P.E.R.K. (Physical Enhancement Research Kit) **Version 2.3.2**

Additional research kit installable on various Poke-Pad/PIP-Mon models to increase one's own abilities. Originally given out to various Vaults and researchers to ensure that Pokemorphs that survived the war were top-notch. Usage of the research kit: While worn, the kit would crunch away at numbers depending on what the user does through their day-to-day life and once gained enough data, would generate a list of abilities for the user to enhance or add. The device would then mix a one-time useable serum from required drugs and/or chemicals that contains the enhancement. The devices have mostly since then fallen into disuse due to how long it actually took inside Vaults to generate new skills and enhancements. Some are still found around wasteland, however the radiation has usually added small danger of mutation into the enhancement process.

Learn: These skills can be learned naturally, through specific experience or conditions, or taught by another Pokemorph or device.

P.E.R.K.: These skills can be acquired through P.E.R.K. device research module (included usually in Poke-boys and some Poke-Pads)

Mutate: This skill has 5% chance of mutation per rank, usually if it P.E.R.K. acquired skill, or few of the more unique ones. If checked, they have mutated variant found on Mutations tab.

Birth: This ability or skill can be inherited from parents.

1	Perk/Skill:	Learn	P.E.R.K.	Mutate	Birth	Effect(s):	Requirements:	Description:
Unique								
	Adamantium Skeleton	X		X		Limb crippling chance -50%	END 7	Your skeleton was infused with metal, giving you a 50% resistance to being crippled, and 50% less limb damage. However, the added weight of your metal-infused bones means that you can no longer swim. Can be bought from specialists of specific factions but requires a tough enough body to survive the process.
						Limb damage -50%	Need to be bought from faction specialist	
						Unable to swim		
	Agoraphobia	X				All SPECIALs +1 while inside		You're Agoraphobic. -1 to all SPECIALs while outdoors, +1 while indoors. Opposite to Claustrophobia.
						All SPECIALs -1 while outside		
	Ain't Like That Now	X	X	X		PP regen +2	Type power output 500-1000	You've managed to somehow convert all your primary type energy from your body, turning it into increased PP regeneration and attack speed increase, as well becoming immune to critical hits. Can be taken only once.
						Attack rolls +1	LCK 5 (optional, but has 50% chance to mutate if LCK is less than 5)	
						Immune to criticals		
	Alcoholic	X		X		Max HP -20	Drink alcohol 100 times + LCK is less than 3	You've drunk too much alcohol, leading to permanent loss of 20 points of HP each rank, eventually leading to death.
	Auto Axpert	X				Power tool damage +25%	Collect 100 resources with power tools	You've collected enough resources with a power tool that they also give you 25% extra damage when using those tools in combat. Auto axe, steel saw, Man opener, Mauler.
	Barbarian	X				Unarmed melee critical damage +5%	Read Grognak the Barbarien magazine (max 10)	Each magazine you read have increased your understanding of melee and unarmed combat, increasing your critical damage with them. (10 ranks)
						Melee critical damage +5%		
	Berry Power!	X		X		Reduces RADS by 1-5 when eating any berries	Eat 100 berries	You've gained ability to purge radiation by eating Berries, and sometimes, anything that tastes like Berries.
	Berserker	X				Speech rolls +1 with evil morphs	Kill at least 100 morphs	You've killed so many... and at least twice more good ones than bad ones, giving you reputation among the wastes.
						Speech rolls -1 with good morphs	At least 66% of the kills are 'good' morphs	
	Best of Both Worlds		X	X	X	Speech rolls +1 against other genders	Hermaphrodite gender	Your hermaphrodite status makes most other Pokémorphs see you as somewhat exotic. You gain +7.5% damage and a +1 to all speech checks regardless of the target's gender.
						Damage to Pokemorphs +7.5%		
						Reduced effect of other gender perks		
	Beta Software	X				Perk/Skill Rank +1	Found while looting OR	Using experimental software, you've managed to evolve one of your perks/skills, giving them extra level-up. However, this might have unexpected glitches
						Chance of affected Perk/Skill glitch event (5%)	Purchased from trader or faction	
	Big Game Hunter	X				Critical damage +75% against wild and mutated pokemon	Quest	Nuclear apocalypse or not, Pokemorphs are still the top of the food chain - and you're the proof. In combat, you do 75% more critical hit damage against wild and mutated Pokemons.
	Blood Purity		X	X		Cure all mutations	At least one mutation	This allows you to purify your body from mutations, restoring it back to what it would've been pre-war - however at a cost. You will lose any gained immunities as well any natural radiation resistance for a month, making you even more vulnerable to mutations and illnesses in the meantime while your immune system reboots.
						Radiation resistance drops to 0%	Each mutation adds 5% extra chance for mutation	
						Loss of all immunity boosters		
	Booster Shot	X				Radiation resistance +10%	Quest	You've been given booster shot as reward, increasing your radiation and disease resistance by 10%.
						Disease resistance +10%		
	Born Killer	X				Attack rolls +2	Kill 100 pokemorphs	You've killed so many, you know how to do it quick and efficient now. This makes you much more deadly. +2 to all attack throws.
	Brainless	X				Head cannot be crippled	Quest	Your entire brain has been removed from your skull and replaced with advanced computer electronics. Your head can no longer be crippled, you are immune to addictions, and your pain pain tolerance is increased (+5% damage resistance).
						Damage resistance +5%		
						Immunity to addictions		
	Breast Expansion	X	X	X		Increase cup size by +1 (female, herm, shemale)	Quest OR Perk	You've gotten a breast expansion, as a reward, through some pre-war hijinks or something else. Expands breast size by single cup, and is repeatable, but each repetition increases mutation risk by 5%. Also, larger breast sizes have a tendency to attract unwanted attention and can be a right pain to move around with. (x ranks depending of starting breast size)
						Larger sizes may attract unwanted attention (+2% hostile encounter chance per cup size after x)	Must be female, herm or shemale	
						AGI -1 after cup size x		
	Breast Reduction	X	X			Decrease cup size by -1 (female, herm, shemale)	Quest OR Perk	You've gotten breast reduction, either by surgery, a reward, or through some pre-war hijinks, reducing your breast size by single cup. Too many of these may leave you flat as board, though. (x ranks depending of starting breast size)
							Must be female, herm or shemale	
	Cardiac Augmentation	X				Poison resistance +50%	Quest	Your heart is back in your body, but some advanced technologies remain: You are more resistant to poison (50%) and robots are only somewhat confused by you (25% less likely to score a critical hit) now. But on the bright side, healing items (chems) are even more effective!
						Healing items +50% more effective		
						Robots have -25% critical chance against you		
	Champion	X				Speech rolls +1 with good morphs	Kill at least 100 morphs	You've killed many morphs... but good many of them have been bad ones.
						Speech rolls -1 with bad morphs	At least 66% has been evil characters	
	Childkiller	X				Speech rolls -3 with good everyone	Kill a child	You've killed a child... and everyone found out about it. Now you suffer the consequences.
						Encounters with most morphs will be more hostile.		
	Chimera				X	Several possible effects: - Heterochromia (two-color eyes) - One or more internal organs have a "sibling's" DNA. - Having at least two compatible blood types in your body.	N/A - Acquired early in fetal development.	A rare "perk" that can only be obtained in a very specific way before birth. Having this perk means you two different, yet compatible, sets of DNA in your body making up different organs. In most cases this perk shows itself by making one eye a different color than the other, a condition known as heterochromia. In other cases, it is more subtle. Please read the notes section for more information regarding this perk and how it works.
	Claustrophobia	X				All SPECIALs +1 while outside		You're claustrophobic. -1 to all SPECIALs while indoors, +1 while outdoors. You also cannot use Medi-pods as a medical option. Opposite to Agoraphobia.
						All SPECIALs -1 while inside		
	Covert Ops	X				Hacking +1	Read 10 Covert Ops magazines	You've read enough Covert Ops books to become more successful in the fields of sneaking, hacking, picking locks and concealing small weapons.
						Lockpicking +1		
						Sneaking +1		
						Attack rolls +1 when using small guns		
	Cowboy/girl	X				Dynamite damage +25%	Quest	You've learned the ways of Cowboy/girl: Specific weapons such as revolver, lever-action rifle, hatchet, knives and dynamite do more damage than usual. Also includes different ways to tame wild equine pokemon.
						Knives, hatchet damage +25%		
						Revolver, lever-action rifle damage +25%		
						Can tame wild equine Pokemon in and use them to fast travel.		
	Cranial Reinforcement	X				Head cannot be crippled (does not affect eyes)	Quest	Your brain is back in your body, but some of the advanced technologies remain: Your head still cannot be crippled, but you are only 10% more resistant to addiction now. Surprisingly your Damage Threshold has improved by 10% (minimum +1 DT)
						Damage reduction to head -10%		
						Increased addiction resistance +10%		
	Cryomaniac	X	X	X		Cryo/Ice damage +50%	No fire-type or Pyromaniac perk	You've become obsessed with anything cold and freezing everything. Cryo weapons to +50% more damage and have increased chances of freezing your opponents solid.
						Critical hit instantly freezes enemies solid		
	Dermal Impact Armor	X				Damage resistance +5 points	Quest	Combat armor plates are grafted onto your skeleton, giving one +5 damage resistance against normal and explosive damage. Requires items: Combat Armor, Implants, 5000-7000 caps.
						Explosive resistance +5 points	Combat Armor set	
							5000-7000 caps	
	Dermal Impact Assault Enhancement	X		X		Damage resistance +10 points	Dermal Impact Armor implant	Improved version of DIA, but reduces CHA by 1, and costs 30,000 to 40,000 caps. Gain +10 damage resistance against normal and explosive damage. Requires you to already have DIA installed to upgrade it.
						Explosive resistance +10 points	Combat Armor set	
						CHA -1	30,000-40,000 caps	
	Desert Soldier	X				Critical chance +1 with ballistic weapons	Quest	You gain +1 critical chance with each rank with this training. (5 ranks)
	Determined		X		X	Damage resistance +30%		Nothing can stop you when you put your mind to something. You take -30% less damage from all weapons and limbs are twice as hard to cripple, but all chems (including Stimpaks!) have absolutely no effect on you.
						Limb crippling chance -50%		
						Chem immunity		
	Disfigured	X				CHA -1 per scarred limb	Receiving critical hit (25%)	You've acquired disfiguring scarring on one of your limbs, reducing your CHA by 1. Covering them with something will negate the debuff unless they are revealed. Can be usually healed completely with Medi-pod.
						Can be covered to negate debuff temporarily		
	Domesticated	X				INT +2	Quest	You gained +2 INT while going through domestication training, however it has affected your ability to deliver unarmed damage.
						Unarmed damage -10		
	Dual Wield	X	X			1H weapon attack rolls +1 when dual wielding		Due to preference, you've chosen to wield two one-handed weapons same time. Increases accuracy with two one-handed weapons, but lowers two-handed weapon throws.
						2H weapon attack rolls -1		
	Durant Might	X		X	X	STR +1	Quest	This injection based on Durant DNA has granted you +1 STR and 25% poison resistance due its steel-type properties. Might give the user a slight metallic sheen on their fur/skin/scales though.
						Poison resistance +25%		
	Durant Sight	X		X	X	PER +1	Quest	This injection based on Durant DNA has granted you +1 PER and 25% poison resistance due its steel-type properties. Might slighly affect how your eyes look, though.
						Poison resistance +25%		
	Early Bird		X		X	All SPECIALs +2 during 6am to noon		You wake up early and bright, gaining +2 to SPECIALs from 6am to noon, but -1 from 6pm to 6am.
						All SPECIALs -1 from 6pm to 6am		
	Electric Training	X				Energy weapon damage +5%	Quest	You've been trained how to use your electrical abilities more efficiently. +5% energy weapon damage, -10% PP used in Electric Skill attacks. (3 ranks)
						Electric skills use 10% less PP		
	EMP Shielding	X		X	X	Pulse resistance +30%		Your nervous system has developed resistance against pulse weapons. As a side-effect, this also protects your implants and cybernetics, as well allows you to resist stun weapons, although it makes you move more sluggishly.
						AGI -2		
	Expert Excrement Expeditor	X				Speech throws +1 at specific location(s)	Quest	Gives +1 to speech throws at [location] once you've worked there enough to shovel Miltank/Tauros crap.
	Fertility Tracking Chip	X				Hostile encounter chances +5%	Womb	You've had tracking chip inserted into the walls of your vagina by robots of fertility clinic. Now they will occasionally track you down to check your "progress" or if your fertility levels drop too low. You can try fighting them off, but losing fight against them has consequences... However, the tracking signal can be jammed, if you can just figure out how. Alternatively, it can be used to track one's own fertility and arousal changes if you have the proper equipment.
						Hostile encounter chances +10% when low fertility	Lose battle against fertility robots	
						Losing combat against robots will gain you tracking chip	Be captured and probed at fertility clinic	

Forced Surrogacy	X		X		RADS +250 (and +5 per day until they come out)	Be injected with mutated pokemon eggs/young	You've become carrier of a mutated pokemon/pokemorph's young (this is not a traditional pregnancy). The initial injection always comes with a high dose of radiation and increased chances of contracting a disease. Carrying these eggs even once ***may*** cause the Symbiotic Carrier mutation to develop.	
					Disease risk +10%			
					Movement speed -1			
Fight the Power!	X				Damage resistance +2 against factions	Not allied with any faction	You've had enough of these "authorities" pushing poor Pokémorphs around. Gain +2 damage resistance and +1 critical chance against any organized groups like Rangers, Enclave, mercenary groups, etc.	
					Critical chance +1 against factions			
					Cannot join any factions			
Gecko Skinning	X				Can skin lizard pokemons	Quest	Can be learned after you rescue trapped hunter or from someone. Allows you to skin lizard-type pokemon to sell the skin for some money.	
Ghoul Ecology	X				Damage against ghouls +5 points	Kill 100 ghouls	You've learned enough about ghoul anatomy to do more damage against them.	
Gigolo	X				Speech rolls +3 (END 8, CHA 10, AGI 8)	Have sex at least once with wastelanders	Seduce at least one person in the wastelands, and your performance in the bed decides your future interactions with this particular person. Do it many enough times and you may gain various speech bonuses depending of your reputation.	
					Speech rolls +2 (END 6, CHA 8, AGI 6)	Male genital		
					Speech rolls +1 (END 4, CHA 6, AGI 4)	Seduce pokemorph		
					Speech rolls -1 (END 2, CHA 4, AGI 2)			
					Speech rolls -2 (END 1, CHA 3, AGI 1)			
Grave Digger	X				CHA -2		You were caught digging up someone's grave for the pure purposes of looting it. Now everyone knowns and your CHA suffers from it.	
Grunt	X				Damage +25% with ballistic weapons	Quest	Your soldier training has caused 25% increase in damage with ballistic weapons, explosives and knives.	
					Explosives +25% damage			
					Knives +25% damage			
Hangdog Fighting Style	X				Unarmed attack rolls +1	Quest	You've learned new martial skill from tribals, giving you +1 to throws in unarmed combat.	
Hardcore Parkour	X				Dodge rolls +1	Quest	You don't remember how you learned this, but you have a feeling it involves an Absol treasure hunter. You are 10% harder to hit in combat and can access new locations inside city ruins.	
					New locations to explore in cities			
Heartless	X				Poison immunity	Quest	Your heart has been surgically removed and replaced with a cybernetic blood pump that has a built in blood filter. You can no longer be poisoned, healing items are more effective, and your advanced cybernetics will partially scramble the targetting sensors of robotic enemies.	
					Healing items +25% more effective			
					Robots have -50% crit chance against you			
Here and Now	X	X	X		Perk/Skill rank +1	(optional) Quest	Gain instant rank-up on any chosen perk or skill. Cannot go beyond their maximum. Might get sometimes as quest reward?	
Hoarder		X		X	Carry capacity +25		You gain +25 carry capacity, but lose -1 to all SPECIALs when you're carrying below certain amount.	
					All SPECIALs -1 if carrying below 50% capacity			
Home on the Range	X		X		Well Rested and other similar perks last 50% longer	Know how to build campfire	When you learned to do campfires and start sleeping by them, it increased your Well Rested and other similar perks by making their effects last 50% longer.	
						Sleep outside 90 times		
Hot Blooded		X	X	X	Damage +15% when HP below 50%		You're hot blooded. When your HP drops below 50%, you gain +15% damage, but lose -2 to PER and AGI.	
					PER -2 when HP below 50%			
					AGI -2 when HP below 50%			
Implant - Hypertrophy accelerator	X				STR +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Optics enhancer	X				PER +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Cardiovascular regulator	X				END +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Empathy synthetizer	X				CHA +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Logic co-processor	X				INT +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Reflex Booster	X				AGI +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Probability calculator	X				LCK +1	No other SPECIAL modifying implant	Implant improving specific SPECIAL by 1. Usually can be bought, but costs several thousand caps. Can only have one implant of this category.	
Implant - Birth control	X				Lower fertility to 1%	Take the fertility exam	Fertility modfiying implant. Decreases fertility to 1%. Can be usually found from fertility clinics.	
Implant - Fertility Enchancement	X				Increases fertility to 45%	Take the fertility exam	Fertility modifying implant. Increases fertility up to 45%. Can be usually found from fertility clinics.	
Implant C-13	X				Damage against bug-types +10%	8,000 caps	You gain passive damage bonus against bug-types by 10% Usually can be bought, but costs several thousand caps.	
Implant GRX	X				Attack Rolls +1	END 8	Slows down time, giving you chance to get out another attack roll in same turn can be used 5 times a day with each rank. (2 ranks)	
Implant M-5	X				Quicker stealth movement by +20%	10,000 caps	Allows you to move faster while sneaking and crouching.	
Implant Y-3	X				No radiation from drinking irradiated water	12,000 caps	Filters out radiation from irradiated water.	
Implant Y-7	X				Max HP +5	20,000 caps	Enhances food absorption rate, thus improving your HP +5 and PP regen by +2 points.	
					PP Regen +2			
Intense Training	X	X			SPECIAL +1		You've decided to improve one of your SPECIALs directly through intense training. Requires to spend at least some time working out that specific talent you withs to improve.	
Just Lucky I'm Alive	X				LCK +4 for next fight	Survive number of fights with less than 25% HP left	You've had too many close calls. Now whenever you finish fight with below 25% HP, you gain +4 LCK, become immune to critical hits, and your own critical hit inflicts +50% damage for your next fight.	
					Immunity to critical hits in next fight			
					Critical hits do +50% more damage in next fight			
Living Anatomy	X				Heal 10% more HP with first aid	Quest	By learning more about Pokémorph anatomy, you can heal 10% more HP and cause 5% more damage against non-feral Pokémorphs. Can be taught by willing medical specialist.	
					Damage against pokemorphs +5%			
Logan's Loophole		X	X		Chem effect duration +100%		Chems effect twice longer and you can never become addicted anymore, but you can also no longer advance experience and choose new perks. Somehow, you stop aging after hitting 30.	
					No longer gain exp and new perks			
Made Wo/Man	X				Free sex at local mafia family bordel	Quest/Join mafia family	You've joined one of the local mafia families, allowing you access to their resources, in return of occasional mafia war and mission from them. Other crime families are also now hostile.	
					Access to special and rare weapons and disoount			
					Other crime family encounters will be hostile			
Manaphy Host	X				STR +1, END +2, AGI +1	Womb-jacked by Manaphy	Your body has been totally taken over by Manaphy for the duration of Manaphy's "pregnancy", making it seek out males to mate with, however in return you receive a somewhat stronger body and a boosted immune system. Buffs usually last for the entire duration of the pregnancy.	
					Mind-controlled by manaphy			
Married	X				Permanent companion	Quest	Somehow, someway, you ended up married. Either by pure luck, finding your soulmate, or just getting drunk in wrong place, wrong time.	
Memento Mori		X			Exp rate +100%		Live hard and fast. You gain exp twice the normal rate, but also take twice the damage from all weapons and recover less health from health sources.	
					Take +100% more damage from weapons			
					Heal -50% less from all sources			
Monocyte Breeder	X				HP regen +1	12,000 caps	Implant improving your HP regen by 1. Can be bought from traders.	
Mile In Their Shoes	X		X		PER +2	Skin 100 lizard type pokemons	You've skinned enough lizard-type Pokémon for their skins, exposure to their irradiated blood has left their mark on you... next time you skin or kill one, you get the urge to drink their blood, and if you do, you act partially like feral lizard-type for a while, but gain increased PER, poison resistance and sneaking skills.	
					Poison resistance +5%			
					Sneak rolls +1			
Mirelurk Ecology	X				Damage against bug-types +5 points	Kill 100 bug-types	You've studied various bug-types enough to bypass their natural defenses some, thus causing +5 points more damage against them.	
Nemean Sub-dermal Armor Implant	X				Damage resistance +5 points	8,000 caps	Armor plates grafted under your skin. Increases damage tolerance by 5, but also adds permanent -10 on your carry capacity.	
					Carry weight -10 points			
Night Eyes	X		X	X	PER +2 during night	Quest	Your scarring was fixed, but nothing except heavily tinted sunglasses can hide those eyes. The glow will give your location away in the dark. Removes CHA penalty.	
					LCK +2 during night			
					PER -2 during day			
					LCK -2 during day			
					Sneak rolls -1			
Not Today		X			Damage +10% when HP below 40%		The closer you are to death, harder you are to bring down. When you're below 40% health, you do 10% more damage and gain +1 to STR and AGI.	
					STR +1 when HP below 40%			
					AGI +1 when HP below 40%			
One Hander	X	X	X	X	1H weapon attack rolls +2	One crippled hand	Either due injury, mutation or preference, you're unable to use any weapons that require more than one hand properly, however you've become much better using one-handed weapons. +2 one-handed weapon throws, -2 two-handed weapon throws.	
					2H weapon attack rolls -2			
Phoenix Armor Implants	X				Energy resistance +5	Quest	Thermal-dissipative implants grafted under patient's skin, giving them +5 damage reistance against plasma, laser and fire. Requires Combat Armor, implants.	
						Combat Armor set		
Phoenix Assault Enhancement	X		X		Energy resistance +10	Quest	Improved version of above. Gives +10 damage resistance to plasma, laser and fire, but also lowers CHA by 1.	
					CHA -1	Phoenix Armor Implants		
Pika Chemist	X				3x Pika-Cola = Victory/Quartz/2x Ice cold Pika-Cola	Quest	You've learned how to craft Pika-Cola Victory, Quartz and ice cold Pika-Colas from common Pika-Colas found around. Crude, but effective.	
						Pika-Colas		
Pit Fighter	X				Radiation resistance +3%	Win every pit fight	You ended up in fighting rings, and after doing enough time in there or winning every fight, you've gained +3% in radiation and damage resistance.	
					Damage resistance +3%			

	Porn Star I - Poster Girl	X				Speech rolls +1	Quest, become porn star	You ended up doing photoshoots in a known porn studio. You are pretty sure that a large number of people in the wasteland will know about you soon enough. This will have its good and bad sides.	
						Friendly, neutral, hostile encounters +2%			
	Porn Star II - Calendar Girl	X				END +1	Quest, Porn Star I	You've starred in more photoshoots, and maybe even a video. The "professionals" have taught you how to properly apply makeup, (CHA +1). And all that sex does improve your stamina (END +1)...	
						CHA +1			
	Porn Star III - Movie Star	X				END +1	Quest, Porn Star II	You've starred in numerous films and photos by now, and your stamina has increased even further (END +1). New conversation options are available, but it also might give people the wrong idea about you.	
						New dialogue options			
						Reputation (both positive and negative)			
	Power Armor Training	X				Learn how to use and maintain power armors	Quest	Allows you to use Advanced Power Armors.	
	Pre-emptive Strike	X	X			Critical chance +2 against non-hostile enemies		When in doubt, kill everything in sight. You can never be sure about who's going to hurt you, after all. Your critical chances and weapon damage are significantly increased when attacking an enemy who isn't yet hostile towards you.	
						Damage +50% against non-hostile enemies			
	Prizefighter	X				Unarmed DMG +5%	Quest/become boxing champion	You've become champion in the local boxing tournament, giving you various bonuses from reaching the top.	
						DMG resistance +5%			
	Puppies!/Kits!	X		X		Randomly appearing wild pokemon companion	Got impregnated by a wild pokemon -OR-	If you gave birth to a wild pokemon's offspring, or managed to impregnate one, they will randomly appear to travel with you.	
							Impregnated a wild pokemon		
	Pyromaniac	X	X	X		Fire damage +50%	No ice-type or Cryomaniac perk	Deal +50% more damage with fire-based weapons and techniques.	
						Critical hit turns enemies into ashes			
	Quantum Chemist	X				Turn 10 pika-colas into single Pika-cola Dazzle	Quest	You've learned secret of how to make Dazzle quickly. Sort of.	
							10x Pika-Colas		
	Reduced Mass	X		X	X	STR -2		Your body mass was reduced. This means you lost height, weight and muscle mass. The result is a somewhat weaker body and a shorter stature, but it will fix itself over long period of time. Ultimately a temporary status.	
						END -2			
	Reinforced Spine	X				STR +2	Quest	Your spine is back in your body, but some advance technologies remain: Your torso can now be crippled again, but your Strength (STR) and Damage Threshold (DT) bonuses have doubled! (+2)	
						Damage resistance +2 points			
	Refuge Inoculations	X				Disease resistance +10%	Quest	You were given series of inoculations in the Refuge against more commonly known diseases. +10% poison and radiation resistance.	
						Radiation resistance +10%			
	Refuge Meat	X				Speech rolls +1 with wastelanders	Start out from Refuge -OR-	Living all your life in a Refuge has made you much, much more attractive to wastelanders than you expected! However, as word spreads and more Pokemorphs become interested in talking with you, so will the more disreputable elements... Increased speech checks with wastelanders, +5% chances of entering hostile encounters.	
						Hostile encounter chance +5%	Start out as Pre-War citizen		
							Quest/Gain enough fame/infamy		
	Refuge Training	X				First Aid heals +5% more HP	Quest	You were given brief first-aid training in the Refuge. Your first aid and doctor skills now heal 5% more.	
						Doctor skill heals +5% more HP			
	Rode the Medi-pod!	X				Max HP -20 if LCK 1-2	INT <4	Luck 1-2: You went and fiddled with the Medi-Pod, the operation that followed causing you a permanent loss of 20 points of HP. Luck 9-10: You went and fiddled with the Medi-Pod's programming and got lucky. The operation that followed permanently increased your HP by 20! A second rank is possible if you're lucky or unlucky enough.	
						Max HP +20 if LCK 9-10	LCK 1-2 -OR-		
							LCK 9-10		
	Roughin' It	X				Well Rested fills up when sleeping outside	Sleep outside 30 times	You've learned to sleep outside under the stars. Gain Well Rested when sleeping outside under the sky.	
	Separated	X				???		You were married, yet your spouse either died, was killed, you divorced, or they captured by slavers and sold off.	
	Sexpert	X				Speech rolls +1	Have sex 100 times	You've had sex so many times, you know how to talk with any pokemorph now... also opens new dialogue options.	
						New dialogue options			
	Sexual Training	X				END +1	Have sex (20*Rank) times	You've had enough sex with other pokemorphs to increase your stamnina in the sack (+1 END) and sweet-talk your partner(s) while having sex (+1 to speech checks).	
						Extra speech option: Request sex			
	Slaver	X				Slavers will become friendly encounter	Quesst/Join Slaver's Guild	You've decided to join the slaver's guild, making most of else wastelands your enemies.	
						Most others will become hostile encounters			
	Sneering Imperialist	X				Damage against junkies, raiders and tribals +15%	Join the New Cherrygrove Republic	You don't take kindly to any junkies, raiders or tribals, with their lack of "civilization".	
	Spineless	X				Torso cannot be crippled	Quest	Your spine was surgically removed and replaced with an integration unit to synchronize your artificial brain and blood pump. Your strength is slightly increased and your torso can no longer be crippled.	
						Damage resistance +1			
						STR +1			
	Swing for the Fences	X				Melee attacks +1 rolls	Quest	Melee training has given you +1 roll when using melee weapons.	
	Survivor (Junior)	X				Radiation resistance +2%	1 book read	You've read at least one wasteland survival guidebook, giving you +2% poison and radiation resistance. You can also earn various other bonuses from completing quests related to this book.	
						Poison resistance +2%			
	Survival Expert	X				Radiation resistance +4%	5 books read	You've read at least five wasteland survival guidebooks, giving you +4% poison and radiation resistance. You can also earn various other bonuses from completing quests related to this book.	
						Poison resistance +4%			
	Survival Guru	X				Radiation resistance +6%	All books read	You've read all wasteland survival guidebooks, giving you +6% poison and radiation resistance. You can also earn various other bonuses from completing quests related to this book.	
						Poison resistance +6%			
	Synthetic	X			X	Damage resistance +10%	Born as synth	You were born as a synth, gaining their advantages and disadvantages as well. Despite being a synth morph, you are able to evolve if you want.	
						Damage tolerance +5			
						Poison resistance +10%			
	Tag!	X	X			Choose fourth tag skill		Allows you to specialize in fourth skill, increasing rolls under it by +1.	
	Targeting Computer	X				First attack rolls -1	SATS	You have the aid of targeting computer. You have -1 to first attack rolls, but increased +1 in combat rolls and +15% accuracy in SATS	
						Attack rolls after first +1			
						SATS accuracy +15%			
	Thought You Died	X		X		Damage +10%	Type power output 500-1000	At some point Pokémorphs thought you died. Now you inflict +10% more damage, and for every near death experience you gain +10 extra HP, and you are immune to critical hits.	
						Max HP +10	LCK 5		
						Immune to criticals			
	Tribal Wisdom	X		X		Receive -50% limb damage	Quest	Friendly tribals have taught you some things. -50% limb damage from Pokémon and mutated Pokémon, +25% poison resistance, ability to cook mutated bug Pokémon properly.	
						Poison resistane +25%			
						Cooking recipes			
	Twitch Gamer	X				All attack rolls +1	Play every Poke-Pad/PiP-Mon game	You've played every single PiP-Mon and Poke-pad games, giving you better reflexes than anyone else in wasteland. +1 attack roll with any weapon.	
	Unto the Breach		X			Movement speed +15%		Act first, think later. You move 15% faster and your PP regenerate more quickly, but you take 25% more damage from all weapons.	
						PP regen +2			
						Damage received +25%			
	Virgin of the Wastelands	X				Hostile encounter chances +5%?	Start from cryostatis, hibernation or Refuge	You are new to the wastes, either from cryostatis or having come from Refuge that has never opened to outside world yet since the Great War. Will eventually disappear once you accumulate experiences in the wastes.	
	Voltage Recycler	X	X			Recharge spent fusion batteries	Electric type	You've learned how to recharge those used power cells using your own electricity, however it is slow going. +1 fusion cell a day with 25% chance (roll 1d100).	
	Wasteland Cook	X				Cooking recipes	Cook 100 times	You've learned to cook wasteland style, open fire or improvised ovens. Unlocks simple food recipes. Each rank unlock more recipes. (3 ranks)	
	Weakened	X				All SPECIALs -3	Hibernation or Cryostasis for more than 10 years	After spending way more than a decade in hibernation or cryostasis, your body has suffered from its lack of use. Your body is weaker until you've exercised and eaten a large amount of vitamins, minerals, and protein.	
	Welder	X				Repair rolls +2 (+5 for cars)	Quest	You've learned to identify, salvage and repair various pre-war car parts, and maybe even figured out how to piece one together from all these mish-mash of junk! Also increases general repair skill. (3 ranks)	
						Can identify, salvage and repair car parts			
	Wired Reflexes	X				SATS accuracy +10%	Quest	You've used advanced technology to increase your SATS accuracy.	
	Wo/man's Best Friend	X		X		Chance to tame canine pokemon companion +25%	Tame canine pokemon companion	You're able to acquire canine pokemon companion through simple food bribe or otherwise, allowing you chances to tame more of them, however this has slight chance of backfiring on you.	
						Pokemon Love perk trigger chance +5%			
	Xenotech Expert	X				Alien weapons do +20% damage	Kill 100 enemies with alien weapons	You've killed enough enemies using alien weapons to figure out how to use them more effectively. Alternatively you can find someone who can teach it to you.	
Temporary perks									
	Adrenaline	X				Damage +5% after every battle. Resets after sleep or rest.	Make it through a battle	You've survived the fight, but the adrenaline still coursing in your veins allows you to deal additional 5% damage in next fight, until you sleep or stop to rest. (10 ranks)	
	Well Rested	X				EXP rate +10% for 1d12 hours	Sleep at least 8 hours	You've had good night worth of sleep (min 8 hours) and feel much better! Increased EXP rate, PER +1 and +1 to skill rolls for 1d6 hours.	
						PER +1 for 1d12 hours			
						All skill rolls +1 for 1d12 hours			
	Well Humped	X				EXP rate +5% for 1d12 hours	Wake up being fucked	You wake up well fucked, or being fucked thoroughly in one or more orifices, and possibly more than once. While combined with some rest, it's not so bad, however it does make you quite sore and messy. Not to forget the possible diseases and parasites from you might have gained from it...	
						AGI -1 for 1d12 hours from each vaginal fuck			
						END -1 for 1d12 hours from each anal fuck			
						CHA -1 for 1d12 hours from each oral (cum breath)			
	Lover's Embrace	X				EXP rate +15% dor 1d8 hours	Sleep at least 8 hours with lover or companion	Slept in bed with your lover or romanced companion, gaining much better mood when waking up. Basically Well Rested perk but slightly stronger. May have additional bonuses/debuffs depending of what you were up to during the night.	
						PER +1 for 1d8 hours			
						All skill rolls +2 dor 1d8 hours			
						AGI -1 for 1d8 hours if "rough night" (25%)			
						END -1 for 1d8 hours if "rough night" (25%)			
	Indecent	X				CHA +1	Be at least little attractive	If you're nude, and at least little attractive, gain +1 CHA when wearing skimpy clothes or no clothes at all. Unfortunately, this also increases hostile encounter chances.	
						Hostile encounters +10% (Raiders, Slavers)	Skimpy or no clothing		
	Quiet Reflection	X				EXP rate +5% for 1d6 hours	Rested at least 1 hour at familiar place	You sat somewhere familiar, looking at the sights and contemplating what once was. Same as Well Rested, just weaker	
						PER +1 for 1d6 hours			
		X				EXP rate +5% for 1d6 hours			

Pokemon Love					AGI -1 for 1d6 hours from each wild Pokemon		You woke up to being suddenly humped by one or more wild Pokemon, or/and your faithful pokemon companion. While you got some sleep, depending of their numbers you might end up more tired and sore than when you went to sleep...
					END -1 for 1d6 hours from each two wild Pokemon		
					CHA -1 for 1d6 hours from each three wild Pokemon		
Streetwalker	X				Caps +1d100 from completed job	Offer "services" to another pokemorph after 9pm	You don't sleep at night, you have a job to do. While it nets nice amount of caps, you suffer slightly from lack of sleep. Has chance of other debuffs and consequences depending of customers and their needs.
					EXP rate -5% for 1d12 hours	Have at least one condom (optional)	
					PER -1 for 1d12 hours (lack of sleep)		
					Other debuffs depending on customer (coming soon)		
Strength							
Adrenaline Rush I	X	X	X		STR +1 when HP below 50%	STR <10	Gain +1 STR when your health falls below 50%. Might lead mutated version if it happens too often when you are irradiated.
					Has 1% mutation chance per 100 points of RADS		
Armorer	X	X			Armor and mod recipes	STR 3	You've learned how to use those welding skills to put together better armor and mod them. Each rank unlocking more complex recipes. (3 ranks)
Bandolier	X	X			Ballistic ammo stack size +45%	STR 1	Allows you to pack your ballistic ammunition much tighter. Increase ballistic ammo stack by 45% each rank. (2 ranks)
Basher	X	X			Bashing melee rolls +1	STR 8	You're able to use your ranged weapon like a melee weapon, using its stock or grip to hit your enemies with. +1 to melee when bashing enemy. 5% chance to cripple on hit. (2 ranks)
Bear Arms	X	X	X	X	Heavy guns weigh 15% less	STR 3	Your arms have gained some muscle, allowing you to carry heavy weapons easier. (3 ranks)
Berserker I		X	X	X	Damage +10% when HP below 30%	STR 5	Gain +10% damage when HP drops below 30%
Blacksmith	X	X			Melee weapon and mod recipes	STR 4	You've learned how to craft melee weapons and their mods. Each rank unlocking more complex recipes. (3 ranks)
Blocker	X	X			Receive 15% less damage from enemy melee attacks	STR 2	You've become better at blocking enemy melee attacks. Take 15% less damage every time you get hit. (3 ranks)
Bone Head		X	X	X	Knockout chance -50% on receiving critical hit on head	STR 7	Your skull is thick enough to lessen chances of being knocked out by 50%
Brutish Hulk		X	X	X	Any HP gains/boosts +100%	STR 7	Double any HP gains and boosts.
						END 2	
Built to Destroy	X	X			Critical chance +1	STR 3	Critical chance +1 with every weapon, but they wear down 15% faster.
					Weapon wear +15%		
Bullet Shield	X	X			DMG resistance +20 whenever you're firing heavy weapon	STR 9	Whenever you're firing your heavy weapon, you gain increased damage resistance. (3 ranks)
Burden to Bear		X	X	X	Carry capacity +50	STR 6	You can now carry additional 50 points of gear thanks to your increaed muscles.
						END 6	
Butcher	X	X			Critical chance +1 with bladed weapons	STR 5	Critical chance +1 when using bladed weapons
Cancerous Growth	X	X	X	X	HP regen +2	STR <7	Radiation has affected you, but the cancerous growth has become beneficial rather than malicious, allowing you to regenerate HP and heal broken limbs at accelerated pace.
					Heal broken limbs quicker		
Eye for Eye	X	X			Damage +10% for each crippled limb	STR 5	You do 10% more damage for each crippled limb you have.
Expert Gladiator	X	X			1H melee weapons +10% DMG	STR 2	Your one-handed melee weapons do +10% more damage, and +5% with each rank. (3 ranks)
Expert Heavy Gunner	X	X			Non-explosive heavy guns +10% DMG	STR 8	Your non-explosive heavy guns do +10% more damage, and +5% with each rank (3 ranks)
Expert Shotgunner	X	X			Shotguns +10% DMG	STR 4	Your shotguns now do +10% more damage, and +5% with each rank (3 ranks)
Expert Slugger	X	X			2H melee weapons +10% DMG	STR 5	Your two-handed melee weapons do +10% more damage, and +5% with each rank (3 ranks)
Full Charge		X			Fusion cores spend 50% less power while sprinting	STR 6	You've learned to move properly while in power armor, conserving 50% of the fusion core energy while sprinting. Second rank no longer spends extra power while sprinting. (2 ranks)
Gladiator	X	X			1H melee weapons +10% DMG	STR 1	Your one-handed melee weapons now do +10% more damage, and +5% with each rank (3 ranks)
Incisor	X	X			Ignore 25% enemy armor with melee attacks	STR 7	You're able to bypass your enemies armor with melee weapons. (3 ranks)
Pack Mudbray		X			Carry capacity +5	STR 2	Allows you to carry an additional 5 points worth of items with each rank. (3 ranks)
Pack Rattata		X			Item stack size +25%	STR 1	Allows you to stack lighter items more to conserve space (represented by said items becoming 25% lighter) with each rank (3 ranks). Does not apply to weapons, armor, or medical chems.
Strong Back		X			Carry capacity +15	STR 6	Allows you to carry an additional 15 points worth of items with each rank. (5 ranks)
Bonus HtH Damage	X	X			Unarmed melee damage +2 points	STR 6	Hand-to-Hand attacks cause +2 points more damage with each rank. (3 ranks)
						AGI 6	
Mega's Rage	X	X	X		Melee critical chance +1 for every 10% health lost	STR 10	Become more enraged more health you lose. For every 10% of health lost, gain +1 increased chance to do critical strike in melee.
Ham Fisted		X	X	X	Unarmed attack rolls +1	STR 2	Your fists are extra large and do more unarmed damage. +1 to unarmed combat, but lose -1 to healing, science, repair, traps and locpick.
					Healing rolls -1		
					Science rolls -1		
					Repair rolls -1		
					Trapping rolls -1		
					Lockpicking rolls -1		
Heave Ho!	X	X			Thrown weapons have increased range +50%	STR 5	Gives additional +50% velocity to thrown weapons to make them fly further with each rank. (3 ranks)
Heavy Gunner	X	X			Heavy weapons attack rolls +1	STR 5	Adds +1 to heavy weapons throws each rank. (3 ranks)
Heavy Hitter	X	X			Blunt melee damage +5%	STR 5	Blunt melee weapons do +5% more damage. (5 ranks)
Heavyweight	X	X			Weapons weighing over 10 poounds are 50% lighter	STR 7	The weight of all weapons over 10 pounds are cut in half.
In Your Face!	X	X			Enemy ranged attacks -4	STR 4	Your enemies ranged attacks suffer -4 penalty if you get close enough to them while using only unarmed or melee.
Iron Fist I	X	X	X		Unarmed attack rolls +1	STR 1	You unarmed combat is better. +1 to unarmed attack throws.
Iron Fist II	X	X	X		Unarmed attack rolls +1	STR 1	Unamred throws +1 and you can disarm enemy with criticals.
					Critical hit will disarm enemy	Iron Fist I	
Iron Fist III	X	X	X		Unarmed attack rolls +1	STR 1	Unarmed throws 01 and you can cripple enemies with criticals.
					Critical hit will cause crippling	Iron Fist II	
Little Leaguer	X	X			Melee attack rolls +1 with blunt melee weapons	STR 4	Increases your hitting and throwing, using your pre-war knowledge of baseball. +1 to melee and thrown melee weapon throws. (3 ranks)
					Thrown weapons attack rolls +1		
Lock and Load	X	X			Reload heavy weapons 10% faster	STR 4	You've learned to reload heavy weapons little faster. (3 ranks)
Martial Artist	X	X			Do additional attack with melee weapons	STR 6	You've learned some martial arts, allowing you to swing in extra attack during combat, and your melee weapon feels 10% lighter. Each rank adds extra attack and decreases weight further 10%. (3 ranks)
					Melee weapons are 10% lighter		
Master Gladiator	X	X			1H melee weapons do 10% more damage	STR 4	You've learned to use one-handed melee weapons better. +10% damage each rank. (3 ranks)
Master Heavy Gunner	X	X			Non-explosive heavy guns do +10% DMG	STR 10	Your non-explosive heavy guns now do +10% more damage. +5% each rank. (3 ranks)
Master Shotgunner	X	X			Shotguns do +10% DMG	STR 8	Your shotguns now do 10% more damage, and +5% more with each rank. (3 ranks)
Master Slugger	X	X			Melee weapons do +10% DMG	STR 9	Your melee weapons now do 10% more damage, and 5% more with each rank (3 ranks)
Melee SKill	X	X			Unarmed +5% damage	STR 4	Increases your melee damage with unarmed, knife and hammer attacks by +5%. (5 ranks)
					Knives +5% damage		
					Hammers +5% damage		
Ordinance Express		X			Explosive weight -30%	STR 5	Explosives weight 30% less (3 ranks)
Pain Train	X	X			Deal 1d10*10 physical damage	STR 10	You can sprint towards your enemy in your power armor, tackling them with the force of half ton of metal, causing them severe damage and knocking them down. Does not work well for oversized enemies.
					Knockdown enemy	Power Armor	
Paralyzing Palm	X	X	X		Unarmed melee paralysis chance +30% in SATS	STR 1	When using SATS, you've 30% chance to hit enemies in critical points that cause paralysis with unarmed melee attacks.
						SATS	
Scattershot	X	X			Shotguns weight 30% less	STR 4	You've learned to use shotguns better, making them feel lighter in your hands, as well reloading them much quicker. (3 ranks)
					Shoguns load 10% faster (-1 debuff on following attack)		
Shotgunner	X	X			Shotguns do +10% DMG	STR 2	Your shotguns do +10% more damage, and +5% with each rank. (3 ranks)
Special Attack I	X	X			Unarmed attack rolls +1	STR 2	Allows you to do extra attack roll with unarmed and combine them for extra damage.
					Combine different melee attacks, dealing increased damage		
Special Attack II	X	X			Unarmed attack rolls +1	STR 2	Allows you to do extra attack roll with unarmed and combine them for extra damage. Also allows to include one technique attack in the combination, increasing extra damage.
					Combine different melee attacks + one technique into devastating combo attack	Special Attack I	
Slayer	X	X			Every melee attack is rolled as critical hit	STR 8	All melee attacks become critical hits.
						AGI 7	
Slugger	X	X			2H melee weapons do +10% DMG	STR 2	Your two-handed melee weapons do +10% more damage, and +5% with each rank. (3 ranks)
Stready Aim	X	X			Ranged attacks +1 with any guns when hip-firing	STR 7	Increases hip-fire accuracy with any gun. +1 ranged attack throws.
Sting Like a Beedrill		X	X		Unarmed melee critical chance +1	STR 1	While your hits may not do damage, you've learned to hit where it counts, giving you +1 to critical chance when using unarmed.
Sturdy Frame	X	X			Armor weights 25% less	STR 3	You've figured out how to make your armor more lighter without compromising security. (2 ranks)
Talon of Fear	X	X	X		Unarmed melee attacks inflict Poisoned status +30%	STR 6	By coating your claws with venom, you have chance to poison your enemies with unarmed melee attacks.
						Has claws	
Tight Nuts	X	X			Heavy armor +5 damage resistance	STR 4	You made the armor redundantly tougher, but also harder to repair. +5 damage resistance with heavy

Tight Nuts					Heavy armor repair rolls -1		armor, but -1 when repairing them.		
Weapon Handling	X	X			Weapon STR requirements -2	STR <7	Reduces weapon STR requirements by 2, allowing you to handle them better.		
						AGI 5			
Perception									
Alertness	X	X			PER +2 when crouching and standing still	PER 6-10	You've learned to keep your senses alert to any danger. When crouched and remaining still, you can scan for enemies and attack before they notice you.		
Awareness	X	X	X		All attack rolls +1 if used on first turn	PER 3	You've learned to take quick look at your opponent, checking out their visible health, status effects, armor and weaponry they might have equipped, allowing you to better calculate where to hit your shots with maximum efficiency. +1 to combat throws if you use Awareness on your first turn.		
Butcher's Bounty	X	X			40% chance to find extra meat from wild pokemon corpses	PER 3	You've learned how to better harvest wild pokemon corpses for more meat. Seatching them again has 40% chance to give more meat. Adds 20% each rank. (3 ranks)		
Cautious Nature	X	X			Spot encounters first, allowing you to choose action.	PER 6	You've become more cautious, allowing you to spot encounters little before they see you, giving you choice to observe them, sneak/run away, or strike first if need to be.		
Center of Mass	X	X			Each additional torso shot +15% more damage	PER 3	You don't fool around or try to do flashy headshots - you aim right in the center and hope enough shots will do the job. +15% damage with each additional shot in the torso.		
Concentrated Fire		X			SATS accuracy +5% each time you concentrate on same spot	PER 10	You get additional 5% accuracy increase in SATS each time you concentrate fire on same spot. (5 ranks)		
						SATS			
Crack Shot	X	X			Attack rolls +1 with pistols	PER 3	Your pistols now have increased range and accuracy when sighted. (3 ranks)		
					Pistol range +10%				
Death Sense		X	X		PER +2	PER 4	You've developed superior senses. Gain +2 PER permanently.		
Demolition Expert	X	X			Explosive weapon rolls +1	PER 5	You've learned to handle explosives better. +1 to explosive weapon throws and +20% damage each rank (5 ranks)		
					Explosive damage +20%	INT 5			
Duck and Cover	X	X			Explosive damage tolerance +2	PER 2	Allows you to spam explosives more effectively.		
					Explosive damage resistance +15%				
Eagle Eye		X			Maximum targeting range +1	PER 5	Extends your maximum targeting range. (5 ranks)		
Empathy		X			Speech rolls +1	PER 7	Allows you to read the other person better in dialogue. +1 to speech checks.		
						INT 5			
Explosive Skill	X	X			Explosive damage +5%	PER 2	Adds 5% more damage to explosives. (5 ranks)		
Explosive Traps	X	X			Turn any explosives into homemade traps or mines	PER 1	Allows you to turn any explosives you have with you into traps and mines.		
Eye on the Prize		X	X		Examine container to determine its contents without opening it	PER 7	Allows you to examine container (even locked one) to determine what its contents might be.		
Expert Commando	X	X			Automatic rifles +10% DMG	PER 3	Your automatic rifles do +10% more damage, and +5% with each rank. (3 ranks)		
Expert Picklock					Lockpicking +1	PER 4	You gain +1 to lockpicking and has less chances of lock jamming.		
					Lock jam chance -10%				
Expert Rifleman	X	X			Non-automatic rifles +10% DMG	PER 4	Your non-automatic rifles now do +10% more damage, and +5% with each rank. (3 ranks)		
Exterminator	X	X		X	Ignore 25% of armor on bugs and bug-type pokemons	PER 2	You hate bugs so, so much that your attacks bypass 25% of their armor, be they wild pokemon or pokemorphs. (3 ranks)		
					Unable to stand bugs and bug-types				
Finesse		X			Critical chance +1	PER 1	Your aim has better critical chances. +1 to critical hit chances in combat.		
Fire In the Hole		X			Thrown weapon rolls +1	PER 8	Tinkering with your SATS a little, you're now able to see the throwing arc of your thrown weapons, allowing you to throw them longer distance and more accurately. Distance is increased 50% with rank 3 (3 ranks)		
					Thrown weapon distance +15%				
First Turn		X			First turn +2 chance	PER 6	Chance to get first shot in when combat starts with each rank. (3 ranks)		
Four-Eyes	X	X	X	X	PER +1 with eyewear	PER 1	Your eyesight has gone slightly bad, requiring you to use glasses or goggles to see properly. +1 PER when wearing glasses, -2 PER when not.		
					PER -2 without eyewear				
Friend of the Night		X		X	Sneak rolls +1 during night	PER 6	Gain low-level night vision during night, allowing you to sneak around better.		
Friendly Foe	X	X			Less chances of friendly fire	PER 4	Allows you to better identify friendlies amongst enemies during battle to prevent friendly fires.		
Glow Sight	X	X	X		DMG +20% against irradiated and glowing enemies	PER 6	You've learned to hit those pesky irradiated and glowing enemies where it hurts! (3 ranks)		
Green Thumb	X	X		X	Grow and find 100% more berries and flora	PER 1	You have keen eye for flora, and can spot additional berries and greenies on the ground. Also if you grow anything, you reap twice the amount from what grows up!		
Grenadier	X	X			Thrown grenades explode with +50% radius	PER 7	You've learned where to throw your grenades for best effect. (2 ranks)		
Gound Pounder	X	X			Attack rolls +1 when using automatic rifles on hip fire	PER 4	You've learned to use automatic rifles little better. You reload 10% faster and have increased accuracy from firing at hip. (3 ranks)		
					After reloading, -1 on debuff on following attack				
Gun Skill	X	X			Ranged weapon damage +5%	PER 5	Increases damage by +5% with all ranged weapons. (5 ranks)		
									x
Healer	X	X			Heal 2-5 points more when using first aid or doctor	PER 7	Allows you to heal 2-5 points more with each rank when using first aid or doctor's bag. (3 ranks)		
						INT 5			
						AGI 6			
Hobbler		X			SATS accuracy on legs +25%	PER 7	You have increased chances of hitting enemy's legs in SATS. (+25%)		
						SATS			
Hunter	X	X			Critical damage +75% against feral pokemon	PER 1	You've learned to hunt! Do 75% more critical damage against feral Pokémon.		
Infiltrator	X	X			Lockpicking attempts +1	PER 7	You get one additional throw to unlock lock after 'force lock' attempt.		
Lead Foot	X	X			Vehicle speed +25%	PER 6	You know to drive them. Vehicles go +25% faster when you're driving.		
						AGI 6			
Locksmith	X	X			Lockpicking rolls +1	PER 4	Adds +1 to lockpicking skill throws.		
Long Shot	X	X			Attack rolls +1 with scoped weapons	PER 4	You've learned to use scoped weapons better. Gain increased range and better accuracy with them. (3 ranks)		
					Range +10% with scoped weapons				
Loose Cannon	X	X			Explosive attacks per turn +1	PER 1	You can throw a lot more explosives, but they fall little short. You don't mind the boom-booms, though... +1 extra attack roll when throwing explosives, but -1 combat throw.		
					Explosive rolls -1				
Mad Bomber	X	X			Explosive recipes	PER 5	You've figured out how to craft your own, custom IEDs. Includes Bottlecap mine, Fat mine, MFC cluster, MFC grenade, Nuka-grenade, Time bomb and Tin grenade.		
						INT 5			
Master Commando	X	X			2H automatic rifle DMG +10%	PER 4	You've mastered basic training, allowing you to wield your two-handed automatic weapons with deadlier skill. Each rank adds +5%. (3 ranks)		
Master Picklock	X	X			Lockpicking +2	PER 8	Adds +2 on lockpicking rolls and 10% less chance of lock jam.		
					Lock jam chance -10%				
Master Rifleman	X	X			Non-automatic rifles +10% DMG	PER 8	Non-automatic rifles now do 10% more damage, +5% each rank. (3 ranks)		
Master Thief	X	X			Lockpicking +1	PER 5	Adds +1 on lockpicking and pickpocketing skill throws.		
					Pickpocketing +1				
Mental Catalogue	X	X			Allows discovery of rare or legendary items (roll 1d20)	PER 4	Allows you to quckly examine any item you see (even in trader's hands) and determine if they have any special qualities or if they are hidden legendary. (25% chance for special quality, 5% chance for hidden legendary when used) (1d20 = 15+ for rare, 20 for legendary)		
Night Person		X	X	X	PER +2 during night	PER 6	Increases INT/PER by 2 during night.		
					INT +2 during night				
Night Vision		X	X	X	Attack rolls +1 in dark areas	PER 6	Your eyesight has developed to see better in the dark, allowing you to lessen the combat throw negatives when fighting in dark.		
Pannapictagraphist	X	X		X	When looting, +1 chance to find a magazine in loot	PER 2	You're avid collector of magazines. Increased chances of finding magazine among the loot.		
Penetrator		X			Allows you to see enemies through walls with x-ray scan	PER 9	Upgrading your SATS allows you to quickly scan the walls and obstacles to locate your enemy, and fire through them to get them.		
						SATS			
Percepti-Bobble	X	X		X	When looting, +1 chance to find bobble-head in loot	PER 2	You're avid collector of bobble-heads, allowing you to spot them much easier when looting.		
Picklock	X	X			Lockpicking +1	PER 1	Adds +1 on lockpicking rolls and 10% less chance of lock jams.		
					Lock jam chance -10%				
Pickpocket I	X	X			Pickpocketing rolls +1	PER 1	Pickpocketing throws +1 each rank. Later ranks allow you to place explosives in pockets, steal weapons as well equipped items. (4 ranks)		
Pickpocket II	X	X			Pickpocketing rolls +1	PER 1			
					Place explosives in pocket withoug them noticing	Pickpocket I			
Pickpocket III	X	X			Pickpocketing rolls +1	PER 1			
					Steal any weapons they are not holding	Pickpocket II			
Pickpocket IV	X	X			Pickpocketing rolls +1	PER 1			
					Steal any and all items without them noticing at all	Pickpocket III			
Ranger	X	X			Hostile encounter chance -5%	PER 6	Lessens the chances of hostile encounters by 5% each rank. (3 ranks)		
Red Scare	X	X			PER +2	PER 1	You've become paranoid to extreme, and gain +2 PER to determine if any enemies are nearby, but you also gain -5 to comabt hits due shaky nerves.		
					Attack roll penalty -5				
Rifleman		X			2H non-auto rifle accuracy in SATS +25%	PER 2	Non-automatic two-handed rifle accuracy in SATS is now increased by 25% and you gain +1 throw in combat when using them.		
					2H non-auto rifle attack rolls +1				
Scout	X	X			Random encounters +5%	PER 8	Allows you to map your surroundings better, as well making more detailed maps and discover more random encounters by 5%.		
Sharpshooter	X	X			Ranged attack rolls +2	PER 7	Gain +2 to ranged weapons by each rank. (2 ranks)		
						INT 6			
Shotgun Surgeon	X	X			Ignore enemy DR +10	PER 1	When using shotguns, you ignore 10 points of damage resistance with each rank. (3 ranks)		

Shotgun Surgeon							
Skeet Shooter	X	X			Attack rolls +1 with shotguns	PER 2	You've learned to handle shotguns better, giving you increased accuracy and spread. (3 ranks)
					Critical chance +1 with shotguns (at close range)		
Sniper	X	X			Scoped non-auto weapons rolls +1	PER 8	Each rank allows you to hold your breath and focus on your targets better, giving +1 throw when using scoped weapons. (3 ranks)
Splash Damage	X	X			Explosive radius +50%	PER 5	You've learned how to get most out of explosives, giving them larger area effect.
Tank Killer	X	X			Your attacks ignore 12% armor and have 3% stagger chance	PER 6	Your guns now penetrate armor better and have chance to stagger even largest opponents. (3 ranks)
Thief	X	X			Locpicking +1	PER 4	Each rank gives +1 throw for lockpicking, pickpocketing and sneaking skills. (3 ranks)
					Pickpocketing +1	AGI 4	
					Sneaking +1		
Trigger Discipline		X			Attack rolls +1 with guns and energy weapons	PER 3	All guns and energy weapon rolls +1, first attack rolls -1. You shoot more accurate, but slower.
					First attack chance rolls -1		
Walker Instinct		X	X	X	PER +1 while outdoors	PER 5	Youse senses have become keen enough that you can sense vibrations on the ground to detect enemies. Only works when outdoors.
					AGI +1 while outdoors		
Weapon Accurate	X	X			Non-automatic weapon attack rolls +1 at all ranges		You've learned to sight with accurate weapons (specific weapons) so well that you can even use it in SATS.
					SATS accuracy +20%		
Endurance							
All Night Long		X		X	Your hunger increases 20% slower at night	END 4	Your body has used to spending less energy at night for some reason, allowing you to go longer without food. (3 ranks)
Aquagirl/Boy		X	X	X	Able to hold breath much longer	END 5	Your skin has gained properties to resist water-based radiation much better and you're able to hold your breath much longer than usual while underwater.
					Radiation resistance +90% while swimming		
Atomic!		X	X		Movement speed +25% per 100 points of radiation	END 6	Become 25% faster when you're exposed to radiation, as well increased PP regeneration higher your radiation sickness.
					PP regen +1 per 100 points of radiation		
Bracing	X	X			STR +2 for firing heavy weapons when standing still	END 5	You've learned how to brace yourself when firing large weapons. Gain +2 STR for firing big guns from standing position.
Cannibal	X	X	X	X	Heal 25 HP by eating corpse	END 8	You've learned to eat flesh of another Pokemorph by necessity or choice to sate your hunger, but it also now heals your health. Eating too many corpses may cause mutations due radiation...
					Gain +3 RADS by eating corpse (more if they are irradiated)	OR eat 25 corpses	
Chem Fiend	X	X			Chems last 30% longer	END 5	Any chems you take last 30% longer. (3 ranks)
Chem Resistant		X			Addiction chance -50%	END 4	You've developed resistance against chems! 50% less likely to develop addiction.
Cola Nut	X	X		X	Pika-Cola product effects +100%	END 2	Pika-Cola products are now twice beneficial. Second rank triples them. (2 ranks)
Deep Sleep	X	X			Well Rested perk from sleeping anywhere	END 1	You're heavy sleeper. Get Well Rested perk from sleeping in any bed, any surface, although sleeping on the dirtier ones may have some consequences...
					Well Humped perk instead, chance 5%		
Die Hard		X			Damage resistance +10% when HP below 20%	END 6	You don't give up easily; When your HP falls below 20%, gain extra 10% damage resistance. (5 ranks)
Dromedary	X	X	X	X	Drinks quench 25% more thirst	END 3	Quench additional 25% thirst with drinks. (3 ranks)
Fast Metabolism		X	X	X	HP regen rate +2	END 1	Your increased metabolism gives you additional +2 healing rate, but drops your radiation and poison resistance to 0%
					Radiation resistance 0%		
					Poison resistance 0%		
Faster Healing I		X	X	X	HP regen rate +1	END 6	Heal extra +1 point per hour while resting. (3 ranks)
Faster Healing II		X	X	X	HP regen rate +1	END 6	Heal extra +1 point per hour while resting.
						Faster Healing I	
Faster Healing III		X	X	X	HP regen rate +2	END 6	Heal extra +2 point per hour, and now even your fatique recovery has been doubled.
					PP regen +1	Faster Healing II	
Fireproof		X	X		Fire resistance +15%	END 5	You've become more resistant against fire damage. (3 ranks)
Flower Child		X			Addiction chance -50%	END 5	You've adapted to using chems better! 50% less likely to develop addiction, and your withdrawal symptoms are halved.
					Withdrawal symptoms -50%		
Forced March	X	X			Stamina +100%	END 2	Simply doubles your stamina, allowing you to walk/run double the distance before you tire. Slightly affects your resistances as well.
					Radiation resistance +5%		
Good Doggy	X	X	X		Increased benefits from eating poke-blocks and pet food	END 1	Allows you to gain increased benefits from eating Poke-blocks and canned pet foods.
Gray Matters		X	X	X	Receive 25% less damage on head	END 8	Your head is more durable, allowing you to take 25% less damage when hit on your head.
Homebody I	X	X			HP regen +2 while at campfire or homebase	END 4	You feel right at home, allowing you increased regeneration while at campfire or homebase.
Homebody II	X	X			HP regen +4 while at campfire or homebase		You feel right at home, allowing you even better regeneration and can heal broken limbs faster.
					Crippled limbs heal 50% faster at campfire or homebase		
Hide of Scars	X	X			Ballistic damage resistance +15%	END 6	Your battle weary flesh has hardened against damage. Gain +15% resistance against all but fire, but also CHA -1.
					Energy resistance +15% (except fire)	Scarred	
					Explosive resistance +15%		
					Melee resistance +15%		
					CHA -1		
Hydro Fix I	X	X		X	Chems cause 50% less thirst	END 2	Chem usage causes 50% less thirst.
Hydro Fix II	X	X		X	Chems cause no thirst	Hydro Fix I	Chem usage no longer causes you thirst as side-effect
Irradiated Beauty		X	X		Sleeping reduces RADS by 100	END 8	When you sleep, you lose 100 rads and regenerate all your HP.
					Fully heals HP if irradiated more than 100		
Ironclad		X	X		Damage resistance +10 when not wearing power armor	END 6	Gain increased damage and energy resistance when not wearing power armor (5 ranks)
					Energy resistance +10 when not wearing power armor		
Iron Stomach	X	X		X	30% less chance to get disease through food.	END 1	Reduce disease chance by food. (3 ranks)
Kama Sutra Master	X	X			Speech rolls +2	END 5	With this newfound knowledge, you can now use sex as persuasion tool, as well resolving certain situations, gaining +2 speech checks when doing so. Opens new dialogue options.
					New dialogue options	AGI 5	
Lead Belly I		X	X		Take 30% less RADS when eating irradiated food and drink	END 5	Your stomach has acclimated to the irradiated wastes and thus you gain 30% less radiation when eating irradiated foods and drinks.
Lead Belly II		X	X		Take 60% less RADS when eating irradiated food and drink	END 5	Take 60% less radiation when eating irradiated food and drink.
						Lead Belly I	
Lead Belly III		X	X		Take no RADS when eating irradiated food and drink	END 5	Your stomach has increased resistance against radiation, allowing you to eat and drink irradiated foods without consequences.
						Lead Belly II	
Lifegiver I		X			END +2	END 3	Increases your general wellness. END +2.
Lifegiver II		X			Max HP +30	END 3	Increases your maximum health. +30 max HP.
						Lifegiver I	
Lifegiver III		X			Max HP +30	END 3	Increases your maximum health. +30 max HP.
						Lifegiver II	
Munchy Resistance	X	X	X	X	50% less hunger if you use chems	END 2	Using chems will make you less hungry.
Natural Resistance		X		X	Disease chance from environment -30%	END 1	You're 30% less likely to catch disease from environment with each rank (3 ranks)
Nocturnal Fortitude		X		X	Max HP +20 during night	END 1	During night, gain +20 max HP with each rank (2 ranks)
Old World Gourmet	X	X			Addiction resistance +25%	END 6	You've kept eating the Old World foodstuffs that still litter the wastes, making your body adapt to them. +25% addiction resistance, +50% snack food HP bonus, some alcohols restore HP now.
					Snack foods recover +50% more HP	OR Pre-war citizen	
					Some alcohols restore +5 HP		
Pathdinfer I	X	X			Faster travel between known locations	END 6	Allows you to map your traveled paths better, decreasing travel time between known locations.
Pathdinfer II	X	X			Vehicles move +25% faster between known locations	END 6	Vehicles move 25% faster between known locations.
						Pathfinder I	
Photosynthetic	X	X	X	X	HP regen +1 when in daylight.	END 9	You gain increased health regeneration during daytime, converting sunlight into health. Effect is doubled for grass-types. (2 ranks)
					HP regen +2 when in daylight (grass-type)		
Professional Drinker	X	X			No addiction risk to alcohol	END 8	You cannot get addicted to alcohol.
Psychotic		X			Psycho effects +100%	END 5	Your body has adapted to Psycho drug. You gain double the effects and withdrawal symptoms are halved, however you might suffer some mental side-effects from time to time.
					Psycho withdrawal effects -50%		
					Side-effect: Psychosis (5% chance daily)		
Rad Absorption		X	X		Radiation decreases over time by -1 per hour	END 7	Your body has learned to slowly purge radiation from your body on its own. The progress is slow, but steady, allowing you to save your precious Rad-Aways.
Rad Child		X	X		HP regen +1 when irradiated	END 6	Your body has learned to regenerate from radiation, however it does not lessen the radiation levels. You also wont regenerate when clean from radiation.
Rad Resistance		X			Radiation resistance +15%	END 5	Adds +15% to radiation resistance per rank. (3 ranks)
Rad Tolerance		X			No minor radiation sickness symptoms	END 7	You've gained tolerance to radiation, allowing you to not feel the effect of minor radiation sicknesses, but the advanced ones might hit you harder and you carry risk of mutation
					Advanced radiation sickness symptoms +100%		
					All mutation risks increase +5%		
Rejuvenated		X			Increased benefits from having full stomach and no thirst	END 2	You gain increased benefits from being well fed and hydrated. Which may be slightly difficult in the wasteland... (2 ranks)
Revenant	X	X	X		DMG +25% for next two rounds after being revived	END 6	When revived by ally, you gain increased damage bonus for next two rounds. (2 ranks)
Size Matters		X	X		Heavy weapon rolls +1	END 5	You've learned how to use big guns better in combat.
Slow Metabolizer	X	X		X	Food reduces hunger 25% more	END 1	Your body metabolizes food slower, making it more filling. Reduces hunger 25% with each rank (3 ranks)
Snakeater		X			Poison resistance +25%	END 3	You get 25% poison resistance by each rank. (2 ranks)

Solar Powered		X		X	STR +2 in sunlight	END 10	While in sunlight, you gain +2 to STR/END, as well small health regeneration and slow healing of radiation. (2 ranks)
					END +2 in sunlight		
					HP regen +1 in sunlight		
					RADS -1 per hour in sunlight		
Sun Kissed	X	X		X	RADS -1 per hour in sunlight	END 9	Similar to Solar Powered, but only heals radiation damage while in sunlight. (2 ranks)
Superior Defender		X			Damage +5% when standing stil and crouching	END 8	When standing still and crouching, gain +5 points bonus damage and +10 armor value.
					Armor +10 when standing still and crouching		
Survivalist	X	X			Survival rolls +2 against environmental dangers	END 6	Gives you +2 throw against dodging environmental dangers like rockfalls in random encounters.
						INT 6	
Tough Hide	X	X	X		Defense rolls +1 when wearing armor	END <8	Exposure to elements has hardened your skin considerably, giving you +1 defense rolls when wearing armor, as well +10% damage resistance
					Damage resistance +10%		
Toughness		X			Damage resistance +10%	END 5	Gives 10% damage resistance with each rank. (5 ranks)
Unbreakable		X			Take 50% less critical damage	END 8	Critical hits against you are only 50% effective.
Charisma							
Anti-Epidemic I	X	X	X		Use one cure disease medicine to cure both yourself and one party member	CHA 4	By splitting disease cures to smaller dosages, you can use one to cure both yourself and one of your party, but at 50% chance of it working.
					Split cure disease medicine only has 50% chance to work		
Anti-Epidemic II	X	X	X		Use one cure disease medicine to cure yourself and your whole team	CHA 2 Anti-Epidemic I	Same as above, but you've managed to split it for the whole team. It still has only 50% chance to work on each party member, though.
					Split medicine only has 50% chance to work on each one		
Attack Dog	X	X	X		Attack rolls +1 while enemy is stuck	CHA 4 Pokemon companion	Your faithful feral pokemon companion holds down the enemy while you finish them off. +1 to attack throw when they're stuck for one turn. Requires to have companion/wild pokemon(s) following you around.
Bargaining Power	X	X			Sell for 15% more caps if passing speech check	CHA 5	Allows you to get +15% on sales and -5% on purchases if passed speech check. (5 ranks)
					Buy for -5% less caps if passing speech check		
Black Salazzle	X	X	X	X	Speech rolls +1 against males	CHA 2	You're charming... and dangerous. Gain 10% more damage and +1 speech throw against males. (3 ranks)
					Damage +10% against males	Gender Female	
Bloodsucker		X			Drinking bloodpacks ease your thirst	CHA 1	You can use bloodpacks to ease your thirst now, and they no longer cause radiation damage. They also heal 50% more, but only when used properly. (3 ranks)
					Bloodpacks no longer irradiate		
					Bloodpacks heal 50% more HP		
Bluff Master	X	X		X	Speech rolls +1 when caught stealing	CHA 3	When caught stealing, gain +1 to speech for trying to talk your way out of it.
Body Snatcher		X	X		Disguise yourself as another Pokemorph	CHA 10	Become able to perfectly digsuise yourself using another Pokémorph's clothes.
Bodyguards	X	X			DMG resistance +6 per party member (up to 18)	CHA 5	It's better to venture out as team than alone! Each party member adds +6 to your energy and damage resistance, up to maximum 18. Each rank adds +2 to resistances and +6 to maximum. (4 ranks)
					Energy resistane +6 per party member (up to 18)		
Born Leader	X	X		X	Speech rolls +1 with allies and party members only	CHA 8	Allows you to have +1 speech checks with allies and party members. (3 ranks)
Brown Noser	X	X		X	Speech rolls +1 with your superior	CHA 5	Allows you to suck up to someone to get what you want. Be it by speaking or sucking... Most effective if you have superior or boss to report to.
					New dialogue options	INT 6	
Bulk Trader	X	X			Sell for +25% more if selling at least 5 items at once	CHA 1	Get better prices when you sell or buy in bulk of more than five items.
					Buy for -25% less if buying at least 5 items at once		
Cap Collector	X	X			Buy for -5% less if speech roll succeeds	CHA 3	5% cheaper prices when buying items. You've learned to haggle a bit to save few caps. (3 ranks)
					Sell for +5% more if speech roll succeeds		
Cherchez La Femme	X	X	X	X	Speech rolls +1 against females	CHA 3	You're charming... and dangerous. Gain 10% more damage and +1 speech against pokemoprhs of same gender. Female gender required. (3 ranks)
					Damage +10% against females	Gender Female	
Child at Heart		X		X	New dialog options	CHA 4	Increases your interaction with children, some adults and a robot, and opening new dialogue options.
Confirmed Bachelor	X	X	X	X	Speech rolls +1 against males	CHA 2	Pokemorphs of same gender seem to find you quite charming. Opens new dialogue options and allows you to do +10% more damage against males. (3 ranks)
					Damage +10% against males	Gender Male	
Cult of Personality		X			No speech roll debuffs	CHA 10	Pokémorphs will always view you favorably, regardless of your reputation or their alignment. No negative speech throws.
Detect Lies	X	X			Speech roll +1 against bluffs	CHA 5	Allows you to see through other Pokémorph's bluffs. Also adds +1 to gambling.
					Gambling rolls +1		
Devil's Tongue	X	X			Speech rolls +1 when you lie	CHA 1	Allows you to lie better to convince Pokémorphs. +1 to deception throws. Situation dependent. Can also be learne through succeeding special dialogue.
Divine Favor	X	X		X	SPECIAL with highest number +1	CHA 8	Some higher power has taken liking to you. Gain +1 to highest SPECIAL but you take twice longer to get any new perks.
					Perk rate -0.5		
E.M.T.	X	X			Allows you to restart fallen pokemorph's heart or bring them back from near death. (0 HP)	CHA 1	You've learned some basic EMT, allowing you restart fallen pokemorph's heart or bring them back from near death with your healing skills. Further ranks extend this ability to wild pokemon as well mutated ones. (3 ranks)
Ferocious Loyalty	X	X			Companion damage resistance +50 when HP below 50%	CHA 6	When your HP falls below 50%, your companions gain +50 damage resistance.
Field Surgeon	X	X			Stimpak heals 50% faster	CHA 3	Thanks to your medical skills, stimpaks and Radaways work much quicker out in the field.
					RadAways heal radiation 50% faster		
Guidance Counselor	X	X			Persuasion speech rolls +1	CHA 1	Allows better persuasion in specific situations. Can also be learned by succeeding in special dialogue.
Happy Camper	X	X			Hunger grows 40% slower while camping alone or with team	CHA 1	Having nice campfire going on or bunch of pokemorphs to camp with eases your hunger quite a bit. (2 ranks)
Hard Bargain	X	X			Buying rolls +1	CHA 1	Increases your chances with buying and selling prices at vendors. (3 ranks)
					Selling rolls +1		
Haute Cuisine	X	X			Food and drinks restore +20% more hunger and thirst	CHA 2	And who says table manners aren't useful in real world? Your ability to make the most out of every meal makes all food and water items restore 20% more. (2 ranks)
Impartial Meditation	X	X			Speech rolls +3 for 1d6 hours if meditated.	CHA 5	You've learned to meditate to bring your mind more into balance and peace, allowing you to more calmly converse with others. +3 to speech rolls for 1d6 hours as long as you've meditated at least one hour uninterrupted beforehand.
Injector	X	X	X	X	Party member PP regen +6/s for 10 seconds	CHA 4	You're able to inject your PP into your party members by touch, allowing them brief but quick regeneration of their PP (2 ranks)
Inspirational	X	X			Companion damage +10%	CHA 8	Your companions are inspired by your example and do more damage in combat and you gain increased exp while in team.
					EXP rate +5%		
Intimidation	X	X			Intimidation rolls +1	CHA 10	Adds +1 to your intimidation throws. (3 ranks)
Junk Merchant	X	X			Junk item value +200% if value below 5 caps	CHA 10	All junk items with value below 5 caps become 3x more valuable. Second rank increases this to 5x. (2 ranks)
Karma Beacon		X			Speech rolls affected by your actions +100%	CHA 6	Any action you do seems to have double the effect in pokemorphs around you, be it positive or negative.
Karmic Rebalance		X			No negative effects in opposing groups or factions	CHA 9	Sets you as neutral between different factions and groups, allowing you to converse them without them shooting at you, even if you joined their enemies.
Lady Killer	X	X	X	X	Speech rolls +1 against females	CHA 2	You're charming... and dangerous. Gain 10% more damage and +1 speech throw against females. (3 ranks)
					Damage +10% against females	Gender Male	
Local Leader I	X	X			Speech rolls +1 with pokemorphs from your settlement	CHA 8	You've become leader of a local settlement either by choosing to lead or be chosen by the Pokémorphs there, making them your responsibility. However, on positive side, you get cheaper items from their trading posts and +1 speech check when talking to settlers from there.
					Buy for -10% less in shops of your settlement	Leader of local settlement or outpost	
					Sell for +10% more in shops of your settlement		
Local Leader II	X	X			Establish your own trade or workshop to earn constant caps (1d10 for each day between visits)	CHA 8 Local Leader I	You've settled down bit more or less, establishing your own workshop or trading post in the settlment you lead, allowing you earn some caps from it even when you're away.
Lone Wanderer I	X	X		X	Take -15% less damage	CHA 3	You've learned to travel alone. Without companion, you take 15% less damage and can carry 50 points more.
					Carry capacity +50		
Lone Wanderer II	X	X			Take -15% less damage	CHA 3	You've survived this far alone... without companion, you take 30% less damage and can carry up to 100 points more.
					Carry capacity +50	Lone Wanderer I	
Lone Wanderer III	X	X			Damage +25% more	CHA 3 Lone Wanderer II	You've survived alone even further. On top of all above, you can now even do more damage when traveling wihtout companion
Lone Wanderer IV	X	X			Max PP +25	CHA 3 Lone Wanderer III	All that adventuring alone has made you top survival without companion. Your PP pool has increased to accomodate your skills.
Magnetic Personality		X			CHA +1 for each pokemorph following you (up to 5)	CHA <10	Each Pokémorph following you gives you boost of +1 CHA, up to maximum of 5 points.
Master Trader	X	X			Speech rolls +1 when trading	CHA 7	Adds +1 to speech checks while trading, and critical hit gives 25% discount on items.
					Speech critical gives 25% discount on items		
Negotiator	X	X			Speech rolls +1	CHA 5	You're very skilled negotiator. +1 speech throws with speech and trade.
Overly Generous	X	X	X		Chance to inflict 25 RADS on emeny by melee attack	CHA 5	While irradiated, you have chance to inflict radiation on your enemies with melee attacks. Higher the rads, higher the chance. (2 ranks)
Party Girl/Boy I	X	X		X	Cannot become addicted to alcohol	CHA 3	You no longer can become addicted to alcohol. Further ranks double the positive effects of alcohol, and increase LCK by 3 when under alcohol effect. (3 ranks)
Party Girl/Boy II	X	X			Alcohol positive effects +100%	CHA 3	

Party Girl/Boy II						Party Girl/Boy I	
Party Girl/Boy III	X	X			LCK +3 when drunk	CHA 3	
						Party Girl/Boy II	
Philanthrophist	X	X		X	Decreases hunger and thirst 15% more from you and party	CHA 4	You've really learned to cook. The food you make decreases hunger and thirst by 15% more each rank from you and your party members. (3 ranks)
Pokemon Friend I	X	X	X	X	Wild Pokemon are no longer hostile	CHA 5	Wild Pokemon no longer attack you in sight. You also have 25% chance of taming one, however critical fail has chance of triggering Pokemon Love right then and there.
					Chance to tame wild pokemon +25%		
					Critical fail will trigger Pokemon Love (1d20=1)		
Pokemon Friend II	X	X	X		Chance to tame wild Pokemon +25%	CHA 6	With the wild Pokemon being non-hostile, you've improved your taming skills, having 50% chance of turning wild one into tamed. There is still however, 50% chance of them ending "taming" you. Recently tamed pokemon have chance to appear in battle to aid you.
					Critical fail will trigger Pokemon Love (1d20=1)	Pokemon Friend I	
					Tamed Pokemon appear in battle to help you +25%		
Pokemon Friend III	X	X	X		Chance to tame wild Pokemon +25%	CHA 6	With your increased knowledge, you've figured out how to tame wild Pokemon at 75% chance, thus lessening the failure rate. It's still there, though... Also, recently tamed and nearby wild Pokemon will appear in battle to aid you.
					Critical fail will trigger Pokemon Love (1d20=1)	Pokemon Friend II	
					Tamed and wild Pokemon will appear in battle to help you		
Presence		X		X	Speech rolls +1 when you speak with that person first time	CHA 6	Improves initial reaction of meeting another person. +1 to speech check each rank but only when you speak with them first time.
Purfying Hands	X	X		X	Purify radiation from other pokemorph's body with your PP	CHA 6	You've learned how to push radiation out of other pokemorph's body, using your PP, and purifying them completely, but it consumes all your PP
Quack Surgeon	X	X			Revive fainted pokemorph with alcohol	CHA 4	You're able to revive others with alcohol... somehow.
Sadist	X	X		X	Damage +2 points from each kill during battle	CHA 8	Gain +2 points of damage and heal +5 HP every time you kill something. Resets after battle ends. (5 ranks)
					Heal +5 HP from each kill during battle		
Salesman	X	X			Speech rolls +1 when selling items	CHA 1	Gives you +1 in trading when selling items only.
Scoundrel	X	X		X	Speech rolls +1	CHA 4	You can use your charm to influence people. Each rank adds +1 to speech checks in dialogue and barter, however failing to charm them will add -(rank) throw in all speech and trade with that person instead. It will be removed once enough time has passed (days=1d24). (3 ranks)
					Speech check failure results in -1 speech roll debuff to that person you talked with for 1d24 days		
Sex Appeal	X	X		X	Speech rolls +1 against opposite gender	CHA 5	Opposite gender is more attracted towards you, while those of same gender become more hostile towards you. +1 speech throw against opposite gender, -1 against same. May have unexpected effects when combined with other perks like Cherchez La Femme or if you are hermaphrodite or other gender
					Speech rolls -1 against same gender		
Speaker	X	X			Speech rolls +1 if speaking to more than one person	CHA 3	Gives +1 to speech check when speaking to more than one person.
Spiritual Healer	X		X	X	Revive fallen teammate using your PP	CHA 7	You're able to use your PP to revive party member, but it will consume full PP bar worth. Rank 2 consumes only half, and rank 3 consumers about third.
Squad Maneuvers	X	X			Move 10% faster outside combat	CHA 8	You've learned to coordinate better with alliens and teammates, moving faster through the terrain and having better combat chances. (2 ranks)
					Attack rolls +1 while in combat with team or ally		
Strange in Numbers	X	X	X	X	Mutation positive effects +25% if someone else is mutated too	CHA 8	If your party members are mutated as well, everyone gains 25% increase in mutation's positive effects.
Suppressor	X	X			Enemy DMG -10% for one turn	CHA 8	You've learned to suppress your enemies, reducing their damage towards you and your party. (3 ranks)
Team Medic	X	X			Heal teammates with single stimpak at 50% strength	CHA 4	When healing multiple teammates, you're able to use single stimpak on them all, at 50% strength. Rank 2 raises it to 75% and rank 3 to 100% (3 ranks)
Team Player	X	X			Combat rolls +1 when near party members	CHA 4	Gives +1 to all combat throws when near party members.
Tenderizer	X	X			Enemy you attacked receives 5% more damage for 1 turn	CHA 9	After attacking your target, they receive 5% more damage from anything for next turn. Each rank increases it by 5% and add 1 turn more to it. (3 ranks)
Trap	X	X		X	Speech rolls +1 with males/females (depending of your displayed gender)	CHA 2	While you were either born or mutated as Cuntboy or Shemale, you've learned to hide your true "nature" well enough to put out convincing act of fully female or male pokemorph, until the skirt is lifted or pants come off.
						Gender Cuntboy or Shemale	
					Damage +5% against both genders		
Wasteland Whisperer	X	X	X	X	Chance to tame wild Pokemon 100%	CHA 9	You've finally learned the knowledge how to fully tame every wild Pokemon in the wastelands at 100% chance. This also opens other ways of taming, however at risk.
					Chance to tame mutated wild Pokemon +100%		
					Choice to use sex to tame wild Pokemon	Pokemon Friend III/Pokemon Lover III	
Way of the Berry	X	X	X	X	STR +1 from eating berries	CHA 6	You gain benefits from eating Berries. Temporary +1 STR whenever you eat one. (chances are could be gained from anything berry-tasting too)
Intelligence							
Advanced Research	X	X			Science rolls +1	INT 7	You've chosen to spend more time in researching scientific things and energy weapons, gaining +1 anything science-related as well when using energy weapons, however you gain -1 in throws when using other weapons.
					Attack rolls +1 with energy weapons		
					Attack rolls -1 with other weapons		
Batteries Included	X	X	X		Energy weapon batteries last 30% longer	INT 3	You've figured out how to tinker with the energy weapons a little, allowing the batteries to last 30% longer. (3 ranks)
Certified Tech	X	X			Critical hit chance +1 against robots	INT 4	Your knowledge of robotic components allow you to break them more easily and salvage more from their remains. +1 chance to score critical hit against robots, and find more parts on their bodies. (85% chance to find fission battery, 2x scrap metals, 2x sensor modules, 3x scrap electronics)
					Increased loot on robots		
Chemist	X	X			Chem effect duration +100%	INT 7	You've learned how to craft basic chems, doubling their effective duration. Each rank unlocking more complex recipes. (3 ranks)
					Chem recipes		
Comprehension	X	X			50% chance for +100% exp when reading book	INT 6	You pay attention to small details. 50% chance of receiving extra exp when reading a book.
Computer Whiz	X	X			Hacking attempts +1	INT 7	You get additional roll at hacking computers. (3 ranks)
Contractor	X	X			Crafting items cost 25% less materials	INT 2	Crafting workshop items now cost 25% less materials per rank. (2 ranks)
Crazy Bomber	X	X			Explosive critical fails do not explode	INT 6	When explosive throw fails, instead of exploding, it is defused or reset. No more singed eyebrows!
Cyborg	X	X			Damage resistance +10% against ballistic weapons	INT 6	You've learned somehow how to modify your body with cybernetics, granting you a 10% damage resistance against normal, poison and radiation, as well +1 throw when using energy weapons. However, some of these modifications do require high-quality, rare parts...
					Poison reistance +10%		
					Radiation resistance +10%		
					Attack rolls +1 when using energy weapons		
Daddy's Girl	X	X	X	X	Three skills you're devoted gain +1 in skill rolls	INT 4	Just like your parent, you devoted your time to similar pursuits of his chosen profession. +1 throw to your chosen fields.
Educated	X	X			Exp +100% when reading a book	INT 4	With basic education, you're able to better understand the materials and learn more. +1 extra skill points from reading books each rank. (3 ranks)
Energy Charge	X	X			Energy weapon damage +50%	INT 2	Allows you to overcharge energy weapon with your electricity, making them more destructive than normal. Might wear the weapon down faster as well.
					Energy weapon wear +25%	Electric type	
Entomologist	X	X			Damage +50% against Bug-types	INT 4	50% more damage against bug Pokémon. You've learned where to hit them best to bypass that usually hard skin.
Expert Hacker	X	X			Hacking rolls +1	INT 6	You've learned to hack better. +1 to hacking rolls and extra try before it locks out.
					Additional hacking attempt without terminal locking up		
First Aid	X	X			Heals (30+PER+INT)% more when using first aid skill	INT 2	General healing skill. Allows to easily heal small cuts, abrasions and other minor ills. Heals 30%+(PER+INT) (3 ranks)
					Stimpaks allow healing +15% more	PER 2	
Fix It Good	X	X		X	Repair power armor to 130% condition	INT 5	You've figured out how to repair those power armor pieces better than they originally were! 130% durabillity with first rank, 160% with second and 200% with third. (3 ranks)
Future Woman		X			Critical chance +1 with energy weapons	INT 5	Increases critical chance by +1 with energy weapons. (5 ranks)
Gun Nut	X	X		X	Non-heavy weapon rolls +1	INT 4	You've become obsessed with using and maintaining wide variety of firearms. You can also craft more complex mods with each rank. +1 to small weapons in combat and weapon repair throws. (4 ranks)
					Weapon repair rolls +1	AGI 4	
					Ballistic weapons and mod recipes		
Gunsmith	X	X			Weapon durability +10%	INT 5	You've learned to maintain your guns better. They last 10% longer and you can craft some of them by hand with each rank once you find the relevant plans or break down enough of them to figure it out. (5 ranks)
					Weapon recipes through disassembly		
Hacker	X	X		X	Hacking rolls +1	INT 4	Gives +1 to throws in computer hacking.
In Shining Armor	X	X			Damage tolerance against energy weapons +5 if wearing metal armor, +2 if wearing reflective eyewear (stacks)	INT 1	You've learned to shine your armor into gleaming shininess, causing some energy weapon attacks to be reflected away. Only works with any metal armor. Additional +2 points added when also wearing reflective eyewear.
Inventor	X	X		X	Crafting rolls +1	INT 1	You have slight inventor moments, giving you +1 while crafting stuff, and if you roll 20, have chance to build something randomly new or even legendary item.
					If rolling 20, 50% for legendary quality		
Jury Rigging	X	X		X	Repair rolls +1	INT 1	You've learned how to repair one item from another that is similar, but not same, giving more options in repairing. +1 throws when repairing anything.
Laser Commander	X	X			Damage +15% when using laser weapons	INT 4	Your laser weapons do 15% more damage, and have 10% more critical damage. Get +1 combat throw when using them.
					Critical damage +10% when using laser weapons		
					Combat rolls +1 when using laser weapons		
Lessons Learned	X	X			Exp gain +1% per level	INT 6	Wasteland has taught you some harsh lessons, but you've learned them all, giving you 1% exp increase in everything per level earned.
Licensed Plumber	X	X			Homemade weapons wear down 20% slower	INT 3	You've learned to better maintenance home-made weapons, slowing their wear rate by 20%, and use less components to repair. (3 ranks)
					Homemade weapons require less parts to repair		
Makeshift Warrior	X	X			Melee weapons wear down 10% slower	INT 1	You've learned to craft your own melee weapons, and maintain the ones you find better. They wear down 10% slower. (5 ranks)
					Custom melee weapon recipes		
Mad Scientist	X	X		X	Combine two items at 25% chance	INt 5	Instead of learning, you decide to experiment by combining various items together for new effects and uses. Unpredictable results quaranteed. Roll 1d100. 25% chance to succeed. Failure destroys both items.
					Failure destroys both items		
Master Hacker	X	X			Hacking rolls +1	INT 8	You've learned the art of hacking, allowing you to crack those firewalls much easier. Gives you additional chance at hacking without terminal locking up.
					Additional hacking attempt without terminal locking up		

Master of Sciences	X	X			Science recipes (all)	INT 10	Unlocks every advanced scientific recipes.
Math Wrath	X	X			PP use -10%	INT 5	You were able to optimized your Poke-boy, allowing you to reduce technique PP use by 10%
						Poke-boy/Pokepad	
Medic	X	X			Heal 20% more HP	INT 2	Medical training allows you to use those Potions and Rad-Aways more efficiently. Heal 20% more and remove 20% more radiation with each rank. (4 ranks)
					Remove 20% more RADS		
Mental Block	X	X	X	X	Psychic resistance 25% (taught by psychic-type)	INT 8	Immunity to psychic attacks. Can be taught (25% psychic resist, ignore INT), learned (50% psychic resist) or caused by mutation (75% psychic resist)
					Psychic resistance 50% (learned through experience)	when taught, no INT requirement	
Mankey Wrench	X	X			Unarmed/Melee DMG +30% against robots	Robotics Expert	You're familiar enough with robots that taking them apart is a snap - doubly so if you don't care about putting them back together again. You deal 30% more damage against robots when using unarmed or melee weapons.
Ms. Fixit	X	X			Repair throws +1	INT 2	Repair skill throw +1 each rank. (3 ranks)
Nuclear Phycisist	X	X			New recipes	INT 9	You've learned finally to split the atom, and now understand things like nuclear reactors and fusion cores more in-depth. As well know how to dismantle and build those undetonated nukes more easily...
Pharmacist	X	X			Chem effects +1	INT 5	You have talent for creating medical supplies and improving chem effects. +1 to chem effects. Each rank unlocks new healing item recipes and adds +5 more points healed by more common healing items. (3 ranks)
					Heal +5 HP more with basic supplies		
Plasma Spaz	X	X			Attack rolls +1 with plasma weapons	INT 7	Using plasma weapons grant you +1 attack roll.
Portable Power	X	X			Power armor parts & chassis weight -25%	INT 10	You've learned to make power armor pieces and chassis more lightweight without compromising integrity. -25% power armor part weight. (3 ranks)
Power Patcher	X	X			Power armor lasts 20% longe and is cheaper to repair	INT 9	Your power armor lasts 20% longer and takes less parts to repair. (3 ranks)
Power Smith I	X	X			Unlock power armor crafting - still needs plans though	INT 8	You now know how to craft those advanced power armor pieces. (3 ranks)
Power Smith II	X	X			Power armor parts require 20% less components	Power Smith I	Crafting power armor components require less components.
Power Smith III	X	X			Power armor parts are 20% more durable	Power Smith II	When crafting power armor parts, you've learned to make them more durable.
Power User	X	X			Fusion cores last 30% longer	INT 10	With careful optimization, fusion cores now last 30% longer. (rank 2 +60%, rank 3 +100%)
Retention		X		X	Skill book related skills +1 for 1d24 hours		Reading skill books allows you to remember some details three times longer, giving +1 skill throw to that specific area temporarily.
Road Warrior	X	X			No penalty while wielding 1H weapon and driving same time	INT 6	You've learned to shoot and drive same time, receiving no penalty when using one-handed weapons while driving.
Robotics Expert	X	X	X	X	Damage +25% against robots	INT 8	Allows you to do additional 25% against robots. Also, sneaking up on robot allows you to quietly and quickly shut them down or initiate self-destruct.
S.A.N.S.	X	X			Opens faster routes to locations	INT 1	You've managed to access the old satellite map connection, showing you direct, fastest route to your destination. Though, the maps may be 200 years out of date and lead you to unexpected places sometimes.
					Find unexpected places along the route (1d20, critical success)		
					Find unexpected places along the route (1d20, critical fail)		
Science!	X	X			Science rolls +1	INT 6	Get +1 in throws about anything scientific. Unlock complex item recipes each rank. (3 ranks)
Science Expert I	X	X			Unlock energy weapons and mods.	INT 7	You've figured out how to build all those neat energy weapons now.
Science Expert II	X	X			Able to build everything science-y with less components	Science Expert I	You've learned how to use less components to build all those gadgets.
Science Master I	X	X			Unlock advanced energy weapons and mods	INT 8	You've learned how to build advanced energy weapons now.
Science Master II	X	X			Built energy weapons have more durability	Science Master I	All energy weapons you build have more durability.
Scrapper	X	X			More items from scrapping	INT 5	Get more parts from scrapping out guns, armors, and junk with each rank. (3 ranks)
Smooth Talker		X			INT +1 but only for dialogue	INT 4	You get +1 INT but only for any dialogue purposes. (3 ranks)
Stabilized	X	X			Attack rolls +1 while wearing power armor	INT 7	While using power armor, your guns are more accurate and ignore 15% enemy armor. (3 ranks)
					Attacks ignore 15% enemy armor while wearing power armor		
Swift Learner	X	X		X	EXP +15% from hard practice and practical experiences	INT 4	You learn quickly from practical experience. 15% chance of learning additional skill point from hard practice and experience each rank. (3 ranks)
Tech Wizard	X	X			PER -1	INT 5	You've spent so much time hunched over a bench learning tech stuff, that it has affected your eyesight. PER -1, but +2 bonus to hacking, repair and lockpick.
					Hacking, Repair, Lockpicking rolls +1		
Voracious Reader	X	X			Turn damaged books into readable books. 10% chance for random skillbook (1d10=10)	INT 7	You've learned how to piece together damaged books into single readable book, allowing you to lear whatever their content might be. 1d10 damaged books into random skillbook.
Warmonger	X	X			Custom weapon recipes	INT 7	Can build custom weapons without having to find or discover their schematics.
Agility							
Action Girl	X	X		X	Max PP +10	AGI 5	Your constant usage of Skill attacks has caused your PP pool to increase by 10 points. (3 ranks)
Ammosmith	X	X			Craft 40% more ammunition with same materials.	AGI 4	You've crafted so much ammo that you can now craft more without wasting materials. (2 ranks)
Artful Dodger	X	X			Dodge rolls +2	AGI 6	You're quite used to using your natural agility to avoid attacks. +2 to dodging enemy attacks.
Banzai!	X	X				AGI 5	Sprint towards your enemy, and slip explosive device or grenade into their pocket or armor before running away.
						Requires any explosive to use	
Blitz	X	X			Attacks at point blank range never miss	AGI 9	Allows you to move quickly to point blank range to launch devastating attack either by melee or point blank shot. Never misses. Most effective against lone enemy, as it tend to leave you open for attack.
Bonus HtH attacks	X	X			Do additional attack when using unarmed	AGI 6	You've learned to be more efficient with your hand-to-hand attacks, allowing you to slip in extra hit.
Bonus Move	X	X			Extra +1 for any combat roll, but only for one each turn.	AGI 5	You've learned to move faster in combat, be it attacking first, dodging, attacking or shooting, but you can only do it with one thing at each turn. Each rank increases this by one. (3 ranks)
Bonus Ranged damage	X	X			DMG +15% when using ranged weapons	AGI 6	Ranged weapons get +15% more damage. (2 ranks)
						LCK 6	
Bonus Rate of Fire	X	X			Do additional attack when using ranged weapons	PER 6	You can shoot faster. +1 extra attack roll when using ranged weapons.
						INT 6	
						AGI 7	
Born Survivor	X	X	X		Automatically use stimpak when HP below 20%	AGI 3	You've become so used to wasteland combat, that you use stimpak without noticing when your health falls too low. Each rank increases threshold by 10%. (3 ranks)
Cat-Like	X	X	X	X	Melee attack rolls +1	AGI 5	With each rank, you have +1 to melee and dodge. (5 ranks)
					Dodge rolls +1 against melee		
Commando	X	X			2H automatic weapon SATS accuracy +25%	AGI 2	Two-handed automatic weapons accuracy in SATS is increased by 25% and you get +1 combat throw when using them.
					2H automatic weapon rolls +1		
Cover Operative	X	X			Ranged silenced sneak attack does +115% DMG	AGI 5	Your ranged sneak attacks now do 2.15x more damage, and 2.3x/2.6x with next ranks (3 ranks)
Dead Man Sprinting		X			Movement speed +1 when your HP is below 40%	AGI 2	When your health drops below 40%, you become faster and gain increased PP regeneration. (2 ranks)
					PP regen +1 when your HP is below 40%		
Dodger	X	X			Dodge rolls +1	AGI 4	You're better able to dodge incoming fire. +1 to dodging rolls. (2 ranks)
Dodgy	X	X			Spend 30PP for 10% DMG reduction	AGI 8	Spend 30 PP to avoid 10% of incoming damage. Additional 10% decrease with each rank. (3 ranks)
Enforcer	X	X			5% chance to stagger when using shotguns	AGI 6	Your shotguns have 5% chance to stagger and 10% chance to cripple a limb. Chances are increased each rank. (3 ranks)
					10% chance to cripple limbs when using shotguns		
Escape Artist	X	X			Hide from enemies when they lose their LOS on you	AGI 6	You can now instantly hide from your enemies when they lose their line of sight on you, and run-sneak away from encounters. Does not otherwise enchance sneaking rolls.
					Run-sneak away from encounters and enemies		
Evasive		X			Every AGI point adds +1 to damage resistance	AGI 2	Each AGI point adds +1 to damage and energy resistance.
					Every AGI point adds +1 to energy resistance		
Expert Guerilla	X	X			Automatic pistols +10% DMG	AGI 4	Your automatic pistols do +10% more damage, and +5% each rank. (3 ranks)
Expert Gunslinger	X	X			Non-automatic pistols +10% DMG	AGI 2	Your non-automatic pistols do +10% more damage, and +5% each rank (3 ranks)
Fast Shot	X	X			Do additional attack when using ranged weapons	AGI 1	You can shoot faster, but at cost of some accuracy. +1 extra attack roll when using ranged weapons, but suffer -1 combat throw when not using SATS.
					Attack rolls -1		
Feline Acrobatics	X	X		X	Fall damage -25%	AGI 6	You somehow twist your body during a fall to land on your feet in such a way that people may think you may be part feline. The impact force is absorbed and dispered more effectively, reducing the severity of the injuries you may sustain from falls. But you can still die if you fall from high enough.
Flexible	X	X	X	X	Defense rolls against melee +1	AGI 5	You've learned to change position 50% faster when coming under attack, giving you +1 to defense from surprise attacks. Mutation: Your body has become much more flexible, giving you +1 to defense from surprise attacks, but also allowing more fun positions in bedroom...
					Defense rolls against sneak attacks +1		
Get the Lead Out!	X	X			Dodge rolls +1	AGI 7	You'd think people be slower and more nervous while fighting for their life. Not you! You move 15% faster when in combat. (2 ranks)
Goat Legs	X	X	X		Take 40% less falling DMG	AGI 6	You've learned the art of climbing and falling, allowing you to take 40% less falling damage. (2 ranks)
Guerilla	X	X			Automatic pistols +10% DMG	AGI 2	Your automatic pistols do +10% more damage, and +5% with each rank (3 ranks)
Gun Fu	X	X			SATS DMG +25%	AGI 10	You've learned the ancient art of Gun Fu! Do 25% more damage in SATS, each hit, from second hit onwards, and if you're aiming several targets in a row.
Gun Runner	X	X			Movement speed rolls +1 with pistol equipped	AGI 1	You've learned to move fast while having pistol equipped. (2 ranks)
Gunner	X	X			Ranged attack rolls +1 when firing from moving vehicle	AGI 6	You're expert shot from a moving vehicle. +1 chance to hit when firing from moving vehicle.
Gunslinger	X	X			1H non-automatic weapon SATS accuracy +25%	AGI 1	Non-automatic, one-handed weapons accuracy in SATS is now increased by 25%, and you get +1 in combat throw when using them.
					1H non-automatic weapon rolls +1		
Hidden Pockets	X	X	X	X	Carry capacity +5	AGI 5(+1 per rank)	You can carry extra thing or two by hiding them into hidden pockets in your clothing - or your body, if you have such bodypart for it, although it requires slightly nimble fingers to get out of. Additionally, items stored in these pockets cannot be stolen, unless the cloth or armor piece itself is taken. Each rank increases number of pockets, but also increases AGI requirement by 1.
					Items stored in hidden pockets cannot be stolen		
Hit the Deck	X	X			Explosive damage resistance +25	AGI 6	You've learned how to properly take cover after throwing out grenades, giving you +25 damage resistance against explosives.
Home Defense I	X	X			Able to disable and build traps (plans required)	AGI 4	You've learned how to build and disable various traps, and build some basic turrets to defend your turf.
					Able to build turrets (plans required)		
Home Defense II	X	X			Able to build advanced turrets (plans required)	Home Defense I	You've learned how to build advanced turrets.
Home Defense III	X	X			Able to build super-advanced turrets (plans required)	Home Defense II	You've learned how to build the most awesome turrets.

	HtH Evade	X	X		Dodge rolls +1 against unarmed	AGI 1	Gives you +1 throw evasion against melee combat. (3 ranks)
	Light Step	X	X		Cannot accidentally set off floor-based traps or mines	AGI 5	Never set off any mines or floor-based traps anymore.
					Sneak rolls +1	LCK 5	
	Light Touch	X	X		Critical chance +1 when wearing light or no armor	AGI 6	While wearing light armor or no armor at all, you gain +1 to critical chance, and your enemies have -25% to their critical chances.
					Enemy critical chance -1 when wearing light or no armor		
	Marathoner	X	X		Use 20% less stamina when running	AGI 3	You've slowly become able to run longer and longer distances without using as much stamina. Use 20% less stamina when running. (3 ranks)
	Master Guerilla	X	X		1H automatic pistols do +10% DMG	AGI 8	You've learned how to get best out of automatic pistols, giving you +10% damage with them. Each ranks increases this +5% more. (3 ranks)
	Master Gunslinger	X	X		1H non-automatic pistols do +10% DMG	AGI 4	You've learned how to get best out of non-automatic pistols, giving you +10% damage with them. Each rank increases this by 5%. (3 ranks)
	Mister Sandman	X	X		DMG +25% on silenced weapons	AGI 4	Increases your silenced weapon damage 25%. Sneaking upon someone allows you to perform quick, silent death on target.
					Successful silent sneak attack insta-kills enemy		
	Modern Renegade	X	X		Pistol hipfire attack rolls +1	AGI 2	You can fire pistols better at hip fire, and have increased chance of crippling enemy's limbs, 1% each rank. (3 ranks)
					Chance to cripple limb +2%		
	Moving Target	X	X		Damage reistance +25 when moving	AGI 6	When you're moving, get +25 damage/energy resist.
					Energy resistance +25 when moving		
	Nerves of Steel	X	X	X	PP regen rate +1	AGI 7	Increases your PP regeneration by 1.
	Ninja	X	X		Sneak critical DMG +25%	AGI 7	Sneak attack criticals do 25% more damage each rank. (3 ranks)
	Packin' Light	X	X		Pistol weight -25%	AGI 1	Your pistols seem to weight 25% less somehow. (3 ranks)
	Personal Space	X	X		Critical chance +1 when using ranged weapons and enemy is near you (does not apply to sneaking)	AGI 4	Nothing like round of buckshot to teach people that you like your space. While using ranged weapons, you have a chance of scoring critical hit aginst enemies that are spitting distance from you. This bonus does not apply to sneak attacks.
	Quick Draw	X	X		First attack rolls +1 but only for first round	AGI 5	Allows you to draw your weapon 50% quicker, giving you 25% chance to shoot first.
	Quick Pockets	X	X		Faster item access during combat	AGI 5	Allows you to access your pockets quicker, resulting in faster item use during battle by 25% each rank. (3 ranks)
	Quick Recovery	X	X		Knockdown recovery rolls +2	AGI 5	Allows you to recover quicker from being knocked down. +2 throw on recovering from knockdown.
	Rapid Reload	X	X		Faster reloading during combat	AGI 5	Reload weapons 25% faster with each rank. (3 ranks)
	Run 'n Gun	X	X		1H weapon attack rolls +1 while moving	AGI 1	Gives you more accurate shots while running and using one-handed weapons.
	Run Away!	X	X		Rolls +1 when running away from enemies	AGI 1	Allows you better chances to run away from enemies. (3 ranks)
	Secret Agent	X	X		Stealth-boy time +100%	AGI 10	Stealt-boys last 100% longer.
	Silent Death	X	X		Sneak attack DMG +100%	AGI 10	When sneaking, any melee attacks on unaware enemies deal double damage.
	Sneak I	X	X		Sneak rolls +1	AGI 3	You are harder to detect while sneaking.
	Sneak II	X	X		Sneak rolls +1	AGI 4	Increased ability to sneak
						Sneak I	
	Sneak III	X	X		Sneak rolls +1	AGI 5	Increased ability to sneak, and can no longer set off floor-based traps.
					Cannot accidentally set off floor-based traps or mines	Sneak II	
	Sneak IV	X	X		Sneak rolls +1	AGI 6	Further increased ability to sneak, and can now run silently.
					Can run while sneaking	Sneak III	
	Sneak V	X	X		Sneak rolls +1	AGI 7	Even further increased ability to sneak, and you can now instantly hide anywhere from enemy who has lost their line of sight on you.
					Instantly hide from enemy without LOS on you	Sneak IV	
	Stat!	X	X		Defense rolls +1 while healing	AGI 6	You've learned how to do quick first aid in the middle of combat and suffer 1 point less combat debuff when healing for each rank. (2 ranks)
	Stunt Man	X	X		Fall DMG -25%	STR 6	You've learned to bounce! Receive 25% less damage from falling or being blown over by explosives.
					Explosive DMG -25%	END 6	
						AGI 6	
	Travel Light	X	X		Fast travel +10%	AGI 1	You've learned to travel in light armor, giving you slight movement boost.
	Tunnel Rat	X	X		Move at walking speeds while prone	AGI 6	You're able to move at walking speeds while prone.
	Tunnel Runner	X	X		Sneak rolls +1 when wearing light armor or no armor	AGI 8	Tight places have taught you to sneak by faster and quieter by +25%.when wearing light armor or no armor at all.
					Able to fit through tight spots when wearing light or no armor		
Luck							
	And Stay Back	X	X		Chance to knock back enemy when using shotguns (roll 10 with 1d10)	LCK 1	10% chance to knock enemy back a distance with shotguns.
	Ayyyyyy!	X	X		Force lock attempts +1	LCK 5	If you fail to pick a lock and it jams, you can choose to punch or kick it. Successful punch breaks the lock, while failure will alert enemies nearby towards your location.
					Failure will alert nearby enemies to your location		
	Bend the Rules		X		Choose any non-mutated perk during next level-up	LCK 6	Take this, and next time you get to choose perk, you can pick any non-mutated one.
	Better Criticals	X	X		Critical DMG +20%	LCK 6	Modifications to your SATS allows you to dish out 20% more critical damage per rank. (3 ranks)
	Black Meowth	X	X	X	Enemy LCK -1	LCK 1	Somehow, your presence causes your enemy to have bad luck in general. However, this also affects your allies and teammates as well.
					Enemy critical fail chances +1		
					Ally and party member critical fail chances +1		
					Ally and party member LCK -1		
	Bloody Mess		X		DMG +5%	LCK 3	You cause 5% more damage to enemies, and they have chance to explore into gory mess. (25%)
					Enemies have chance to explode into gory mess (25%)		
	Break the Rules		X		Choose any perk during next level-up (even mutated one)	LCK 6	Take this, and next time you get to choose perk, you can pick any one of them, even mutated ones.
	Can Do!		X		When looting, has additional search chance to find food.	LCK 3	You have chance to find extra canned food while looting. Each rank adds 20% more chance. (3 ranks)
	Cap Farmer		X		Chance to find additional caps when looting containers	LCK 1	If a container, corpse, or pickpocketing attempt rewards caps, you will find another 5 caps just a bit deeper.
	Class Freak		X		Mutation negative effects reduced by 25%	LCK 7	Reduces the negative effects of your mutation by 25% each rank. (3 ranks)
	Critical Banker		X		Bonus critical strike upon critical hit	LCK 7	Your luck allows you to hit another critical quickly right into that same spot once you find it. Extra critical attack every time you hit critical per rank (3 ranks)
	Critical Savvy		X		After critical hit, 15% chance to hit same critical next round	LCK 9	After hitting enemy critically, you have 15% chance to hit that same spot on next round. (3 ranks)
	Curator	X	X		Skill magazine effects +100%	LCK 2	Doubles effects of skill magazines and bobbleheads
					Bobblehead effects +100%		
	Dream Crusher		X		Enemy critical hit has 50% chance to fail	LCK 1	You crush your enemies dreams of defeating you quickly. Their critical chances are reduced by 50%.
	Drunken Master	X	X		Unarmed rolls +2 when drunk	LCK 3	You fight better when drunk. +2 to unarmed combat while under effects of alcohol.
	Dry Nurse	X	X		50% chance to keep stimpak when reviving party member	LCK 5	You have 50% chance to keep your stimpak when reviving party member.
	Explorer		X		Friendly encounter chances +5%	LCK 1(+2 each rank)	Increased chances of finding people and random encounters (4 ranks)
					Random encounter chances +5%		
	Fear the Reaper		X	X	X	Max HP -50%	LCK 5	Your health is halved at the cost of gaining extra perk or skill at level-up.
						Perk rate +1	
	Fortune Finder		X		Find more caps in loot rank*1d25	LCK 5	Chance to find more caps. Roll additional 1d25 with each rank. (4 ranks)
	Four Leaf Cover		X	X	X	SATS criticals has 25% chance to refill your PP pool	LCK 9	Critical hit in SATS has chance to fill up your PP pool. 25% per rank. (3 ranks) Mutation: Every time you hit enemy critically, you have chance to drain their PP pool to fill your own.
	Gambler	X	X		Gambling rolls +1	LCK 1	Gives +1 throw when gambling.
	Good With Salt	X	X		Preserved food lasts 30% longer	LCK 2	You've learned how to make food in your inventory last longer by preserving it with salt. Eating it makes you tad more thirstier, though. (3 ranks)
					Preserved food increases thirst by 10%		
	Grim Reaper's Sprint		X	X	X	Insta-killing enemy fills up your PP pool	LCK 8	Killing an enemy instantly fills up your PP pool. Mutation: Killing enemy drains their PP pool, adding it to your own.
	Happy-Go-Lucky		X		X	LCK +2 while drunk	LCK 3	While drunk, your LCK is increased by 2 points. 3 points with rank 2. (2 ranks)
	Harmless	X	X		X	Pickpocketing rolls +1	LCK 1	Makes you look harmless, but gives boost +1 throw on stealing skills
	Head In the Clouds	X	X		X	LCK +4	LCK 1	Your luck is increased dramatically... in return of making you almost literally into ditzy blonde. At least you're in constantly chipper mood to not notice the changes, really.
						PER -2	
						INT -2	
						Constant chipper mood	
	Idiot Savant I		X	X	X	Chance for 3x exp rate at (11-INT)% chance	LCK 5	You're not stupid! Just... different. Randomly receive triple experience from any action, and less your intelligence, greater the chance. chance%=11-INT.
	Idiot Savant II		X	X		Chance for 5x exp rate at (11-INT)% chance	Idiot Savant I	You're not stupid! Just... different. Randomly receive 5x experience from any action, and less your intelligence, greater the chance. chance%=11-INT
	Idiot Savant III		X	X		Chance for 3x exp rate at (11-INT)% chance for short while	Idiot Savant II	You're not stupid! Just... different. Randomly receive 3x exp booster that lasts for some time instead of proccing now and then. (1d12) chance%=11-INT
	Immutable DNA	X	X		X	Radiation no longer causes mutations	LCK 6	Your DNA has had enough of this radiation-triggered mutation nonsense. Radiation will no longer mutate you, but any such mutations you already have can no longer be purged by reducing your body's radiation levels.
						Existing RAD mutations cannot be purged	
	Junk Rounds	X	X			Ammo recipes	LCK 6	You've figured out how to craft cheap ammunition from scrap metal and empty tin cans. They however, lessen the damage output by 25% and wear out weapons 50% faster.
						Ballistic weapon DMG -25%	
						Weapon wear rate +50%	
	Junk Shield	X	X			DMG resist +1 for every 1-5 pieces of junk carried (up to 10 points)	LCK 1	You've learned to use the junk you carry or around you as a shield! every 1 to 5 pieces of junk carries increases your damage resistance by 1 point, up to 10 points. Each rank multiplies this by 1x (3 ranks)
	Last Laugh	X	X			Drop live grenade upon losing consciousness	LCK 7	You got the last laugh. Upon defeat, you manage to trigger or drop the hidden explosive in your inventory, wiping out nearest enemies.
	Loner		X			All rolls +1 when traveling alone	LCK 4	Gain +1 to all rolls when you go alone.
	Luck of the Draw		X			5% chance bullet will ricochet into next enemy upon hit	LCK 4	You're lucky with weapons. 5% chance that when you hit your enemy, the bullet will ricochet into another enemy near them. (3 ranks)
	Lucky Break		X			5% chance enemy melee hit will bounce back to them (must be medium armor or heavier)	LCK 4	You're lucky. 5% chance the enemy melee hit will bounce back at them from your armor (must be at least medium armor) (3 ranks)

Meltdown		X			Energy DMG +++	LCK 1	Foes killed by your energy weapons burst into corona of harmful energy. May cause chain reactions.
More Criticals		X			Critical chance +1	LCK 3	Increaes your chance of causing critical hit by 1 each rank. (3 ranks)
Mysterious Saviour	X	X			Mysterious Saviour saves you from death's door	LCK 9	When downed, you're saved from death's door by mysterious saviour. 50% chance.
Mysterious Stranger	X	X			Mysterious Stranger joins in battle as your ally	LCK 4(+1 per rank)	Mysterious stranger appears to aid you suddenly in battle, killing single enemy instantly. % chance of appearance: Rank*LCK. (4 ranks) Each rank requires additional LCK.
Mystery Meat	X	X	X		Using stimpak while irradiated generates edible meat tissue	LCK 2	Using stimpak while highly irradiated may cause sudden generation of edible meat tissue. each rank improves chance. (3 ranks)
					Chance 5% each 100 points of RADS		
					Mutation chance 1% each 100 points of RADS		
One Gun Army	X	X			Stagger chance 4%	LCK 5	Heavy guns have 4% chance to stagger enemy and 4% chance to cripple limbs, with each rank limb cripple chance goes up another 4%. (3 ranks)
					Limb crippling chance 4%		
One In a Million		X			25% chance to do +30 DMG with critical hit	LCK 5	25% chance to do additional 30 points of damage when critical hit happens. 25% chance of doing +30 points of damage to self when critical fail happens.
					25% chance to be lose 30 HP with critical fail		
Pharma Farma		X			When looting, has additional search chance to find meds.	LCK 1	Increased chance of finding additional healing item in loot. +20% chance with each rank. (3 ranks)
Psychopath	X	X		X	Killing enemy has 10% chance to trigger critical on next attack	LCK 4	You've gone off the deep end... any kills have 10% chance to cause critical hit upon next attack. (3 ranks)
Quick Hands I		X			5% chance to instantly reload weapon	LCK 8	You luckily manage to reload your weapon at rapid speed, resulting in no debuff rolls for next attack.
					Reload debuff -1 for following attack		
Quick Hands II		X			10% chance to instantly reload weapon	Quick Hands I	Your lucky with weapon reloads is increased and have no debuff for next attack
					No reload debuff for following attack		
Quick Hands III		X			15% chance to instantly reload weapon	Quick Hands II	You've become so lucky with instantly reloading your weapon that you even gain +1 to attack rolls for next attack!
					Following attack gains +1 attack roll		
Ricochet		X			25% chance of enemy rounds ricocheting back at them	LCK 10	Enemy's ranged attacks have chance of ricocheting back at them, causing damage. (25%)
Scavenger	X	X		X	When looting, has additional search chance to find junk.	LCK 1	You have keen eye for spotting useful stuff. When other see junk, you find more use for the things. +20% each rank. (3 ranks)
Scrounger	X	X		X	Find more ammo in loot (rank*1d12)	LCK 8	You find more ammunition in the container. Ammo=rank*1d12 (4 ranks)
Serendipidity	X	X			15% chance to avoid damage when below 30% health	LCK 1	While below 30% health, gain 15% chance to avoid damage. (3 ranks)
Storm Chaser	X	X	X	X	HP regen +2 while standing in rain	LCK 7	Allows you a small regeneration while standing in a rain. Doubles with grass and water types. Watch out for radstorms though. Rank 2 doubles these. (2 ranks)
					HP regen +4 while standing in rain (grass/water)		
Super Duper	X	X			10% chance to craft extra item	LCK 10	When crafting anything, there is 10% chance you manage to make another from available materials. (3 ranks)
Them's Good Eatin'	X	X			Find more food or meat in loot (+50%)	LCK 1	Find 50% more food/meat on every living creature or morph you kill.
Wastelander	X	X			Critical chance +2 when using homemade weapons	LCK 7	Critical chance +2 when using homemade weapons. (5 ranks)
Wild Wild Wasteland		X			Random encounter chances +10%	LCK 1	The wasteland is wild, wild place. Increased random encounter chances, and you see lot more random things happening otherwise, too.
					Random Randomness		

Notes

Daddy's Girl (mutation)	Mutation allows user to learn three type attacks related to their father, if it is different from their own. (For example, Riley's (Pachirisu) father is Houndoom, allowing her to gain Dark-typing and its resistances and weaknesses) If the father is of same species or typing, the mutation might seek out different typing further out in the family tree.
Chimera	<Initial explanation> The surviving fetus (or egg if the mother is oviparous or has that mutation) carries the cells of the absorbed sibling in their body. These cells continue growing and dividing, forming into any number of organs or tissues. This g The most common sign of chimerism is possessing heterochromia, otherwise known as having two eyes of different colors. Another form of chimerism is blood-group chimerism where the morph has two different yet compatil One of the more recent examples of chimerism in the news involves the case of Ava Raiek, a 19 year old Plusle woman who became pregnant and gave birth to a Pichu daughter in 2015. Early compulsory blood screening revealed that Ava was not the biological mother of her daughter despite conceiving and carrying the fetus to term. It took tissue samples of Ava's ovaries to prove that she had absorbed a fe Her twin sister, Olivia Volt was also tested and proved to be chimeric, though her chimerism involved only one ovary and her heart.

General tag skills - these may have specialized ones added in character sheet, depending of perks.

Tag skill:	**Effect:**	**Description**
Small guns	Small gun skill +1	Allows you to handle smaller weapons in combat better.
Big guns	Heavy weapon skill +1	Allows you to handle heavier weapons in combat better.
Energy weapons	Energy weapon skill +1	Allows you to handle energy weapons in combat better.
Throwing	Thrown weapon skills +1	Allows you to throw stuff in combat better
Traps	Trapping skills +1	Allows you to detect, disarm and build traps better
Melee weapons	Melee weapon skills +1	Allows you to handle melee weapons in combat better.
Unarmed	Unarmed combat skills +1	Allows you to fight hand-to-hand in combat better.
Explosives	Explosives skill +1	Allows you to handle explosives better.
Doctor	(part of Medicine)	
First Aid	(part of Medicine)	
Medicine	Medicine related skills +1	Allows you a better understanding of general medicine; herbal, first aid and doctor skills
Lockpick	Lockpicking skills +1	Allows you to better lockpick locks
Repair	Repair skills +1	Allows you to better repair stuff
Science	Science related skills +1	Allows you to better understand scientific things like bulding complex devices, hacking, etc.
Hacking	Hacking skills +1	Generally better hacking. may fall under science
Sneak	Sneaking +1	Better sneaking
Steal	Stealing (pickpocket) skills +1	Better at stealing stuff from pockets and in plain sight
Survival	Survival skills +1	Better survival rolls in wilderness and otherwise when dodging hazardou situations
Barter	Haggling skills +1	Better bartering ability
Gambling	Gambling skills +1	Better at gambling
Outdoorsman	(same as survival)	
Pilot	Piloting skills +1	Better at driving or flying some vehicles, rare as they are
Speech	Speech skills +1	Better in speech stuff at general
Deception	(speech?)	Better in lying about stuff
Persuasion	(speech?)	Better able to persuade morphs
Intimidation	(speech?)	Better able to intimidate morphs

Types - Having specific types may give defense bonuses against certain weapons, even though most pokemorphs don't seem to use type attacks anymore.

Type	**Offensive against:**	**Defense against:**	**Description**
Normal	Rock -50%	Fighting -100% (unarmed, melee)	Normal type. Rather squishy one, doesn't have much in the way of defenses against most weapons or close combat types, but they seem to be unaffected by ghost type attacks and things, even though they also can't touch them at all.
	Steel -50%	Ghost +100%	
	Ghost -100%		
Fighting	Dark +100%	Bug +50%	Fighting types excel at close combat, and while they can dish it out against dark, ice, normal, rock and steel types quite well, they are easily defeated by simple psychic abilities. They're also unable to do much against flying and fairy types. With all their defenses going towards physical, it also leaves their minds wide open against Mesmetron type weapons, allowing easy subjugation and reprogramming.
	Ice +100%	Dark +50%	
	Normal +100%	Rock +50% (explosives)	
	Rock +100%	Fairy -100% (laser)	
	Steel +100%	Flying -100%	
	Bug -50%	Psychic -100% (mesmetron)	
	Fairy -50%		
	Flying -50%		
	Poison -50%		
	Psychic -50%		
	Ghost -100%		
Flying	Bug +100%	Bug +50%	Flying types allow the user to take to the skies, giving them usually flight or speed against most close combat type pokemorphs, however they're easily deafeated by electric, ice and rock type attacks. Coincidentally, this translates to tesla, cryo and explosive weaponry. They've also gained unusually high resistance against radiation.
	Fighting +100%	Fighting +50% (unarmed, melee)	
	Grass +100%	Grass +50%	
	Electric -50%	Electric -100% (tesla)	
	Rock -50%	Ice -100% (cryo)	
	Steel -50%	Rock -100% (explosives)	
		Ground +100% (radiation)	
Poison	Fairy +100%	Fighting +50% (unarmed, melee)	While Poison types seem to be capable of poisoning most targets, besides robots, they're also somewhat immune to close combat thanks to their poisonous nature, as well other poisons, but suffer from radiation and psyhic influences more than most, leaving them wide open to radiation weapons and mesmetrons.
	Grass +100%	Poison +50%	
	Poison -50%	Bug +50%	
	Ground -50%	Grass +50%	
	Rock -50%	Fairy +50% (laser)	
	Ghost -50%	Ground -100% (radiation)	
	Steel -100%	Psychic -100% (mesmetron)	
Ground	Electric +100%	Poison +50%	Ground types seem to be most effective against various robots, fire, rock and poison types, and have resistance against tesla and explosive weaponry, as well poisons, but tend to be vulnerable against cryo and water weaponry.
	Fire +100%	Rock +50% (explosives)	
	Poison +100%	Grass -100%	
	Rock +100%	Ice -100% (cryo)	
	Steel +100%	Water -100%	
	Bug -50%	Electric +100% (tesla)	
	Grass -50%		
	Flying -100%		
	Bug +100%	Fire +50% (incendiary)	

Rock	Fire +100%	Flying +50%	Rock types, while being effective against flying types, fire, ice and bugs, tend to be very vulnerable against close combat, grass types, radiation and robotic enemies, as well water involved weaponry.
	Flying +100%	Normal +50% (ballistics)	
	Ice +100%	Poison +50%	
	Fighting -50%	Fighting -100% (unarmed, melee)	
	Ground -50%	Grass -100%	
	Steel -50%	Ground -100% (radiation)	
		Steel -100% (robots)	
		Water -100%	
Bug	Dark +100%	Fighting +50% (unarmed, melee)	Bug-types, most numerous mutated enemies in the wastes, while very effective against dark, plant and psychic types, are fairly vulnerable against incendiary and explosive weaponries, though they have fairly high radiation and melee resistance.
	Grass +100%	Grass +50%	
	Psychic +100%	Ground +50% (radiation)	
	Fairy -50%	Fire -100% (incendiary)	
	Fighting -50%	Flying -100%	
	Fire -50%	Rock -100% (explosives)	
	Flying -50%		
	Ghost -50%		
	Poison -50%		
	Steel -50%		
Ghost	Ghost +100%	Bug +50%	Ghost types, while nearly extinct, do have advantag over dark and psychic types, and also have resistance against bugs, poisons, ballistics and any physical attacks, although they can be harmed by other means.
	Psychic +100%	Poison +50%	
	Dark -50%	Dark -100%	
	Normal -100%	Ghost -100%	
		Normal +100% (ballistics)	
		Fighting +100% (unarmed, melee)	
Steel	Fairy +100%	Bug +50%	Steel types have large amount of resistances against many things, but they are fairly vulnerable to close combat, incendiary and radiation weapons, although they get immunity against poisons. They're also quite effective against fairy, ice and rock types.
	Ice +100%	Dragon +50% (plasma)	
	Rock +100%	Fairy +50% (laser)	
	Electric -50%	Flying +50%	
	Fire -50%	Grass +50%	
	Steel -50%	Ice +50% (cryo)	
	Water -50%	Normal +50% (ballistics)	
		Psychic +50% (mesmetron)	
		Rock +50% (explosives)	
		Steel +50% (robots)	
		Fighting -100% (unarmed, melee)	
		Fire -100% (incendiary)	
		Ground -100% (radiation)	
		Poison +100%	
Fire	Bug +100%	Bug +50%	Fire types are effective against most things, and especially effective against anything cold, steel, bug and plant types, just like flamethrowers. They're also quite resistant against incendiary and cryo weaponry, but don't take well against ground, rock and water. Explosives and radiation weapons work very well against them as well.
	Grass +100%	Fairy +50% (laser)	
	Ice +100%	Fire +50% (incendiary)	
	Steel +100% (robots)	Grass +50%	
	Dragon -50%	Ice +50% (cryo)	
	Fire -50%	Steel +50% (robots)	
	Rock -50%	Ground -100% (radiation)	
	Water -50%	Rock -100% (explosives)	
		Water -100% (waterguns)	
Water	Fire +100%	Fire +50% (incendiary)	Water types, while good at dousing flames and being effective against rock and ground types, are rather vulnerable to tesla weaponry and plant-based organisms, but have pretty good resistance against most common elements as well robots.
	Ground +100%	Ice +50% (cryo)	
	Rock +100%	Steel +50% (robots)	
	Dragon -50%	Water +50%	
	Grass -50%	Electric -100% (tesla)	
	Water -50%	Grass -100%	
Grass	Ground +100%	Electric +50% (tesla)	Grass types are effective against ground, rock and water types, and tend to have good resistance against tesla weapons, plants, radiation and water, but are vulnerable against bugs, fire, ice and flying types, as well poisons.
	Rock +100%	Grass +50%	
	Water +100%	Ground +50% (radiation)	
	But -50%	Water +50%	
	Dragon -50%	Bug -100%	
	Fire -50%	Fire -100% (incendiary)	
	Flying -50%	Flying -100%	
	Grass -50%	Ice -100% (cryo)	
	Poison -50%	Poison -100%	
	Steel -50%		
Electric	Flying +100%	Electric +50% (tesla)	Electric types, while good against flying and water types, also have resistance against other tesla weapons, as well flying types and robots, but tend to have vulnerability against radiation.
	Water +100%	Flying +50%	
	Dragon -50%	Steel +50% (robots)	
	Electric -50%	Ground -100% (radiation)	
	Grass -50%		
	Ground -100%		
Psychic	Fighting +100%	Fighting +50% (unarmed, melee)	Psychic types tend to have advantage against any close combat fighter types, as well poisonous enemies, and gain some resistance against close combat and mesmetrons, but tend to be weak against bug, dark and ghost types.
	Poison +100%	Psychic +50% (mesmetron)	
	Psychic -50%	Bug -100%	
	Steel -50% (robots)	Dark -100%	
	Dark -100%	Ghost -100%	
Ice	Dragon +100%	Ice +50% (cryo)	Ice types, while effective against dragons, flying, plants and ground types, also only have some immunity against cryo weapons, and are vulnerable to close combat, incendiary, explosives and robots.
	Flying +100%	Fighting -100% (unarmed, melee)	
	Grass +100%	Fire -100% (incendiary)	
	Ground +100%	Rock -100% (explosives)	
	Fire -50%	Steel -100% (robots)	
	Ice -50%		
	Steel -50% (robots)		
	Water -50%		
Dragon	Dragon +100%	Electric +50% (tesla)	Dragon types, while being super effective only against other dragons, can attacky pretty much almost everything else normal effectiveness, except fairy types and robots, and they also have fairly good resistance against tesla, incendiary, plants and water types, but seem to have weakness against cryo.
	Steel -50%	Fire +50% (incendiary)	
	Fairy -100%	Grass +50%	
		Water +50%	
		Dragon -100% (plasma)	
		Fairy -100% (laser)	
		Ice -100% (cryo)	
Dark	Ghost +100%	Dark +50%	Dark types, while having good advantage over any ghost and psychic types, seem to suffer from weakness against bugs, fariies and close combat, but have immunity against mesmetrons.
	Psychic +100%	Ghost +50%	
	Dark -50%	Bug -100%	
	Fairy -50%	Fairy -100% (laser)	
	Fighting -50%	Fighting -100% (unarmed, melee)	
		Psychic +100% (mesmetron)	
Fairy	Dark +100%	Bug +50%	Fairy types seem to be good against dark, dragon and fighting types, and also seem to have good resistance against bugs, dark and close combat, but have weakness against poisons and robots, however they're pretty much immune against dragons.
	Dragon +100%	Dark +50%	
	Fighting +100%	Fighting +50% (unarmed, melee)	
	Fire -50%	Poison -100%	
	Poison -50%	Steel -100% (robots)	
	Steel -50% (robots)	Dragon +100% (plasma)	
Null			Null type is unusual and extremely rare condition, where morph's type has no reistances, advantages or weaknesses against any other kinds of types or weaponry, but also no ability to use any type attacks at all.