

Adrenaline Surge

In combat you feel the adrenaline rush through your veins. Once in between short rests you can use adrenaline surge to gain another action on your turn.

Akimbo

You have the uncanny ability to effectively wield two small firearms. Does this make you more badass? Yes.



Animal Handling I

You are capable of forming strong bonds with animals. You have a beast of small size who fights along your side and who will take direct commands from you.

Animal Handling II

You can now have medium sized creatures as your beast (if you want to keep your small sized beast, its stats improve).

Atom Smasher

Any time you deal your opening melee attack, a blast

of energy is released. Now, when you deal your opening hit in battle, enemies in a 20 ft radius circle must make strength saving throws against a DC 10 + your strength modifier or be knocked prone.

Battle Cry

Your teammates are inspired by your battle cry. 3 of your teammates gain 1d4 added on to any attack rolls made for 3 turns. Only able to use once between long rests.

Blast Shield

You're a bit of a klutz and tend to blow yourself up at the absolute worst times. Thankfully, you now have a blast shield which makes you resistant to 50% of explosive damage. Yay!

Bloody Mess

With the Bloody Mess perk, characters and creatures you kill will often explode into a red, gut-ridden, eyeball-strewn paste. Fun! Oh, and you'll do 1 more damage with all weapons.



Buying Bulk

Any heavy weapons you buy are 25% off! Neat!

Callous

You've been burned so many times that your body is pretty much a giant callous. You gain resistance to fire.

Cannibal

You eat people. Any time you do you gain +3 HP. But you lose karma and will gain a reputation as a cannibal if you are caught in the act.



Cat Eyes

You gain night vision. Also you have beautiful eyes.

Computer Whiz

You know how to use a terminal unlike all of the morons in this wasteland. You have advantage on terminal hacks. Also you get two attempts.

Cover of Distance

You have trained yourself to make use of distance. When

you are over 50ft away from an enemy you are hidden as long as that enemy is not engaging you.

Cover of Night

You have trained yourself to make use of low light conditions. In darkness you have advantage on all Sneak rolls.



Coward

You can flee from battle any time you want, but you may gain a reputation as a coward.

Custom Rounds

You're dissatisfied with bullets. You think they're dull. So what did you do? You taught yourself to outfit guns so that they can fire incendiary, cryo, or even extra pointy rounds.

Dismemberment

You like to take people apart limb by limb. You now have the ability to target individual limbs on a target with a high probability of

blowing them clean off. You must make a separate attack on the limb which will do less damage to the target itself, but if you kill the limb by dealing damage beyond the limb's HP it will be blown off (which is way cooler than doing regular damage).



Docile Nature

Enemies do not perceive you as an immediate threat. As long as there are other people in combat, you will be the last priority to attack.

End With a Bang

Unfortunately, sometimes you may be knocked unconscious by an enemy, but, with this perk, you cause an explosion when you die which does 3d6 damage to creatures within a 20ft radius if they fail an endurance saving throw against a DC equal to your endurance score.



Explorer

Like Magellan, De Gama, or that punk Columbus, you have an intuition for exploring and finding out where things are. Looking at maps you get intuitions as to where things (and sometimes secret things) are.



Fast Metabolism I

You have a tendency to heal quicker and more effectively. Any time you heal, you heal an additional 20%.

Fast Metabolism II

You have a tendency to heal quicker and more effectively. Any time you heal you heal an additional 50%. Requires Fast Metabolism I.

Fortune Finder

You have been known to be able to squeeze a few caps out of any situation. Any time you receive caps you gain an additional 1d4 caps. Does not apply to player-player transactions.



Human Shield

If you're afraid to take a hit, have someone else take it for you. You now have the ability to use one of your teammates as cover.

Improvised Surgeon

You have a field medic's mentality, and you know a thing or two about wounds. You gain the ability to heal anyone you touch by 1d8 HP as your bonus action once in between short rests.

Intense Training

You gain +1 to any of your S.P.E.C.I.A.L. abilities

Intimidate

You have a frightening presence about you. When you enter battle you can do an intimidation move which causes up to 3 enemies to have -1d4 on attack rolls. This can only be used once between long rests.

Junk Collector

You love to collect junk. What more else is there to say? Also, you can collect scrap metal and use it to make ammo.

Jury Rigger

You are unsatisfied with standard guns. You now have the ability to trick out your weapons and even create new weapons.



Keg Toss

You like to throw things. You have the option to throw anything you can get your hands on. Make a ranged attack and on a hit you do that object's damage. If the object does not have a damage score, it does 1d8 damage.

Lady Killer

You gain advantage on any roll for seduction.

Let's Try Again

You are the master of mulligans. Every day you get a number of re-rolls equal to your luck modifier.

Light Step

You're more nimble than most people. So much so that you no longer set off ground based traps.



Lucky Bastard

You lucky bastard. Rolling a 19 on any d20 roll now counts as a critical.

Lucky Shot

You fire some shots that come down to pure chance. You gain the ability Lucky Shot which you may use a number of times equal to your luck modifier in between long rests. Using lucky shot gives you the ability to flip a coin on a missed shot to determine whether or not you hit.

No Flinching

You never hesitate to rush into battle. You get +2 to rolls for initiative.

One Shot Two Shot

You have a trained trigger finger. Now, any time you shoot any firearm, you can use your bonus action to take another shot.



One with Nature

You have a life link with your beast. If your beast is suffering you can take damage for it and vice versa. Also, any time your beast kills an enemy, the amount of extra damage done past zero will be added to your HP. And if that wasn't enough for you, your

beast can be a large creature now.

Order of Magnitude

A plasma caster is just like a big plasma pistol right? You bypass all requirements for all energy weapons and when using an energy weapon that is also a big gun your big guns skill becomes the same as your energy weapons skill (or whichever is highest).

Pain Fetish

You are a sick puppy who gets off on getting hurt. But it does help you perform better. During combat, if your HP falls below half, you roll your damage die double the amount you normally would and do the respective amount of damage. I hope it's worth it you freak.

Power Armor Training

You can now wear power armor, assuming you pass the strength requirement.



Precision Shooting

You can find and extort the flaws in anyone's armor. Whenever you take a shot at someone you roll to hit against their AC-3.

Rad Boy

After contracting radiation sickness so many times, you now have developed a natural resistance to radiation.



Rapid Reload

You have reloaded so many weapons that you know exactly where and when to insert a clip. Reloading no longer takes up your bonus action.



Revivify

You have discovered the key to life! You may now revive any fallen character once in

between long rests. But it will cost you 100 caps.

Robotics Expert

You know the interworking of any machine. So you know just how to destroy them. You do double damage to robots or any other mechanized combatants.

Scholar

You have spent a lot of time studying in the wasteland. You gain proficiency with any two skills, weapons, armors, or tools of your choice.

Scratch My Back

You make a lot of empty promises to get favors done for you. You gain an additional 1d8 to add onto any Speech check during which you ask for a small or medium favor.



Scrounger

You like bullets, and you like getting bullets. Any time you receive ammunition, you gain 1d4 extra ammo. Does

not count for player-player exchanges.



Second Wind

Sometimes, when things get tough in battle, you all of a sudden feel re-invigorated. Once in between short rests you have the ability to regain your HP die's worth of health.

Silver Tongue

You have developed your people skills in the barren wasteland. How? We'll never know. You gain advantage on any speech or barter checks.

Sneak Attack

You do your most damage before anyone sees you. Attacks during which you are not seen by the attacker do 1d8 extra damage. 2d8 at level 4.

Swift Learner

You learn more from encounters than your average pillaging wastelander. You gain an extra 10% of

experience whenever
experience is earned.



Swiss Cheese

Putting holes in your enemies gives you a rush. You gain a damage modifier for damage dealt with guns equal to the number of hits you have already scored on that enemy.

Techie

As the wasteland's IT guy, you have advantage on speech and barter checks while talking to someone else who is a techie.

Thick Skin

Your skin becomes hardened by rough conditions. Your armor class is increased to 15 when not wearing any armor.

Trained Killer

You know the way to kill someone, by dealing excessive damage of course. All attacks will now do an extra 1d10 of damage.



Wasteland Sushi

You know where the meat is on every animal, and your stomach is strong enough to handle eating the meat from most reasonably clean animals. Any time you eat raw meat you gain your survival modifier in HP in addition to the HP value of the meat.

Were-Guai

By some strange turn of fate you are now part Yao-Guai. Once per day you can harness this power to turn yourself into a Yao-Guai. When you run out of HP as a Yao-Guai you are returned to your former state. Must be an organic race to take this perk.

Yoink!

You're so good at stealing that you can even steal the weapon right out of someone's hand if you're hidden well enough.