

## Master Perk List (Public Pre-Release) - Race Special Limits

Special	STR	PER	END	CHR	INT	AGI	LCK	Notes
Earth Pony	12	10	12	10	10	10	10	Strongest and most durable of the 3 tribes
Unicorn	8	10	10	10	12	10	10	Weakest of the 3 tribes, but the smartest
Pegasus	10	10	10	10	10	12	10	Most agile of the 3 tribes
Zebra	11	11	11	10	10	11	10	Less specailized than ponies and more versitile
Griffon	10	12	10	10	10	10	10	A predators instict for finding prey is a defining aspect of a griffon
Dragon	11	10	11	10	10	11	10	A strong, durable, and agile creature
Hellhound	12	12	10	8	10	10	10	Not the most charming, but very strong and very good trackers
Sand-Dog	11	12	10	8	11	10	10	Despite the rumors they are strong and intelligent culture
Foals	5	10	10	10	10	10	12	They Survive somehow
Alicorn	13	10	12	8	11	9	10	The product of senseless ambition.
Natural Born Alicorn	12	10	12	10	12	10	10	The appex of the 3 tribes

## Master Perk List (Public Pre-Release) - Charts

### Size Effects Chart

Size	Size Examples	HP Mod	Bonus to be Hit	Str Mod	Sneak Mod
5	Thunderhead Asult Ship, Air Craft Carrier (151+ ft)	+125%	+50%	+62	-75%
4	Enclave Raptor, C5 Galaxy (51-150 ft.)	+100%	+40%	+30	-60%
3	Hydra, Grown Dragon, Ursa Minor, Vertabuck (21-50 ft)	+75%	+30%	+14	-45%
2	Young Adult Dragon (10-20 ft)	+50%	+20%	+6	-30%
1	Buffalo, Manticore, wagon (6-9 ft)	+25%	+10%	+2	-15%
0	Pony Sized (3-5 ft)	0	0	0	0
-1	Adolecent Pony	-25%	-10%	-2	+10%
-2	Foal	-50%	-20%	-4	+20%
-3	Large Bug (Hoof Sized)	-75%	-30%	-6	+30%

### Range Chart

Point Blank	+15% for Short Range weapons; -15% for Long Range and Battle Saddles	15 ft.			
Short	+0%	50 ft.			
Medium	-10% (-15% for short range weapons*)	150 ft.			
Long	-30% for meduim range weapons; -20% for long range weapons; (no short range weapons)	450 ft.			
Extreme	-40% (only weapons designated as long range)	+450 ft.			

### NPC Reaction Levels

Loathing	They will great you with Pitchforks and Torches and will gleefully use them on you.	-4	Will not barter with you	-20 Penalty	
Hate	They wont do buisness with you, and likely wouldnt poor piss on you if you were on fire.	-3	0.5	-15 Penalty	
Dislike	This person/group does buines only grudgingly with you	-2	0.8	-10 Penalty	
Warry	An eye is kept on you and your not trusted with the family silver. don't expect any favors.	-1	0.9	-5 Penalty	
Indifrent	They would work with you, maybe do favors if the price was right	0	1		
Favored	This pony would like yo enough to let you run a small tab in his bar, or let you owe a favor	1	1.1	+5 Bonus	
Liked	This pony or group is happy to see you and happy to do buisess with you, will go out of there way to acomidate you, within reason.	2	1.2	+10 Bonus	

## Master Perk List (Public Pre-Release) - Charts

Loved	This pony or group will go well and truly out of there way to help you, even risk injury for you	3	1.4	+15 Bonus	
Worshipful	This pony would die for you. Even if you dint ask it of them.	4	Will give you most anything.	+20 Bonus	
It should be noted that extreams of any level of reaction is rare. More so for positive than negative, but most ponies are a reasonable lot. Also reation levels are often in flux based on a ponies interactions. Abuse a relationship and it will degrade. At the same time treat an enimy with enogh kindness and over time a sane enimy will learn to tolerat you or even like you. Of course if they really hated you to start with you might need a lot of medical care before they stop attacking you on site.					
Hieght and Weight					
Height is calculated as follows:	Size 0 is average is 3 ft plus 1 through 10 inches. A d10 may be rolled instead of choosing a number if you wish to randomize it.				
Weight is calculated as follows	Average-75 pounds plus 5 pounds per inch. For instance, the average pony is 3 foot 5 inches, and weighs 100 pounds.				
	Small Frame reduces height by 6 inches, and weight by 25 pounds.				
	Large Frame increases height by 6 inches, and weight by 25 pounds."				
	Size 1 +3 feet and 150 lbs				
Stealth					
Modifier	Example Conditions				
+30	Raging battle (hearing), Complete darkness (sight), Dark forest at night (sight), Obscured by a weaponized contrail (sight)				
+20	Functioning factory machinery (hearing), Flying under cloudy night skies in the wasteland (sight), Obscured by a cloud contrail (sight)				
+10	Observer engaged in conversation (hearing), Poorly lit building with scattered furniture/rubble (sight), Obscured by a contrail (sight)				
-10	Creaky wooden staircase (hearing), Wearing noisy clothing or spurs that jingle (hearing), Whispering softly (hearing), Carrying large amounts of caps (hearing), Flying in open air at dusk (sight), Glowing horn (sight)				
-20	Floor scattered with broken glass (hearing), Having just made a stealthy kill (hearing), Barren field lacking cover (sight)				
-30	Speaking quietly (hearing), Dropping something (hearing), Well lit Stable hallway free of clutter (sight), Flying in open air on a sunny day (sight), Keeping a Pipbuck light on (sight), Unfortunately-placed mirror (sight), Sprinting (hearing, negated by Silent Gallop perk)				
Perception checks against sneaking characters are most commonly modified due to range or number of potential observers.					
Range	Bonus	Range	Bonus		

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Touch*	+3	Medium	-1		
Point Blank	+1	Long	-3		
Short	+0	Extreme	as per long, but cannot be observed except with scope / binoculars		
<p>When a Sneak check is being opposed by a group of potential observers, the potential observer with the highest Perception makes the roll. Identically stated groups of creatures gain a +2 variance bonus to Perception checks to simulate a degree of variety amongst the individual creatures' perceptiveness. This bonus cannot raise the creatures' effective perception above 10.</p> <p>The potential observer in a group gains a +1 bonus to the roll for each additional member of the group, to a maximum of +5. This bonus may increase the potential observer's Perception above 10. Larger groups should be divided, making separate rolls.</p> <p>If someone or something is rendered undetectable to a sense, Perception rolls using that sense automatically fail. Examples include attempting to see invisible objects, smell odorless gas, or hear silenced weapons. Flight is considered silent for basic Movement actions (but not Sprinting). However, air disturbance can be detected through the sense of touch.</p>					

## Master Perk List (Public Pre-Release) - Trained Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>Trained Perks</b>						
<b>Power Armour Training</b>	Trained	-	1			You can now use Power Armour
<b>Basic Power Armour Training</b>	Trained	-	1	Power Armour Training		+1 PER, AGI Pealty reduced by 1 (When wearing PA), Armor accounts 100% for its WG.
<b>Advanced Power Armour Training</b>	Trained	-	1	Basic Power Armour Training		+1 PER when wearing PA, Armor accounts 100% for its WG.
<b>Power Armor Mastery</b>	Trained		1	Advanced Power Armour Training		1 PER and AGI penalty reduced by 1 when wearing Power armor, +5% DR; you have learned how to get the utmost out of your armor's systems.
<b>Advanced Alchemy</b>	Trained	8	1	Alchemy		You have dedicated some time to expanding your alchemical skills. Good for you! Embrace your heritage! You can now create advanced alchemical recipes.
<b>Expert Alchemy</b>	Trained	16	1	Advanced Alchemy		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.
<b>Bone-Strengthening Brew</b>	Trained	-	1	Expert Alchemy		With this perk, your limbs only receive 50% of the damage they normally would.
<b>Phoenix Regeneration Elixir</b>	Trained	-	1	Expert Alchemy		Grants the drinker a permanent healing rate of 1 Health Point per in-game minute.
<b>World-Weathering Potion</b>	Trained	-	1	Expert Alchemy		You have allowed your body to be permanently enhanced through zebra alchemy. You gain +20% to all Resistances and +3 to your damage threshold.
<b>Fallen Ceaser Style</b>	Trained	-	1			AGI instead of STR for Unarmed damage and +1d10 DAM to all Unarmed attacks
<b>PipBuck Training</b>	Trained	10	1	not a Stable Dweller, INT 5		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.)
<b>Fillydelphia Survivor</b>	Quest		1			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%
<b>Of Mare and Machine</b>	Quest					Quest perk. You have attained cybernetic rank three and are as close to an alicorn as you can be without becoming an alicorn. after a while, the question pops into your mind, "Am I more pony or machine?" Every three days you go without sleep, you must succeed on an int check. On a pass nothing happens, but on a fail you gain a demenation. On a crit fail or ever 3 demenations you lose a point of int. Once your int reaches zero, your character becomes a feral force of destruction and can no longer be played.
<b>Robogriffin</b>	Quest		1	availability of cybernetics		Sometimes the hunter gets in an accident and looses an arm. Now science provides the solution. Large parts of your body are now entirely robotic, giving you 5DT and metal claws that ignore 5DT on unarmed attacks. You are now considered an android, or robogriffin as it were.
<b>Cyberfetish</b>	Quest		1	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.) [1]
<b>Integrated Targeting System</b>	Quest		1	availability of cybernetics		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.
<b>Advanced Cyberpony</b>	Quest		2 / 3	availability of cybernetics		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.
<b>Cyberpony Hide</b>	Quest		1	availability of cybernetics		Most of your coat is now entirely synthetic, giving you a +5 DT. (This perk nullifies any previous Tough Hide perks.)
<b>Cyberwings</b>	Quest		1	availability of cybernetics		You gain wings and Flight 1.
<b>Flight (Rank 2)</b>	Quest		1	Cyberwings		You gain Flight 2.
<b>Adamantium Bone Lacing</b>	Quest		1	availability of cybernetics		Halves limb damage.
<b>Self-Maintenance</b>	Quest		1	availability of cybernetics		Your crippled limbs automatically repair themselves and will return to working condition within 5 rounds of being crippled.
<b>Adamantium Skeleton</b>	Quest		1	Adamantium Bone Lacing		Halves limb damage. (This effect stacks with its prerequisite, providing a total of 75% resistance to limb damage.)
<b>Memory Impant</b>	Quest		1	availability of cybernetics		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%.

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Brown Muzzle	Base	2	2	INT 5,		You've learned how to suck up to your superiors. You get +1 Charisma and another +10 Negotiation & Seduction for reaction roles when dealing with authority figures for each rank of this perk.
Brilliant Planning	Base	2	1	INT 6		You plan ahead! You may use INT instead of AGI to determine initiative. If caught by surprise take -10 to all skill rolls for 3 turns
Cherez La Filly / Barndoor Bandit	Base	2	1			+D10 damage to the same sex, and extra +5 Negotiation & Seduction for seduction purposes on same-gender individuals (whose barn door swings that way)
Cutie Mark Crusader	Base	2	1	Foal, Blank Flank Trait		Foals Only. Player can be taught skills from other party members(not Npcs). Player can gain +5 skill points to any skill that is tagged by another party member through tutelage. Duplicate tags do not stack.
Combat Coordinator	Base	2	1	CHA 6		You gain a +1 bonus to your initiative roll. At the start of each round, you may exchange your initiative with that of one other party member. This is temporary and the order is reset each round.
Dark Mare / Black Stallion	Base	2	1			+D10 damage to opposite sex, and extra +5 Negotiation & Seduction 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.
Flail Master	Base	2	2		Melee/Unarmed <40	You are the master of flailing about! You receive +2d10 damage on all your normal melee OR unarmed attacks (choose when the perk is taken). But if your unarmed OR melee skill ever goes above 40 you loose this ability.
Foal at Heart	Base	2	1	CHA 4		You gain +10 to Negotiation & Sedu... Cuteness when dealing with a child. The disposition of children is one higher for you.
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.
Rapid Reload	Base	2	1	AGI 5	Firearms or MEW 30	All of your weapon reloads cost half AP (so 5 AP less than normal, 10 for bigger weapons).
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.
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		+10 to Sleight of Hoof when pickpocketing
LittlePip's Vice	Base	2	3	INT 4, PER 4		+5 [Hacking & Matrix Tech, Lockpick] per rank. Mastery: 5 extra points in each of these Skills.
Locksmith	Base	2	3	INT 4, PER 4		+5 [Repair & Mechanics, Lockpick] per rank. Mastery: 5 extra points in each of these Skills.
First in Class	Base	2	3	INT 4		+5 [Medicine, Hacking & Matrix Tech] per rank. Mastery: 5 extra points in each of these Skills.
Gun Nut	Base	2	3	AGI 4, INT 4		+5 [Firearms, Repair & Mechanics] per rank. Mastery: 5 extra points in each of these Skills.
Backstabber	Base	2	3	STR 4, AGI 4		+5 [Sneak, Melee OR Unarmed] per rank. Mastery: 5 extra points in each of these Skills.
Little Leaguer	Base	2	3	STR 4, PER 4		+5 [Thrown, Explosives] per rank. Mastery: 5 extra points in each of these Skills.
Hunter-Killer	Base	2	3	AGI 4, STR 4		+5 [Melee OR Unarmed, Firearms] per rank. Mastery: 5 extra points in each of these Skills.
Arcanist	Base	2	3	INT 4		+5 [Hacking & Matrix Tech, Academics & Lore OR Magic] per rank. Mastery: 5 extra points in each of these Skills.
Smooth Operator	Base	2	3	AGI 4, PER 4		+5 [Repair & Mechanics, Pilot] per rank. Mastery: 5 extra points in each of these Skills.
Weathered	Base	2	3	END 4		+5 [Survivalism & Traps, Poison Resistance and Radiation Resistance] per rank. Mastery: 5 extra points in each of these Skills.
Mare-do-III	Base	2	3	AGI 4, PER 4		+5 [Sneak, Sleight of Hoof OR Lockpick] per rank. Mastery: 5 extra points in each of these Skills.
Magitechnologist	Base	2	3	INT 4		+5 [Hacking & Matrix Tech, Repair & Mechanics] per rank. Mastery: 5 extra points in each of these Skills.
Velvet Glove	Base	2	3	END 4, CHA 4		+5 [Negotiation & Seduction, Unarmed] per rank. Mastery: 5 extra points in each of these Skills.
Royal Canterlot Voice	Base	2	3	CHA 4		+5 [Negotiation & Seduction, Bluff & Intimidation] per rank. Mastery: 5 extra points in each of these Skills.
Nurse	Base	2	3	INT 4, END 4		+5 [Medicine, Alchemy & Chemistry] per rank. Mastery: 5 extra points in each of these Skills.
Saboteur	Base	2	3	PER 4, AGI 4		+5 [Sneak, Explosives] per rank. Mastery: 5 extra points in each of these Skills.
Saddle Crafter	Base	2	3	END 4, INT 4		+5 [Saddles, Repair & Mechanics] per rank. Mastery: 5 extra points in each of these Skills.
Zap Apple	Base	2	3	INT 4, PER 4		+5 [MEW, Hacking & Matrix Tech] per rank. Mastery: 5 extra points in each of these Skills.
Fast Pack Buckles	Base	3	1	AGI 5		Accessing your inventory costs half AP.
Field Medic	Base	3	1	AGI 6	Medicine 45	You can heal people much faster than the usual wasteland doctor in combat. When attempting to help a fallen comrade, it only takes 20 APs to use bandages. Previously 60AP.
Stalliongrad Roulette	Base	3	1	LCK 6		Nothing beats a little luck in a gunfight. Your critical chance is increased by 1 for each empty chamber in a revolver, but your chances of a misfire likewise increase.
Sunny and Smiling	Base	3	3	CHA 5		Your bright attitude during the day makes others happy. With this perk, your Negotiation & Seduction skill increase by 5 from sunrise to sunset.
Pistol Whip	Base	3	1		Unarmed 35	Pistols can be used for more than shooting things. You may use any 'Pistol' or 'SMG' as a unarmed weapon with the same stats as a 'Lead Pipe'
Rifle Fighting	Base	3	1		Melee 35	You have learned how to fight in hoof to hoof combat using a rifle. You may use any 'Rifle' or 'Automatic Rifle' as a melee weapon with the same stats as a 'Baseball Bat'. Re-name 'Homerun' to 'Butt Stroke!'
Your Mother Was a Hamster!	Base	3	1			Through some great insult or rude gesture you draw an enemies attention to you. Once per turn, you may make a CHA test to force a single enemy to attack you instead of another party member. May only be done on CHA/2 enemies per combat and only against 'intelligent' enemies
Caffiene Addict	Base	3	1			+1 initiative roll for 1 hour , after consuming food item.
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 Survivalism & Traps rolls.
Brickabrack	Base	4	1	Random		You may produce 1d10 random items worth 10 or less caps once per game day

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Multi-Weapon Style	Base	4	1		At least one relevant weapon skill at 75	Years of training allow the character to use multiple weapons at the same time when needed. Character may now attack with two weapons at the same time (AP cost of higher AP weapon) with only a -20% penalty to accuracy if both are aimed at the same target, or -40% penalty if aiming at different targets. Character must be able to reasonably wield both weapons at the same time, such as possessing a free hand, free mouth, telekinesis, tail trick, or a battle saddle. When using four-pronged battle saddles, the Multi-Weapon Fighting perk reduces the penalty to fire all four weapons as the same action to -40%, down from -60%
Big Game Hunter	Base	4	1		Alchemy/Survivalism & Traps 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	2		Explosives 45	+2d10 DMG with Explosive weapons per rank. Also increases Breach Lock success 10% per rank, as well as reducing the chance of destroying valuables inside a locked container by 10% 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.
Years of Applebucking	Base	4	2	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	Alchemy/Survivalism & Traps 60	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 your Natural Damage Threshold and +4 to your DT against Stun Damage for each level of this perk you take.
Wasteland Surgeon	Base	4	1	INT 4	Medicine 60	You can restore crippled limbs with Healing Potions, Super Restoration Potions or the 'Heal' spell, spells will cost double strain to restore a crippled limb. NO hp is gained from items or spells used in this way, limbs healed in this way will have 1 hp.
Where are my Pants!?	Base	4	1	LCK 7	No bomb collar	You woke up with bags of money and caps in the middle of nowhere.... naked. You will wake up a short distance away from your party the next time you go to sleep. You will have a sack filled with 100*LCK/2 caps and/or other assorted items. You don't lose any item you had on you when you went to sleep. This may have... interesting repercussions. An earth pony may NOT take this as their free starting perk.
Ammo Crafter	Base	6	1		Repair & Mechanics 75	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.
And Your Father Smelt of Elderberries!	Base	6	1	Your Mother Was a Hamster!		Through some great insult or rude gesture you can draw even a monster's attention to you. Once per turn, you may make a CHA test to force a single enemy to attack you instead of another party member. May only be done on CHA enemies per combat. May be used on monsters and animals, non 'intelligent' robots still don't care.
Angel Of Deception	Base	6	1		Sleight of Hoof 50, Karma > 49,	Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +20% bonus to stealing attempts.
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. The first AGI/2 attacks per round with weapons which use Firearms skill do +1d10 damage. Mastery: First AGI attacks.
Buck Rodgers	Base	6	3	AGI 5, PER 6		Zap guns are even more dangerous in your hooves. The first AGI/2 attacks per round with weapons which use Magical Energy Weapons skill do +1d10 damage. Mastery: First AGI attacks.
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
Eagle eye	Base	6	1	Per 6	50 Firearms or MEW	All those cliff-top shootouts have taught you how to spot. You gain +5 to guns and energy weapons when above your opponent.
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.
You Feeling Lucky... Punk?	Base	6	1	LCK 6	Firearms 45	Your crit chance with revolvers increases by 6 if the weapon only has a single round left.
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.
Focus Fire	Base	6	1	Combat Coordinator		For 20AP you may designate a target. All other nearby members of the party have a +10% increased chance to hit the target
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 you find in containers.
Ghost	Base	6	1		Sneak 60	Characters with this perk gain double the normal bonuses to Sneak for poor light conditions.
Gunslinger	Base	6	1	PER 4	Firearms 45	While using a pistol or SMG, you gain a +10 to hit bonus.
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.

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Pathfinder	Base	6	1	END 6	Alchemy/Survivalism & Traps 60	Travel time to remote locations in the Equestrian Wasteland is reduced by 25% and you gain +1 movement speed while outdoors as well as +5 Survival.
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 50	When using shotguns, regardless of ammunition used, you ignore an additional 10 points of a target's Damage Threshold.
Vigilant Recycler	Base	6	1		Hacking & Matrix Tech 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.
Fearsome Liar	Base	6	1	STR 6		For every point of STR you have over your targets STR, you gain a +5 to Bluff and intimidation rolls.
Strong Lover	Base	6	1	STR 6		For every point of STR you have over your targets STR, you gain a +5 to Negotiation and seduction rolls.
Dominatrix	Base	6	1	Cherez La Filly / Barndoor Bandit or Dark Mare / Black Stallion ,7 CHA		+10 to intimidate rolls vs. members of the opposite sex. +1d10 damage
Money Talks	Base	6	1	CHA 7		You receive a bonus to your +1 Charisma, Disposition and 10 Speech skills for every 1500 caps, you have in your possession
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	Bluff & Intimidation 70	You are the king or queen of smooth talking. Whenever you are caught stealing, your character always has 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.)
Cowboy	Base	8	1		Firearms 45, Melee 45	+1d10 DAM when using Dynamite, Hatchets, Knives, Combat Knives, Bowie Knives, Pickaxes and all weapons with the 'Revolver' or 'Lever-Action' rules. Only the first AGI attacks/shots per turn get bonus dice.
Explorer	Base	8	1	PER 6,	Alchemy/Survivalism & Traps 50	This perk adds +10 to Survivalism & Trapsl. It also grants +2 LCK for purposes of finding special encounters and hidden places.
Future Soldier	Base	8	1		MEW 45, Unarmed 45	+1d10 DAM when using Plasma Grenades, Magic Energy Pistols and Rifles, Plasma Pistols and Rifles, Tri Prism Rifles, Multiplas Rifles, Gauss Weapons, Gatling Casters, Plasma Casters and any Unarmed weapon with the 'Powered' special rule. Only the first AGI attacks/shots per turn get bonus dice.
Grunt	Base	8	1		Firearms 45, Explosives 45	+1d10 when using Combat Knives, 9mm Pistols and SMGs, 45 Pistols and SMGs, Service Rifles, Assault Rifles, Assault and Marksman Carbines, Light Machine Guns, .308 Machine Gun, Frag Grenades, Grenade Rifles and Launchers. Only the first AGI attacks/shots per turn get bonus dice.
Leaf on the Wind	Base	8	2		Pilot 65	Reduced the enemy's chance to hit you, your vehicle and anyone in it by 10% while you're driving it.
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.
Mambo Italiano	Base	8	1	AGI 7		If you gonna be a square, you ain't-a gonna go nowhere. If you only move during your combat turn, enemies take a -10 penatly to hit you.
Ministry Training	Base	8	1			+10% to hit when using rifles of any description.
Organizer	Base	8	1	INT 5	Alchemy/Survivalism & Traps 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	Alchemy/Survivalism & Traps 50	+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 Bluff & Intimidation and Negotiation & Seduction with neutral karma
Super Slam	Base	8	1	STR 6,	Melee / Unarmed 50	All melee and unarmed attacks have a 20% chance of allowing a free trip attempt against your target. (basically, when rolling a 0 or a 5 on the unit digits)
Tribal Warrior	Base	8	1		Melee 45, Thrown 45	+1d10 DAM with Melee/Unarmed weapons and Thrown weapons Only the first AGI attacks per turn get bonus dice.
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 Negotiation & Seduction 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.
Poker Face	Base	8	1			You have a face that is totally unreadable and as such people who listen to you cannot figure you out. You gain a +10 to speech and +1 luck at casinos.
Duck Hunt	Base	9	3			+10% to hit and +d10 damage against airborne targets. Yes, you hate them with a passion.
Meditation	Base	9	1			You have learned the old technique of Centering your self. When meditating your natural healing rate is trippled.
Gun fu	Base	9	1	AGI 5		You've watched one too many old action movies. Half of your melee OR unarmed skill can now be substituted for your firearms OR MEW skill when using one 'handed' weapons. (Choose when perk is taken)
"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.
But I want it NOW!	Base	9	1			Instantly gain a level



## Master Perk List (Public Pre-Release) - Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
Karma Beacon	Base	9	1	CHA 6,		Your Karma ran over someone's Dogma. Karma is doubled for the purposes of reaction.
Sharpshooter	Base	9	2	PER 7, INT 6,		Halves the range penalties for firing at 'Med', 'Long' and 'Extreme' range.
Tag!	Base	9	1			Gain another tag skill
Chaos Child	Base	10	1	LCK 6 Random.		Something about the randomness of chance and the craziness of happenstance just makes sense to you. Once per day per 3 points of Luck you have (rounded down), you may 'flip' the result of a d100 dice roll. A roll of 93 becomes a roll of 39, a roll of 75 becomes a roll of 57, etc. This cannot eliminate a critical failure nor cause a critical success, but it CAN turn failure into victory or sweeten a success. The player must choose to use this perk immediately after rolling but before hearing the results of the roll.
Abomination Hunter	Base	10	1		Alchemy/Survivalism & Traps 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	Cannot Take Blessed by Celestia	+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. (Does not effect skill points earned)
Blessed by Celestia	Base	10	1	CHA 5	Cannot Take Blessed by Luna	+2 Intelligence and +2 Perception between 6:00 A.M. and 6:00 P.M. (Or 4:00 A.M. to 4:00 P.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 Celestia trait. (Does not effect skill points earned)
Blind Luck	Base	10	1	PER no greater than 3		Your are blind but not doomed. During combat, your luck is boosted to 10.
Bloody Mess	Base	10	1			+D10 overall damage and more violent, explod-ey deaths for some reason
Bookworm's Revenge	Base	10	1	INT 5	Academics & Lore 50	Grants +8 DT and Strength increased to 10 whenever health is below 20%.
Crazy Pone!	Base	10	1	AGI 6, LCK 6		Once per session, you may roll LCK to have one attack that hits you, miss you, or turn a critical hit into a normal hit. You must be aware of the attack and have AP for one movement action available.
Computer Whiz	Base	10	1	INT 7	Hacking & Matrix Tech75	Allows you to re-break into magi-tech terminals after being locked out once
Not Enough Fun for You?	Base	10	1		Explosives 75	Once in a while, enough isn't enough. On a crit Explosives double their AoE radius... with all the risk that entails.
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	Alchemy/Survivalism & Traps 45	Mutant animals are no longer aggressive to you, at rank 2 they even help you.
"Friendly" Fire	Base	10	1	CHA 6	Firearms/MEW 50	Whenever you accidentally injure your allies reduce the damage by 50%. Has no effect on emotional damage.
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)
Shotgun Diplomacy	Base	10	1	Shotgun Surgeon		A fully loaded shotgun is an answer to anything. +3% crit chance with any shotgun.
Purifier	Base	10	1		Melee / Unarmed 40	You do +2d10 extra damage with melee and unarmed weapons against mutated creatures
Wasteland Guru	Base	10	3		Alchemy/Survivalism & Traps 75	You wrote the law of the sands and as a result you are regarded as The Master. The first rank of this perk increases your radiation resistance by 10, the second increases your poison resistance by 5 and allows you to carry 20 more pounds of equipment and the third rank increases your sneak by 10 and your damage resistance by 10.
Rejected	Base	10		CHA <4	Karma less than -25	Nobody loves you, as a result your health has increased by 50 and your damage resistance has increased by 5.
Bringer of Anarchy	Base	12	1	CHA 4		+2d10 damage against lawponies, traders, law abiding citizens , and other creatures with karma above 25.
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 2%. 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.
Cybernetic Engineer	Base	12	1	INT 5	, Mechanics 75, Matrix Tech 75	You can build and repair cybernetics
Cybernetic Surgeon Mk 1	Base	12	1	INT 5	Medicine 75, Matrix Tech 30	You have been trained and can implant cybernetics into ponies
Fast Metabolism	Base	12	1			Healing potions and spells heal you for an extra +10+1d10 health.

## Master Perk List (Public Pre-Release) - Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
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.
Hobblers	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
RAWR!	Base	12	1	Blank Flank or Foal at Heart		Once per game week you may make a mighty 'RAWR!'. Roll CHA, on a pass everyone with line of sight and who can hear you must make a END check or keel over from 'HNNGGG!'. This may not effect everyone.
Riposte	Base	12	1		Unarmed / Melee 50	When successfully parrying an opponent you immediately make a counter attack at -25% chance.
Robotics Expert	Base	12	1			+2d10 dmg to robots and Cyberponies; 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 running speed with no penalties.
Sniperpony	Base	12	1		AGI 6, PER 6	Penalties for called ranged shots are halved.
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.
Furious Flank	Base	12	1	CHA 7		Your companions strike with +1d10 damage to whoever that attacks you. In addition, that target will explode into a red, gut-ridden, eyeball-strewn paste upon death.
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, you gains +5% to all skills.
Team Leader	Base	12	1	Team Player CHA 6		You have learned the basic skills of team management, Good for you! Whenever all members of the party are within moving range of your character, they gain +5% to all skills.
Pressure Cooker	Base	12	1		Explosives 90	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.)
Too Drunk to Die	Base	12	1			While you are drunk there is absolutely nothing that can stop you. You gain a +5 to your Damage Threshold while under the effects of alcohol.
Weapon Handling	Base	12	1	AGI 5		This perk reduces the STR requirement of weapons by 3.
Hammer Space!	Base	12	1	Random		Where the hell did that come from? You count as having a Tactical Vest that you can store any item in and you seemingly pull these items out of thin air.....
Squad Leader	Base	14	3	Leader, Focus Fire INT 5		Under your excellent leadership, your companions fight more efficiently. Each rank of this perk provides +5 additional damage and accuracy. You do not get these benefits – that's the price of being a leader.
Natural Antidote	Base	14	1	Meditation		Your body has changed with your training. Poisons now deal half damage.
Mimicry	Base	14	1	PER 7, CHA 7	Bluff and Intimidation 100	Can fake voice to resemble about anypony they heard before, check to impersonate rolled at a -35%
Chemist	Base	14	1		Medicine 60	Chems last twice as long.
Cybernetic Surgeon Mk 2	Base	14	1		Medicine 100, Hacking & Matrix Tech 75	You may now upgrade ponies with cybernetics, and reboot them in the field! Have you thought about joining up with Red-Eye?
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.)
Death Dealer	Base	14	1	STR 6	Battle Saddles / Firearms / Magical Energy Weapons / Magic 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, Magic 50).
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 Persuade & Negotiate) reduced by 25%.
Road Rage	Base	14	1	PER 6	Pilot 75	When you are piloting a vehicle, all sentient occupants of the vehicle (friend or foe, and not yourself) deal an extra 2d10 DAM.
Two Face	Base	14	1			You are a different person by day than you are at night. During the day, your medicine and repair skills gain a +10 bonus. While at night sneak and lockpick skills gain a +10 bonus instead.
Falling from Heaven	Base	14	1	Wild Wasteland		When you're in a combat and losing it, a random object (a spoon, a table, etc.) might fall from the sky and hit your enemy, causing damage (the amount of damage is relevant to the mass of the object). This perk naturally only works outdoors
Inspiring Leader	Base	16	1	Leader, Combat Coordinator		You know how to distinguish between companions and slaves. When in moving distance allies action points increase +5 and carry weights increase by 15 -You do not get these benefits – that's the price of being a leader.
A Little Dash	Base	16	1		Alchemy/Survivalism & Traps 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
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.

## Master Perk List (Public Pre-Release) - Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
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 +10% to all rolls.
Sun's Wrath	Base	16	1			Flame weapons ignore 10 Damage Threshold. Flame Pistol, Incinerator, Flamer, Fire Bomb, Incendiary Grenade, Shishkebab and Solaris Hoof with the 'Solaris Hoof Superheated Hoof' mod
Unstoppable Force	Base	16	1	STR 7,	Melee / Unarmed 90	Your attacks ignore the first successful parry against you, once a turn.
Financial Advisor	Base	18	1	Master Trader CHA 8	Negotiation & Seduction 100	You are California's top advisor for sales and as such any penalties for speech is reduced by 15 and your discount on all Purchases increases by 5%
Paralyzing Hoof	Base	18	1		Unarmed 80	Your unarmed strikes have a (AGI * 3) chance to paralyze a target for 5 rounds. not with weapons, hoof, paws, claws only
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		Alchemy/Survivalism & Traps 50	May take a single free standard move action a turn if outdoors.
Wall of Steele Hooves / Whirling Blades	Base	18	1		Melee / Unarmed 80	Allows you to re-roll parry if failed must take the results of the second roll
Celestia Powered	Base	20	1			You gain an additional 2 points to Strength when in direct sunlight, and slowly regenerate lost health at a rate of 1 HP every second"
Ninja	Base	20	1		Melee / Unarmed 80, Sneak 80	The Ninja perk grants you the power of the fabled shadow warriors. When attacking, you gain a +15% critical chance on all Melee and Unarmed attacks. Additionally, Sneak attack criticals do 25% more damage than normal.
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).
Say hello to my Little Friend!	Base	20	1	Random		You want a peice of me! Once per game day you may pull a random, fully loaded weapon from nowhere! Choose a weapon (GM approved) when this perk is taken, you may use it for the duration of combat. But once combat is over the weapon mysteriously disappears and you have no idea what anyone is talking about when they mention it.
Amanuensis	Base	22	1	INT 6, PER 7		Can copy existing magazines into blank or damaged magazines/books.
Giving 120%	Base	22	1	LCK 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.
Laser Commander	Base	22	1		MEW 90	You have become an expert at lighting things up with magical energy. All Laser type MEWs gain +2d10 DAM and have +5% Crit Chance
Plasma Spaz	Base	22	1		MEW 90	AP costs for all plasma weapons (including grenades) are reduced by 5 and have +5% Crit Chance.
Calamity's Strike	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 crippling hit on any part of the body if able once per battle.
Rampage's Strike	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 massive bleeding effect on target once per battle. 5d10 damage for bleed effect until healed.
Brothers in Arms	Base	30		Squad Leader, Inspiring Leader, Magic of Friendship		Stay together and there is nothing your squad can't overcome. With this perk, you and your companions gain 5 DR per person in squad, (max of 25)
If You Can't Beat 'Em	Base	30	1	END 9	Alchemy/Survivalism & Traps 100	War. Radiation. Raiders. Mutants. Harsh life in the Equestrian Wasteland has battered and bruised both your body and soul, but you're not going to take it anymore! You have adapted ; you have survived. Mercy to anyone - or anything - that stands in your way now. (you can remake your character as a monster. but must keep this perk at lv 30
Ain't Like That Now	Base	30	1		Karma less than -25	5 reduction in AP cost for all weapons, +5% Crit-Chance, 1 free move action per turn regardless of armour type.
Just Lucky I'm Alive	Base	30	1		Karma between -25 and 25	+4 Luck for 24 hours upon finishing a battle with less than 25% health,+50% critical damage. ,+25 AP, +3 initiative
Thought You Died	Base	30	1		Karma at least 25	+65 Health, +10% DR, +1d10 overall damage
Math Wrath	SATS	10	1		Hacking & Matrix 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. multiple times in a turn.
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-Boy light.
Greater Affinity	Shaman	4	special	Shaman or Tribal Shaman	special	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	Shamanism 50	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 / 3, rounded up). The magical items of zebra shamans now last a number of months equal to the spirit's rating. Bindings last a number of months equal to the shaman's degrees of success, plus one.

## Master Perk List (Public Pre-Release) - Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
Expert Shamanism	Shaman	16		Advanced Shamanism, CHA 7	Shamanism 80	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 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.

## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>Earth Pony</b>						
Jus' buck it an' it'll be fine!	EP	2	1		Any Wpn Skill 40	Unjamming/Unglitching a gun only costs 10AP and jamming/glitching only reduces the weapons condition by 5%. You can modify jambusters to only take 10AP.
Mad Bomber!	EP	2	1		Explosives 50	Unlocks all Explosives Crafting.
Rooted	EP	3	3	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.)
Earth Pony Magic (Artisan) [2]	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: +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 That 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.)
(Years of Applebuckin) Rank 3	Base	4	1	STR 4 (Years of Applebuckin) Rank 2		Do +d10 more damage with all Unarmed-type attacks which inflict damage.
Strong Buck	EP	4	1		Unarmed 50	When striking a target with Unarmed there is a 30% chance you'll get a free knockdown attempt.
Ah' fixed it!	EP	4	1		Repair 30	Can improve the general condition of weapons and armour giving them +2 base damage or +2 DT and +5 single skill enhancement by combining with another of the same item.
Jack of all Apples	EP	6	3	INT 4		You're good at a little bit of everything. +2 skill points in 6 skills of your choice per rank taken MUST be same skills each time the perk is taken. Mastery: 1 extra skill point in every skill
Lead Belly	EP	6	1	END 5		No longer suffer radiation sickness when drinking irradiated water. +10% Radiation Resistance.
Gears of Harmony	EP	6	1		Lore 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?
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 50% of their maximum, your character gains a +2 Strength and Agility bonus, but cannot go above the racial maximum by more than 1.
Way of the Fruit	EP	6	1	CHA 6, INT 4		You have learned about the mystical healing effects of eating fruit. For 24 hours after eating a piece of fruit, your character gains +1 to Perception and Agility.
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.
Move like Water	EP	8	2	AGI 7		-5% to be hit. +10% chance to avoid crits.
Strong Back	EP	8	2	STR 5, END 5		+35 lb. carry weight
Cybernetic Surgeon	EP	8	1		Medicine 60, Hacking & Matrix Tech 60	You may now upgrade ponies with cybernetics, and reboot them in the field! Have you thought about joining up with Red-Eye?
Extreme Tolerance	EP	8	1			+20% to Poison and RAD resistance, +5% DR
Robotics Expert (Rank 2)	EP	8	1		Hacking & Matrix Tech 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 (INT)d10 damage
Bombermare/buck	EP	9	1	INT 5, LCK 5	Explosives 60	Your luck 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 and full-auto attacks have half the penalty to hit.
Duck Hunter	EP	10	1	Duck Hunt (Rk 3)		+10% to hit and +d10 damage against airborne targets. Yes, you hate them with a passion.
Tremendous Strength	EP	10	3	STR 6		You may double your effective STR once per day.
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.
Bringing out the Big Guns	EP	12	1	STR 6		+5% Hit for every point of effective STR you are above a heavy weapon's STR requirement. Max. +20%
Combat Specialist	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.
Toughest Hide	EP	14	1	Extreme Tolerance & Tough Hide (Rank 4)		You have been though enough Bar fights, battles, and Bunlders. thats your hide is rumored to rival dragon scales.Gains, +3 DR
Rock Crusher	EP	14	3	STR 7 END 7		You Enter an Enhanced state. You can spend 15 AP for *2 times the damage per attack once per battle.
Juggerpony	EP	14	1	END 6		+50 Max HP
Turbo!	EP	16	1		MEW 90 Hacking & Matrix 90	Make MEW weapons that cost 5 less AP to fire
Unstoppable Force	EP	20	1	STR 8		While charging, you may attempt to charge through solid objects, rolling four times your bare-hoofed damage versus its DT. (This Skill deals your base unarmed damage, including armor-modifiers to enemies and knocks them back at 2xSTR on your roll.)
Immovable Object	EP	24	1	STR 6, END 6	Rooted (Rank 2)	You cannot be knocked down or back, unless you let yourself be. Period.
<b>Pegasus Pony</b>						
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!

## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>Flight (Rank 2)</b>	Pegasus	2	1	AGI 5		You can fly at a normal pace, gain proper altitude and execute basic aerial moves.
<b>Insulated</b>	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.
<b>Evasion</b>	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.
<b>Speed Burst</b>	Pegasus	6	1	AGI 6 Enclave/Ex Enclave	Flight magic 50	All AP for move actions are halved. The Enclave is never outclassed!
<b>Strafing Run</b>	Pegasus	8	1	AGI 7		Spend all of your AP to do a flyby of the field shooting at up to your Luck or Perception opponents. You may use burst attacks if they cost 30 or less AP instead and may not use thrown explosives.
<b>Flight (Rank 3)</b>	Pegasus	8	1	AGI 7		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!
<b>Combat Coordinator</b>	Pegasus	8	1	CHA 6		You gain a +2 bonus to your initiative roll. Other members of your party who roll a lower Initiative than you may act on your initiative instead.
<b>Fancy Flying</b>	Pegasus	12	1	AGI 7		Do a barrel roll! Or something else. Either way, your maneuverability in the air makes you a difficult target. While Airborne, enemies suffer -10% chance to hit you with ranged weapons.
<b>Maelstrom Mare / Storm Stallion</b>	Pegasus	14	2	Flight (Rank 3)	Flight Magic 75	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.
<b>Flight (Rank 4)</b>	Pegasus	14	1	AGI 9		While you quite yet won't be executing any rainbooms you are incredibly fast, faster than most others. Penalties to hit you while moving and while pegasus-fighting with you increase to 50% and 30% respectively Sweet fucking Celestia, soldier! You should have been in the Wonderbolts!
<b>Catnap</b>	Pegasus Trick	2				You regain a TP when you take a quick 15 minute nap.
<b>Extra Tricks</b>	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.
<b>Advanced Pegasus Tricks</b>	Pegasus Trick	4	1	CHA 5, Pegasus Only		You may perform all the listed advanced Pegasus Tricks, and may learn unique advanced Pegasus Tricks.
<b>Panache</b>	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.
<b>Flash Sculpting</b>	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.
<b>Ten Seconds Flat</b>	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.
<b>Expert Pegasus Tricks</b>	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.
<b>Wonderbolt Maneuver</b>	Pegasus Trick	20	special	Expert Pegasus Tricks, Flight (Rank 4)	Flight Magic 100	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.
<b>Unicorn Pony</b>						
<b>Thaumaturgist</b>	Unicorn	2	5	INT 4, PER 4		+5 [Alchemy & Chemistry, Magic] per rank. Mastery: 5 extra points in each of these Skills.
<b>Student of the Followers</b>	Unicorn	2	3			+5 [Magic, Academics & Lore] per rank. Mastery: 5 extra points in each of these Skills.
<b>Matrix Caster</b>						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. "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. Finally, you may cast from any spell matrix recovered using the strain cost of the spell and your Potency and Versatility. The art of inscribing a spell into a gems was lost when the bombs fell. However, these gems, called Spell Matrixes, can be found in robots and in factories, waiting to be used. Most often a 'Come to Life' spell is found in a spell matrix so a robot can be brought to life. However, sometimes spell matrixes are found containing another spell. Some contain multiple spells, though those are rare. To identify a spell matrix, a successful Science check must be made. This check has a difficulty of -10 for a Novice Spell, -20 for an Advanced Spell, and -30 for an Expert Spell. An Pony can install a spell matrix into a robot, should they have the perk Robotic's Expert. This will allow the robot to energize the Spell Matrix, firing the spell (or the spell of its choice) once per round. Should it be installed with a spell matrix with multiple spells, each spell may be fired for 45 AP. A robot fires the spells with a Potency and Versatility of 1. A Unicorn can energize a spell matrix (assuming they are holding it by hoof, mouth, or with a spell) for twice the strain of the spell inscribed inside the matrix. It costs the same amount of AP as any other spell the unicorn can cast (A One-Trick (Telekinesis or Light) Unicorn must spend the normal AP cost to cast a spell (45 AP)), and such spells can be stored inside a Spell Closet. The spell is cast with a Potency and Versatility of 1. A Unicorn with the Matrix Caster perk may energize a spell matrix (assuming they are holding it by hoof, mouth, or with a spell) for its normal strain cost. That spell is cast with the Unicorns full Potency and Versatility.
	Unicorn	2	1	INT 7, CHA 5		
<b>Telekinetic Precision</b>	Unicorn	2	1	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. Allows up to 1/2 versatility objects to be finely manipulated (round up). You need this perk to use more than one weapon or to effectively use a number of skills with TK.
<b>Jouster</b>	Unicorn	4	1		Unarmed 30	You've learned to hit with your horn where it truly hurts! Your horn's damage is now 2xSTR+5+1d10 (2xSTR+10+1d10 if your an Alicorn). In addition, when performing a Potent/Majestic Strike, you deal an additional [2xPOT Damage] for POT strain and has Armor Pierce, the potent strike no longer costs extra AP; in addition all your charge attacks do +2 damage per charge action made in that turn.
<b>Powerful Caster</b>	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.



## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
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 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	special	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 choose 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.
Energizer 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 +40 Strain. This Perk may be taken up to five times 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.
Resilient Horn	Unicorn	6	special			Your magic regenerates faster and you are more resistant to burn-out. You gain +3 strain when ever you regenerate strain and a +1 to Endurance checks to resist burn out. Rank 2 may be taken at level 10, Rank 3 at level 14 Mastery: An additional point of strain when ever you regenerate strain and an additional +2 to Endurance checks to resist burn out.
Royal Jouster	Unicorn	8	1	Jouster	Unarmed 50	Royal Jouster: You've learned to use your horn with devastating effects! Your horn is now considered Armor Piercing and deals an extra 5 damage. In addition, when perform a Potent/Majestic Strike, you deal an additional [3xPOT Damage] for POT strain, as well as getting Armor Piercing (Heavy); in addition all your charge attacks do +2 damage per charge action made in that turn.
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	1	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 Magic 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.
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		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.
Master Spellcaster	Unicorn	20			Arcane Magic 100	You as a master at casting spells in a school that you know. You gain (Versatility/2) spells in that spell set. Spells in that set are cast at +1VER and +1POT. You have 'Great and Powerful' for spells of that set.(GM discretion)
Advanced Matrix Casting	Unicorn	22	1	Matrix Caster	Hacking & Matrix 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.
<b>Ghouls</b>						
Hibernation	Ghoul	4	1	END 6,	Survival 30	When at 0 rads, you may hibernate and sustain no degradation for the duration of your sleep but you may not move, or perform any actions other than to cease hibernating. You are only vaguely aware of your surroundings during this time an PER checks at negative 4 must be made to be aware of whats happening around you.
Cancerous Growth	Ghoul	6	1	STR < 7		The magical radiation has mutated you so badly that you can thrive in the waste. The amount of hp healed from the 'Radiation Child' trait is doubled.
Like a Buck to the Face (With Radishes!)	Ghoul	6	2			You really like Sparkle-Cola Rad. In addition, the radiation within is beneficial to your ghoulish physiology. With the first rank of this perk, consumption of a Sparkle-Cola RAD provides a temporary +1 to Agility. With the second rank, consumption restores Heals 10 + ((Medicine / 10, rounded down)/2) hp
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.
Reaver	Ghoul	9	3	END 6		You have gained the ability to form a blob of radioactive bile that you may launch at your opponents. This acts as the spell Arcain Blast, except it is cast from your rad pool instead of strain and inflicts double its damage in RADs. This attack uses the Thrown skill. Basic at rank one of this perk, Advanced at two and Expert at third.
Braiiiiins	Ghoul	12	1			You have gained a special affinity for the consumption of brains. If you eat a sentient foe's brain, it counts as taking mint-alls, including addiction chance.
Bonsai	Ghoul	12	1		Survivalism & Traps 50, Alchemy/Survival & Traps 40,	Through careful nurturing, you have a small fruit tree growing out of your head. Now you have a steady supply of fruit!
Eternal	Ghoul	16	1	CHA 6	Survivalism & Traps 50	When at 0 rads, you make rolls for ghoul deterioration once every (Charisma) weeks rather than (Charisma) days.
RADboom!	Ghoul	18	1	END 6		For 30AP, you can send out a blast of radiation, expelling 100 RADs from yourself into the surrounding area and gaining half the healing benefit of the RADs used. You may use this as six movement actions in a straight line, or stay stationary. When airborne, you may pay 35AP for eight movement actions in a straight line.

## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
RAD-Tastic!	Ghoul	20	1	END 6		In radiated areas, +15 AP. With excess rad level, +2 DT, +2 STR.
Gota Shoot 'em In The Head	Ghoul	20	1	END 7		You may only be killed by destroying your head. You are by no means indestructible, and will not heal on your own. If reduced to zero health you fall immobile until you have at least one hit point and your other limbs may be destroyed as normal.
Derpy's Gift	Ghoul	24	1	CHA 8, Eternal	Survivalism & Traps 75	When at 0 rads, you make rolls for ghoul deterioration once every (Charisma) years rather than (Charisma) days.
<b>Griffin</b>						
Contract Killer / Lawbringer	Griffin	2	1			Rewards will be handed out for the elimination of selected targets. Details follow when perk taken.
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 1d10 damage a turn 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			Thanks to the Enclave, there's plenty of clouds up in the sky. Utilizing them to their full advance you can hide whilst airborne. +20 Sneak if flying outside.
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.)
Roar	Griffin	6	1	CHA 5	Persuade & Negotiate 25	You can make a Bluff & 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).
Owl Eye	Griffin	6	2			Ignore half low-light penalties per rank.
Aerial Supremacist	Griffin	6	1			+2d10 damage when attacking Pegasi
Natural Predator	Griffin	6	1			+2d10 damage when attacking Earth Ponies
Exotic Taste	Griffin	6	1			+2d10 damage when attacking Zebra
Witch Hunter	Griffin	6	1			+2d10 damage when attacking Unicorns
Indignant Vulture	Griffin	6	1			+2d10 damage when attacking Ghouls or other Undead
Surplus	Griffin	6	1			You have 'just a knack' for finding griffin mercenary supply drop off points in the world.
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.
Feeling all the gashes	Griffin	10	2		Any combat skill 70	Going up close the dirty way leaves scars, but since it didn't kill you, it made you stronger instead! +5 to any combat skill, and +20 HP.
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 Persuade & Negotiate is noticeably more effective, even when failing the roll itself.
Hawk Eye	Griffin	10	2			+1 Perception and ignore 5% of range penalties per rank.
Flight (Rank 3)	Griffin	12	1	AGI 8		You're quite a lot faster than other Griffin and in flight you can even dodge incoming fire. Enemies not dog-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).
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.
Ultimate Hunter	Griffin	24	1	Aerial Supremacist, Natural Predator & Witch Hunter	Sneak 90, Survivalism & Traps 90	You are the ultimate hunter of ponykind. The bonuses you get from Aerial Supremacist, Natural Predator & Witch Hunter are doubled.
<b>Zebra</b>						
Blending with the Herd	Zebra	1	1			You blend in unasily well. In a group of 5 or more zebra for every zebra in the group you receive a +1% (max 30%) to remain hidden in the group.
Stipus Incognitus	Zebra	2	3	AGI 4, END 4		+5 [Sneak, Survivalism & Traps] per rank. Mastery: 5 extra points in each of these Skills.
Tribal Traditionalist	Zebra	2	3	END 4, INT 4		+5 [Survivalism & Traps, Alchemy & Chemistry] per rank. Mastery: 5 extra points in each of these Skills.
Story Teller	Zebra	2	3	CHA 4, INT 4		+5 [Academics & Lore, Shamanism OR Alchemy & Chemistry] per rank. Mastery: 5 extra points in each of these Skills.
Greater Affinity	Shaman	4	special	Shaman or Tribal Shaman	special	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.
Tribal Wisdom	Zebra	4	1		Survival 30	-50% limb damage from animals, mutated animals, and mutated insects, +25% to Poison resistance, ability to cook mutated insects into clean, rads-free meals.
Which Way Round Are They	Zebra	4	1			You've discovered the best way to utilize your stripes, and that's around more stripes! For every zebra you are with, you gain -5 to hit, up to a maximum of -15.
(Years of Applebucking) Rank 3	Base	4	1	STR 4 (Years of Applebucking) Rank 2		Do +d10 more damage with all Unarmed-type attacks which inflict damage.
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.
Pressure Points	Zebra	6	3		Melee/Unarmed 40	You have learned the art of devastating your opponents in martial combat. When you target and hit the body part of an opponent, you deal an additional 2d10 damage to that body part (not to the total HP of the person).
Unwavering	Zebra	6	1	CHA 5		You are at peace with yourself and can tap into that peace to keep moving toward your goals. Whenever you would be subjected to a mental or emotional affect that would hinder you, you gain +2 (or +20) to the SPECIAL (or skill) check to resist. In addition, you may roll to resist the effect, even if the effect does not normally allow for it.



## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>Green Hoof</b>	Zebra	6	1	LCK 6	Alchemy 50	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.
<b>Penetrating Strike</b>	Zebra	8	1		melee/Unarmed 60	All melee or unarmed attacks you make ignore 5 DT. This stacks with Piercing Hoof/Piercing Strike.
<b>Perfect Dosage</b>	Zebra	8	1		Alchemy 50	Chems you create and take have half addiction chance(or double). When creating a consumable in bulk, you create one for free for every 10 you create.
<b>Potent Poisons</b>	Zebra	8	1		Alchemy 50	Whenever you brew a poison, you know how to make it effect even the most resistant of Wastelanders. The poisons brewed by you reduce poison resistance of your opponent by (Survival/10, round up)^2.
<b>Move like Water</b>	Zebra	8	1	AGI 7		-5% to be hit. +10% chance to avoid crits.
<b>Striped Pariah</b>	Zebra	8	1	CHA 6		You have a knack for playing your status as a zebra sympathetically. You gain +5 points in Negotiation & Seduction, and a +15 situational modifier to Negotiation & Seduction checks for diffusing hostilities against zebras (yourself or others)
<b>Advanced Shamanism</b>	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 now last a number of months equal to the spirit's rating. Bindings last a number of months equal to the shaman's degrees of success, plus one.
<b>Propoli Expertise</b>	Zebra	8	1		Hacking and Matrix 80	The clever Propoli, the famous designers of Roam, have many lessons and teachings to spare. If you know where to look, much will you learn. You can reprogramme turned-off robots to fight for you with a succesful Science check. The robot remains for on for 1+1d5 minutes before it malfunctions and breaks down.
<b>Zebra Yoga</b>	Zebra	10	1	AGI 6		-10% to be hit. Them poses you can take are just unnatural
<b>Elemental Alchemist</b>	Zebra	10	1	Advanced Alchemy	Alchemy 60	Potions you brew which grant elemental resistance grant an additional 5% elemental resistance.
<b>Strong Buck</b>	Zebra	10	1		Unarmed 50	When striking a target with Unarmed there is a 30% chance you'll get a free knockdown attempt.
<b>Second Helping</b>	Zebra	10	1		Alchemy 60	Every time you brew a potion, you have (Alchemy/10 (Rounded down) + Luck)% chance you gain another batch of the brew, simply because you're that good of an alchemist.
<b>Potent Brew</b>	Zebra	10	1	Advanced Alchemy	Alchemy 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.
<b>Blessed by Nature</b>	Zebra	12	1		Alchemy 60	You find yourself being able to make do with less. Any alchemical creation you make requires 1 less of each component (minimum 1) and any talismans you enchant cost 25% less beauty to create.
<b>Zencori Tongue</b>	Zebra	12	1		Negotion and seduction 60	Just like the Zencori, a travelling tribe which travels far and wide in search of stories, you see everything with humour and have no shortage of "funny" stories. And ponies certainly seem to like them! (Usually) You can tell a story as a Speech check and, if the roll is successful, or the GM approves of it, your speech checks with all those who heard the story is increased by 5. A critical roll raises it by +10 (Or if the GM really, really likes it)
<b>Exotic Charm</b>	Zebra	14	1	CHA 8,	Negotion and seduction 75	One way or the other, you've figured out that being a Zebra comes with naturally exotic looks, and you've learned to wield your bodacious backside or sharp facial features as a weapon in conversations. +5 to a speech check against characters attracted to you when actively trying to seduce them, +3 speech check against characters attracted to you otherwise. All Npc Disposition is raised by 1
<b>Hoof of the Ancestors</b>	Zebra	16	1	Pressure Points, Strong Buck	Unarmed 80	You have learned where to hit your opponents to lock there limbs and prevent them from fighting back. When ever you hit an opponent with the unarmed skill, you have a 33% chance of paralyzing your opponent for 5 rounds. (Does not stack with Paralyzing Hoof)
<b>Expert Shamanism</b>	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.
<b>'Tis no joke</b>	Zebra	18	1		Survival 100	You can use killing joke as a poison, causing ironic death within a day. (Cannot be used against unwilling PC's)
<b>Astral Projection</b>	Zebra	18	1	Shaman or Tribal Shaman	Shamanism 100	he ability to eject the soul from the body and wander as a spirit. In this form, one is invisible, inaudible, and able to fly, pass through walls, and enter a person's dreams (where one can be seen and heard).
<b>Alicorn</b>						
<b>Student of the Followers</b>	Alicorn	2	3			+5 [Magic, Academics & Lore] per rank. Mastery: 5 extra points in each of these Skills.
<b>Random Memory</b>	Alicorn	4	5			You suddenly remember some random spell. Randomly choose a spell set, you may learn a single basic spell from that spell set.
<b>Resilient Horn</b>	Alicorn	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.
<b>Elegant</b>	Alicorn	6	1	CHA 6		You move with poise and grace. You no longer suffer from the penalties of the 'Large Frame' trait.
<b>Nightkin</b>	Alicorn	10	1	PER 6	Sneak 30	Your senses are very well developed. You gain a +2 bonus to Perception in the dark, and penalties for light levels are reduced by 50%. You also gain a 25% bonus to detecting enemies who are sneaking around.
<b>Good With the Thundery Ones</b>	Alicorn	10	1	Spells: Energy Strike (Lightning), Storm Cloud		You can chose to have your spells which deal electrial damage deal electrical Stun damage instead. Electrical Stun damage is resisted by Stun DT and reduced by Lightning Resistance. You gain +10 Lightning Resistance.
<b>Ghost of One</b>	Alicorn	20	1	INT 8, CHA 6		You remember some of your time in Unity. Gain the quest perk 'Great and Powerful'.
<b>Natural Born Alicorn</b>						
<b>Student of the Followers</b>	Alicorn	2	3			+5 [Magic, Academics & Lore] per rank. Mastery: 5 extra points in each of these Skills.
<b>"How many points do I receive?"</b>	Alicorn	2	1			Gain karma each time you intimidate or frighten ponies into doing something that benefits them in the long run.
<b>Child of two</b>	Alicorn	3	1			You may have access to a second spell line. and (Ver/2 round down) basic spells from that spell line.
<b>Alluring</b>	Alicorn	4	1			Your a Becon of beauty, making it much easier to "negotiate" with others. +10 to Negotiation & Seduction.
<b>Resilient Horn</b>	Alicorn	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.
<b>Tough Hide (Rank 4)</b>	Alicorn	10	1			Alicorns can go beyond their peers with their strength allowing them to take Rank 4 in the Tough Hide perk line.

## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>True CanterLock [3]</b>	Alicorn	12	1			Your Commanding Voice is now your weapon, when shouting at a foe your voice acts as a bare body slam(CHA+1d10). Which can be used END times a day. If the alicorn has ranks in royal canterlot voice for each rank add 4 damage and at mastery add 10.
<b>Tale of Two Sisters</b>	Alicorn	20	1	Karma <50 or >50		You seem to follow one of the paths of the princess, you have +1 disposition with your karma side, and plus 2d10 damage vs the other.
<b>Hellhound</b>						
<b>Burrow (rank 1)</b>	Hellhound	1	1			You may dig at half walking speed through soft sand or dirt.
<b>Death Sense</b>	Hellhound	4	1	Int 5		Your senses are very well developed. You gain a +2 bonus to Perception in the dark, and penalties for light levels are reduced by half. Your enemies also suffer a -10 Sneak against you and you alone.
<b>Burrow (rank 2)</b>	Hellhound	4	1	STR 6		You may now dig through hard packed sand and dirt as well as gravel at half walking speed.
<b>Steel Claws (rank 1)</b>	Hellhound	4	1			Your unarmed attacks now have the 'Armour Peircing' special rule and deal an extra +1d10 DAM when using bare paws.
<b>Rapid Burrower</b>	Hellhound	6	1	Burrow (rank 2)		You may dig through sand, dirt and gravel at normal movement speed.
<b>Gem Hunter</b>	Hellhound	6	1			You gain +1 LCK and can find gem caches underground.
<b>Death From Below</b>	Hellhound	8	1	PER 6		If you attack from hiding underground, you get +10 to hit and deal +2d10 damage.
<b>Intimidating presence</b>	Hellhound	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 Bluff & Intimidation is noticeably more effective, even when failing the roll itself.
<b>Pack Hunter</b>	Hellhound	10	1	CHA 6		Allies get +10 to hit a target you attacked in your previous turn.
<b>Burrow (rank 3)</b>	Hellhound	12	1	STR 7		You may dig through concrete and rock at half walking speed.
<b>Steel Claws (rank 2)</b>	Hellhound	12	1	Steel Claws (rank 1)		Your unarmed attacks now have the 'Armour Peircing (Heavy)' special rule and deal an extra +1d10 DAM when using bare paws.
<b>Howl of the hunt</b>	Hellhound	18	1	Pack Hunter		CHA times per day, you may give all allies that can hear you +10 AP and DT (CHA/2) for 5 rounds for 40AP. This does not stack.
<b>Young Dragon</b>						
<b>Iron Claws</b>	Dragon	2	2			Your unarmed attacks deal an extra +1d10 DAM with unarmed attacks. With rank two your attacks gain the 'Armour Piercing (light)' special rule.
<b>Draconic Synergy</b>	Dragon	2	1			Similar to Empathy. The player may gain special insight on enemy or NPC dragons or those with draconic nature, based upon cultural knowledge or body language cues invisible to other species. GM's discretion as to when and how this applies.
<b>Magic Sense</b>	Dragon	4	1	PER 5		Gain the ability to detect magical energy at 30 feet and magical items at 30 feet
<b>Burrow (rank 1)</b>	Dragon	4	1	STR 4		You may dig at half walking speed through soft sand or dirt.
<b>Tough Scales</b>	Dragon	4	3			+2 Natural DT and +15% DR against fire based damage.
<b>Burrow (Rank 2)</b>	Dragon	6	1	STR 6		You may now dig through hard packed sand and dirt as well as gravel at half walking speed.
<b>Gem Hunter</b>	Dragon	6	1			You gain +1 LCK and can find gem caches underground.
<b>Where there's Fire there's Smoke</b>	Dragon	6	1	END 5		You gain the ability to exhale smoke in an area upto the size of your flame breath cone, this uses up 1/2 of a fire breath attack, Effects are as if Nighttime within the cone. Duration END/2 turns.
<b>Hotter Flame</b>	Dragon	6	1			Your flame breath deals and extra +1d10 DAM.
<b>Flight (rank 1)</b>	Dragon	8	1	AGI 5		You have matured enough that your wings have grown in! Allowing you to lift yourself off the ground and drift by at a slow pace.
<b>Greedy Guts (rank 1)</b>	Dragon	8	1	"Total gear value of personal belongings equal to 1000+ caps (10,000 Quest) "		Your new stuff has had an extra effect on you, you've grown a bit. You're now between the size of a foal and an adult pony. You gain +1 STR OR +1 END.
<b>Draconic Hoarding</b>	Dragon	10	3	Scrounger & Greedy Guts (rank 1), LCK 6		Gain 30% more caps(rounded up) from all sources and will always a roll for caps when looting.
<b>Dragon Duelist</b>	Dragon	10	Special	AGI 6 Unarmed 70		May breath fire END times per day.
<b>Greedy Guts (rank 2)</b>	Dragon	12	1	"Total gear value of personal belongings equal to 2500+ caps (25,000c Quest) "		When attacked by an armour piercing weapon (-DT), 5 points of the piercing effect are removed, +5 if all 3 levels are taken. Each take the next rank at lv 15 and 20
<b>Tail Sweep</b>	Dragon	12	1	Greedy Guts (rank 2)		Your greed has given you a growth spurt, making you about the size of the average pony. You are no longer considered 'Small Frame' and you receive +1 STR and +1 END.
<b>Iron Hide</b>	Dragon	12	1	Tough Scales (rank 3)		The dragon hatchling learns to make a special unarmed attack with their tail for 35 AP. Any opponent within melee range of the dragon who expends at least 15 AP is automatically attacked once. Each individual opponent may only be attacked once.
<b>Searing Flame</b>	Dragon	12	1	Hotter Flame		+4 Natural DT and +25% DR against fire based attacks.
<b>Dragon Rage</b>	Dragon	12	3	STR 7 END 7		Your flame breath deals and extra +1d10 DAM and target suffers -5 DT.
<b>Flight (rank 2)</b>	Dragon	14	1	AGI 6		You Enter an Enhanced state. You can spend 15 for *2 times the damage per attack once per battle.
<b>Fully Matured Flame Gland</b>	Dragon	14	1	Matured Flame Gland		You can fly at a normal pace, gain proper altitude and execute basic aerial moves.
<b>Greedy Guts (rank 3)</b>	Dragon	16	1	"Total gear value of personal belongings equal to 5000+ caps (50,000 Quest) "		You are one step closer to adulthood. May breath fire END*2 times per day.
<b>Wing Buffet no Food Included</b>	Dragon	18	1	STR 6 Greedy Guts rank 1, Unarmed 50		Your wealth has caused you to grow more! You are now 'Large Frame' and gain +1 END. Your maximum STR and END are also increased by 1 (ie. to max of 11 instead of 10).
<b>Flight (rank 3)</b>	Dragon	20	1	AGI 8		Hurricane force winds! You gain the ability to make a trip attack using your firebreath cone as the target area, all targets size 0.5 or smaller in this beaten zone must succeed an AGI/2 or STR/2 or be knocked prone.
<b>Dragon Breath</b>	Dragon	22	2	Cha 7 Fully Matured Flame Gland		You are quite a bit faster than normal 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).
						This monster has a special attack which deals (END x Y) + 45 + 8d10 damage, where Y is based on size (see note). Monsters may take up to two ranks in this perk -- for each rank, the attack may have up to two special qualities. This attack costs 50 AP and the monster may not perform any other attack in the same turn (but may take other actions). Monsters must make a successful Charisma check at a -3 penalty to use this attack again.

## Master Perk List (Public Pre-Release) - Racial Perks

Name	Type	Level	Ranks	Special Req	Skill Req	Description
<b>Greedy Guts (rank4)</b>	Dragon	24	1	Total gear value of personal belongings equal to 10000+ caps (100.000c Quest)		The size of your horde has helped you grow to even larger proportions. You're still young and have more growing to do. You're now Size 1! Not big enough to have trouble moving about inside but still pretty big. Any gear you use, weapons and armour, must be specially modified for your use. Any armour you wear will have it's DT halved from being spread around your quite large frame You now have the 'Bruiser' trait and gain +1 END. Your maximum STR and END are also increased by 1 (ie. to max of 12 instead of 11).
<b>Dragon Scales</b>	Dragon	24	1	Iron Hide		This Grants base DT of 25. this perk replaces the Iron Hide and Tough Scales
<b>Young Adult</b>	Dragon	30	1	"Greedy Guts (rank 4), Total gear value of personal belongings equal to 15000+ caps (150.000c Quest)"		Your horde has reached almost legendary status, allowing you to have reached adulthood. Not full grown but still considered an adult by other draons. You are now size 2 and are unable to fit into small places (small buildings and caves or some buildings) as you are bigger than a sky wagon. +1 STR, +1 END, +4 DT and +100 carry weight. You are now so big no weapon or armour can be used by you. Your maximum STR and END are also increased by 1 (ie. to max of 13 instead of 12).
<b>Sand-Dog</b>						
<b>Digging (Rank 1)</b>	Sand-Dog	1	1	STR 3		Digging is in your DNA, You can dig your way through terrains at 1d10 + (END*2 + STR*2) yds. However you can only dig through dirt and less tougher material. It costs 20 AP to enter and exit a dug tunnel. Tunnels will collapse once you leave the hole.
<b>Diamond Paw</b>	Sand-Dog	2	3	STR 4		Additional10 damage with all Unarmed attacks.
<b>Cybernetic Lore</b>	Sand-Dog	2	3		Medicine 50	You're trained in the installation and construction of cybernetics and gain +5 to medicine skill when performing the instilation surgery and a +5 to mecanics to constuct the components.
<b>Tail Flail</b>	Sand-Dog	3	1	Tail Trick		Your tail is now hardened to the point where it can be used as a weapons (Dealing Tail flail damage)
<b>Gnaw to the Bone</b>	Sand-Dog	4	1	END 6,	Sneak 30	You are just crazy enough to do it too!, immediately reduce your limb HP to cripple one of your limbs to escape being bound, this does not help when grappled by an alert or active opponent.
<b>Dawg under the Porch</b>	Sand-Dog	6	1		Survival 30 Mechanics 30	Years of persecution have made you better able to survive on your own. +10 to Survival and Mechanics
<b>Uncivil Engineering</b>	Sand-Dog	6	1		Mechanics 40	You may dig a cover for your allies, at the cost of 10AP per place to take cover for. The cover provides +10 bonus to passive evade while stayed in. Example would be a foxhole, trench or a low earthen wall.
<b>Cybernetic Engineering is for the Dogs!</b>	Sand-Dog	8	1	INT5,	Mechanics 50	You can build and repair cybernetics
<b>Cybernetic Surgery is for the Dogs!</b>	Sand-Dog	9	1	INT5		You have been trained and can implant cybernetics into ponies
<b>Digging (Rank 2)</b>	Sand-Dog	10	1	STR 6		You are a master of excavation! You can now dig through harder material, such as concrete or rock. Well build reinforced concrete, or a slab of steel will still stop him, though. (can try other materials at GW discretion) Digging distance is 2d10 + (END*2 + STR*2) yds. It costs 10 AP to enter and exit a dug tunnel.
<b>Special Delivery</b>	Sand-Dog	10	1		Explosives 50	The best kind of present is a SURPRISE! You can choose to, instead of emerging from underground, plant an explosive under your enemy. This takes up all your AP, and you do not emerge afterwards. You will need to have an explosive device in your inventory. The explosion has a guaranteed hit, unless your opponents are flying, crits must still be naturally rolled however. Tunnels will last (LCK*2) minutes once you exit it.
<b>Gem Hound</b>	Sand-Dog	10	1	PER 7		You gain +1 LCK and can find gem caches underground. and can detect a magical device by scent at upto 15 feet
<b>Digging (Rank 3)</b>	Sand-Dog	14	1	STR 7		You can dig so efficiently that the tunnel does not collapse behind you, if you choose to. You can create a permanent tunnel your allies or enemies may use. Entering and Exiting your tunnel cost 0 AP. Digging distance is now 3d10+ (END*2 + STR*2).

# Master Perk List (Public Pre-Release) - Traits

Racial Traits		
Earth Pony		Earth ponies can select either a base perk or an earth pony perk for free at the beginning of character creation. This perk may have a level requirement no higher than level four, and the earth pony must otherwise meet the perk's requirements. In addition an Earth Pony gains an extra perk equal to half their level (Round-Up) when they reach levels 6, 11, 16, 21 and 26. Earth ponies can have a Special Talent. Earth ponies may invent schematics based on their Special Talent, substituting the Tagged skill associated with their Special Talent for the Invention rolls (you could create recipes using your special talent instead of the normal skill required provided they are related in some way (I.E you can make a gun with just firearms skill no mechanics)
Pegasus		Pegasi have wings and can fly. They begin with the perk Flight (rank 1), and can increase their flight capabilities with perks. Pegasi have Trick Points, may perform basic Pegasus Tricks, and can take Pegasus Trick perks. Pegasi have a Special Talent.
Unicorn		Unicorns can cast spells. Unicorn characters start with the additional statistics of Versatility, Potency and Strain. Unicorns can have a Special Talent.
Griffin		Griffins have wings and can fly. Griffins begin with the perk Flight (rank 2). Normal Griffins are size (0.25) Large Frame Griffins (0.75) Griffins have Trick Points and have a limited ability to perform Pegasus Tricks. They also possess natural talons, giving them a +d10 to damage when using bare talons in unarmed combat. Griffins may also use items from inventory as if they had hands.
Zebra		Zebras can use alchemy and may learn zebra shamanism if they have the Shaman or Tribal Shaman trait. Zebras may have a Special Talent. Does not need to take perks to unlock Higher alchemy tier can acquire higher alchemy ranks though quest perks via learning and practice.
Ghouls		Playing a Ghoul requires that you take the Ghoul Trait. Any other race may be a ghoul. Resistance to chems which means they only carry some of the effects they normally do. -Have a 50% Resistance to poisons and 90% resistance to addiction but drugs are only 1/4 as strong and last half the time.
Foals		Foal is a template and may be applied to any race, they may at the GM's discretion be a ghoul as well. Foals have the following modifiers: (check size charts for effects in size changes) Foals have a Race STR of 5 unless, they are an Earth Pony whose max is 7 or the foal has taken the Large Frame Trait. (Which removes that cap). Foals get a free perk Foal at Heart perk for free at level 1 A foal ages 1-8 takes the pipsqueek trait for free and gains all the benefits and hindrances therefor of. They also gain blank flank for free and may not gain a cutie mark. (It is not recommended to play a character this young) A foal ages 9-14 may take small frame, gains all the benefits and hindrances therefor of. They "may" take blank flank as a free trait.
Alicorns	Requires GM aproval	Alicorns have wings and can fly. Alicorns start with the flight aptitudes of pegasi and the magical aptitudes of unicorns. They begin with Versatility, Potency, Strain and Trick Points. and +3 natural DT They may take unicorn and pegasus racial perks, but may not take pegasus-only Pegasus Trick perks.
		Alicorns start with no cutie mark and only two Tagged skills. During play, an alicorn character may discover their special talent, gaining her cutie mark and an associated Tagged skill. (Players should work with their GM on when and how this may occur.)
		Alicorns are extremely homogeneous. All alicorns must take the Large Frame (Size 0.75) and Radiation Child traits (excluding them from taking any other traits).
		Alicorns have three breeds, each with an associated spell. Blue (Invisibility), Purple (Teleportation) and Green (Telepathy). Green alicorns can also combine their spellcasting with other Green alicorns for greater effect, but at the cost of absolute concentration.
		Alicorns are required to fill their initial magical skill slots with their breed spell (first), Alicorn Shield and Telekinesis. Only after these three spells have been taken may they take spells of their own choice. These three spells are considered to be Alicorn "Racial Spells". Alicorns have +1 bonus to Potency when casting their Alicorn Racial Spells. (This can raise their effective Potency for those spells to a maximum of 11.)
Natural Born Alicorns	Requires GM aproval	Alicorns have wings and can fly. Alicorns start with the flight aptitudes of pegasi and the magical aptitudes of unicorns. They begin with Versatility, Potency, Strain and Trick Points. They may take unicorn and pegasus racial perks, but may not take expert Pegasus Trick perks.
		In addition an Alicorn can take Earth Pony perks equal to half there level. and start off with +3 Natural DT
		Natural Alicorns can have a Special Talent.
Sand-Dog	Requires GM aproval	Alicorns have +1 bonus to Potency when casting their Primary Spells. (This can raise their effective Potency for those spells to a maximum of 11.)
		Sand-Dogs gain the Large Frame trait for free. They may take the Small Frame, gaining the benefits of both. Sand-Dogs also have the option to take the cyborg trait for free, though not required. They also possess natural claws, giving them a +d10 to damage and has the 'Armour Piercing (Light)' special rule when using bare paws in unarmed combat, Sand-Dogs start with rank 1 of 'Burrow' Sand-Dogs may also use items from inventory as if they had hands. All weapons and armours must be specially modified for Sand-Dog use.
		Hellhounds are monsters and may only have 2 TAG skills. Hellhounds gain the Size Matters trait for free. They also possess natural claws, giving them a +d10 to damage and has the 'Armour Piercing (Light)' special rule when using bare paws in unarmed combat. Hellhounds start with rank 1 of 'Burrow' Hellhounds may also use items from inventory as if they had hands. All weapons and armours must be specially modified for hellhound use.
Young Dragon	Requires GM aproval	Young Dragons start with the 'Small Frame' trait for free. They may breath fire END/2 times per day with the same stats as a 'Flamer'. Even a young dragons scales are tough and thik, they begin with +2 Natural DT and DR 30% against fire damage. May not take the 'Large Frame' trait. Dragons have hands (Claws)
Traits		
Bar Fly		The wasteland is a lush garden of mutated beast, undrinkable water, and ponies driven to cannibalism and beyond. You're the town drunk, and you know how to stay standing even when you can't tell up from down. (-2 INT +1 AGI, +1 STR +5 Firearms 2x chance of addiction.
Better Lucky than Good		You're a high roller who spends a lot of time praying to lady luck for help. As a result though, you don't train quite so hard in your field(s) of expertise. +2 LCK but 1 less TAG skill.
Blank Flank	Earth Pony, Pegasus, Unicorn or Zebra only	You are a child, still too young to have discovered your Special Talent. You gain the trait Small Frame without it counting towards your limit of two traits. Additionally, you have no cutie mark and start with only two tagged skills. However, during the course of the game, you may discover your Special Talent (either through an arrangement with the GM or spontaneously upon rolling a Critical Success in a non-tagged skill). Upon discovering your Special Talent, you immediately gain your third tagged skill in the skill you achieved Critical Success in or otherwise is most appropriate, only with a +20 bonus rather than a +10.
Blueblood		You are as beautiful as prince Blueblood or Fleur de Lis, but you are a lot less resilient than a "normal" pony. You gain +1 Charisma, but you are a prime target for pimps and slavers. You often inspire jealousy in ponies of the same sex.You gain +10% Persuade & Negotiate with attracted individuals as well as role play opportunities, Disposition is treated as one higher. However those who are not attracted to you gender have a 25% chance to react at a disposition level one level worse than normal.
Bring it On!		You either kill fast or die early. Both you and your enemy's damage threshold is reduced by 5.
Bruiser		Your Strength is increased by +2, but you have 15 less Action Points.
Built to Destroy		All weapons have +3% chance to Critical Hit, but equipment condition decays faster (dropping 15% after every critical failure.and 25% with Crit fail with a Failed Luck Check.)
Bulk Biceps		You gain +50 carry weight, a +10 bonus to attacks when performing Unarmed advanced combat actions, and you have 10% more HP. However, you have a -2 to your initiative and enemies gain a +5% bonus to attacks (Size 0.5) (May not stack with large frame, cannot take small frame.)
Chem Reliant		Your chance of addiction when taking chems is doubled, but you will only suffer a maximum of two stacks of the addiction effect.
Chem Resistant		Your chance of addiction is halved, but it is the duration of chems.
Cold Blooded		+20% to Combat Skills • -15 Action Points
Claustrophobic		You have a fear of enclosed spaces, probably because of the monsters that live there. When outside you gain +1 to all SPECIAL stats, but when indoors (or in a particularly imposing ruin/city) you suffer -1 to all SPECIAL stats.
Clumsy Mother		Your mother wasn't exactly the most graceful woman in the compound. So by the time you were walking you were dropped on your head... a LOT. As a result, you may not be the sharpest tool in the shed but your noggin is probably the toughest part of your body.
Cyborg	Requires GM Approval	Intelligence - 2 and Headshots do no extra damage to you at all.
Deep Sleeper		You are considered Cyberpony Rank 1 with the benifits and hinderances of.
Derped		You sleep more soundly than most. You regain an additional 5 points of Strain per hour of sleep. You regain TP while sleeping in poor environments as if you were sleeping safe in your bed. Unfortunately, you automatically fail Perception checks to wake up unless you take damage or someone spends a full turn waking you.
Discord's Luck		Perception + 1, -5 to hit, -5 to Combat skills
Early Bird		You are a bastion of good fortune. You have a +5% crit chance. However if you crit fail its spetacular. As an example were most ponies might only have there gun jam, you would have the round explode in the chamber doing damage to the gun and rendering it useless untill repaired. You dont just get locked out of terminals, you get them to fry themselves. Crit fails will always be the single worst outcome a GM can think up.
Elderly	Age above 50	Hey early risers! Enjoy a +2 to each of your S.P.E.C.I.A.L. attributes from 6 am to 12 pm, but suffer a -1 from 6 pm to 6 am when you're not at your best. Age is starting to catch up to this character. • Decrease damage required for a crippling injury by 10 • Decrease carrying capacity by 20 • Decrease action points by 15 • Increase lore and Academics by 5 • Increase skill points gained per level by 2 OR increase Int by 1 • Cannot be taken by ghouls

## Master Perk List (Public Pre-Release) - Traits

<b>Fast Shot</b>		Your attacks with firearms and magical energy weapons cost 5 less AP. However, your firearms and magical energy weapons skills suffer a -10 penalty.
<b>Four Eyes</b>		Your effective Perception increases by one while wearing glasses. Whenever not wearing glasses, you suffer a -1 penalty to your Perception.
<b>Ghoul</b>	any race except Alicorn or Hellhound	You are undead, animated by the necromantic energies that were unleashed on Equestria in the apocalypse. Most NPCs have a lower disposition towards you. You do not need to eat, drink or sleep. You heal through exposure to radiation, as per the Radiation Child trait, but you do not heal naturally at all. When not healing, you slowly consume radiation as per the Radiation Child trait. If you lose all your radiation, you become vulnerable to physical and mental deterioration. For every (Charisma) days you remain at 0 rads, you must make a successful Endurance check or lose a permanent point of either Endurance or Intelligence. Deterioration starts first with Endurance then attacks Intelligence, reducing them to a minimum of 1. Any ghoul who reaches an Intelligence of 1 has turned "zombie" and is no longer a playable character.
<b>Glowing one</b>	Ghoul Only	Extreme radiation exposure has caused you to begin to glow in the dark. Your glow eliminates low light penalties for all those around you within END yards. In addition you gain a +50% healing bonus when basking in the healing glow of radiation, but anyone around you within ENDx2 yards will take 10 RADs per hour.
<b>Gifted</b>		You have more innate abilities than most, so you have not spent much time honing your skills. All SPECIAL stats receive a +1 modifier. All skills suffer a -5 modifier, and you receive 3 less skill points per level. May not be combined with Skilled.
<b>Good Natured</b>		Your Alchemy Survivalism & Traps, Bluff & Intimidation, Persuade & Negotiate, Sneak, Hacking & Matrix Tech, Chemistry, Medicine Academics & Lore, Repair & Mechanics skills are all increased by +5. Your Throw, Battle Saddles, Explosives, Firearms, Magical Energy Weapons, Melee and Unarmed skills are all decreased by -5.
<b>Ham Hoofed</b>		Either through genetics or mutation you have been endowed with huge hooves. Unarmed is TAGged for "free" but you suffer a -10 penalty to your Medicine, Repair & Mechanics, Hacking & Matrix Tech and Lockpick skills, you're just too ham hoofed to do these right.
<b>Heavy Hoofed</b>		Your melee and unarmed do +1d10 damage, but deal -3d10 critical hit damage.
<b>Hematophagy</b>	Batpony only, all others require GM approval	Sometimes necessity outweighs all common decency, out in the wasteland. Consuming blood from blood packs or from a live or freshly killed creature provides the same benefits as drinking pure water (or dirty water if the source is an irradiated creature). No karma loss if taken from a willing creature. (Sometimes it's good to have (tasty) friends.)
<b>Hot Blooded</b>		When your health drops below 50%, you deal an extra 20% damage, but you suffer -1 to your PER and AGI while ability is active. But who needs those anyway? You're awesome!
<b>Jinxed</b>		Both you and your enemies suffer double your normal chance for critical failure.
<b>Kamikaze</b>		You gain +10 Action Points but suffer -2 to your Damage Threshold.
<b>Kleptomaniac... I mean Scavenger</b>		You gain +35 to your carry weight, but suffer -1 to all SPECIAL stats if any time the weight you're carrying drops below 75 wg. They're your precious... you need it...
<b>Large Frame</b>		You gain +50 carry weight, a +10 bonus to attacks when performing Unarmed advanced combat actions, and you take 25% less limb damage (this does not decrease the actual damage taken, but helps prevent crippling of limbs). However, you have a -1 to your initiative and enemies gain a +5% bonus to attacks. (Size category .5)
<b>Light Sleeper</b>		No penalty for PER checks when asleep, but false alarms may occur. Each Sleep interruption requires at least an CHA check at a -1 Penalty for each time you are awoken, to go back to sleep. If fail the player cannot try again for 8 hours
<b>Loose Cannon</b>		Throwing thrown type weapons cost 30% less AP. However, the range of your throws is decreased by 25%.
<b>Lucky Star</b>		You are a bastion of good fortune. Both you and your enemies have a +5% bonus to crit-successes.
<b>Luna's Loophole</b>		No one's going to put you out to pasture 'cause you're going to stay young (and level 18) FOREVERRR! You can not become addicted to chems or alcohol and the effects last twice as long. But after level 18 you can kiss perks, experience and skill points goodbye.
<b>Magic Knack</b>	Unicorn only	You have +1 effective Potency (maximum 11) in either a single spell set or a collection of up to (Versatility) thematically related spells. (GMs must approve such collections.) You must spend your first Advanced and Expert spells improving spells you possess in this set or collection (if possible) before gaining or improving other spells.
<b>One Trick Pony</b>	Unicorn only	Unlike most Unicorns you can only cast a single spell. Lucky for you, you cast that one spell very well! You begin play with only one basic-level spell, and you cannot learn more (not even advanced or expert levels of your one spell); but you have access to the later Mighty Spell perks for that one spell, and you gain Mighty Spell (Rank 1) at sixth level for free.. Choose carefully.
<b>Pipsqueak</b>	Foal age <7 -GM Approved- non-pony races Testing	You are small scrawny. The upside is that you have +2 agility, and are considered Size -1 your light frame cost you in personal durability: you lose 25% of your HP. Your carry weight is reduced by 25. On the bright side you are 10% harder to hit in combat. and (if child Negotiation and seduc-err..cuteness increased by 10.) (May not stack with small frame cannot take large frame or Bulky biceps)
<b>Paranoid</b>		Perception +1 make all Endurances check at a -1 penalty
<b>Pistoleer</b>		You excel at using mouth-held weapons (Pistols and SMGs) but larger weapons (Rifles, Automatic Rifles and Heavy) just aren't your thing and cause you some problems. Attacks made with one-hoofed weapons are made with a +10 skill modifier. But attacks made with two-hoofed weapons suffer a -20 skill modifier.
<b>Prophet</b>	Zebra or Spiritually Awakened only	Whether the bombs weakened the veil between past and future, you have a special gift, or you've found the perfect high, you sometimes get visions from before the war, or what the world might become. You can intentionally do this by focusing for one minute in a place where you are safe and are unarmed (See requirements of Zen Casting perk), and will 'see' 1d10 random images of other points in time, relevance determined by a secret roll made by the GM. However, this is incredibly straining, and the resulting migraine will effectively 'cripple' your head for a number of hours equal to the number of images you saw (-3 PER). The visions can also come randomly in moments of high stress (such as taking more than 1/2 your HP in damage in one round, being terrified, etc), so they are often considered a mixed blessing.
<b>Rabid</b>	Ghouls and Hellhounds only	As far as anypony is concerned, you're halfway to being feral as is. You are not affected by crippled limbs (blindness still affects you normally. Any movement penalties still apply and if all 4 legs are crippled you still can't move.) Every time you kill an enemy in melee you gain 15 AP for that round. But you are more likely to become feral (Ghouls become feral twice as fast, losing a point END /and/ INT for each failed check, Hellhounds must roll a d100 for each CHA combats they are involved in, on a 90-100 they lose 1 INT, once they reach INT 1 they have gone feral and can no longer be a player character.)
<b>Radiation Child</b>		Radiation is beneficial to you. You regenerate through exposure. Your body consumes rads during the regeneration process at the rate of 10 rads per turn. However, without radiation, your body heals naturally at only a quarter of the normal rate.
		Minor Radiation Poisoning (200 - 399 rads) - HP +2 every turn
		Advanced Radiation Poisoning (400 - 599 rads) - HP +4 every turn
		Critical radiation poisoning (600 - 799 rads) - HP +6 every turn, regenerate crippled limbs
		Deadly radiation poisoning (800 - 1000 rads) - HP +8 every turn, regenerate crippled limbs. At over 1000 rads, however, you will still die. (Alicorns, ghouls and many monsters do not die, and will even become abnormally powerful from excessive radiation.)
		When not healing, your body sheds radiation at the rate of 1 point per hour if you have less than 200 rads, 2 per hour at minor radiation poisoning, 4 per hour at advanced, 6 per hour at critical and 8 per hour at deadly.
<b>Random</b>	Earth Pony or Zebra Only	Your innate magic manifests more overtly than is normal for your race. You are capable of performing cartoonish, impossible feats. The exact nature and limitations of your abilities are determined by the GM. These abilities are never reliable, and the GM may overrule any manifestation of random that she considers overused, abusive or excessively advantageous. A zebra with this trait cannot take Shaman or Tribal Shaman.
<b>Reckless</b>		You are reckless almost to the point of being suicidal. As such you gain +20 AP and +3 Initiative however you are much easier to hit target do to your total lack self preservation actions. All attacks against you have a +15% to hit.
<b>Riflepony</b>	Testing	You excel at using larger weapons (Rifles, Automatic Rifles.) but using mouth-held weapons (Pistols and SMGs) just aren't your thing and cause you some problems. Attacks made with two-hoofed weapons are made with a +10 skill modifier. But attacks made with one-hoofed weapons suffer a -20 skill modifier.
<b>Sex Appeal</b>		You've got the "right" stuff. Individuals who are sexually oriented towards your gender are attracted to you, but potential sexual rivals tend to become quite jealous. Those who would be attracted to you have their disposition towards you and you alone raised by 1 level, but potential sexual rivals will have their disposition lowered by 1 level.
<b>Shaman</b>	zebra only	You are a practitioner of zebra shamanism. You start with a Spirit Affinity score equal to your (CHA / 2, rounded up).
<b>Size Matters</b>	Non-Pony, Requires GM Approval	You are one big mean mother-hubba! With all the pro's and cons that entails, your limbs take 25% less damage, and you can carry an extra 50 lbs. of gear. You also gain a +10 to Unarmed when performing advanced combat actions. Your size modifier is 1, instead of 0, and your initiative is decreased by 1. (You have a hp boost of 25% etc) Cannot take the trait "Large Frame.
<b>Skilled</b>		Since you spend more time improving your skills than a normal pony, you start with better skill levels. The tradeoff is that you will not gain as many extra abilities. You gain +5 skill points every level but you do not gain a perk for reaching level 6, 11, 16, 21 or 26. May not be combined with Gifted.
<b>Small Frame</b>		You gain +1 Agility and enemies have a -5 penalty to hit you, but your limbs suffer 25% more limb damage. This does not affect actual damage taken. (Size Category -0.5)
<b>Spiritually Awakened</b>		You are gifted with the ability to see and communicate with spirits and ghosts who are normally imperceptible. The character's attunement to the spirit world makes them naturally well-disposed with ghosts and spirits, granting a +10 to Shamanism and +1 to Charisma for purposes of talking to ghosts and spirits. This bonus to Charisma factors into a shaman's Spirit Affinity rating.
<b>Spread Thin</b>	Unicorn Only	Your breadth of ability is second to none. If your spells weren't so weak, you could change the world! Your Versatility is equal to your INT and you begin play with access to all seven types of magic, however your Potency is halved (rounded up), and you cannot take the Powerful Caster or Resilient Horn Perks. Hope you're creative with what you do have! You may not have both Spread Thin and One Trick Pony.
<b>Tech Wizard</b>		You spent your formative years hunched over a bench learning how things work. The trouble is that you've ruined your eyes. You gain +10 to the Repair & Mechanics, Hacking & Matrix Tech, Alchemy, Chemistry and Lockpicking skills, but you have -1 PER.

# Master Perk List (Public Pre-Release) - Traits

<b>Thief</b>		You are the number one thief in the waste your deeds are known to all, +15 Lockpick +15 Sneak but Disposition is lowered by 2.
<b>Tribal Shaman</b>	zebra only	You are a practitioner of zebra shamanism in the way of your ancestors, and benefit from ancient spirit pacts . You start with a Spirit Affinity score equal to your (CHA / 2, rounded up). You have an effective +2 Spirit Affinity with a particular type of Spirit (of your choice), and an effective -2 Spirit Affinity with another type of Spirit (of the GM's choice).
<b>Touched by Celestia</b>		Your Intelligence and Perception are increased by +1 during the Daytime (maximum 10), but are reduced by -1 during the daytime (minimum 1). This trait affects your internal clock and is not affected by being indoors.
<b>Touched by Luna</b>		Your Intelligence and Perception are increased by +1 during the nighttime (maximum 10), but are reduced by -1 during the nighttime (minimum 1). This trait affects your internal clock and is not affected by being indoors.
<b>Trigger Discipline</b>		Your attacks with firearms and magical energy weapons skills are made with a +10 skill modifier, but cost 5 more AP.
<b>Village Idiot</b>		You are a huge, hulking, dim witted simpleton with the Strength of a Brahmin and the IQ of their left heads to match. +4 STR +10 Bluff and Intimidation. -4 INT - 10 Negotiation and Seduction -3 Skill points per lv.
<b>Wild Wasteland</b>	Requires GM aproval	You have the propensity for discovering or encountering extremely unusual and "wacky" elements of the Equestria Wasteland. When coupled with Random, you are also possessed of unusual perception (such as limited precognition or the ability to see ghosts). This trait is subject to GM approval.
<b>Negative Traits (Taking a negative trait allows the choice of another regular trait, may only have one negative trait unless GM approved) Optional</b>		
<b>Agoraphobic</b>		You have a deep set fear of wide open spaces. When outside where there is no ceiling you may have panic attacks where you freeze / faint if you look up. These last for 1d10 combat rounds. All SPECIALS are -1 when in wide open spaces.
<b>Chem Reliant</b>		Your chance of addiction when taking chems is doubled.
<b>Clausterphobic</b>		-1 all mental SPECIALS in enclosed spaces; Normal specials when in large but enclosed areas such as indoor stadiums and ball rooms. May panic if enclosed in a very small area; must move at max speed to the closest open area with out engaging in combat, if blocked you will fight as a cornered animal, fighting only so long as it takes to get past the obstacle and may not use complicated combat actions.
<b>Very young</b>	Age 7 under	You are a budding seed in this wasteland • Decrease damage required for a crippling injury by 10 • Decrease carrying capacity by 50 • Decrease action points by 15 • Your max health is decreased by 50% Cannot be taken by ghouls
<b>Elderly</b>	Age above 50	Age is starting to catch up to this character. • Decrease damage required for a crippling injury by 10 • Decrease carrying capacity by 20 • Decrease action points by 15 • Cannot be taken by ghouls
<b>Permanently Crippled</b>		Has a limb that cannot be healed
<b>Permanent Psychosis [4]</b>		Character has Crippling mental injury that cannot be healed
<b>Four Eyes</b>		You need glasses. Whenever not wearing glasses, you suffer a -2 penalty to your Perception.
<b>Hot Blooded</b>		When below 50% hp you do 20% more damage but perception is -1 and you fight in a red rage, requiring a charisma check at a penalty of -1 for each 10% pass 50% to calm down after the fighting is done. If failed you can retry each following round, until then you will try to engage anything you can in battle.
<b>Pinkie Sense</b>	Requires Testing	Other ponies around you have always considered you slightly off and somewhat strange due to your strange and random predictions. (Disposition -1) As a result, you gain Danger Sense, which is a PER -2 (Minimum 3) check whenever something is about to harm you. You also gain the ability for random insight once per game session, INT -2 check, success is something beneficial, while failure is something random, not useful, or maybe even misleading.
<b>Trauma</b>		You have lived through an horrible experience and will never be the same for it. (Cause and reaction to trauma should be shared with Gm)
<b>Illiteracy</b>		You missed the boat when it came to handing out the how to read books that day in class! But on the other hoof, since you never spent all that sissy time learning how to read you have instead learned more useful abilities for surviving in the wastes. You are illiterate and cannot read or write, But you may choose 1 extra starting Trait to begin play with.
<b>Jinxed</b>		Some higher power not only doesn't like you they have poor aim. You are a walking embodiment of ill luck. Your crit failure chance is doubled.
<b>Unattractive</b>		Reduces Disposition by 2 and Negotiation by 20 for characters
<b>One Eye</b>		Some where some how you've lost an eye. What ever the cause just getting your hands on hydra wont fix it. Perhaps it grows back as a cancerous mass or filled with cataracts. Your use of ranged weaponry suffers for this. You suffer double the normal range penalties and have a -10% to all ranged combat skills.
<b>Background Traits</b>		
<b>Stable Dweller</b>		You were born and raised in one of Vault-Techs many underground Stables. You start the game with a PipBuck. Your starting Survivalism & Traps Score is only (Luck / 2, rounded down) and your starting Poison and Radiation Resistance are 0.
<b>Courier</b>		+6 Survival, Negotiation and Seduction, Rad Resist and Poison Resist and plus 1 movement speed. +5% chance to be hit.
<b>Steel Ranger/Outcast</b>	<b>Earth Pony or Unicorn only</b>	You have been thrown out of the Steel Rangers for one reason or another and are now considered an outcast.
	<b>Knight</b>	* +5 Battle Saddle, Start with Power Armor Training (Basic), -5 Sneak, -5 Firearms
	<b>Scribe</b>	+5 Hacking & Matrix Tech, +5 Repair & Mechanics, -5 Firearms and -5 Survivalism & Traps.
	<b>Page (Foal)</b>	+5 Hacking & Matrix Tech +5 Unarmed +5 MEW -15 Negotiation and Seduction
<b>Canterlot Ghoul</b>	Requires GM aproval	When sustaining damage you have a % chance of your damage taken vs total HP to bleed pink cloud, those affected by pink cloud have a 25% chance to become fused with anything they are in direct contact with and take damage as if given a dose of Alicorn Slaying poison to Weak poison depending on the range of the victim to the ghoul, unarmed, melee, 3 feet, 5feet, 10 feet radius.
<b>Pre war pony</b>		You somehow lived through the fallout. You start the game with +10 lore and No poison or radiation resistance.
<b>Enclave/Dashite</b>	<b>Pegasus only</b>	You have been branded a traitor by the Grand Pegasus Enclave. Your cutie has been branded off and you have been exiled to the surface.
	<b>Soldier</b>	+5 MEWs, Start with Power Armor Training (Basic), -10 Negotiation & Seduction.
	<b>Pilot</b>	+5 Repair +5 Pilot -5 Medicine -5 Survival
	<b>Scientist</b>	+10 Hacking Matrix Tech +5 Repair -5 all combat skills
	<b>Remnant</b>	+10 MEW +5 Firearms +5 Explosive, -5 Survival -10 Negotiation and Bluff
	<b>Zebra Only</b>	
	<b>Legionary</b>	
<b>Legion</b>	<b>Assassin</b>	+5 Firearms +5 Survival -10 Negotiation & Seduction +5 Firearms +5 explosives, -10 MEW
<b>Ex-Slave</b>		You are either a freed or run away slave. +1 Natural DT, +5 Unarmed, -5 Hacking & Matrix Tech and -15 Negotiation & Seduction if dealing with Slavers, Ex-Slaver or those who own slaves.
<b>Ex-Slaver/Slaver:</b>		You either are or were a slaver and are feared and hated across much of the wasteland. +5 Bluff & Disguise, +5 Melee, -5 Repair & Mechanics, -5 Negotiation & Seduction and you may only have a maximum of 50 positive karma. There is also a chance that other ex-slavers/slavers or ex-slaves/slaves with recognize you.
<b>Explorer/Nomad</b>		In your past you never could stay in one place long, be it from tradition, or the desire to see new lands. +5 Survival and Poison Resist. -10 Hacking & Matrix.
<b>Refugee</b>		You are a refugee of the waste lands and have spent living your life from hoof to mouth. The struggle to survive has toughened you up and left you more cautious. +5 to Sneak, Survival, +20 Hp, +5% Radiation and Poison resistance, but your education has suffered, -5% to Hacking & Matrix Tech, Mechanics, Medicine and, Academics and Lore
<b>Follower Of the Apocalypse</b>	<b>Post S&amp;R</b>	
	<b>Follower</b>	+10 Hacking & Matrix Tech, +10 Medicine -5 all combat skills
	<b>Apostate</b>	+5 Hacking and Matrix Tech, +5 Medicine, +5 Explosives +5 MEW - 5 all other combat skills
<b>Scholar/Student</b>	<b>Indigenous Liason</b>	+5 Medicine, +10 Speech, +5 melee -5 all other combat skills
		You studied, alot, be it for your love of learning, or, idle curiosity. +5 to Academics & Lore +5 Science, +5 Magic and -5 Firearms, Explosives and - 5 Melee or Unarmed.
<b>Scavenger</b>		You wander the wasteland digging through the remains of what is left of Old Equestria. +10 carry weight, +5 Lockpick, -5 Chemistry and -5 AP.
<b>Trader</b>		You wander the wasteland trading your wares. +10 Negotiation & Seduction, -5 Explosives and -5 MEWs.
<b>Tribal</b>		You come from a pony tribe that's been cut off from the main group of pony kind in equestria for centuries. +5 Survival or Alchemy +5 thrown or Melee. and - 5 Hacking & Matrix, -5 Academics & Lore (If non Zebra, the races gains access to full basic alchemy)
<b>Mechanic</b>		You repair and maintain the various machines left from before or you create your own. +5 Repair & Mechanics, +5 Explosives or +5 Firearms, -5 Negotiation & Seduction and -5 Medicine.
<b>NCR</b>	<b>Post S&amp;R</b>	You are on a mission from GAWD!



## Master Perk List (Public Pre-Release) - Traits

	<b>Trooper</b>	+10 Firearms -5 Lockpicking -5 Survival
	<b>Scout</b>	+ 5 Survival, + 5 Sneak - 5 Guns -5 Explosions
	<b>Deserter</b>	+15 Firearms, Wanted by the NCR
<b>Scientist</b>		You are learned in the ways of science! +5 Alchemy & Chemistry or +5 Hacking & Matrix Tech, +5 Medicine, -5 Explosives and -5 Firearms.
<b>Doctor</b>		You have taken an oath to heal those in need and to do no harm. +15 Medicine, -5 to all combat skills.
<b>Tech Support!</b>		You are learned in the ways of computers! +15 Hacking and Matrix tech, and -5 to all combat skills
<b>Outlander</b>		You came to equestria from a far of land for one reason or another, hope you came prepared. Survivalism & traps +5, Firearms ,MEW or Melee +5, Lore -10
<b>Regulator</b>		Lawbringer perk +5 Firearms, + 5 Negotiation. -5 Bluff, and Alchemy.
<b>Soldier/Guard</b>		You are a soldier for a major wasteland power or simply a guard for a small community or caravan. +5 Firearms, +5 Survivalism & Traps, -5 Lockpick and -5 Bluff & Intimidation.
<b>Mercenary</b>		You are a hired gun fighting for those who have the most caps. +5 Firearms or +5 MEWs or +5 Battle Saddle, +5 Bluff & Disguise, -5 Negotiation & Seduction and -5 Repair & Mechanics. They can also have a maximum of 75 positive karma.
<b>Talon Mercenary</b>	Griffins only	You are one of the famous Talon Mercenaries. Start with the 'Contract Killer' Perk, +5 Melee or +5 Unarmed, +5 Firearm or +5 Explosives, -5 Negotiation & Seduction, -5 Hacking & Matrix Tech. They can also have a maximum of 75 positive karma.
<b>Performer</b>		you are a performer, be it stage, street, or back alley you know a thing or two about putting on a good show and getting your hands on caps and can put on performances in settlements to earn (CHA)d10 caps, once per day. -5 to All combat skills
<b>Pickpocket</b>		You make a living by taking from others. +5 Sneak, +5 Sleight of Hoof, +5 Lockpick, -5 Bluff & Intimidation and -5 Survivalism & Traps. They can also have a maximum of 75 positive karma.
<b>Prospector</b>		+15 Carry Wiegth -1 movement speed
<b>Sweet Talker</b>		You are a smooth talker and can get other to do your dirty work for you. +5 Bluff & Intimidation, +5 Negotiation & Seduction, -5 Lockpick and -5 Unarmed or -5 Melee.
<b>Ex-Raider/Ganger</b>		You are a raider! You are more animal than pony. +5 to all combat skills except Explosives, +1d10 DAM on all attacks, weapons degrade 1 condition level for each crit-fail, -10 Negotiation & Seduction and -10 Medicine. They can also have a maximum of 25 positive karma.
<b>Caraveneer</b>		5% Discount from shops, -1 LUCK
<b>Drug Maker</b>		+5 Medicine +5 Chemisty -5 Barter
<b>Town Resident</b>		You spent you just living in your town, +5 Repair, +5 Hacking and Matrix Tech,- 5 Survival -5 Melee and Unarmed.
<b>Wastelander</b>		You're just the average wastelander, nothing spectacular. +5 to any single skill. This would be your average player character.
<b>Natural Born</b>	Alicorn Only, Requires GM aproval	You were born, not dipped and never knew what it was like to be connected to the Goddess. You may replace one of your mandatory alicorn traits with another. Also your coat, mane and eyes can be any color you want. But you do not have any alicorn breed spells. This is meant for games set /well/ after the happenings of 'Fallout: Equestria'. You also have a +5 to any single skill.

## Master Perk List (Public Pre-Release) - Martial Arts Perks

	Type	Level	Requirements	Description
If 6 perks is to much in your opinion you might try changing the Master's level perk to a quest perk, earned after an appropriate battle or quest that uses the fighting style in a particularly difficult situation.				
<b>Fallen Caesar Style (2.0)</b>				<b>A Hard Martial Art that has a focus in stealth and Armor Piercing Strikes</b>
Trained By a Master	*Quest* or Trait	1		You have been trained by a master in the Fallen Caesar Style; Zebras may start with this as a trait (as a trait it grants +3 Sneak and Unarmed); the benefits of this style may only be gained while using bare hooves or a hoof to hoof weapon with an AP cost of 15 or less. This style can only be used when wearing light armor or less.
Fallen Caesar I	base	2	Trained By a Master	+6 to Sneak, +6 to unarmed
Fallen Caesar II	base	6	Fallen Caesar I	+9 to Sneak, +9 to unarmed, +3 Damage in Hoof to Hoof (Hoof Damage: 1d10+STR+3)
Fallen Caesar III	base	10	Fallen Caesar II; Unarmed 60	+5% to critical on sneak attacks; +7 Damage in Hoof to Hoof (Hoof Damage: 1d10+STR+10)
Fallen Caesar IV	base	14	Fallen Caesar III; Unarmed 80	+5% to critical on sneak attacks; Add Agility to Hoof to Hoof Damage (Hoof Damage: 1d10+STR+AGI+10)
Fallen Caesar V	base	18	Fallen Caesar IV; Unarmed 100	Hoof to Hoof Damage Increases to STR+AGI x2 (Hoof Damage: 1d10+(STR*2+AG*2)+10); attack negates 5 DT
Master of Fallen Caesar	base	22	Fallen Caesar V	Unarmed attacks now gain the weapon special 'Crippling'; Criticals do an extra 50% damage. (Ie *1.5 becomes *2); may now train other ponies in Fallen Caesar
Note that Fallen Caesar applies to all natural weapons a character may have, IE: a griffons claws, a minotaurs horns and so on, not just pony hooves. Hoof to Hoof Damage listed assumes no other perks pertaining to your attack. To clarify this style is meant to be used only with weapons such as brass shoes or spiked shoes. If a perk of trait reduces the AP of an unarmed weapon to 15 or less it does not make the weapon usable with this style.				
<b>Doom Bunny Style</b>				<b>A Hard Martial Art that focuses on the use of drugs in combat</b>
Trained By a Master	*Quest Perk* or Trait	1		You have been trained by a master in the Doom Bunny Style; Ponies may start with this as a trait (as a trait it adds +3 to unarmed, melee and -5% chance of addiction)
Doom Bunny Style I	base	2	Trained By a Master	+6 to unarmed and melee; -1% chance of addiction
Doom Bunny Style II	base	6	Doom Bunny Style I	+9 to unarmed and melee; -2% chance of addiction
Doom Bunny Style III	base	10	Doom Bunny Style II	+6 unarmed and melee damage; -3% chance of addiction
Doom Bunny Style IV	base	14	Doom Bunny Style III	+9 unarmed and melee damage; -3% chance of addiction. Drugs now last x2 times as long.
Doom Bunny Style V	base	18	Doom Bunny Style IV	Drugs now provide 150% effects. [except DR related boosts, which only go up by a +5] -3% addiction chance (If in your game drugs do not normally allow one to exceed base SPECIAL caps characters with this perk can now do so By 1 [IE: up to 11])
Master of Doom Bunny Style	base	22	Doom Bunny Style V	Drugs now last 3 times as long. Addiction chance reduced by 10% (there is always a 1 percent chance to become addicted). Your drug fueled fury allows you to fight for END/2 turns after you have dropped to 0 HP. (as long as your pumped up on combat drugs)
Note: the -#% chance to addiction stacks. With all perks gained you should have a -19% adiction chance. The bonus to damage is always there even when not on drugs. Note that while below 0 HP, a pony takes a -1 to all SPECIAL checks and a -10 to skill checks.				
<b>Titan Slayer Style</b>				<b>A Hard Martial Art focused on inflicting damage on large beings</b>



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	Type	Level	Requirements	Description
If 6 perks is to much in your opinion you might try changing the Master's level perk to a quest perk, earned after an appropriate battle or quest that uses the fighting style in a particular difficult situation.				
Trained by a Master	*Quest Perk* or Trait	1		You have been trained by a master in the Titan Slayer Style; Zebra's may start off with this as a trait. (As a trait it grants +2d10 damage to targets size level 1 and up.)
Titan Slayer Style I	base	2	Trained by a Master	+6 to unarmed and melee; -6% to be hit by enemies at size level 1 and up
Titan Slayer Style II	base	6	Titan Slayer Style I	+9 to unarmed and melee; -9% to be hit by enemies at size level 1 and up
Titan Slayer Style III	base	10	Titan Slayer Style II	+2d10 damage vs enemies at least 2 size levels larger than you; +5 to lore checks (survival) in regard to monsters
Titan Slayer Style IV	base	14	Titan Slayer Style III	+2d10 damage vs enemies at least 2 size levels larger than you; +10 to lore checks (survival) in regard to monsters
Titan Slayer Style V	base	18	Titan Slayer Style IV	Against an enemy at least size level 1 and up, you may once per combat round use unspent AP to make a move action to get out of range an AOE based attack made by an enemy at least 2 size levels larger than you; This ability can only be used when wearing meduim armor or less (if you do not have enough ap to move clear, you may not get clear of the attack). On a successful Survival check you may bypass the DT of a monster that is at least 2 size levels larger than you.
Master of Titan Slayer Style	base	22	Titan Slayer Style V	Against an enemy at least 2 size levels larger than you, your attacks inflict 200% more damage on a critical and you are +20% to crit.; You gain an adtional -10% to be hit by enemies who are at least size level 1 and up and a +2d10 additional damage.
Note that Titan Slayer Style damage mods work with all weapons so long as conditions are met. Also Remember that for each size level below your opponent you are he suffers a -15% to hit you.				
<b>Reed in the Wind Style</b>				<b>A soft martial art that teaches advoidance and redirection</b>
Trained by a Master	*Quest Perk* or Trait	1		You have been trained by a master in the Reed in the Wind Style; Zebra's may start off with this as a trait. (As a trait it grants +3 unarmed and melee.) This style can only be used when wearing light armor or less and you must be free to move, pinned, grappled or other imobalization effects will nullify this style.
Reed in the Wind Style I	base	2	Trained By A Master	+6 to unarmed and melee; -5% to be hit.
Reed in the Wind Style II	base	6	Reed in the Wind Style I	+9 to unarmed and melee; -5% to be hit.
Reed in the Wind Style III	base	10	Reed in the Wind Style II	+6 to parry; -5% to be hit
Reed in the Wind Style IV	base	14	Reed in the Wind Style III	+9 to parry; -5% to be hit
Reed in the Wind Style V	base	18	Reed in the Wind Style IV	+10 to parry; on a successful parry may attempt an AGI check -2 to redirect a parried attack into the area next to the attack, if the space is ocupied by another you may direct the attack to hit them. You may once per combat round use unspent AP to make a move action to get out of range of an AOE based attack (if you do not have enough ap to move clear, you may not get clear of the attack).
Master of Reed in the Wind Style	base	22	Reed in the Wind Style V	+10 to parry; on a successful parry may attempt an AGI check to redirect a parried attack into an oponent next to the attacker. You gain +10 DR. You gain an adtional -5% to be hit. You may now use this style even when pinned or grappled.
Note: Remember parry is a contest of skills. All penalties to be hit over the levels stack.				
<b>Iron Hoof Style</b>				<b>A Combination Hard and Soft Martial Art that focuses on powerful strikes and building amazing durability.</b>
Trained by a Master	*Quest Perk* or Trait	1	Earth Pony; STR and END 4	You have been trained by a master in the Iron Hoof Style; Earth Ponies may start off with this as a trait. (As a trait it grants +3 unarmed +2 Damage and DT.) This style can only be used when wearing light armor or less. Any EP who studies this style past Ironhoof Style II may not take any perk that outwardly expresses EP magic. IE: Gears of Harmony, Raise That Barn, Healing of Mother Earth and so on; may not become a cyber pony (or you do you loose the effects past Iron Hoof Style II)

## Master Perk List (Public Pre-Release) - Martial Arts Perks

	Type	Level	Requirements	Description
If 6 perks is to much in your opinion you might try changing the Master's level perk to a quest perk, earned after an appropriate battle or quest that uses the fighting style in a particularly difficult situation.				
Iron Hoof Style I	base	2	Trained by a Master	+6 Unarmed +6 unarmed damage
Iron Hoof Style II	base	6	Iron Hoof Style I	+9 Unarmed +9 unarmed damage +4 DT
Iron Hoof Style III	base	10	Iron Hoof Style II; END and STR 6	+5 DT and +4 DR
Iron Hoof Style IV	base	14	Iron Hoof Style III	+6 DT and +6 DR
Iron Hoof Style V	base	18	Iron Hoof Style IV	Basic Hoof attack damage increased to (Str*2)+2d10; Attack has STR*3 chance to knock down the target. (IE prone)
Master of Iron Hoof Style	base	22	Iron Hoof Style V; END and STR 8	Basic Hoof attack damage increased to (Str*3)+4d10; +5 DT and DR; Slam Attacks are treated as if your STR was 3 higher; STR and END +1 (max END and STR now 13); your body has become so tough that aging has slowed, a master of this style can easily live an extra hundred years.
This style reprents an EP turning his slow natural magic in on himself to enhance his body. This style was developed (mostly by farm ponies) before the 3 pony tribes united to found Equestria, to fight off the aggression of Unicorn and Pegasi tribes. After the founding of Equestria however the style was all but lost as it is dificult and grueling style to master. Masters of the Iron hoof are *very rare*. There is likely no more than 2 in the world after the bombs fell. It is rumored amongst the practitioners of the style that Big Mac was a student of the style. Unarmed, unarmed damage, DT, DR affects all stack. Basic Hoof damage does not.				
<b>Way of the Blade Style</b>				<b>A Combination Hard and Soft Martial Art that focuses on the use of bladed weapons.</b>
Trained by a Master	*Quest Perk* or Trait	1		You have been trained by a master in the Way of the Blade Style; Anyone may start off with this as a trait.. (As a trait it adds +3 damage and +3 Melee Skill)
Way of the Blade Style I	base	2	Trained by a Master	+6 Melee +3 Damage with bladed weapons.
Way of the Blade Style II	base	6	Way of the Blade Style I	+9 Melee +6 Damage with bladed weapons. +5 Disarm
Way of the Blade Style III	base	10	Way of the Blade Style II	+10 to Parry with bladed weapons; may riposte with bladed weapons (as per the perk). +5 disarm.
Way of the Blade Style IV	base	14	Way of the Blade Style III	+2d10 Damage with Bladed weapons. +10 parry with bladed weapons. +10 to riposte with bladed weapons. +5 Disarm
Way of the Blade Style V	base	18	Way of the Blade Style IV	Where a bladed weapon reads STR or AGI you may use your choice of STR or AGI to determine damage. +5 Disarm. May make an agi check on a disarm to catch the weapon and make use of it.
Master of the Way of the Blade Style	base	22	Way of the Blade Style V	+2d10 Damage with Bladed weapons. +10 to Disarm. +10 to riposte and parry with bladed weapons. Bladed weapons now cost 5 less AP to use. (minumum 15 ap) Sundering Blow, with a bladed weapon your damage is doubled against inanimate objects.
Note: all bonues stack.				

## Master Perk List (Public Pre-Release)

[1] Example: Phoenix Implant -- bound with a spirit of life, this cyberfetish grants the pony healing of 1 HP / hour and allows the pony to heal magical energy damage (both her own and that of others she aids) as if it were normal damage.

[2] Artisan Earth Pony Magic magic has been studied and documented, but other forms of Earth Pony Magic almost certainly exist.

[3] If Amplify is used with True Canterlot

Basic: Makes range Med

Advance: Adds +10

Expert: Makes Long range cone. (can only be used once per battle)

[4] Ex. Schizophrenia