

Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
ArcanoTech Knack	Base	2	3	PER 4		+5 [Magical Energy Weapons, Science] per rank. Mastery: 5 extra points in each of these Skills.
Brown Muzzle	Base	2	1	INT 5,		You've learned how to suck up to your superiors. You get +1 Charisma and another +10 speech for reaction roles when dealing with authority figures for each rank of this perk.
Cherchez La Filly / Good as Gelded	Base	2	1			+D10 damage to the same sex, and extra +5 speech for seduction purposes on same-gender individuals (whose barn door swings that way)
Combat Coordinator	Base	2	1	CHA 6		You gain a +1 bonus to your initiative roll. You may chose (Charisma / 3, rounded up) other characters who may act on your initiative roll.
Dark Mare / Black Stallion	Base	2	1			+D10 damage to opposite sex, and extra +5 speech for seduction purposes on other-gender individuals (whose barn door swings that way).
Extra Special	Base	2	10			You can put a single extra point into any of your SPECIAL attributes.
First in Class	Base	2	3	INT 4		+5 [Medicine, Science] per rank. Mastery: 5 extra points in each of these Skills.
Foal at Heart	Base	2	1	CHA 4		You gain +10 to Speech and Barter when dealing with a child. The disposition of children is one higher for you.
Gun Nut / Saddle Crafter	Base	2	3	AGI 4, INT 4		+5 [Firearms OR Battle Saddles, Mechanics] per rank. Mastery: 5 extra points in each of these Skills.
Horse Sense	Base	2	3			You are a swift learner. You gain an additional +10% whenever experience points are earned.
Lack of Fucks	Base	2	special			You gain the ability to ignore 10 points of penalties to skill rolls from a chosen source for a turn. For every rank of Lack of Fucks you take, you may use this ability three times during a session. Each use must be on a different turn. This perk has an unlimited number of ranks -- you can lack as many fucks as you want to spend perks on.
Little Leaguer	Base	2	3	STR 4		+5 [Melee Weapons OR Unarmed, Explosives]. Mastery: 5 extra points in each of these skills.
Mare-do-III	Base	2	3	AGI 4, PER 4		+5 [Sneak, Lockpick] per rank. Mastery: 5 extra points in each of these skills.
Rapid Reload	Base	2	1	AGI 5	Firearms 30	All of your weapon reloads cost half AP (so 5 AP less than normal, 10 for bigger weapons).
Royal Canterlot Voice	Base	2	3	CHA 4		+5 [Speech, Barter] per rank. Mastery: 5 extra points in each of these skills.
Running Tackle	Base	2	1	STR 6,	Unarmed 40	Sprint into enemies to tackle them: +2 to the trip attempt if performed at the end of a move action.
Saboteur	Base	2	3	PER 4		+5 [Sneak, Explosives]. Mastery: 5 extra points in each of these skills.
Tail trick	Base	2	1	AGI 5		Allows you to use your tail as prehensile limb, capable of handling or throwing small items (much like a hand).
Thief	Base	2	1	AGI 5		Allows you to use Stealth rolls to pickpocket people
Wasteland Surgeon	Base	2	1	INT 4	Medicine 40	You can restore crippled limbs (without needing or consuming a Doctor's Bag). For purposes of healing limb damage, you may may divide healing between the limbs of your choice. You gain a +2% Critical Chance bonus on non-deformed creatures.
Weathered	Base	2	3	END 4		+5 [Survival, Poison Resistance and Radiation Resistance] per rank. Mastery: 5 extra points in Survival and both resistances.
Brick Wall	Base	3	1	STR 6,		If your character is about to be knocked down in combat, he can roll a percentile dice and has a 50% chance to avoid that fate.
Fast Pack Buckles	Base	3	1	AGI 5,		Accessing your inventory costs half AP.
All Night Long	Base	4	1	END 4		You ignore END loss for sleep deprivation. Your END is considered to be 2 points higher for resisting exhaustion, and you gain +4 on associated survival rolls.
Big Game Hunter	Base	4	1		Survival 40	+2d10 damage to mutant wildlife
Bookworm	Base	4	1	INT 4		You pay much closer attention to the smaller details when reading. You gain 50% more skill points when reading books.
Egghead	Base	4	1	INT 4		They just can't manage to peel you off those books! You add +2 skill points each time you gain a new experience level.
Explodey Mc-Gee	Base	4	3		Explosives 40	+2d10 DMG with Explosives weapons per rank. Also increases Breach Lock success 5% per rank, as well as reducing the chance of destroying valuables inside a locked container by 5% per rank.
Hit the Deck!	Base	4	1	AGI 6,		You react very quickly to the sound of an explosive coming your way. You only take ½ damage from ranged explosive weapons, round up. This includes damage from concussion and shrapnel.
Iron Hoof	Base	4	3	STR 4		Do +d10 more damage with all Unarmed-type attacks which inflict damage.
Lethal Swordsmare/Buck	Base	4	3	AGI 5 or STR 5		You have learned a special technique to deal more damage with your melee weapons. You deal +1d10 damage with all attacks which utilize the Melee attack skill.
Like a Bullet	Base	4	1	AGI 4		You gain +3 to your Initiative rolls.
Lone Wanderer	Base	4	1	CHA < 5	Survival 50	You always were a little different, but now you've learned how to use those differences to your advantage. Characters with this perk gain +10% to all skill rolls when not in sight of any of the other members of the party.
Lunar Sight	Base	4	1	PER 6	Sneak 30	Your senses are very well accustomed to the darkness of the Wasteland. You gain a +1 bonus to Perception in the dark, and penalties for light levels are reduced by 50%.
Tough Hide	Base	4	3	END 5		The brutal experiences of the Equestrian Wasteland have hardened you. You gain +2 to Damage Threshold and +4 to your DT against Stun Damage for each level of this perk you take.
Ammo Crafter	Base	6	1		Mechanics 70	When using Firearms, you are twice as likely to recover cases and hulls. You also have all hand load recipes unlocked at any reloading benches.
Angel Of Deception	Base	6	1		Sneak 50, Karma > 49,	Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +20% bonus to stealing attempts.

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Armed and Dangerous	Base	6	3	AGI 6, PER 5		Thanks to plenty of practice, you know just where to hit to make it hurt more with your weapon of choice. Every ranged attack with weapons which use Firearms skill do +1d10 damage.
Buck Rodgers	Base	6	3	AGI 5, PER 6		Zap guns are even more dangerous in your hooves. Every ranged attack with weapons which use Magical Energy Weapons skill do +1d10 damage.
Demolition Expert	Base	6	1	AGI 4	Explosives 60	You know how to 'cook-off' grenades so they explode instantly upon impact or when triggered as part of a trap. In addition, you can modify explosives to reduce their AoE increment by up to 5' (minimum 1'). The second ability of this perk requires a workbench and may not be used in combat.
Dust in the Eyes	Base	6	2	AGI 6	Melee / Unarmed 50	When successfully parrying an opponent their attack is reduced by 20% for the next round
Empathy	Base	6	1	PER 7, INT 5		You get a better idea of what to say to an NPC with this perk. The GM must warn you when dialogue will be interpreted the wrong way.
Falling With Style	Base	6	1	END 7 or AGI 7		You ignore the d10s on falling damage.
Finesse	Base	6	1			Your attacks are smooth, graceful and precise. You have a higher chance to score a critical hit on an opponent in combat, equivalent to 4 extra points of Luck.
Flesh Wound	Base	6	1			When an opponent attacks you and scores a critical success, you gain a bonus to your DT against that attack. If you are wearing Light Armor, the bonus is +5 DT. If you are wearing Medium Armor, the bonus is +10 DT. If wearing Heavy Armor, the bonus is +15 DT.
Fortune Finder	Base	6	1	LCK 7		You discover more caps in stashes hidden in the world. You double your roll for how many caps, pre-war bits and beauty (not rarity) of gems that you find in containers.
Ghost	Base	6	1		Sneak 60	You gain a special bonus when sneaking equal to any bonus for poor light conditions. This special bonus does not count against the maximum of +30 for bonuses, and can raise the character's effective skill above the normal skill limit.
Gunslinger	Base	6	1	PER 4	Firearms 40	While using a mouth-held or levitated firearm, your chance to hit increases by 10%.
How You Like THEM Apples!?	Base	6	3			For purposes of determining the maximum range of thrown weapons only, this perk will increase Strength by +2 for each rank.
Pathfinder	Base	6	1	END 6	Survival 60	Travel time to remote locations in the Equestrian Wasteland is reduced by 25%. The drain on the Sky Bandit's spark batteries is likewise reduced.
Quick Recovery	Base	6	1	AGI 5,		It only costs you 10 AP to stand up after being knocked down.
Shotgun Surgeon	Base	6	1		Firearms 45	When using shotguns, regardless of ammunition used, you ignore an additional 10 points of a target's Damage Threshold. This reduction is applied before any other effects that increase or decrease the target's DT.
Vigilant Recycler	Base	6	1		Science 70	When using Magical Energy Weapons, you are twice as likely to recover drained ammunition. You also have more efficient recycling recipes available at workbenches.
Blackjack's Fury	Base	8	1		Unarmed / Melee 50	As a "child of the bottle," you fight better when you are drunk. You receive a 10% bonus to your Unarmed/Melee skill and +d10 corresponding damage (choose when picking the perk) when under the influence of alcohol.
Bluff Master	Base	8	1	CHA 7	Speech 70	You are the king or queen of smooth talking. Whenever you are caught stealing, your character has always a chance to talk his or her way out of the situation.
Celestial Aid	Base	8	1	CHA 7,		Looks like some higher power has taken a liking to you! Once per session, you have the option of re-rolling a failed roll, but you must accept the results of the re-roll.
Combat Veteran	Base	8	3	no SPECIAL below 4		All attacks which directly target you and that deal normal damage, magical energy damage or stun damage have their damage dice reduced by -1d10 per rank (minimum 1d10).
Counter Canter	Base	8	3	AGI 6		Your fancy hoofwork (or agile flying if you are a pegasus pony) keeps you out of harm's way. Opponents suffer a -5 to combat skills when attacking you. (Rank 3 of this perk cannot be used if wearing heavy armor.)
Explorer	Base	8	1	PER 6,	Survival 50	This perk adds +10 to Survival. It also grants +2 LCK for purposes of finding special encounters and hidden places.
Lead Belly	Base	8	1	END 5		No longer suffer radiation sickness when drinking irradiated water. +10% Radiation Resistance.
Living Anatomy	Base	8	1		Medicine 70	Shows health and Damage Threshold of any target. +d10 bonus to damage against living, nonmutated creatures.
Knight in Shining Armor	Base	8	3	STR 6, END 6		When wearing heavy armor, you gain +4 DT per rank. Mastery grants an additional +3 DT.
Ministry Training	Base	8	1			+10% to hit when using rifles of any description.
Organizer	Base	8	1	INT 5	Barter 40	You are efficient at arranging your inventory in general. This makes it much easier to carry that little extra you've always needed. Items with a weight of two or less are considered to weigh half as much for you.
Rad Resistance	Base	8	1	END 5	Survival 40	+25% radiation resistance permanently.
Scrounger	Base	8	1	LCK 4		You find more items in stashes in the world. You gain an extra roll for items on loot tables when searching containers.
Snake Eater	Base	8	1	END 5		Half chance of being poisoned (or +50% poison resist)
Sun and Moon	Base	8	1			+15 to Speech with neutral karma
Super Slam	Base	8	1	STR 6,	Melee / Unarmed 45	All melee and unarmed attacks have a 20% chance of allowing a free trip attempt against your target.
Whining presence	Base	8	1	Blank Flank or Foal at Heart		You have a way of convincing ponies, if only to stop hearing you cry and moan. At your discretion, you can gain a 10% on your Barter or Speech checks; however, creatures you interact with in this manner will be less than eager to cooperate with you next times, giving you a cumulative, permanent -20% penalty on such checks, for every time you use this ability on them.
"Party" Pony	Base	9	1	END 5		With this perk, you are much less likely to be addicted to chems (50% less likely, actually) and suffer ½ the withdrawal time as a normal person.

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But I want it NOW!	Base	9				Instantly gain a level
Karma Beacon	Base	9	1	CHA 6,		Your Karma is doubled for the purposes of NPC disposition, including spirits.
Sharpshooter	Base	9	1	PER 7, INT 6,		You ignore range penalties to Perception checks and take only half normal range penalties in combat.
Abomination Hunter	Base	10	1		Survival 50	+2d10 damage against Alicorns, Bloatsprites and other creatures mutated by Taint
And Stay Back	Base	10	1		Firearms 70	If firing within Point Blank range, your shotgun attacks can send your target flying. This effect is treated as per a Slam attack using the Strength requirement of the weapon as its effective strength and with the direction specified as away from you.
Blessed by Luna	Base	10	1	CHA 5		+2 Intelligence and +2 Perception between 6:00 P.M. and 6:00 A.M. (Or 4:00 P.M. to 4:00 A.M. using the 8 hour clock.) These bonuses can temporarily raise a your Intelligence and Perception above 10. This perk does not stack with the Touched By Luna trait.
Bloody Mess	Base	10	1			+D10 overall damage, more violent, explod-ey deaths for some reason
Bookworm's Revenge	Base	10	1	INT 5	Science 50	Grants +8 DT and Strength increased to 10 whenever health is below 20%.
Computer Whiz	Base	10	1	INT 7	70 Science	Allows you to re-break into magi-tech terminals after being locked out once
Fight the Power!	Base	10	1			+2 DT and +5% Critical chance against factions such as the Enclave, Red Eye, or the Steel Rangers.
Filly Luck	Base	10	1	LCK 6		May the Force... err, the Ghost be with you! With this perk, you may add +20 to a single skill check, or +2 to a single statistic check, before rolling, twice per session.
Fluttershy's Apostle	Base	10	2	CHA 5	Survival 45	Mutant animals are no longer aggressive to you, at rank 2 they even help you.
How We Do It Down on the Farm	Base	10	1	PER 6, LCK 6		In combat, your critical hits are more devastating. Your damage from critical hits, including Sneak Attack Criticals, is increased by 50%. This does not affect the chance to cause a critical hit.
Infiltrator	Base	10	1	PER 7	Lockpick 70	Allows to you un-jam locks for a second attempt at picking
Leader	Base	10	1	CHA 7		You have some natural leadership abilities and have managed to cultivate them. Any party member within moving distance of you gains +1 to their Agility, up to their racial max, and +2 to their DT. You do not get these benefits – that's the price of being a leader.
Luna's Ruse	Base	10			Sneak 60	You gain +10 Sneak against sleeping targets and gain +1 crit multiplier in your attacks against sleeping targets.
Mysterious Mare-Do-Well	Base	10	1	LCK 6		A mysterious mare will (or your favourite pink ghost) sometimes aid you in combat (either DM's discretion, or 15% + LCK chance)
PipBuck Training	Base	10	1	not a Stable Dweller		You are experienced in using a Pipbuck and may use a PipBuck's advanced functions: S.A.T.S. and E.F.S. (Note: characters with the Stable Pony trait start out able to use all functions of their PipBuck. Any pony without that trait who gains a PipBuck needs to take this perk in order to use all the PipBuck's features.)
Purifier	Base	10	1		Melee / Unarmed 40	You do +2d10 extra damage with melee and unarmed weapons against mutated creatures
Strong Back	Base	10	1	STR 5, END 5		+50 lb. carry weight
Bringer of Justice	Base	12	1	CHA 4		+2d10 damage against raiders, slavers, criminals, and other creatures with karma below -25.
Cannibal	Base	12	1			Consume intelligent races for +25 HP, +2 Rads. Cannibalizing is a heinous moral affront, doing so will incur Karma loss
Celestial Blessing	Base	12	2	END 5		+30 health
Clever Prancer	Base	12	1	AGI 6		Through agility and reflexes, you have become deft at striking where it hurts while preventing your enemies from doing the same. You gain +2% to your critical success chance for attacks, and reduce your opponent's chance to score critical hits by 25%, rounded up. If wearing light armor or no armor, these bonuses are doubled.
Cult of Personality	Base	12	1	CHA 10,		Everybody likes your character. EVERYBODY. Instead of getting a negative modifier for the "wrong" kind of karma, you get a positive modifier. Bad people like good characters, and good people like bad characters. Good still likes good and bad still likes bad. Go figure.
Fast Metabolism	Base	12	1			Healing potions and spells heal you for an extra +10+1d10 health.
Gladiator Pony	Base	12	1	AGI 6	Unarmed / Melee 60	Your character has probably read of Fancy Hoofwork or Unstoppable Buck and managed to learn a thing or two. Choose a combat style: Unarmed or Melee. This perk reduces the AP cost of each attack using your chosen style by 5 AP, up to a maximum savings of 25 AP.
Heavyweight	Base	12	1	STR 7	Firearms 50	Weapons with a weight of more than 10 lbs. Effectively weigh half as much. This does not affect weapons modded to under 10 wg.
Hobbler	Base	12	1	PER 7		Your chance to hit an opponents' grounded limbs is increased by 20%.
Nimble Moves	Base	12	1		Unarmed / Melee 75	Your chance to parry is increased by 15%
Piercing Hoof / Piercing Strike	Base	12	1		Unarmed / Melee 70	All your unarmed or melee attacks negate 10 points of DT.
Pyromaniac	Base	12	1			When igniting an enemy the burn effect does an extra +d10 damage
Riposte	Base	12	1		Unarmed / Melee 50	When successfully parrying an opponent you immediately make a counter attack at -25% chance. You may do this once per opponent parried per turn.
Robotics Expert	Base	12	1			+2d10 dmg to robots; can disable ministry robots from hidden or if the robot is dormant
Silent Gallop	Base	12	1	AGI 6	Sneak 50	You have mastered silent movement, allowing you to move quickly and still remain quiet. +5 to Sneak, and you can Sneak at full speed with no penalties.
Sniperpony	Base	12	1		AGI 6, PER 6	Penalties for called ranged shots are halved.

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Splash Damage	Base	12	1		Explosives 70	When you use explosives, the area which takes full damage is double the AoE value for the explosive.
Team Player	Base	12	1	CHA 4,		You have learned the basic skills of teamwork and sharing. Good for you! Whenever all members of the party are within moving range of your character, each gains +5% to all skills.
Weapon Handling	Base	12	1	AGI 5,		This perk adds +3 Strength for the purposes of strength requirements for handling and firing ranged weapons.
Chemist	Base	14	1		Medicine 60	Chems last twice as long.
Contract Killer / Lawbringer	Base	14	1			Rewards will be handed out for the elimination of selected targets. Details follow when perk taken.
Cybernetic Surgeon	Base	14	1		Medicine 100, Science 75	You may now upgrade ponies with cybernetics, and reboot them in the field. You may use normal medicine and healing (including doctor's bags and hydra) on cyberponies with Cyberpony Rank 3.
Death Dealer	Base	14	1	STR 6	Battle Saddles / Firearms / Magical Energy Weapons / Science 50	When firing full-auto, you take penalties as if your Rate of Fire is two less (minimum 1). This perk benefits you when using a Rate of Fire weapon with which you have a skill of 50 or higher (or, in the case of spells with a ROF, Science 50).
Eye for Eye	Base	14	1			For each crippled limb you have, you do an additional 10 damage.
Jury Rigging	Base	14	1		Mechanics 90	Repair any item using a roughly similar item. (For example: weapons may be repaired using any other weapon that has the same type -- eg. rifle, pistol, unarmed (bladed) -- and use the same skill.)
Lead Rain	Base	14	1	AGI 6, PER 6	Battle Saddles / Firearms / Magical Energy Weapons 60	Your character has probably read of Big Iron or Shootout at Cherry Hill Ranch and managed to learn a thing or two. Choose a combat style: Battle Saddles, Firearms or Magical Energy Weapons. This perk reduces the AP cost of each attack using your chosen style by 5 AP, up to a maximum savings of 35 AP.
Light Trot	Base	14	1	PER 6, AGI 6		You are agile, lucky and always careful; or maybe you have just mastered the art of self-levitation. Either way, you never set off enemy mines or floor-based traps.
Master Trader	Base	14	1	CHA 6	Barter 60	All purchased items have their base price (before Barter) reduced by 25%.
Power Armor Training - Advanced	Base	14	1	END 7	PA Training	Uterior +1 PER and STR when wearing PA, Armor accounts 100% for its WG.
A Little Dash	Base	16	1		Survival 45	When wearing light or no armor, you can make one move action per turn for free.
Action Filly/Colt	Base	16	2			Gain an additional 15 action points
Chem Resistant	Base	16	1		60 Medicine	75% less chance of addiction.
Meltdown	Base	16	1		Magical Energy Weapons 90	Foes killed by your Magical Energy Weapons emit a corona of harmful energy. This is an AoE (5) attack with a base damage equal to half that of the original attack.
Mental Block	Base	16	1			Mental Block is the ability to tune out any outside mental interference. You must have learned this talent from a passing guru, or from a really late night at the bar. When being still, silent and sitting, you gain +2 PER and +1 INT, and an ulterior +5% to all rolls.
Sun's Wrath	Base	16	1			Flame throwers ignore the first 20% of Fire Resistance.
Tag!	Base	16	1			Fourth "tag" skill: +15 points to that skill
Unstoppable Force	Base	16	1	STR 7,	Melee / Unarmed 90	Your attacks ignore the first successful parry against you, once a turn.
Paralyzing Hoof	Base	18	1		Unarmed 80	You can now perform a Special Attack when fighting with Bare Hooves. This attack costs 40 AP, does normal damage, and has a chance equal to (15 + Agility)% to paralyze the target for 3 turns. If the attack fails to paralyze the target, the target instead suffers a -20 penalty to skill checks and a -2 penalty to Agility checks for 3 turns. (Penalties from multiple attacks to not stack.) Only affects biological opponents, and the attack automatically fails to paralyze when used against Red Threats.
The Magic of Friendship	Base	18	1	CHA 6		When your character's health drops to 50% and below, all players in party gain +8 DT. The same happens, for you only, if another teammate is injured in the same way. (This feat doesn't stack with itself)
Walker Instinct	Base	18	1		Survival 50	+1 Perception and Agility when outside.
Wall of Steeled Hooves / Whirling Blades	Base	18	1		Melee / Unarmed 80	Allows you to re-roll parry if failed. You must take the results of the second roll.
Celestia Powered	Base	20	1			Who knows what could happen, should dawn ever break again.
Ninja	Base	20	1		Melee / Unarmed 80, Sneak 80	+15% critical chance with melee and unarmed weapons and +20 damage with melee/unarmed sneak attack criticals.
Reaper Pony's Gallop	Base	20	1			If you kill a target, you gain a free attack with the last weapon you used (can be spent later in the turn).
Giving 120%	Base	22	1	Luck 9		Once per game session, before rolling, you can declare you are giving 120%, treating all d10s on the roll as having rolled 10. This is only useful for magnitude result rolls (such as damage and healing), not for skill or SPECIAL rolls.
Irradiated Beauty	Base	22	1	END 8		Sleep removes 100 Rads. Beware bystanders.
Calamity's Might	Base	24	1	AGI 8, PER 8,	two at 90: Battle Saddles, Firearms and/or Magical Energy Weapons	When using a ranged weapon, your character will do a critical hit unless your target makes a successful Luck roll.
Rampage's Wrath	Base	24	1	AGI 8, STR 8	Melee 90, Unarmed 90	The slayer walks the earth! In HtH or melee combat, your character will do a critical hit unless your target makes a successful Luck roll.
Ain't Like That Now	Base	30	1		Karma less than -25	Karma reset to 0, +25% AP regeneration rate, +20% attack speed, immunity to critical hits, 20% reduction in AP cost for all weapons.

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Just Lucky I'm Alive	Base	30	1		Karma between -25 and 25	+4 Luck for 3 minutes upon finishing a battle with less than 25% health; immunity to critical hits, +50% critical damage.
Thought You Died	Base	30	1		Karma at least 25	+10 Health per 10 Karma; Karma reset to 0, +10% damage, immunity to critical hits.
Don't touch that!	EP	2	1		Explosives 35	Allows you to construct improvised land mines or grenades out of batches of ammo. 20 small arms rounds (40 if using 5mm chaingun ammo) or 10 plasma/energy cells.
Jus' buck it an' it'll be fine!	EP	2	1		Firearms 40	Firearms now have a 75% to not jam when jamming would normally occur.
Earth Pony Magic (Artisan) [1]	EP	3	3	CHA 4, not Random		You really do put a bit of yourself in your work, and with amazing results. For every rank of this perk, items you personally craft have a 15% chance of ignoring degradation due to critical failures or damage, and a 30% chance of ignoring degradation due to wear & tear or environmental conditions. Mastery: +5% / +10% (You cannot take this perk if you have the trait Random.)
Healing of the Mother Earth	EP	3	2		Medicine 40	Each rank of this perk increases your effective Medicine for purposes of determining the amount you heal by 20. This may raise your effective Medicine above 100.
Raise This Barn	EP	3	3	CHA 5		When Earth Ponies work together, they accomplish amazing work in record time. When working cooperatively with at least one other Earth Pony, the amount of time required for the completion of a project is reduced as if there was an additional Earth Pony assisting for every rank of this perk possessed by the cooperating ponies. (For example: if two Earth Ponies, each with two ranks of Raise This Barn, work together on a six-hour project, that project will be completed in one hour.) In addition, each level of Raise This Barn increases the bonus the Earth Pony can grant through Assisting another with a skill roll by +5.
Rooted	EP	3	3	CHA 4, not Random		A little bit of Earth Pony magic keeps you rooted to the ground. You gain a +2 on opposed rolls against telekinesis and advanced combat actions which cause you to move. (You cannot take this perk if you have the trait Random.)
Ah' fixed it!	EP	4	1		Mechanics 30	Can improve the general condition of weapons and armour (not cloaks or clothing) giving them +2 damage or +2 DT by combining with another of the same item.
Adrenaline Rush	EP	6	1			You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 75% of their maximum, your character gains a +2 Strength bonus, but cannot go above the racial maximum.
Blazing Saddle	EP	6	1	STR 6		You are exceptionally stable while using an unbalanced battle saddle. You may ignore the -10 penalty when using a battle saddle built with weapons of dissimilar design.
Cyberpony (Design Level 1)	EP	6	1	availability of cybernetics		You have made permanent cybernetic enhancements to your body. You have made permanent cybernetic enhancements to your body. Your resistance to Poison and Radiation each increased by ten. You also gain the benefits of your cyberpony suite for Design Level 1. You must chose a cyberpony suite -- either Soldier, Infiltrator or Engineer -- when you take this perk. (See Cyberpony Suites at the bottom of this page.) This will be your suite for any additional Cyberpony perks. You may not take or benefit from zebra alchemy perks or permanent effects. Finally, your spiritual resilience is weakened; your Charisma is treated as one lower (minimum 1) for the purpose of resisting attacks on the soul.
Gears of Harmony	EP	6	1		Science 30, Mechanics 30	Little snippets and general Eath Pony knowledge about mechatronics allows you to more easily identify commonly overlooked significant parts in a wrecked robot, resulting in more yield in salvage to be sold. In addition, you can make a good guess at the purpose and controls of esoteric Pre-War technology. Have you thought about joining the Steel Rangers?
Lead Belly	EP	6	1	END 5		No longer suffer radiation sickness when drinking irradiated water. +10% Radiation Resistance.
Strong Buck	EP	6	1		Unarmed 50	When striking a target with a Buck there is a 25% chance you'll daze them, preventing them from moving on their next turn.
Integrated Targeting System (Rank 1)	EP	7	1	Cyberpony (DL 1)		A cyberpony with this perk gains the benefits of E.F.S. and S.A.T.S. (as per a PipBuck or Magically Powered Armor). The cyberpony may take S.A.T.S. perks. If the cyberpony is a Stable Dweller or has PipBuck Training, the cost to activate E.F.S. is reduced to 15 AP and the cost to activate S.A.T.S. is reduced to 0 AP.
Strong Back	EP	8	2	STR 5, END 5		+50 lb. carry weight
Wired Reflexes	EP	8	1	Integrated Targeting System (Rank 1)		+10 to hit in S.A.T.S.
Bombermare/buck	EP	9	1	INT 5, LCK 5	Explosives 60	Your luck with explosives is legendary. Whenever you roll Explosives, you get to roll twice. If neither roll is a critical failure, you may take the better roll.
Steady Grip	EP	10	1	STR 6,		Due to your groundedness and stability, burst attacks have no penalty to hit.
Tough Hide (Rank 4)	EP	10	1			Earth Ponies can go beyond their peers with their strength allowing them to take Rank 4 in the Tough Hide perk line.
Advanced Cyberpony	EP	12	2 / 3	Any Cyberpony Suite		Your enemies' base critical hit chance against you is reduced by 3, to a minimum of 1. This perk requires that you have a cyberpony suite. The third rank of this perk is only available to Earth Ponies with the Soldier Suite.
Cyberpony (Design Level 2)	EP	12	1	Cyberpony (DL 1)		Much of your body has been replaced with synthetics. You are beginning to no longer feel like a Pony anymore. You now have an integrated peripheral port usable for items such as broadcasters or StealthBucks. You gain the benefit of your cyberpony suite for Design Level 2. You are immune to poison. Finally, your spiritual resilience is weakened; your Charisma is now treated as two lower (minimum 1) for the purpose of resisting attacks on the soul.
Years of Applebucking	EP	12	1			You gain a Mastery bonus of +1d10 for the any of the following perks if you have all three ranks in that perk: Iron Hoof, Lethal Swordsmare, Explodee McGee, Armed & Dangerous or Buck Rodgers.
Cyberpony Hide	EP	14	1	Infiltrator or Engineer Suite		Most of your coat is now entirely synthetic, giving you a +5 DT. (This perk nullifies any previous Tough Hide perks.)
Cyberwings	EP	14	1	Cyberpony (DL 2)		You gain wings and Flight 1.
Flight (Rank 2)	EP	15	1	Cyberwings		You gain Flight 2.

Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
Adamantium Bone Lacing	EP	16	1	Cyberpony (DL 1)		Halves limb damage.
Robotics Expert (Rank 2)	EP	16	1		Science 70	You can construct from scrap, or modify a captured, Sprite-bot to serve as a companion. Your modifications can either include Enhanced Sensors which will reveal hidden or otherwise invisible targets, Gun Installment, which will wire up a simple single handed weapon for it to fire but it needs to be manually reloaded, and lastly you can simply wire the sprite-bot to remote explode dealing d10 + INT damage
Self-Maintenance	EP	16	1	Cyberpony (DL 2)		Your crippled limbs automatically repair themselves and will return to working condition within 5 rounds of being crippled.
Adamantium Skeleton	EP	18	1	Adamantium Bone Lacing		Halves limb damage. (This effect stacks with its prerequisite, providing a total of 75% resistance to limb damage.)
Cyberpony (Design Level 3)	EP	18	1	Cyberpony (DL 2)		Your body is now an almost entirely synthetic housing for your mind and soul. Your body repairs itself over time at 1 HP every 2 turns. However normal medicine is ineffective on you; potions and healing magic provides only half its normal benefit. You gain the benefit of your cyberpony suite for Design Level 3. Finally, your spiritual resilience is weakened; your Charisma is now treated as three lower (minimum 0) for the purpose of resisting attacks on the soul.
Memory Impant	EP	18	1	Cyberpony (DL 2)		You have a built-in recollector that records all your experiences and allows you to access them. You gain +1 Intelligence. You also gain eidictic memory, allowing you to add a 1d10 bonus to skills for tests so long as you have succeeded at that type of skill test at an equal or greater difficulty before. (For example: a hacking tests for a moderate terminal if you have successfully hacked a hard terminal before.) This roll is made before your skill roll and may raise your effective skill above 100%.
Spiritual Strength	Ghoul	6	1	CHA 4, Karma > 0		So long as you maintain a Karma greater than 0, you gain +2 to all Endurance rolls to avoid ghoul deterioration.
Bonsai	Ghoul	12	1		Survival 50, Science 40,	Through careful nurturing, you have a small fruit tree growing out of your head. Now you have a steady supply of fruit! Only Ghouls can choose this perk.
Eternal	Ghoul	16	1	CHA 6	Survival 50	When at 0 rads, you make rolls for ghoul deterioration once every (Charisma) weeks rather than (Charisma) days.
Atomic!	Ghoul	20	1	END 6		In radiated areas, +25 AP. With excess rad level, +2 DT, +2 ST.
Derpy's Gift	Ghoul	24	1	CHA 8, Eternal	Survival 75	When at 0 rads, you make rolls for ghoul deterioration once every (Charisma) years rather than (Charisma) days.
Bounty Hunter	Griffin	2	1			You gain +2d10 damage (normal or stun) against targets you are contracted against or have taken a bounty on.
Insulated	Griffin	2	3			You gain +5 to Survival and +5 to Electrical and Cold damage resistances. Mastery: you gain an additional +5 to Survival and an additional +5 to Lightning and Cold damage resistances.
Steel Claw	Griffin	2	2			+D10 damage when using unarmed. At rank two will cause huge rends in flesh that bleed for an additional 10 damage until victim is healed. To get the bleeding effect, the griffin must be using claws or a bladed unarmed weapon. Bleeding effects from the same attacker do not stack; but bleeding effects from multiple attackers will stack.
Death from Above	Griffin	4	1			You gain a special bonus when sneaking while airborne or on clouds equal to any bonus for concealment. This special bonus does not count against the maximum of +30 for bonuses, and can raise the character's effective skill above the normal skill limit.
Falling With Style	Griffin	5	1	AGI 7		You ignore the d10s on falling damage.
Aerial Supremacist	Griffin	6	1			+2d10 damage when attacking Pegasi
Eagle Eye	Griffin	6	1			+1 PER and all ranged weapons are counted as being Long Ranged.
Evasion	Griffin	6	2	AGI 6	Unarmed 30	Through advanced training, you gain a +2 on opposed rolls against telekinesis and advanced combat actions which cause you to move.
Junior Speedster	Griffin	6	1	AGI 5, CHA 5		You can take Extra Trick perks and gain the ability to perform one individual advanced Pegasus Trick. You may learn more individual advanced Pegasus Tricks from any pegasus willing to teach you, to a maximum of your Agility rating. (Note: this ability does not allow you to qualify for the Expert Pegasus Tricks perk.)
Natural Predator	Griffin	6	1			+2d10 damage when attacking Earth Ponies and Zebra
Roar	Griffin	6	1	CHA 5	Speech 25	You can make a Speech (Intimidation) test for 45 AP. If successful, opponents cannot act in regards to you except to dodge, run, hide or take cover. This effect lasts until after your actions next turn. Roar only affects targets within short range. If you roar at the same individual more than once, that individual may make an Endurance or Charisma roll (whichever is higher) to resist the effects each time after the first. Each time after the second, the target gains a cumulative +1 bonus (max +3).
Surplus	Griffin	6	1			You have 'just a knack' for finding griffin mercenary supply drop off points in the world.
Witch Hunter	Griffin	6	1			+2d10 damage when attacking Unicorns
Trophy Hunter	Griffin	8	1			You can claim rather impressive looking trophies from slain mutants to sell on. Claiming trophies from intelligent races will incur karma loss.
Intimidating Presence	Griffin	10	1			You are naturally bigger than all non-mutants and as a race are re-known for violence. Intimidating, coercing or otherwise bullying others around using Speech is noticeably more effective, even when failing the roll itself.
Flight (Rank 3)	Griffin	12	1	AGI 8		You're quite a lot faster than your other kin and those weakling pegasi, in flight you can even dodge incoming fire. -20% for ranged attacks to hit you when you are air-borne. Only the swiftest of hunters catches the prey.
Countless Prey	Griffin	14	1			Whenever you kill something you and your party gain +10 AP for 3 rounds. (Maximum bonus +30.)
Watching Like a Griffin	Griffin	20	1	PER 8		Opponents have a -30 to Sneak to hide from you, and you ignore up to -30 worth of penalties for visibility (including reducing penalties for invisible opponents). Acting as a spotter for your party, you may allow each member of your party to ignore -15 worth of penalties for visibility.

Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
Ultimate Hunter	Griffin	24	1	Aerial Supremacist, Natural Predator & Witch Hunter	Sneak 90, Survival 90	You are the ultimate hunter of ponykind. The bonuses you get from Aerial Supremacist, Natural Predator & Witch Hunter are doubled.
Flight (Rank 1)	Pegasus	1	1	(free at first level)		You can lift yourself off the ground and drift by at a slow pace. You're a fucking embarrassment to the Enclave, soldier!
Crash Land	Pegasus	2	1	AGI 7		You can dive into an opponent from flight, dealing an extra 1d10 damage onto whatever other melee attack you have. Those dirt dwellers won't see this one coming!
Insulated	Pegasus	2	3			You gain +5 to Survival and +5 to Electrical and Cold damage resistances. Mastery: you gain an additional +5 to Survival and an additional +5 to Lightning and Cold damage resistances.
Flight (Rank 2)	Pegasus	2	1	AGI 5		You can fly at a normal pace, gain proper altitude and execute basic aerial moves.
Evasion	Pegasus	4	3	AGI 6, Flight (Rank 2)		A little pegasus magic helps you remain where you want to be in the air. You gain a +2 on opposed rolls against telekinesis and advanced combat actions which cause you to move.
Falling With Style	Pegasus	5	1	AGI 7		You ignore the d10s on falling damage.
Speed Burst	Pegasus	6	1	AGI 6		All AP for move actions are halved (rounded up). The Enclave is never outclassed! (This perk cannot be used for calculating overland travel times.)
Strafing Run	Pegasus	12	1	AGI 8		Spend all of your AP to do a flyby of the field shooting (up to your score in Luck) opponents. Next round you will be airborne and may not take attack actions. This is a textbook Enclave assault, you should be able to do this in your sleep, soldier!
Flight (Rank 3)	Pegasus	8	1	AGI 7, Flight (Rank 2)		You're quite a lot faster than other pegasi and in flight you can even dodge incoming fire. Enemies not pegasus-fighting with you get a -20% to hit you as long as you keep moving about, those who are get a -10% (you must take at least one movement action during your turn to gain this benefit). We're proud to have you on board, soldier! (This penalty does not stack with penalties inflicted by dodging or the Counter Canter perk.)
Flight (Rank 4)	Pegasus	14	1	AGI 9, Flight (Rank 3)		While you quite yet won't be executing any rainbooms you are incredibly fast, faster than most others. Penalties to hit you while still and while pegasus-fighting with you increase to 50% and 30% respectively. Sweet fucking Celestia, soldier! You should have been in the Wonderbolts!
Maelstrom Mare / Storm Stallion	Pegasus	14	2	Flight (Rank 3)		When you kick a bolt of lightning out of a cloud, if it hits your target it may then strike one different secondary target within point blank range of the first. Roll a second attack roll at a penalty of -20. If the secondary target is hit, they take full damage. In addition, all your damaging weather effects cause +2d10 damage per rank. At rank two, the lightning bolt may strike a tertiary target within point blank of the secondary target. This requires a third attack roll at a penalty of -30, and may not be used to retarget the initial target.
Catnap	Pegasus Trick	2				You regain a TP when you take a quick 15 minute nap.
Extra Tricks	Pegasus Trick	2	special	AGI 5, Pegasus only		You gain +3 Trick Points. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 6, the third at level 10, the fourth at level 14 and the fifth at level 18.
Advanced Pegasus Tricks	Pegasus Trick	4	1	CHA 5, Pegasus Only		You may perform all the listed advanced Pegasus Tricks, and may learn unique advanced Pegasus Tricks.
Panache	Pegasus Trick	6	1	CHA 6		After successfully performing a Pegasus Trick with a cost of 3 TP or higher, you may make a Charisma check. If successful, regain one TP.
Flash Sculpting	Pegasus Trick	8	1	AGI 8, Pegasus Only		When using Cloud Sculpting, you can perform the trick in turns rather than minutes. You reduce the performance time of Cloud Architecture and Storm Cloud Architecture by half.
Ten Seconds Flat	Pegasus Trick	8	1	AGI 8, Pegasus Only		When performing weather control, you can make minor adjustments (such as clearing the sky of small, normal clouds) in turns rather than hours. When acting as a Weather Team Captain, your team performs large-scale weather manipulation in half the normal time, a quarter of it with a successful Survival skill roll. You reduce the AP cost of weather-controlling Tricks such as Whirlwind and Fog Bank by 10.
Expert Pegasus Tricks	Pegasus Trick	10	2	CHA 7, Advanced Pegasus Tricks		You may perform all the listed expert Pegasus Tricks, and may learn unique expert Pegasus Tricks.
Wonderbolt Maneuver	Pegasus Trick	20	special	Expert Pegasus Tricks, Flight (Rank 4)		You may perform a single Wonderbolt Maneuver. (Note: Enclave Pegasi always learn Sonic Rainboom as their first Wonderbolt Maneuver.) This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 24, the third at level 26, the fourth at level 28, and the fifth at level 30.
Contract Killer / Lawbringer	Quest					You are employed by a group such as the Talon Company or the NCR to fulfill contracts against selected targets. You will receive rewards based on the completion of contracts.
Cyberfetish	Quest			Cyberpony		You have had an experimental piece of shaman-enchanted war-era proto-cyberwear. Cyberfetishes are extremely rare and usually unique with properties beyond those of normal cyberwear. (See note for example.) [2]
Fillydelphia Survivor	Quest					Your vicious fights behind The Wall in the Fillydelphia ruins have left you stronger. Your damage threshold is increased by two and your radiation resistance increases by +3%
Great and Powerful	Quest					You may learn a specific, extremely rare spell (or variant of a spell) approved by the GM.
My Little Ponies	Quest					You have collected one of each of the six Ministry Mares statuettes. Stronger together than they are apart, they have granted you +1 Luck in addition to their normal benefits.
Pony Sutra	Quest					You are experienced in the art of giving and receiving physical pleasure. You are more likely to have sexual encounters with specific characters.
Power Armor Training	Quest					You are now trained in the use of Power Armor.

Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
Power Armor Training - Basic	Quest		1			+1 [STR, PER], -1 AGL (When wearing PA), Armor accounts 100% for its WG.
Touched by Taint (1)	Quest					Exposure to Taint has altered your physiology. When under the effects of Advanced Radiation Poisoning (400+ Rads) any crippled limbs will automatically regenerate.
Touched by Taint (2)	Quest					Exposure to Taint has altered your physiology. You do not take immediate damage from radiation. In fact, you gain extra healing while being exposed to it. However, radiation continues to build up in your system as normal.
Touched by Taint (3)	Quest					Exposure to Taint has further altered your physiology. You are 20% faster and stronger whenever you're basking in the warm glow of radiation. Your Action Points regenerate faster and faster the higher your level of radiation sickness becomes. Your natural lifespan has increased dramatically.
Fancy Mathmatics	SATS	10	1		Science 70	You are able to optimize your PipBuck's targeting spell logic. S.A.T.S. attacks cost now 5 AP less.
Cooler Under Fire	SATS	12	1			You may activate S.A.T.S. twice in a turn. [3]
Center of Mass	SATS	14	1		Firearms 70	In S.A.T.S., you do an additional d10 damage when targeting the torso.
SATS Action Filly	SATS	16	2	AGI 6		You know your targeting spell like the back of your hoof, making you about 20% cooler in combat. For each level of this perk, you gain +30 max action points in S.A.T.S.
Concentrated Fire	SATS	18	1		Magical Energy Weapons / Firearms 70	+5% accuracy in S.A.T.S. with every attack queued on the same enemy
Broad Daylight	SATS	26	1			No Sneak penalty for using Pip-Buck light.
Greater Affinity	Shaman	4	special	Shaman or Tribal Shaman		Your Spirit Affinity is greater than most. You gain +1 to your Spirit Affinity. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Advanced Shamanism	Shaman	8		Shaman or Tribal Shaman, CHA 5		Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's (Spirit Affinity / 2, rounded up). The magical items of zebra shamans are now effectively permanent, lasting until the spirit's rating. Bindings last a number of months equal to the shaman's degrees of success, plus one.
Expert Shamanism	Shaman	16		Advanced Shamanism, CHA 7		Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's Spirit Affinity. The magical items of zebra shamans are now effectively permanent, lasting until the spirit's power focus is destroyed. Bindings now last until a specific condition is met, and that condition must be inscribed into the spirit's prison during the binding process. This inscription takes the form of an Arcane Mark. If the shaman does not set a condition for the binding to end, the binding ends in (Spirit Affinity) years, plus one.
Matrix Caster	Unicorn		1	INT 7, CHA 5		You know how to use spell matrices to cooperatively cast spells. Likewise, you and at least one other Matrix Caster may attempt to cast using an ancient spell matrix structure provided you know the base spell it was designed for. Green Alicorns gain this perk for free, but at a price. They become statuesque and unresponsive (failing all Perception rolls) when weaving or using a matrix.
Additional Spell Count	Unicorn	2	special			You have learned more spells along your way, developing a greater range of casting options. Select (Versatility) spells in any spell sets you have unlocked. This perk may be repurchased any number of times.
Additional Vocation	Unicorn	2	special	INT 6		You have access to a wider variety of spells than most. Pick a new Basic-quality spell set to unlock. You gain (Versatility / 2, rounded up) spells in that spell set of your choice and may gain more later. This perk may be repurchased any number of times, applying to a new spell type each time.
Jouster	Unicorn	4	1		Unarmed 30	Unarmed attacks with your horn have the Armor-Piercing quality, rather than Armor-Piercing (light). In addition, your gain +2 to your movement and bonus damage when charging. Your horn gains an additional +3 DT.
Powerful Caster	Unicorn	4	special			Your talent for magic is greater than most. You gain +1 to your Potency. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Versatile Caster	Unicorn	4	special			Your talent for magic is greater than most. You gain +1 to your Versatility for purposes of calculating the effects of your spells. This does not affect the number of spells you learn when choosing new spells via perks. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Zen Casting	Unicorn	4		AP 70		You may use concentration and focus to reduce the difficulty and strain of casting a spell; however, the spell takes longer to cast. When casting a spell, the AP cost of the spell is increased by 25, but you get a bonus of +10 to all skill rolls involved with casting the spell, and the strain is reduced by -10 (to a minimum of half the spell's strain cost). GMs may determine a situation is too distracting to allow zen casting (such as being subject to the effects of an Amplify spell, being at under half health or being on fire). You cannot Wild Cast and Zen Cast in the same turn.
Advanced Spells	Unicorn	6		INT 6		Your ability to cast spells has increased. You may now learn Advanced spells your chosen spell set(s) as well as Advanced versions of the basic spells you possess. You gain (Versatility) Advanced spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set.
Mighty Spell (Rank 1)	Unicorn	6	1	POT 3		You have gained exceptional skill with a single basic spell, allowing you to super-charge your magic. You may increase your Potency to (Potency x 2) for the duration of a single casting of one spell chosen when you learn this Perk by spending 1.5 times the usual Strain. This Perk may be taken multiple times but applies to a different spell with each purchase. You may chose to augment Versatility instead of Potency (but not both). If your Mighty Spell augments your spell's Versatility, all additional ranks will also augment Versatility. Ranks in Mighty Spell perks may raise your effective Potency or Versatility with the associated spell above 10.

Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
Resilient Horn	Unicorn	6	special			You have an exceptional reserve of magical energy compared to most, magical breakdown is much less common for you. You gain +30 Strain and +5 DR to your horn. This Perk may be taken up to five times (gaining +30 Strain each time and an additional +5 DR on the third and fifth time taken) with the following restrictions: the second rank of the perk becomes available at level 10, the third at level 14, the fourth at level 18 and the fifth at level 22.
Royal Joust	Unicorn	8	1	Joust	Unarmed 50	Unarmed attacks with your horn have the Armor-Piercing (heavy) quality, rather than Armor-Piercing. In addition, your movement and bonus damage when charging is [(End x 2) + (Agility x 2)]. Your bonus DT from Joust increases to +6.
Spell Alacrity	Unicorn	8	special			The initial AP cost for casting spells is reduced by -10. This perk may be taken twice with the following restriction: the second rank of the perk becomes available at level 16.
Wild Cast	Unicorn	8		VER 4		At the end of your turn, if you have AP remaining but not enough to cast a spell, you may attempt to cast a spell anyway. To do so, you expend your remaining AP and spend the strain of the spell. You then make a Science skill roll at a penalty equal to the remaining amount of AP necessary to cast the spell. If you succeed, you then cast the spell as normal. If you fail, the casting backfires. You still lose the AP and strain, and you take 1d10 stun damage for every ten points (rounded up) of AP you didn't have to cast the spell. You cannot Wild Cast and Zen Cast in the same turn.
Good With the Thundery Ones	Unicorn	10		Spells: Energy Strike (Lightning), Storm Cloud		You can chose to have your spells which deal electrical damage deal electrical Stun damage instead. Electrical Stun damage is resisted by Stun DT and reduced by Lightning Resistance. You gain +10 Lightning Resistance.
Mighty Spell (Rank 2)	Unicorn	12	1	One Trick Pony, POT 4, Mighty Spell (Rank 1)		You have further improved your capacity with your one trick. You may now spend 2x normal Strain to increase Potency to (Potency x 4) for a single casting.
Expert Spells	Unicorn	14		INT 8	Advanced Spells	Your ability to cast spells has increased. You may now learn Expert spells your chosen spell set(s) as well as Expert versions of the Advanced spells you possess. You gain (Versatility) Expert spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set.
Mighty Spell (Rank 3)	Unicorn	18	1	One Trick Pony, POT 5, Mighty Spell (Rank 2)		You have further improved your capacity with your one trick. You may now spend 3x normal Strain to increase Potency to (Potency x 8) for a single casting.
Advanced Matrix Casting	Unicorn	22	1	Matrix Caster	Science 90	When matrix casting, you may weave a spell matrix to allow you to cast up to (Versatility / 2, rounded up) spells simultaneously as a single spell with integrated effects. (For example, you could integrate Flame Strike and Lightning Strike into a single spell with the cumulative damage and effects of both, or cast a spell with an integrated Bypass spell.) Weaving a spell matrix requires twelve turns, and may be used for a number of minutes equal to your Potency rating. (Spells used together are subject of GM approval, and should be restricted to spells which would logically work together in some way.) Spell combinations cast this way cost AP equal to the casting of a single spell and strain equal to the sum of the strain cost for each spell minus five strain for each integrated spell
Mighty Spell (Rank 4)	Unicorn	24	1	One Trick Pony, POT 6, Mighty Spell (Rank 3)		You have further improved your capacity with your one trick. You may now spend 4x normal Strain to increase Potency to (Potency x 16) for a single casting.
Tribal Wisdom	Zebra	4	1		Survival 50	-50% limb damage from animals, mutated animals, and mutated insects, +25% to Poison resistance, ability to cook and eat mutated insects into clean, rads-free meals.
Evasion	Zebra	6	2	AGI 6	Unarmed 30	Through advanced training, you gain a +2 on opposed rolls against telekinesis and advanced combat actions which cause you to move.
Green Hoof	Zebra	6	1	LCK 6,	Survival 30	Plants always seem to bloom when you're around, even in places no one would expect! You find significantly more raw materials for alchemy during your travels. You gain +10 to Survival checks for finding herbs. When rolling Luck checks for number of herbs found, you roll three times, keeping the two best results and discarding the remaining roll.
Snake Eater	Zebra	6	1	END 5	Survival 50	Half chance of being poisoned (or +50% poison resist)
Advanced Alchemy	Zebra	8	1			You have dedicated some time to expanding your alchemical skills. Good for you! Embrace your heritage! You can now create advanced alchemical recipes.
Strong Buck	Zebra	8	1		Unarmed 50	When striking a target with a Buck there is a 25% chance you'll daze them, preventing them from moving on their next turn.
Elemental Alchemist	Zebra	10	1	Advanced Alchemy	Survival 60	Potions you brew which grant elemental resistance grant an additional 5% elemental resistance.
Potent Brew	Zebra	10	1	Advanced Alchemy	Survival 60	Poisons you brew which deal HP damage (rather than SPECIAL damage) deal an additional +5 damage per turn. Sleeping Powders you concoct inflict an additional +5% penalty to actions after premature awakening.
Expert Alchemy	Zebra	16	1			The highest echelons of alchemical mastery are yours to toy with! Few, if any, recipes are beyond your ability to recreate. Some brews not seen since before the balefire bombs might return by your hooves.
Cyberpony Suites						

Perk revisions - Perks

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Perk revisions - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description

Perk revisions - Monster Perks

Name	Type	Level	Ranks	Trait/Perk Req	Special Req	Description
Monster of Unusual Size	Trait	-	-	Monster or Spirit		This monster or spirit has a size other than zero. In addition to the normal attack modifier this generates, the creature has a bonus to Strength and DT equal to double the monster's size, and an Endurance bonus equal to the monster's size. (With a smaller size, these bonuses are penalties. Minimum 0 each. This can give the monster a Strength higher than 10.) Monsters of unusual size can make attacks unarmed/melee attacks with logical reach for a creature of its size. At GM discretion, monsters of unusual size may have one or more natural attacks with the reach quality. (If for any reason a creature should change size, that creature will gain the benefits of this trait for the appropriate size.)
Sapient	Trait			Threat: Orange or Red	Int 6, Cha 6	This monster can take perks from the normal perk list. All hellhounds and dragons have this trait for free. (As do members of PC and NPC races.)
Threat: Green	Trait	-	-			This threat has Hit Points equal to 25 + (END x Level). The monster has a maximum of 3 points to distribute amongst SPECIALS and no Tag skills. [4]
Threat: Yellow	Trait	-	-			This threat has Hit Points equal to 50 + (END x Level). The monster has a maximum of 5 points to distribute amongst SPECIALS and one Tag skill. [5]
Threat: Orange	Trait	-	-			This threat has Hit Points equal to 100 + (END x Level). The monster has a maximum of 7 points to distribute amongst SPECIALS and two Tag skills. [6]
Threat: Red	Trait	-	-			This threat has Hit Points equal to 200 + (END x Level). The monster has a maximum of 9 points to distribute amongst SPECIALS and two Tag skills. [7]
Alert	Monster	2	1			This monster has a +3 bonus to opposed Perception checks against sneaking characters. This bonus may allow the monster's effective Perception to exceed 100.
Extreme Reach	Monster	2	1			One or more of the monster's attacks which possess the reach quality now have a reach of point blank.
Fearsome Predator	Monster	2	3			This monster gains +5 to Speech and Unarmed. Mastery: +5 each.
Flyer	Monster	2	3			This monster can fly. Each rank of this perk gives the monster a level of flight. Bloodwings gain this perk at first level for free.
Hunter	Monster	2	3			This monster can track and gains +5 to Survival and +5 to Sneak. Mastery: +5 to each.
Innate Magic	Monster	2	1		Cha 4	This monster has one or more innate magical abilities which they can manifest for 25 AP. See monster description for details. Theses innate abilities are never more powerful than basic spells.
Natural Camouflage	Monster	2	1			This monster has a coloration that makes it very difficult to spot in its native environment or under certain conditions. It gains a +10 to Sneak checks and a +30 to Sneak checks when remaining stationary so long as the monster is in applicable surroundings.
Rending Claws	Monster	2	1		Str 5	This monster's natural attacks (claws, bite, etc) can pierce armor, reducing opponent's DT by 1 per level. At level 20, this monster's natural attacks ignore DT completely. Hellhounds gain this perk for free at first level.
Swift Attacker	Monster	2	3		Agi 6	This monster has 15 bonus AP which can only be spent on movement actions.
Thrown Barb	Monster	2	1			One of this monster's natural attacks is ranged. The range of the attack is Short, and the monster uses the Unarmed skill to attack. Bloatsprites gain this perk at first level for free.
Tough Hide	Monster	2	3		End 4	This monster starts with a DT of 4. Each additional level of this perk adds +3 to the monster's DT. Mastery adds +2 DT.
Unusual Sense	Monster	2	1		Per 4	This monster has a unique sense, such as tremorsense or echolocation, which can be used to hunt and/or target prey.
Weak Poison	Monster	2	1			This monster has an attack that, if successful, inflicts a moderate poison. Poison may deal 1 SPECIAL damage / turn for 3 turns. The victim may make a Poison Resistance at +10 test to avoid the effect. Alternately, the monster may have an attack that produces a mildly dangerous substance (such as alcohol).
Weapon-User	Monster	3			Int 4	This monster can use tiered weapons as well as natural attacks.
Adaptive Camouflage	Monster	4	1	Natural Camouflage		This monster's camouflaging coloration makes it very difficult to spot. It gains a +10 to Sneak checks and a +30 to Sneak checks when remaining stationary. Outside of combat, the monster's coloration will change to match new surroundings.
Exceptional Attack I	Monster	4	3			This monster has one or more attacks which benefit from one of the weapon special rules (magic, crippling, AoE, etc). This perk can be taken multiple times, each time applying a different special rule to a separate attack or set of attacks. (Note: If used to add the "magic" quality to a ranged attack, that attack would use the monster's Magical Energy Weapons skill instead of Firearms.)
Night Hunter	Monster	4	1		Per 6	This monster gains +2 to Per in darkness and takes no Perception penalties for poor lighting conditions, but -1 Per in daylight or well-lit interiors.
Powerful Attacker (Rank 1)	Monster	4	1			This monster's unarmed attacks have double their (STR x 2) as base damage.
Resilient	Monster	4	3	Threat: Green or Yellow		This monster gains +25 Hit Points. Master: +25 additional HP.
Savage Attacker	Monster	4	3			This monster's unarmed attacks deal +1d10 damage. Mastery: +5 base damage.
Spellcaster	Monster	4	1		Int 4	This monster can cast spells. The monster starts with Potency and Versatility attributes and a spell set. They may take spellcasting perks.
Magic Resistant	Monster	5	6			This monster has a 15% chance to resist the effects of magic per rank. Mastery grants 100% resistance.
Armor-piercing Claws	Monster	6	1		Str 7	This monster's natural attacks (claws, bite, etc) can pierce armor, reducing opponent's DT by half (rounded up). Yao Guai get this perk for free at first level.
Armored Hide	Monster	6	1	Tough Hide	End 6	This monster has a base DT of 10. This replaces the first rank of Tough Hide.
Dangerous	Monster	6	1			This monster has a higher chance to score a critical hit on an opponent in combat, equivalent to 4 extra points of Luck.
Moderate Poison	Monster	6	1	Weak Poison		This monster has an attack that, if successful, inflicts a moderate poison. Poison may deal 1 SPECIAL damage / turn for 5 turns. The victim may make a Poison Resistance test to avoid the effect. Alternately, the monster may have an attack that produces a dangerous substance. Manticores gain this perk at first level for free.
Persistent Innate Magic	Monster	6	1	Innate Magic		One of this monster's innate magical abilities is always in effect. (The monster cannot suppress this ability.)
Roar	Monster	6	1		Cha 5	This monster can make a Speech (Intimidation) test for 45 AP. If successful, opponents cannot act in regards to it except to dodge, run, hide or take cover. (Opponents may attack or take actions against other monsters in the combat.) This effect lasts until after its actions next turn. Roar only affects opponents within short range of the monster. If the monster does this more than once in a battle, the monster's opponents may make an Endurance or Charisma test (whichever is higher) to resist.
Spike Shooter	Monster	6	1			This monster has a ranged attack with a Medium range. This attack uses the monster's Firearms skill. Floaters gain this perk at first level for free.
Tagged (Rank 1)	Monster	6	1	Threat: Yellow, Orange or Red		This monster gains another Tag skill. Orange and red threat NPCs get this perk for free at first level. (Threat leveled NPCs cannot also take the PC Tag perk.)
Tricky Flyer	Monster	6	1		Agi 4, Cha 5	This monster is capable of performing basic Pegasus Tricks at will.
Engulf	Monster	8	1	Size > 0		This monster can completely envelop an opponent at least one size smaller. When engulfing an opponent, neither the monster nor the opponent can miss on their attacks except on a critical failure. Most swarms have this perk.
Exceptional Attack II	Monster	8	2	Exceptional Attack I		This monster has one or more attacks which benefit from two of the weapon special rules (magic, crippling, AoE, etc). This perk can be taken multiple times, each time applying a different special rule to a separate attack or set of attacks. (Note: If used to add the "magic" quality to a ranged attack, that attack would use the monster's Magical Energy Weapons skill instead of Firearms.)

Perk revisions - Monster Perks

Exotic Body (Rank 1)	Monster, Spirit	8	1			This monster has an abnormal physiology that allows them resistant to certain kinds of damage. Choose one class of weapon (explosive, magical energy, ballistic, melee, etc) or type of weapon (bladed weapons, anti-matrix weapons, etc) and one type of energy type or special effect (fire, light, crippling, stun, etc). The monster takes half damage (rounded down) after DT from that type of attack, and ignores that kind of energy or special effect. Timberwolves start with this perk for free (ballistics, stun).
Extra Spikey	Monster	8	1			This monster's attacks deal double damage on a critical success.
Glowing One	Monster	8	1	Threat: Orange or Red		This monster emits harmful radiation equal to its level in rads a turn. The monster can emit a burst once every three rounds that gives off quadruple this amount of radiation in a (Level) yards radius AoE blast. Victims may roll Radiation Resistance to avoid radiation each turn/burst. This blast will knock over anyone in the area who fails an Agility check (+2 bonus for the monster, -1 penalty to all others). This monster glows brightly and cannot Sneak; any skill points normally spent by that monster type on Sneak are lost. The monster starts with the first rank of Regeneration for free.
Grappler	Monster	8	1		Agi 4	This monster can make a Pin attack against a standing opponent. The monster gains a +2 bonus.
Hard to Kill	Monster	8	3	Threat: Orange or Red		This monster gains +50 Hit Points. Master: +50 HP.
Hivemind	Monster	8	1			This monster is in constant communication with others of its kind, able to perfectly coordinate attacks. These monsters share initiative and gain +1 to initiative for each monster after the first (maximum +5) and a +3 SPECIAL or +30 skill bonus (whichever is appropriate) to recognize and avoid traps or tactics their opponents have successfully used against their hive-siblings in the past. Changelings get this perk at first level for free, as do Alicorns during the time of the Goddess.
Innate Advanced Magic	Monster	8	1	Innate Magic	Cha 5	This monster can manifest an innate power that is equivalent to an advanced spell for 35 AP
Powerful Attacker (Rank 2)	Monster	8	1	Powerful Attacker 1		This monster's unarmed attacks have their (STR x 4) as base damage.
Rapid Shooter	Monster	8	3	Ranged Attack		This monster's ranged attack has a rate of fire of 3, allowing it to use the burst fire and full auto attack options. Each additional rank increases the monster's rate of fire by 1.
Shrug it Off	Monster	8	4	Threat: Orange or Red	End 6	This monster has 10% Damage Reduction per rank.
Unstable	Monster	8	1			This monster bursts open when slain, erupting with an AoE 5. This explosion is usually a weak poison (or appropriate to the monster if the monster has poison perks), but may instead be spores or another effect (per GM).
Distant Threat	Monster	10	1			This monster has a ranged attack with a Long range. This attack uses the monster's Firearms skill.
Invulnerable Hide	Monster	10	1	Armored Hide	End 8	This monster has a base DT of 25 and gains +5 Stun DT. This replaces Armored Hide. Dragons gain this perk for free at first level.
Reincarnation	Monster	10	1	Innate Magic		This monster's natural life cycle is a cycle of life, death and rebirth. When the monster dies a natural death at the end of its life cycle, it dies and is reborn. They also gain this benefit from one manner of unnatural death (drowning, fire, etc). Balefire phoenixes get this perk at first level for free.
Regeneration	Monster	10	3		End 7	This monster regenerates Hit Points every turn. At rank 1, the monster regenerates (END) HP a turn. At rank 2, the monster regenerates (END *2) HP a turn. At rank 3, the monster regenerates regenerates (END*4) HP per turn. Monsters with the Glowing One perk start out with the first rank of this perk for free.
Strong Poison	Monster	10	1	Moderate Poison		This monster has an attack that, if successful, inflicts a strong poison. Poison may deal 2 SPECIAL damage / turn for 3 turns. The victim may make a Poison Resistance test at -5 to avoid the effect. Alternately, the monster may have an attack that produces a very dangerous substance (such as transformative spores). Spore spitters gain this perk at first level for free.
Swarm	Monster	10	5	Size < 1		A monster swarm is comprised of countless (usually tiny) monsters that act as a single opponent. Swarms are effectively immune to all attacks that do not have an Area of Effect. A rank 1 swarm is two sizes larger than the base creature but only possesses the DT and SPECIALS bonuses of the base creature. Every rank of this perk after the first increases the swarm's size by one with no bonus to DT or SPECIALS, and adds 100 HP to the swarm. All sprites except for bloatsprites gain rank 1 of this perk at first level for free.
Swallow Whole	Monster	10	1	Size > 2		This monster can swallow an opponent up to two sizes smaller in a single attack for 45 AP. A swallowed opponent suffers 1 END damage a turn unless wearing environmentally sealed armor. This damage cannot be resisted. The swallowed opponent may attack the monster from inside, ignoring DT. (Being swallowed is such a horrific experience that the character must still make attack rolls, failures indicating that the character was unable to focus enough to act.) Quarry Eels gain this perk at first level for free.
Armor-ripping claws	Monster	12	1	Armor-Piercing Claws	Str 9	This monster's natural attacks (claws, bite, etc) can tear through armor like paper, reducing opponent's DT to 0. Hellhounds can take this perk without having Armor-Piercing Claws so long as they meet the Strength requirement.
Endless	Monster, Spirit	12	1	Reincarnation, Regeneration		This monster continues to regenerate HP after death. When the monster's HP is fully restored, the monster returns to life. This ability does not function if the monster is turned to ash or goo, or otherwise completely destroyed. Greater Timberwolves gain this perk at first level for free, but must take Regeneration at level 10.
Exotic Body (Rank 2)	Monster, Spirit	12	1			This monster has an abnormal physiology that allows them resistant to certain kinds of damage. Choose one type of weapon (explosive, magical energy, ballistic, melee, etc) and one type of energy type or special effect (fire, light, crippling, stun, etc). The monster takes half damage (rounded down) after DT from that type of attack, and ignores that kind of energy or special effect. Timberwolves start with this perk for free (ballistics, stun).
Exceptional Attack III	Monster	12	1	Exceptional Attack II		This monster has one or more attacks which benefit from three of the weapon special rules (magic, crippling, AoE, etc). (Note: If used to add the "magic" quality to a ranged attack, that attack would use the monster's Magical Energy Weapons skill instead of Firearms.)
Incorporial	Monster, Spirit	12	1	Exotic Body		This monster has no tangible body. It cannot be affected by physical attacks or barriers. This monster is still affected by mundane and magical energy, including spells and shields. Most creatures which are intangible cannot affect the mundane world except through magic or other special powers. Ghost and spirits gain this perk for free at first level. This perk replaces Exotic Body.
Invisible	Monster, Spirit	12	1			This monster is naturally invisible. Some monsters can suppress this ability for a number of turns equal to their Charisma as a 25 AP action or under special circumstances. Star Spawn (Minor and Major) gain this perk at first level for free.
Powerful Attacker (Rank 3)	Monster	12	1	Powerful Attacker 2, Threat: Orange or Red		This monster's unarmed attacks have their (STR x 6) as base damage.
Ranged Grappler	Monster	12	1	Grappler	Agi 6	This monster can make a grapple attack at the extent of Point Blank range.
Tagged (Rank 2)	Monster	12	1	Tagged (Rank 1), Threat: Orange or Red		This monster gains another Tag skill. Red threat NPCs get this perk for free at first level. (Threat leveled NPCs cannot also take the PC Tag perk.)
Deadly Poison	Monster	14	1	Strong Poison		This monster has an attack that, if successful, inflicts a deadly poison. Poison may deal 2 SPECIAL damage / turn for 4 turns. The victim may make a Poison Resistance test at -10 to avoid the effect. Alternately, the monster may have an attack that produces an extremely hazardous substance (such as Taint or Pink Cloud).
Drainer	Monster	14	1	Grappler		This monster can drain a grappled victim, dealing 1d10 damage to a single SPECIAL each turn after that first that the victim remains grappled. This action costs all of the monster's AP for that turn and the damage takes effect when its AP refreshes. This action can be interrupted if the Bloodwing takes a third of its HP in damage (rounded up) before its next turn. An interrupted Drain still deals 2 points of SPECIAL loss. Points lost this way are regained at the rate of one an hour. A victim reduced to 0 END is dead.
Draconic Hide	Monster	14	1	Invulnerable Hide, Threat: Red		This monster has a base DT of 35 and +10 Stun DT. This replaces Invulnerable Hide. Dragons can take this perk up to four levels earlier.

Perk revisions - Monster Perks

[illegible]

Perk revisions - Removed Perks

They never see that coming	Unicorn	6	1		Adv Illusion	You learn an additional Illusion spell, plus at your discretion, your horn doesn't glow when cast your spells, nor any aura of any kind appears on manipulated objects.
(Alicorn) Hunter	Base	10	1		Survival 50	+2d10 damage against Alicorns
Telekinetic precision:	Unicorn	2			PER 5	You've got a steady horn on your head for when you need to count sand, thread a needle, or keep a pin in a grenade.
Mutate!	Base	10	1			Picking this perk will also make you select one of your current Traits to remove. You then get a chance to pick another Trait. Weird, eh?
Bend the Rules	Base	22	1	LCK 5		With this perk, the next time your character gets to choose a perk, they can ignore all restrictions except for race. You rule! (This perk is only available with GM permission.)
Break the Rules	Base	28	1	LCK 7		When you choose this perk, you may choose any perk next time you pick one, regardless of either requirements OR race. (This perk is only available with GM permission.)
Ready To Gallop	Base	3	3	PER 6,		Your character will be more likely to move before other characters and critters in combat with this perk. Each rank of this perk increases a character's Sequence by +2.
Field Medic	Base	3	1	AGI 6,	Medicine 50	You can heal people much faster than the usual wasteland doctor in combat. When attempting to help a fallen comrade, it only takes 30 APs to use bandages.
Cyberpony (Rank 1)	EP	6	1			You have made permanent cybernetic enhancements to your body. You gain +2 DT, your resistance to Poison and Radiation each increase by 10%, and you gain a +10 bonus to using Magical Energy Weapons. You may now take Cyberpony perks. You may not take or benefit from zebra alchemy perks.
Cyberpony (Rank 2)	EP	14	1			Most of your body has been replaced with synthetics. You are beginning to no longer feel like a Pony anymore, let alone a living thing. Reduces your max positive karma to 80. Adds an additional +2 DT. You are immune to poison. (This perk nullifies any previous Tough Hide perks.)
Cyberpony (Rank 3)	EP	18	1			Your body is now an almost entirely synthetic housing for your mind and (hopefully) soul. Your karma max positive karma is now 50. Adds an additional +4 damage reduction, your body also repairs itself over time at 1 wound every 2 turns. However not even normal medicine or healing magic can aid you now. You also gain permanent nightvision.
Advanced Cyberpony	EP	14	1	Cyberpony (Rank 1	Science 60, Medicine 60	Large parts of your body are now entirely synthetic, giving you a +5 DT. (This perk nullifies any previous Tough Hide perks.)
Lead Rain	Base	14	1	AGI 7, PER 6,		Your trigger finger is a little faster than normal. Each ranged weapon attack costs 5 AP less to perform.
Gladiator Pony	Base	12	1	AGI 6	Unarmed / Melee 60	Your character has probably read of Fancy Hoofwork and Unstoppable Buck and managed to learn a thing or two. Your character can make more hand-to-hand or melee style attacks per combat turn with this perk. The AP cost to use a HtH or Melee attack is reduced by 5.
Clever Prancer	Base	12	2	AGI 6,		Through agility and reflexes, you have become deft at striking where it hurts while preventing your enemies from doing the same. +2% to crit, half chance to avoid critical hits. (Rank 2 of this perk cannot be used if wearing heavy armor.)

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[illegible]

Perk revisions - Experimental Perks/Traits

Perk revisions - Experimental Perks/Traits

Perk revisions - Experimental Perks/Traits

Name	Type	Level	Ranks	Special Req	Skill Req	Description

Perk revisions - EP perks WIP

Name	Type	Level	Ranks	Special Req	Skill Req	Description
Don't touch that!	EP	2	1		Explosives 45	Allows you to construct improvised land mines or grenades out of batches of ammo. 20 small arms rounds (40 if using 5mm chaingun ammo) or 10 plasma/energy cells.
Jus' buck it an' it'll be fine!	EP	2	1		Guns 40	Guns take only 15 AP to unjam.
Healing of the Mother Earth	EP	3	2		Medicine 40	Each rank of this perk will increase the number of Hit Points healed by the use of Medicine skills by 20.
Ah' fixed it!	EP	4	1		Mechanics 30	Can improve the general condition of weapons and armour giving them +2 damage or damage reduction by combining with another of the same item. Wears off with armor degradation.
Strong Buck	EP	4	1		Unarmed 50	When striking a target with Unarmed there is a 25% chance you'll daze them, preventing them from moving on their next turn.
Adrenaline Rush	EP	6	1			You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 75% of their maximum, your character gains a +2 Strength bonus, but cannot go above the racial maximum.
Cyberpony (Rank 1)	Cyber	6	1			NOTE: the EP can apply the perk to anypony with END 7+, but only EP can apply them, and they only need END 5+
Gears of Harmony	EP	6	1		Science 30, Mecha	Little snippets and general Eath Pony knowledge about mechatronics allows you to more easily identify commonly overlooked significant parts in a wrecked robot, resulting in more yield in salvage to be sold. In addition, you can make a good guess at the purpose and controls of esoteric Pre-War technology.
Lead Belly	EP	6	1	END 5		No longer suffer radiation sickness when drinking irradiated water
Adamantium Bone Lacing	Cyber	8	1			
Robotics Expert (Rank 2)	EP	8	1		Science 70	You can construct from scrap, or modify a captured, Sprite-bot to serve as a companion. Your modifications can either include Enhanced Sensors which will reveal hidden or otherwise invisible targets, Gun Installment, which will wire up a simple single handed weapon for it to fire but it needs to be manually reloaded.
Strong Back	EP	8	2	STR 5, END 5		+50 lb. carry weight
Bomberman/buck	EP	9	1	INT 5, LCK 5	Explosives 60	Your prowess with explosives is legendary. Characters with this perk who fail to set an explosive properly will know immediately, and that explosive will not go off or detonate – it will be reset, so the Bomber can try again.
Steady Grip	EP	10	1	STR 6,		Due to your groundedness and stability, burst attacks have no penalty to hit.
Cyberpony (Rank 2)	Cyber	14	1			Most of your body has been replaced with synthetics. You are beginning to no longer feel like a Pony anymore, let alone a living thing. Reduces your max positive karma to 80. Adds an additional +2 damage reduction, makes you immune to poison. Zebra medicine no longer has any effect on you. [This perk is not available to ponies]
Self-Maintenance	Cyber	16	1		Cyberpony 2	Your crippled limbs automatically repair themselves and will return to working condition within 5 rounds of being crippled.
Cyberpony (Rank 3)	Cyber	18	1			Your entire body is made up of synthetic materials, a blasphemous imitation of something that once had a heart and a soul. Your karma max positive karma is now 10. Adds an additional +4 damage reduction, your body also repairs itself over time at 1 wound every 2 rounds however not even normal mechanical repairs will work.
					Barter	More inquisitive, can get the trader to show the extra stuff
					Big Guns	+5% to hit for each extra point over the requirement of guns over 6 STR base req (up to 10%)
					Explosives	Splash is deadlier, less power loss. +d10 damage for each range increment beyond the first (so bonus for point blank, + for close range, ++ for medium range, etc.)
			3		Explosives	Can effectively craft explosives using ammo or gunpowder, sensor modules, and maybe other stuff (EP only get to the later perks because only they can do so without the expensive machinery)
					Lockpick	
					Magic weapons + S	Turbo! Make weapons that cost less AP to fire
					Magic weapons	Ammo recover, or ammo efficiency
					Medicine	Overheal! Passes over time, but still
					Science	Create better drugs? careful dosing, and paying attention to details, halve addition chances and double the duration
					Speech	Increased empathy, can catch himself after a single fail and recover in some spectacular way (extra check at half initial chance, has to be RPed well)
					Survival	
Pinkie Sense	EP trait					One sixth sense defined instinct (by the player) (if X's happening or about to happen, I feel Y, be specific!), gives a +10% advantage in related checks, plus is left to the mercy of the GM for other stuff, can be debilitating and give up to -20% to skill checks when the GM feels like it (of course, this happens)
Pinkier Sense	EP		4		Pinkie Sense	One more player-chosen instinct starting at 5%, the already chosen ones develop in bonuses to 5% more
Pinkiest Sense	EP		1		All Pinkie Senses	All player instincts go up to the current maximum (30%), possible penalty grows to a fierce 50% (that's what you get for letting random warnings take control over your body :P)
Feeling all the gashes			2		Melee/unarmed	Going up close the dirty way leaves scars, but since it didn't kill you, it made you stronger instead! +5 to combat skill, and +20 HP.
Immovable object					Brick wall	Cannot be knocked down, has free attempt to knock down if others ever try it on him
Tougher Hide						EP have a +3 DR variant of the perk.
Rock Crusher					Guns	
Extreme tolerance					Unarmed	Can spend double the AP (or +20? +25?) for 1.5 times the damage
						+10 Rad res, +10 Poison res, and halved addiction chance
				PER, CHA	Speech	Can fake voice to resemble about anypony they heard before, check to impersonate
					Science	
					Mechanic	Oh boy here we go
					Stealth	
					Guns	+10% to hit and +d10 damage against airborne targets. Yes, you hate them with a passion.

Perk revisions - EP perks WIP

Perk revisions - EP perks WIP

Perk revisions - Traits WIP

Stable Dweller	Start out with a PipBuck, but Rad Resistance and Poison Resistance are lowered to 0, and Survival to only LCK/2.	
Ex-Raider / Raider	More cruel, less remorse, more repairs and weaps, less speech, more damage!	
Ex-Slaver / Slaver	More barter, less repair, More melee, slavers will recognize	
Dashite	Power armor training, +gun training, -Melee, Survival, Speech	
Refugee	+ movement, +sneak, +Surv, -Science,	
Ex-Slave	Tough hide, + unarmed, less science, slave collar?	
Talon Mercenary	Start with Contract Killer Perk, + Guns Or Melee, - Speech,	
Regulator	Lawbringer perk, small guns, -big guns, etc.	
Wanderer		
Steel Ranger		
Outcast	+ battle saddles, -sneak, -firearms, starts with PA training	
Scavenger	+ lockpick, + carry, -speed	Barter
Mechanic		Big Guns
Doctor	+ medicine, -unarmed and melee	Magic Weapons
		Lockpick
Politician	lotsa speech, ???	Survival
Soldier training	+ guns and BS, but less barter, lockpick	Medicine
		Melee
		Mechanics
		Science
fast shot / quick swipe	can take the fast shot option, but cannot aim to parts of body.	Small Arms
pinkie sense	gets one instinct, with perks can add other sixth sense instincts and power up those they already possess	Sneak
reckless	+initiative, +AP, less DT or more +% to be hit	Speech
good natured	solito	Unarmed
hoarder		
jinxed	half fails are crit fails, for both you and you enemies (seems too cruel to have this for allies too)	
small frame		
Chem Reliant	double addiction, half aftereffects	
Clean Living	half duration, half addiction	
Wild Wasteland	randomness!	

Perk revisions

- [1] Artisan Earth Pony Magic magic has been studied and documented, but other forms of Earth Pony Magic almost certainly exist.
- [2] Example: Phoenix Implant -- bound with a spirit of life, this cyberfetish grants the pony healing of 1 HP per minute and allows the pony to heal magical energy damage (both her own and and that of others she aids) as if it were normal damage.
- [3] (Original Text) You regenerate SATS Action Points faster. How much faster? You guessed it: 20% faster!
- [4] Non-monster NPCs always have a number of Tag skills appropriate to their race.
- [5] Non-monster NPCs always have a number of Tag skills appropriate to their race.
- [6] Non-monster NPCs always have a number of Tag skills appropriate to their race.
- [7] Non-monster NPCs always have a number of Tag skills appropriate to their race.
- [8]

Size	Value of Y
-2	.5
-1	1
0	2
1	4
2	8
3	16
4-5	32