

Perk revisions with some robot perks - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
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!
Brown Nose	Base	2	1	INT 5,		You've learned how to suck up to your superiors. You get +1 Charisma and another +10 speech for reaction roles when dealing with authority figures for each rank of this perk.
Cherez La Filly / Good as Gelded	Base	2	1			+D10 damage to the same sex, and extra +5 speech for seduction purposes on same-gender individuals (whose barn door swings that way)
Combat Coordinator	Base	2	1	CHA 6		You gain a +1 bonus to your initiative roll. Other members of your party who roll a lower Initiative than you may act on your initiative instead.
Dark Mare / Black Stallion	Base	2	1			+D10 damage to opposite sex, and extra +5 speech for seduction purposes on other-gender individuals (whose barn door swings that way).
Extra Special	Base	2	10			You can put a single extra point into any of your SPECIAL attributes.
First in Class	Base	2	3	INT 4		+5 [Medicine, Science] per rank. Mastery: 5 extra points in each of these Skills.
Foal at Heart	Base	2	1	CHA 4		You gain +10 to Speech and Barter when dealing with a child. The disposition of children is one higher for you.
Gun Nut / Saddle Crafter	Base	2	3	AGI 4, INT 4		+5 [Firearms OR Battle Saddles, Mechanics] per rank. Mastery: 5 extra points in each of these Skills.
Horse Sense	Base	2	3			You are a swift learner. You gain an additional +10% whenever experience points are earned.
Little Leaguer	Base	2	3	STR 4		+5 [Melee Weapons OR Unarmed, Explosives]. Mastery: 5 extra points in each of these skills.
Mare-do-III	Base	2	3	AGI 4, PER 4		+5 [Sneak, Lockpick] per rank. Mastery: 5 extra points in each of these skills.
Rapid Reload	Base	2	1	AGI 5	Firearms 30	All of your weapon reloads cost half AP (so 5 AP less than normal, 10 for bigger weapons).
Royal Canterlot Voice	Base	2	3	CHA 4		+5 [Speech, Barter] per rank. Mastery: 5 extra points in each of these skills.
Running Tackle	Base	2	1	STR 6,	Unarmed 40	Sprint into enemies to tackle them: +2 to the trip attempt if performed at the end of a move action.
Saboteur	Base	2	3	PER 4		+5 [Sneak, Explosives]. Mastery: 5 extra points in each of these skills.
Tail trick	Base	2	1	AGI 5		Allows you to use your tail as prehensile limb, capable of handling or throwing small items (much like a hand).
Thief	Base	2	1	AGI 5		Allows you to use Stealth rolls to pickpocket people
Wasteland Surgeon	Base	2	1	INT 4	Medicine 40	Can restore crippled limbs (without needing a Doctor's Bag), +2% Critical Chance bonus on non-deformed creatures.
Weathered	Base	2	3	END 4		+5 [Survival, Poison Resistance and Radiation Resistance] per rank. Mastery: 5 extra points in Survival and both resistances.
Don't touch that!	EP	2	1		Explosives 45	Allows you to construct improvised land mines or grenades out of batches of ammo. 20 small arms rounds (40 if using 5mm chaingun ammo) or 10 plasma/energy cells.
Jus' buck it an' it'll be fine!	EP	2	1		Firearms 40	Firearms now have a 75% to not jam when jamming would normally occur.
Contract Killer / Lawbringer	Griffin	2	1			Rewards will be handed out for the elimination of selected targets. Details follow when perk taken.
Steel Claw	Griffin	2	2			+d10 damage when using unarmed. At rank two will cause huge rends in flesh that bleed for an additional 10 damage until victim is healed.
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!
Flight (Rank 2)	Pegasus	2	1	AGI 5		You can fly at a normal pace, gain proper altitude and execute basic aerial moves.

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Additional Spell Count	Unicorn	2	special			You have learned more spells along your way, developing a greater range of casting options. Select (Versatility) spells in any spell sets you have unlocked. This perk may be repurchased any number of times.
Additional Vocation	Unicorn	2	special	INT 6		You have access to a wider variety of spells than most. Pick a new Basic-quality spell set to unlock. You gain (Versatility / 2, rounded up) spells in that spell set of your choice and may gain more later. This perk may be repurchased any number of times, applying to a new spell type each time.
Brick Wall	Base	3	1	STR 6,		If your character is about to be knocked down in combat, he can roll a percentile dice and has a 50% chance to avoid that fate.
Fast Pack Buckles	Base	3	1	AGI 5,		Accessing the inventory costs half AP.
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.
All Night Long	Base	4	1	END 4		You consider your END as 2 points higher in order to resist exhaustion or sleep deprivation; your survival rolls to overcome such a situation get a +4 too
Big Game Hunter	Base	4	1		Survival 40	+2d10 damage to mutant wildlife
Bookworm	Base	4	1	INT 4		You pay much closer attention to the smaller details when reading. You gain 50% more skill points when reading books.
Egghead	Base	4	1	INT 4		They just can't manage to peel you off those books! You add +2 skill points each time you gain a new experience level.
Explodey Mc-Gee	Base	4	3		Explosives 40	+2d10 DMG with Explosives weapons per rank. Also increases Breach Lock success %.
Hit the Deck!	Base	4	1	AGI 6,		You react very quickly to the sound of an explosive coming your way. You only take ½ damage from ranged explosive weapons, round up. This includes damage from concussion and shrapnel.
Iron Hoof (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	Survival 50	You always were a little different, but now you've learned how to use those differences to your advantage. Characters with this perk gain +10% to all skill rolls when not in sight of any of the other members of the party.
Lunar Sight	Base	4	1	PER 6	Sneak 30	Your senses are very well accustomed to the darkness of the Wasteland. You gain a +1 bonus to Perception in the dark, and penalties for light levels are reduced by 50%.
Tough Hide	Base	4	3	END 5		The brutal experiences of the Equestrian Wasteland have hardened you. You gain +2 to Damage Threshold for each level of this perk you take.
Ah' fixed it!	EP	4	1		Mechanics 30	Can improve the general condition of weapons and armour giving them +2 damage or damage reduction by combining with another of the same item.
Strong Buck	EP	4	1		Unarmed 50	When striking a target with Unarmed there is a 25% chance you'll daze them, preventing them from moving on their next turn.
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.
Strafing Run	Pegasus	4	1	AGI 8		Spend all of your AP to do a flyby of the field shooting (up to your score in Luck) opponents. Next round you will be airborne and may not take attack actions. This is a textbook Enclave assault, you should be able to do this in your sleep, soldier!

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Greater Affinity	Shaman	4	special	Shaman or Tribal Shaman		Your Spirit Affinity is greater than most. You gain +1 to your Spirit Affinity. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Jouster	Unicorn	4	1		Unarmed 30	Unarmed attacks with your horn ignore an additional two points of your opponent's armor rating.
Powerful Caster	Unicorn	4	special			Your talent for magic is greater than most. You gain +1 to your Potency. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Versatile Caster	Unicorn	4	special			Your talent for magic is greater than most. You gain +1 to your Versatility for purposes of calculating the effects of your spells. This does not affect the number of spells you learn when choosing new spells via perks. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 8, the third at level 12, the fourth at level 16 and the fifth at level 20.
Zen Casting	Unicorn	4		AP 70		You may use concentration and focus to reduce the difficulty and strain of casting a spell; however, the spell takes longer to cast. When casting a spell with Concentration, the AP cost of the spell is increased by 25, but you get a bonus of +10 to all skill rolls involved with the spell, and the strain is reduced by -10 (to a minimum of half the spell's strain cost).
Tribal Wisdom	Zebra	4	1		Survival 50	-50% limb damage from animals, mutated animals, and mutated insects, +25% to Poison resistance, ability to cook and eat mutated insects into clean, rads-free meals.
Ammo Crafter	Base	6	1		Mechanics 70	When using Firearms, you are twice as likely to recover cases and hulls. You also have all hand load recipes unlocked at any reloading benches.
Angel Of Deception	Base	6	1		Sneak 50, Karma > 49,	Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +20% bonus to stealing attempts.
Armed and Dangerous	Base	6	2	AGI 6, PER 5		Thanks to plenty of practice, you know just where to hit to make it hurt more with your weapon of choice. Every ranged attack with weapons which use Firearms skill do +1d10 damage.
Buck Rodgers	Base	6	2	AGI 5, PER 6		Zap guns are even more dangerous in your hooves. Every ranged attack with weapons which use Magical Energy Weapons skill do +1d10 damage.
Demolition Expert	Base	6	1	AGI 4	Explosives 60	Can 'cook-off' grenades so they explode on impact
Dust in the Eyes	Base	6	2	AGI 6	Melee / Unarmed 50	When successfully parrying an opponent their attack is reduced by 20% for the next round
Empathy	Base	6	1	PER 7, INT 5		You get a better idea of what to say to an NPC with this perk. The GM must warn you when dialogue will be interpreted the wrong way.
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.
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 40	While using a mouth-held or levitated firearm, your chance to hit increases by 10%.
How You Like THEM Apples!?	Base	6	3			For purposes of determining the maximum range of thrown weapons only, this perk will increase Strength by +2 for each rank.
Pathfinder	Base	6	1	END 6	Survival 60	Travel time to remote locations in the Equestrian Wasteland is reduced by 25%. The drain on the Sky Bandit's spark batteries is likewise reduced.
Quick Recovery	Base	6	1	AGI 5,		It only costs you 10 AP to stand up after being knocked down.
Shotgun Surgeon	Base	6	1		Firearms 45	When using shotguns, regardless of ammunition used, you ignore an additional 10 points of a target's Damage Threshold.

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Vigilant Recycler	Base	6	1		Science 70	When using Magical Energy Weapons, you are twice as likely to recover drained ammunition. You also have more efficient recycling recipes available at workbenches.
Adrenaline Rush	EP	6	1			You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 75% of their maximum, your character gains a +2 Strength bonus, but cannot go above the racial maximum.
Blazing Saddle	EP	6	1	STR 6		You are exceptionally stable while using an unbalanced battle saddle. You may ignore the -10 penalty when using a battle saddle built with weapons of dissimilar design.
Cyberpony (Rank 1)	EP	6	1			You have made permanent cybernetic enhancements to your body. You gain +2 DT, your resistance to Poison and Radiation each increase by 10%, and you gain a +10 bonus to using Magical Energy Weapons. You may now take Cyberpony perks. You may not take or benefit from zebra alchemy perks.
Gears of Harmony	EP	6	1		Science 30, Mechanics 30	Little snippets and general Eath Pony knowledge about mechatronics allows you to more easily identify commonly overlooked significant parts in a wrecked robot, resulting in more yield in salvage to be sold. In addition, you can make a good guess at the purpose and controls of esoteric Pre-War technology. Have you thought about joining the Steel Rangers?
Lead Belly	EP	6	1	END 5		No longer suffer radiation sickness when drinking irradiated water
Aerial Supremacist	Griffin	6	1			+2d10 damage when attacking Pegasi
Eagle Eye	Griffin	6	1			+1 PER and all ranged weapons are counted as being Long Ranged.
Natural Predator	Griffin	6	1			+2d10 damage when attacking Earth Ponies and Zebra
Surplus	Griffin	6	1			You have 'just a knack' for finding griffin mercenary supply drop off points in the world.
Witch Hunter	Griffin	6	1			+2d10 damage when attacking Unicorns
Speed Burst	Pegasus	6	1	AGI 6		All AP for move actions are halved. The Enclave is never outclassed!
Advanced Spells	Unicorn	6		INT 6		Your ability to cast spells has increased. You may now learn Advanced spells your chosen spell set(s) as well as Advanced versions of the basic spells you possess. You gain (Versatility) Advanced spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set.
Mighty Spell (Rank 1)	Unicorn	6	1	POT 3		You have gained exceptional skill with a single basic spell, allowing you to super-charge your magic. You may increase your Potency to (Potency x 2) for the duration of a single casting of one spell chosen when you learn this Perk by spending 1.5 times the usual Strain. This Perk may be taken multiple times but applies to a different spell with each purchase. You may chose to augment Versatility instead of Potency (but not both). If your Mighty Spell augments your spell's Versatility, all additional ranks will also augment Versatility.
Green Hoof	Zebra	6	1	LCK 6,	Survival 30	Plants always seem to bloom when you're around, even in places no one would expect! You find significantly more raw materials for alchemy during your travels.
Blackjack's Fury	Base	8	1		Unarmed / Melee 50	As a "child of the bottle," you fight better when you are drunk. You receive a 10% bonus to your Unarmed/Melee skill and +d10 corresponding damage (choose when picking the perk) when under the influence of alcohol.
Bluff Master	Base	8	1	CHA 7	Speech 70	You are the king or queen of smooth talking. Whenever you are caught stealing, your character has always a chance to talk his or her way out of the situation.
Celestial Aid	Base	8	1	CHA 7,		Looks like some higher power has taken a liking to you! Once per session, you have the option of re-rolling a failed roll, but you must accept the results of the re-roll.
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.)

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Explorer	Base	8	1	PER 6,	Survival 50	This perk adds +10 to Survival. It also grants +2 LCK for purposes of finding special encounters and hidden places.
Living Anatomy	Base	8	1		Medicine 70	Shows health and Damage Threshold of any target. +d10 bonus to damage against living, nonmutated creatures.
Ministry Training	Base	8	1			+10% to hit when using rifles of any description.
Organizer	Base	8	1	INT 5	Barter 40	You are efficient at arranging your inventory in general. This makes it much easier to carry that little extra you've always needed. Items with a weight of two or less are considered to weigh half as much for you.
Rad Resistance	Base	8	1	END 5	Survival 40	+25% radiation resistance permanently.
Scrounger	Base	8	1	LCK 4		You find more items in stashes in the world. You gain an extra roll for items on loot tables when searching containers.
Snake Eater	Base	8	1	END 5		Half chance of being poisoned (or +50% poison resist)
Sun and Moon	Base	8	1			+15 to Speech with neutral karma
Super Slam	Base	8	1	STR 6,	Melee / Unarmed 45	All melee and unarmed attacks have a 20% chance of allowing a free trip attempt against your target. (basically, when rolling a 0 or a 5 on the unit digits)
Whining presence	Base	8	1		Prepubescent, or Foal at Heart perk	You have a way of convincing ponies, if only to stop hearing you cry and moan. At your discretion, you can gain a 10% on your Barter or Speech checks; however, creatures you interact with in this manner will be less than eager to cooperate with you next times, giving you a cumulative, permanent -20% penalty on such checks, for every time you use this ability on them.
Strong Back	EP	8	2	STR 5, END 5		+50 lb. carry weight
Wired Reflexes	EP	8	1	Cyberpony (Rank 1)		+10 to hit in S.A.T.S.
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.
Flight (Rank 3)	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!
Advanced Shamanism	Shaman	8		Shaman or Tribal Shaman, CHA 5		Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's (Spirit Affinity / 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.
Royal Jouster	Unicorn	8	1	Jouster	Unarmed 50	Unarmed attacks with your horn now ignore half your opponent's armor rating (or 4 points of armor, whichever is higher). This replaces the normal armor piercing property of your horn.
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.
Resilient Horn	Unicorn	8	special			You have an exceptional reserve of magical energy compared to most, magical breakdown is much less common for you. You gain +20 Strain. 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.

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Wild Cast	Unicorn	8		VER 4		At the end of your turn, if you have AP remaining but not enough to cast a spell, you may attempt to cast a spell anyway. To do so, you expend your remaining AP and spend the strain of the spell. You then make a Science skill roll at a penalty equal to the remaining amount of AP necessary to cast the spell. If you succeed, you then cast the spell as normal. If you fail, the casting backfires. You still lose the AP and strain, and you take 1d10 stun damage for every ten points (rounded up) of AP you didn't have to cast the spell.
Advanced Alchemy	Zebra	8	1			You have dedicated some time to expanding your alchemical skills. Good for you! Embrace your heritage! You can now create advanced alchemical recipes.
"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				Instantly gain a level
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,		With each rank of this perk, Perception increases by +2 for the purposes of determining the modifiers for range in combat. (that, or halves range penalties)
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.
Abomination Hunter	Base	10	1		Survival 50	+2d10 damage against Alicorns, Bloatsprites and other creatures mutated by Taint
And Stay Back	Base	10	1		Firearms 70	Shotguns have a 10% chance, per pellet, of knocking an enemy back. (rolling a X1 on the skill die)
Blessed by Luna	Base	10	1	CHA 5		+2 Intelligence and +2 Perception between 6:00 P.M. and 6:00 A.M.
Bloody Mess	Base	10	1			+D10 overall damage, more violent, explod-ey deaths for some reason
Bookworm's Revenge	Base	10	1	INT 5	Science 50	+8 DT and Strength increased to 10 whenever health is below 40.
Computer Whiz	Base	10	1	INT 7	70 Science	Allows you to re-break into magi-tech terminals after being locked out once
Fight the Power!	Base	10	1			+2 DT and +5% Critical chance against factions such as the Enclave, Red Eye, or the Steel Rangers.
Filly Luck	Base	10	1	LCK 6		May the Force... err, the Ghost be with you! With this perk, you may add +20 to a single skill check, or +2 to a single statistic check, before rolling, twice per session.
Fluttershy's Apostle	Base	10	2	CHA 5	Survival 45	Mutant animals are no longer aggressive to you, at rank 2 they even help you.
How We Do It Down on the Farm	Base	10	1	PER 6, LCK 6		In combat, your critical hits are more devastating. Your damage from critical hits, including Sneak Attack Criticals, is increased by 50%. This does not affect the chance to cause a critical hit.
Infiltrator	Base	10	1	PER 7	Lockpick 70	Allows to you un-jam locks for a second attempt at picking
Leader	Base	10	1	CHA 7		You have some natural leadership abilities and have managed to cultivate them. Any party member within moving distance of you gains +1 to their Agility, up to their racial max, and +2 to their DT. You do not get these benefits – that's the price of being a leader.
Luna's Ruse	Base	10			Sneak 60	You gain +10 Sneak against sleeping targets and gain +1 crit multiplier in your attacks against sleeping targets.
Mysterious Mare-Do-Well	Base	10	1	LCK 6		A mysterious mare will (or your favourite pink ghost) sometimes aid you in combat (either DM's discretion, or 30% + LCK chance)
PipBuck Training	Base	10	1	not a Stable Pony		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.)

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Purifier	Base	10	1		Melee / Unarmed 40	You do +2d10 extra damage with melee and unarmed weapons against mutated creatures
Steady Grip	EP	10	1	STR 6,		Due to your groundedness and stability, burst attacks have no penalty to hit.
Tough Hide (Rank 4)	EP	10	1			Earth Ponies can go beyond their peers with their strength allowing them to take Rank 4 in the Tough Hide perk line.
Intimidating Presence	Griffin	10	1			You are naturally bigger than all non-mutants and as a race are re-known for violence. Intimidating, coercing or otherwise bullying others around using Speech is noticeably more effective, even when failing the roll itself.
Math Wrath	SATS	10	1		Science 70	You are able to optimize your PipBuck's targeting spell logic. S.A.T.S. attacks cost now 5 AP less.
Bringer of Justice	Base	12	1	CHA 4		+2d10 damage against raiders, slavers, criminals, and other creatures with negative karma (<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	2	AGI 6,		Through agility and reflexes, you have become deft at striking where it hurts while preventing your enemies from doing the same. +2% to crit, half chance to avoid critical hits. (Rank 2 of this perk cannot be used if wearing heavy armor.)
Cult of Personality	Base	12	1	CHA 10,		Everybody likes your character. EVERYBODY. Instead of getting a negative modifier for the "wrong" kind of karma, you get a positive modifier. Bad people like good characters, and good people like bad characters. Good still likes good and bad still likes bad. Go figure.
Fast Metabolism	Base	12	1			Healing potions and spells heal for an extra +10+1d10 health.
Gladiator Pony	Base	12	1	AGI 6	Unarmed / Melee 60	Your character has probably read of Fancy Hoofwork and Unstoppable Buck and managed to learn a thing or two. Your character can make more hand-to-hand or melee style attacks per combat turn with this perk. The AP cost to use a HtH or Melee attack is reduced by 5.
Heavyweight	Base	12	1	STR 7	Firearms 50	Weapons with a weight of more than 10 lbs. Effectively weigh half as much. This does not affect weapons modded to under 10 wg.
Hobbler	Base	12	1	PER 7		Your chance to hit an opponents' grounded limbs is increased by 20%.
Nimble Moves	Base	12	1		Unarmed / Melee 75	Your chance to parry is increased by 15%
Piercing Hoof / Piercing Strike	Base	12	1		Unarmed / Melee 70	All your unarmed or melee attacks negate 10 points of DT.
Pyromaniac	Base	12	1			When igniting an enemy the burn effect does an extra +d10 damage
Riposte	Base	12	1		Unarmed / Melee 50	When successfully parrying an opponent you immediately make a counter attack at -25% chance.
Robotics Expert	Base	12	1			+2d10 dmg to robots; can disable ministry robots from hidden or if the robot is dormant
Silent Gallop	Base	12	1	AGI 6	Sneak 50	You have mastered silent movement, allowing you to move quickly and still remain quiet. +5 to Sneak, and you can Sneak at full speed with no penalties.
Sniperpony	Base	12	1		AGI 6, PER 6	Penalties for called ranged shots are halved.
Splash Damage	Base	12	1		Explosives 70	Explosives have a 25% larger area of effect.
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, he or she gains +5% to all skills.
Weapon Handling	Base	12	1	AGI 5,		This perk adds +3 Strength for the purposes of strength requirements for handling and firing ranged weapons.
Bonsai	Ghoul	12	1		Survival 50, Science 40,	Through careful nurturing, you have a small fruit tree growing out of your head. Now you have a steady supply of fruit! Only Ghouls can choose this perk.

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Flight (Rank 3)	Griffin	12	1	AGI 8		You're quite a lot faster than your other kin and those weakling pegasi, in flight you can even dodge incoming fire. -20% for ranged attacks to hit you when you are air-borne. Only the swiftest of hunters catches the prey.
Cooler Under Fire	SATS	12	1			You regenerate SATS Action Points faster. How much faster? You guessed it: 20% faster!
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.
Chemist	Base	14	1		Medicine 60	Chems last twice as long.
Contract Killer / Lawbringer	Base	14	1			Rewards will be handed out for the elimination of selected targets. Details follow when perk taken.
Cybernetic Surgeon	Base	14	1		Medicine 100, Science 75	You may now upgrade ponies with cybernetics, and reboot them in the field! 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.
Lead Rain	Base	14	1	AGI 7, PER 6,		Your trigger finger is a little faster than normal. Each ranged weapon attack costs 5 AP less to perform.
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 items cost 25% less
Power Armor Training - Advanced	Base	14	1	END 7	PA Training	Ultrior +1 PER and STR when wearing PA, Armor accounts 100% for its WG.
Advanced Cyberpony	EP	14	1	Cyperpony (Rank	Science 60, Medicine 60	Large parts of your body are now entirely synthetic, giving you a +5 DT. (This perk nullifies any previous Tough Hide perks.)
Cyberpony (Rank 2)	EP	14	1			Most of your body has been replaced with synthetics. You are beginning to no longer feel like a Pony anymore, let alone a living thing. Reduces your max positive karma to 80. Adds an additional +2 DT. You are immune to poison. (This perk nullifies any previous Tough Hide perks.)
Cyberwings	EP	14	1	Cyberpony (Rank 2)		You gain wings and Flight 1.
Countless Prey	Griffin	14	1			Whenever you kill something you and your party gain +10 AP for 3 rounds.
Flight (Rank 4)	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 still and while pegasus-fighting with you increase to 50% and 30% respectively Sweet fucking Celestia, soldier! You should have been in the Wonderbolts!
Center of Mass	SATS	14	1		Firearms 70	In V.A.T.S., you do an additional d10 damage when targeting the torso.
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.
A Little Dash	Base	16	1		Survival 45	When wearing light or no armour you have an additional move action per turn.
Action Filly/Colt	Base	16	2			Gain an additional 15 action points
Chem Resistant	Base	16	1		60 Medicine	75% less chance of addiction.
Meltdown	Base	16	1		Magical Energy Weapons 90	Foes killed by your Magical Energy Weapons emit a corona of harmful energy.
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 ultrior +5% to all rolls.

Perk revisions with some robot perks - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
Sun's Wrath	Base	16	1			Flame throwers ignore 10 Damage Threshold
Tag!	Base	16	1			Fourth "tag" skill: +15 points to that skill
Unstoppable Force	Base	16	1	STR 7,	Melee / Unarmed 90	Your attacks ignore the first successful parry against you, once a turn.
Adamantium Bone Lacing	EP	16	1	Cyberpony (Rank 1)		Halves limb damage.
Robotics Expert (Rank 2)	EP	16	1		Science 70	You can construct from scrap, or modify a captured, Sprite-bot to serve as a companion. Your modifications can either include Enhanced Sensors which will reveal hidden or otherwise invisible targets, Gun Installment, which will wire up a simple single handed weapon for it to fire but it needs to be manually reloaded, and lastly you can simply wire the sprite-bot to remote explode dealing d10 + INT damage
Self-Maintenance	EP	16	1	Cyberpony (Rank 2)		Your crippled limbs automatically repair themselves and will return to working condition within 5 rounds of being crippled.
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.
Expert Shamanism	Shaman	16		Advanced Shamanism, CHA 7		Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's (Spirit Affinity / 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.
Expert Alchemy	Zebra	16	1			The highest echelons of alchemical mastery are yours to toy with! Few, if any, recipes are beyond your ability to recreate. Some brews not seen since before the balefire bombs might return by your hooves.
Paralyzing Hoof	Base	18	1		Unarmed 80	Using hand to hand you can stun a living opponent for 5 rounds (30% chance)
The Magic of Friendship	Base	18	1	CHA 6		When your character's health drops to 50 and below, all players in party gain +8 DT. The same happens, for you only, if another teammate is injured in the same way. (This feat doesn't stack with itself)
Walker Instinct	Base	18	1		Survival 50	+1 Perception and Agility when outside.
Wall of Steele Hooves / Whirling	Base	18	1		Melee / Unarmed 80	Allows you to re-roll parry if failed
Adamantium Skeleton	EP	18	1	Adamantium Bone Lacing		Halves limb damage. (This effect stacks with its prerequisite, providing a total of 75% resistance to limb damage.)
Cyberpony (Rank 3)	EP	18	1			Your body is now an almost entirely synthetic housing for your mind and (hopefully) soul. Your karma max positive karma is now 50. Adds an additional +4 damage reduction, your body also repairs itself over time at 1 wound every 2 turns. However not even normal medicine or healing potions can aid you now. You also gain permanent nightvision.
Memory Impant	EP	18	1	Cyberpony (Rank		You have a built-in recollector that records all your experiences and allows you to access them. You gain +1 Intelligence. You also gain eidetic 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%.
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

Perk revisions with some robot perks - Perks

	Type	Level	Ranks	Special Req	Skill Req	Description
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.
Celestia Powered	Base	20	1			Who knows what could happen, should dawn ever break again.
Ninja	Base	20	1		Melee Weapons / Unarmed 80, Sneak 80	+15% critical chance with melee and unarmed weapons and +20 damage with melee/unarmed sneak attack criticals.
Reaper Pony's Gallop	Base	20	1			If you kill a target, you gain a free attack with the last weapon you used (can be spent later in the turn).
Atomic!	Ghoul	20	1	END 6		In radiated areas, +25 AP. With excess rad level, +2 DT, +2 ST.
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.
Sonic Rainboom	Pegasus	20	1	Flight (Rank 4), Speed Burst		You can perform an aerial Sonic Rainboom!
Amanuensis	Base	22	1	INT 6, PER 7		Can copy existing magazines into blank or damaged magazines.
Irradiated Beauty	Base	22	1	END 8		Sleep removes 100 Rads. Beware bystanders.
Wonderbolt Maneuver	Pegasus	22	3	Sonic Rainboom		You can perform one of the rare, signature moves of the Wonderbolts (such as the Rainboom Strike or the Buccaneer Blaze). Before taking this perk, the exact details of your new maneuver should be determined between you and the GM. This Perk may be taken up to five times with the following restrictions: the second rank of the perk becomes available at level 26, the third at level 30.
Advanced Matrix Casting	Unicorn	22	1	Matrix Caster	Science 90	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
Calamity's Might	Base	24	1	AGI 8, PER 8,	Firearms 90	When using a ranged weapon, your character will do a critical hit with successful roll against Luck and this perk.
Rampage's Wrath	Base	24	1	AGI 8, STR 8	Unarmed / Melee 90%,	The slayer walks the earth! In HtH or melee combat, characters with this Perk do a critical hit with a successful roll against Luck.
Ultimate Hunter	Griffin	24	1	Aerial Supremacist, Natural Predator & Witch Hunter	Sneak 90, Survival 90	You are the ultimate hunter of ponykind. The bonuses you get from Aerial Supremacist, Natural Predator & Witch Hunter are doubled.
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.
Broad Daylight	SATS	26	1			No Sneak penalty for using Pip-Boy light.
Ain't Like That Now	Base	30	1		Karma less than -25	Karma reset to 0, +25% AP regeneration rate, +20% attack speed, immunity to critical hits, 20% reduction in AP cost for all weapons.
Just Lucky I'm Alive	Base	30	1		Karma between -25 and 25	+4 Luck for 3 minutes upon finishing a battle with less than 25% health; immunity to critical hits, +50% critical damage.

Perk revisions with some robot perks - Perks

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Perk revisions with some robot perks - Perks

Perk revisions with some robot perks - Monster Perks WIP

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Perk revisions with some robot perks - Monster Perks WIP

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Perk revisions with some robot perks - Robot Perks WIP

Name	Type	Level	Ranks	Special Req	Skill Req	Description
Monster of Unusual Size	Trait	-	-	Monster or Spirit		This monster or spirit has a size other than zero. In addition to the normal attack modifier this generates, the creature has a bonus to Strength and DT equal to double the monster's size, and an Endurance bonus equal to the monster's size. (With a smaller size, these bonuses are penalties. Minimum 0 each. This can give the monster a Strength higher than 10.)
Bit's for brains	Trait			Robot or Machine		The device can act or move ONLY by the guideline of it programing.
Sapient	Trait			Threat: Orange or Red	Int 6, Cha 6	This monster can take perks from the normal perk list. All hellhounds and dragons have this trait for free.
Artificial Intelligence					Int 6, Cha 6	A machine that can make decisions and actions based on it's own.
Threat: Green	Trait	-	-			This threat has HP 25 + (END x Level) AP 15+(AGI*3). The monster has a maximum of 3 points to distribute amongst SPECIALS and 0 Tag skills.
Threat: Yellow	Trait	-	-			This threat has HP 50 + (END x Level) AP 25+(AGI*3). The monster has a maximum of 5 points to distribute amongst SPECIALS and 1 Tag skill.
Threat: Orange	Trait	-	-			This threat has HP 100 + (END x Level) AP: 55+(AGI*3). The monster has a maximum of 7 points to distribute amongst SPECIALS and 2 Tag skills.
Threat: Red	Trait	-	-			This threat has HP 200 + (END x Level) AP: 75+(AGI*3). The monster has a maximum of 9 points to distribute amongst SPECIALS and 2 Tag skills.
Hover	Robot	2	1			The arcane magic keeps this machine aloft giving it Flight 1. Free for Sprite-bot
Built Tough	Robot	2	3			This monster starts with a DT of 4. Each additional level of this perk adds +3 to the monster's DT. Mastery adds +2 DT.
Weapon Mount	Robot	2	3			Each rank add a weapon system to the machine
Twin-Linked systems	Robot	2	1			Always fires it linked weapons together at the same target dose not give -20 to accuracy. Auto-turret get this for free.
Tracked	Robot	2	1			A effective movement system that gives the robot times 2 bonuses from being moved by pins and other effects.
Magical arcane program	Robot	4	1			A Build in spell matrix that can cast a programmed spell.
Targeting System	Robot	4	4			Built for combat gets a +5 boost to Magical Weapon, Firearms, and Explosives. +10 mastery
Extra Armor	Robot	4	1			Adds 10 base DT
Glass Head	Robot	4	1			You have the brains of a pony inside. you have half DT in the head and suffer an additionl d10 of damage when hit there. Brain Bots must take this perk.
Robot Surgeon	Robot	4	3			Built to apply medical add gets a +10 boost to Medicine but also add 5 base add +1d10 of melee damage per rank.
User-Interface	Robot	4	1			Robot can be accessed without the add of tools and can be reprogrammed with a science check.
	Robot	6				
	Robot	6				
	Robot	6				
	Robot					
	Robot					
Auto repair matrix	Robot	10	1			repairs 25 HP per turn
Big Bucking Machine	Robot	10	1	Size 1		Built for war. adding 100 HP and 15 AP.

Perk revisions with some robot perks - Removed Perks

They never see that coming	Unicorn	6	1		Adv Illusion	You learn an additional Illusion spell, plus at your discretion, your horn doesn't glow when cast your spells, nor any aura of any kind appears on manipulated objects.
(Alicorn) Hunter	Base	10	1		Survival 50	+2d10 damage against Alicorns
Telekinetic precision:	Unicorn	2			PER 5	You've got a steady horn on your head for when you need to count sand, thread a needle, or keep a pin in a grenade.
Mutate!	Base	10	1			Picking this perk will also make you select one of your current Traits to remove. You then get a chance to pick another Trait. Weird, eh?
Bend the Rules	Base	22	1	LCK 5		With this perk, the next time your character gets to choose a perk, they can ignore all restrictions except for race. You rule! (This perk is only available with GM permission.)
Break the Rules	Base	28	1	LCK 7		When you choose this perk, you may choose any perk next time you pick one, regardless of either requirements OR race. (This perk is only available with GM permission.)
Ready To Gallop	Base	3	3	PER 6,		Your character will be more likely to move before other characters and critters in combat with this perk. Each rank of this perk increases a character's Sequence by +2.
Field Medic	Base	3	1	AGI 6,	Medicine 50	You can heal people much faster than the usual wasteland doctor in combat. When attempting to help a fallen comrade, it only takes 30 APs to use bandages.

Perk revisions with some robot perks - Experimental Perks/Traits

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Perk revisions with some robot perks - Experimental Perks/Traits

Perk revisions with some robot perks - Experimental Perks/Traits

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Perk revisions with some robot perks - EP perks WIP

Perk revisions with some robot perks - EP perks WIP

Perk revisions with some robot perks - EP perks WIP

Name	Type	Level	Ranks	Special Req	Skill Req	Description

Perk revisions with some robot perks - Traits WIP

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