you may roll twice and pick the better roll | You are naturally bigger than all non-mutants and as a race are renown for smashing stuff and loud, aggressive screaming (you call that a Chant). Intimidating, coercing or otherwise bullying others around using Intimidation is noticeably more effective |
| Bite The Bullet | Yak | 12 | 1 | END 6 or Intimidation 60 | Pain Thresholds start at 3-2 rather than 5-4 | Your hard knocks life has given you certain kind of pain resilience, where the effects of pain register slower. Pain Thresholds begin at 3-2 HP, rather than 5-4. |
| Lead Chanter | Yak | 14 | 1 | Battle Beast -trait | Chants cost 1 Strain less to cast | Your chants are perhaps not any mightier than any other yak's but others can't hold a candle to how many chants you can dish out. Chants cost 1 less Strain to cast. |