

Fallout Equestria

Roleplaying Through Superior Firepower

Perks and Flaws

“...We all have hidden talents, and if we're patient and diligent, we're sure to find them.”

The following is a list of premade perks and their associated experience costs. For rules on how to create your own perks, and other rules, please see the [Core Rules Document](#). ((If there's going to be restrictions and requirements, I need to think of a way to make them not arbitrary.))

Natural Limits

Each skill, SPECIAL stat and derived stat has a natural limit that the benefits from perks cannot exceed. These natural limits may still be crossed with magic and science, but doing so is more difficult than improving abilities up to that limit. (Some limits may change depending on a character's applicable SPECIAL stat.)

- Dodge, Integrity, Awareness: 40
- Before weapon modifier crit: 15%
- Crit reduction: 15%
- Skill Maximum: 120 (130 in special cases)
- Base SPECIAL stats: 10

Neutral Traits

These are traits that provide bonuses and penalties to the character that are roughly balanced and have no experience cost. Many neutral traits cannot be taken after character creation without a good roleplaying reason and GM approval.

Large Frame

- + 10 to Damage required for a Crippling Injury
- + 25 Carry Weight
- - 10 Initiative
- - 4 Dodge

Small Frame

- +10 Initiative
- +4 Dodge
- - 10 to Damage required for a Crippling Injury
- - 25 Carry Weight

Chem Reliant

- Doubles Addiction Chances
- Halves Withdrawal Effects

Chem Resistant

- Halves Chem Effects
- Halves Addiction Chances

Ghoul

- Reduces penalties for darkness
- Increases critical success chance by 2
- - something strength like
- - something agility like
- Hunger track replaced by radiation track. Depending how full they are and on background radiation levels, they may gain rads, hold steady, or release rads.

Rads	Level	Effect
0-199	Failing Dose	No Regeneration
200-399	Weak Dose	Half Regeneration
400-599	Stable Dose	Full Regeneration
600-799	Elevated Dose	+2 Regeneration, 5 rads/hour
800-999	Big Dose	+4 Regeneration, 15 rads/hour
1000+	Overflowing	Glows, gives off lots of Rads

Fast Metabolism

- x2 Healing Rate
- ½ Poison and Radiation Resistance

Cold Blooded

- +20% to Combat Skills
- -20% Action Points

Hot Blooded

- + 15% Damage while below 50% health
- -2 Perception and Agility when below 50% health

Four Eyes

- +1 Perception with Glasses
- -1 Perception without Glasses

Good Natured

- Increases Negotiation, Expression, Mechanic, Medicine and Academics by 5
- Decreases Energy Weapons, Ballistic Weapons, Explosives, Melee and Unarmed by 5

Reckless

- +15 Action Points
- -5 Dodge

Delicate Precision

- +15% bonus with weapons that weigh 2 kilograms or less.
- -15% penalty with weapons that weigh more than 2 kilograms.

Paranoid

- +10 Bonus to Alertness
- -25% Fatigue Regeneration

Mixed Magic

- Has one extra racial magic specialty.
- Racial magic specialties give ½ the normal bonus.

Enclave Poster Foal

- +5 Ballistic Weapons, Energy Weapons, Athletics, Piloting
 - -5 Melee, Negotiation, Streetwise, Survival
-

Perks: Positive Traits

Perks are generally positive traits that aid the character in some way and cost experience points to acquire. ((consider adding requirements.))

Action Buck/Filly

- +15 action points

- 5 experience

A Little Dash

- +4 Agility for movement speed when not encumbered.
- 4 experience

Celestia's Grace

- +1 Strength during daytime
- +2 Agility during daytime
- +1 Fatigue per quarter hour during the day (+32 each day)
- 4 experience

Boss Mare/Top Stallion

- +10% bonus damage vs opposite sex
- +10% expression skill for romantic situations.
- 4 experience

Cherchez La Filly/Good as Gelded

- +10% bonus damage vs same sex
- +10% expression skill for romantic situations.
- 4 experience

Bonds of Friendship

- When a party member drops below 30% health, all party members gain +20% dodge
- 5 Experience

Bookworm

- Increases the amount of bonus skill gained from reading books by 50%
- 5 experience

Certified Test Pony

- Reduces chem addiction rate/withdrawal times by 25%
- 5 experience

Clever Prancer

- Increases critical hit chance for physical attacks by 5%
- Decreases opponent's critical hit chance for physical attacks by 10%
- 10 experience

Counter Canter

- Increases dodge by 10%
- 5 experience

Cooler Under Fire

- Increases initiative stat by 15
- 3 experience

Egghead

- Doubles the Margin of Success when using academics to plan actions
- 5 experience

Empathy

- Increases Integrity by 6 when an opponent attempts to deceive the character.
- Increases Streetwise or Survival when determining hostility by 15
- 6 experience

Explorer

- Reduces travel penalties from rough terrain by 40%
- 4 experience

Extra Special

- Increase one SPECIAL stat by 1 point
- 10 exp

Fast Healing

- +4 Endurance for healing rate
- 4 experience

Foal at Heart

- +2 Intelligence for mental healing
- +10% expression when interacting with children
- 4 experience

Friend of the Night

- Reduces vision modifiers for low light and darkness by 25%
- 5 experience

Gladiator Pony

- Reduces action point cost of unarmed attacks by 4
- 4 experience.

Ghost

- Doubles vision modifiers for sneaking. (up to blindness cap)
- 5 experience

Gunslinger

- -20% penalty modifier for called shots when using light weapons. (2.5 or lower)
- 4 experience

Horse Whisperer

- Increases expression by 25% when attempting to calm someone.
- 5 experience

Horse Sense

- 10 experience points may be re-assigned at the beginning of the session, after resting or travelling. When re-assigning experience, you must pull them out of the place you last assigned them.
- 5 experience

How We Do It Down on the Farm

- + 50% Critical Damage
- 5 experience

Heave Ho!

- +3 Strength when calculating throwing ranges
- 3 experience

Kissed by Luna

- +2 Intelligence during the night
- +2 Perception during the night
- 4 experience

Lead Cecum

- Reduces radiation poisoning from drinking water by 50%

- 5 experience

Light Trot

- Halves chances of setting off traps.
- 5 experience

Magic Affinity

- Halves fatigue cost of casting above your effective magic skill rating. (including special abilities)
- 5 experience

Mighty Magic

- Increases a specific type of magic's Normal Casting range by 20 power.
- 5 experience

Natural Immunity

- Negates effect of one specific toxin or disease.
- 5 experience

Organizer

- Items weighing 1 kilogram or less now weigh half as much for carry weight purposes
- 2 experience

Party Pony

- Increases duration of chems by 100%
- 4 experience

Pickpocket

- Increases stealth by 10% when stealing from another character.
- 5 experience

Poison Apple Appetite

- Increases poison resistance by 25%
- 5 experience

Potion Connoisseur

- Improves effectiveness of healing potions by 20%
- 2 experience

Presence

- 10% bonus to expression while performing.
- Reduces alertness of audience by 6
- 5 experience

Quick Pockets

- Reduces Action point costs for inventory work by 6
- 2 experience

Rad Resistance

- Increases Radiation Resistance by 25%
- 5 experience

Reaper Pony's Gallop

- When you kill an opponent, regain 24 Action Points
- 4 experience

Sharpshooter

- Increases ranged weapon ranges by 20%
- 4 experience

Silent Gallop

- Reduces modifiers for fast movement while sneaking by 50%
- 5 experience

Skilled

- You may increase the skill cap for a single skill by 10%
- 10 experience
- May be taken twice per skill

Stable Shot

- Increases critical hit chance by 5% (applied before weapon crit modifier)
- 5 experience
- May be taken once

Steady Magic

- Reduces Fatigue Costs for a spell by up to 12.

- 4 experience

Steel Hooves

- +5 Damage to unarmed attacks
- 5 experience

Striped Alert

- +6 to Alertness
- 3 experience

Stubborn as a Mule

- Increases Integrity by 6
- 3 experience

Sniper Pony

- Increases chance for aimed shots targeting the head by 25%
- 5 experience

Stonewall

- Increases Strength during grappling by 6
- 3 experience

Strong Back

- +25kg carrying capacity
- 5 experience

Tank

- +3 Strength for armor wearing calculations
- 3 experience

Tough Hide

- +3 Damage Reduction
- 3 experience
- May be taken 3 times

Weapon Handling

- +3 Strength for weapon handling calculations
- 3 experience

Flaws: Negative Traits

Flaws are negative traits that generally impair a character's abilities. They may be picked up at character creation to offset the cost of Perks, and if acquired during gameplay, they can only be removed by spending the experience cost.

Damage reductions

- For commonplace things such as pony races or monster type, these traits cost 2 exp per 10%
- For rare things such as certain factions or specific monsters, these traits cost 1 exp per 10%

Stat reductions

- For derived stats or using SPECIAL stats in rare situations, the trait costs 1 experience per effective SPECIAL stat decrease.
- For derived stats in rare situations, the trait costs 1 experience for ever 2 effective SPECIAL stats points.

Damage in certain situations

- for rare situations 1 experience per 5 damage per instance
- for common situations 1 experience per 2 damage per instance

Flaw prevents/denies the character from using/accessing a USEFUL resource. A handicap not already covered by SPECIAL stats.

- 5 experience for minor, non life threatening handicap (Illiterate, Color blind, etc.)
- 10 exp for a serious handicap (Needs special breathing apparatus to live, no facial recognition abilities - prosopagnosia, etc.)

Allergy

- Exposure to a specific substance automatically subjects the character to the Allergen Toxin. (assuming -10 health per exposure for now)
- 2 experience for minor, rare allergy
- 5 experience for minor, common allergy
- 10 experience for major, common allergy

Combat Paralysis

- Cannot act at all on the first combat turn unless 10 mental health is spent per action.
- 5 experience.

Derped

- Alertness +
- Dodge +
- Combat skills -
- Eye hoof coordination -

Elderly

- 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 Streetwise and Academics by 5
- Cannot be taken by ghouls
-

Gremlins

- increases critical failure chance with machines by 5%
- 5 experience

Illiterate

- Cannot read anything but picture books
- 5 experience

Mundane

- All magic has a 20% penalty.
- 6 experience

Pacifist

- Killing a person deals the character 20 Mental Health Damage
- 10 experience

Permanently Crippled

- Has a limb that cannot be healed. (The limb can only be healed if the trait is bought off with experience)
-

Permanent Psychosis

- Character has Crippling mental injury that cannot be healed. (unless flaw is bought off)
- 5 experience

Sensitive System

- Reduces Poison Resistance by 10 and Radiation Resistance by 6
- 5 experience

Unattractive

- Reduces Expression and Negotiation by 20 for characters who swing that way.
- 4 experience

backgrounds? Stable Born, raider parents

Martial Arts

Martial arts allow a character to add magic like effects to their attacks or impose penalties on an attacker under certain circumstances. Each use of an ability costs an amount of fatigue, similar to magic, though this amount can be reduced by taking additional perks for the specific ability.

When using martial arts, the player declares which abilities are being used and add a number of action points based on the power of the attack. After making their attack roll, any extra margin of success may reduce the fatigue cost.

Doombunny Style

- Cost 6 experience

Rip and Tear

- Use condition: Character must be under the effects of a combat drug.
- Add up to ($\frac{1}{2}$ Martial Arts) damage to an unarmed attack.
- Add ($\frac{1}{2}$ extra damage) in action points.
- Spend ($\frac{1}{2}$ extra damage) in fatigue.

Trample

- Use condition: Character must be under the effects of a combat drug.
- On a successful attack, add up to ($\frac{1}{2}$ Martial Arts) to the margin of success when knocking down or grappling a target.
- Add ($\frac{1}{2}$ margin of success added) in action points.
- Spend ($\frac{1}{4}$ margin of success added) in fatigue.

Unstoppable

- Use condition: Character must be under the effects of a combat drug.
- Gains up to (½ Martial Arts) Temporary Health and an equal amount of Overflow Health
- Gains a bonus (equal to temporary health) to survival rolls to stay conscious when in Overflow Health.
- Spend (½ Temporary Health) per minute in fatigue.

Fallen Caesar Style

- Cost 6 experience

Piercing Strikes

- Use condition (increase action point cost?)
- Gain (⅓ Martial Arts) Armor Piercing
- Spend (Armor Piercing) in fatigue.

Paralyzing Strikes

- Use condition (increase action point cost?)
- Reduces a target's agility by up to (⅓ martial arts). If a character's agility is reduced to zero, any extra penalty is carried over to the next round.
- Spend (Agility Penalty x2) in fatigue.

Flow Like Water

- Use condition (increase action point cost?)
- Increase dodge by (X)
- Spend (X)

Harmony Self Defense

- Cost 6 Experience

Gentle Way

- Use condition (being attacked by melee, unarmed or thrown attacks.)
- Deals damage equal to the attacker's
- Spend (X)

Throw as far as Trust

- Use condition (being attacked by melee or unarmed)
- Throws an attacker up to X size, up to Y distance and knocks them down.
- Spend (X)

Feint

- Use condition (being attacked)
- Reduces target's skill by (X).

- Spend (X)

Diamond Hoof Style

Lots of things that effect criticals

Two Clawed Griffin Style

(griffin bonus, specializes in dual wielding... how does dual wielding work normally? I don't know. I better figure that out first.)