

A Foal's Adventure

Universal Guide

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Hello, and welcome to *A Foal's Adventure* CYOA! This document covers survival in Equestria. Please note; this can be updated at any time. I'll be sure to notify the thread when such a thing happens. (If I'm running a thread.)

What is "A Foal's Adventure"? Well, to put it simply, it's the story of our OC Filly we named at the start of the first official thread. Her exploits and adventures add up to be her life, and what she'll grow up to be.

Warning: This is the "I literally have no clue how anything works and want to know everything guide" AKA "Spoon feed me". OP will take care of ALL statistical information, using this guide as a reference. It's not required to read this entire sheet to play. This is simply how everything is calculated by the OP's rules. Most of this information will be explained as necessary in the story itself. I will not tell you what something does unless if it's not included in the guide. If you want to know what particular things do that the main character has equipped, check out their *Character Sheet*. All party members will have one.

How do I play? I'm a fucking newfag.

By posting in the thread, of course! Say what you want the main character to do and, if everyone agrees, it'll happen. Some actions like asking questions to NPCs won't need multiple people asking for it to happen, usually. Other actions like combat will require a vote.

I might as well say it now. **Unless otherwise stated, the thread will only control the acts of the main character.** This includes combat. You won't have to tell your companions what to do in a battle; they know how to fight and will work to assist you. You can command your allies to do certain actions in battle, as well, but doing so may take precious time as a *Special Action*. It might be best to approach them out of combat and tell them what to do. Most of the time, this will not be necessary. I want to make combat go quickly, not take 30 threads to kill a simple tentacle monster. I will make extra sure not to exhaust other party members before the main character is exhausted from fighting.

A Note to Players: You will NOT be notified on failed "hidden" rolls, like Perception checks. This is to not only improve the game and reduce meta gaming, but to also make the situation seem more realistic. You're not told when you fail to notice a bandit stalking you from the shadows, so giving alerts like these only seems to make players play more defensively. Instead, notifications for failed perception rolls and

hidden mechanics will be done in *hindsight*. I will not cheat you. I've invested too much time to cheat you.

Survival

But before we enter combat, we have to discuss survival in itself. Equestria, while new, is not the safest place a filly could be. With little supplies and even less fortune, will you survive a night, much less what could be the rest of your life?

Let's find out!

To begin, our chosen adventurer has three afflictions to worry about. Hunger, Energy, and Sanity. When not in combat, these are the most worrying concerns an adventurer has. Each of them is different, and each of them impact your character in many ways! Finally, there is a hidden affliction: Morality. But in the end, it all comes down to *Health*.

Health

Health determines if you're alive, or merely pretending to be dead. There are three health pools to worry about for a character. Their *Upper*, *Lower*, and *Standing HP*.

Upper HP is your torso, flanks, and head's health. It has its own health and once it depletes, you have combat penalties that include decreased accuracy, critical hit chance, and spell damage. This does NOT hamper your ability to deal damage with physical weapons. This also hampers your ability to block attacks *magically*. If your *Upper* HP reaches 0, the effects will not wear off until the battle is over, or if you use an item that treats the *Upper* HP pool.

Lower HP is your hooves. If your *Lower* HP depletes, you lose speed, physical weapon damage, critical hit damage, and your ability to block attacks *physically*. If your *Lower* HP reaches 0, the effects will not wear off until the battle is over, or if you use an item that treats the *Lower* HP Pool.

Standing HP is the most important. It isn't attacked directly usually, but *Bleeding*, *Blight*, and some *Toxic* attacks it indirectly. If an enemy attacks your *Lower* or *Upper* HP but you have none left, it instead reduces *Standing* HP. When you run out of *Standing* HP, your character will be unable to continue fighting. Not dead. Probably.

Recovering HP works in several ways. *Upper* and *Lower* HP regenerate quickly outside of battle, but *Standing* HP only recovers during rest, or sleep. Sleeping will always restore you to full *Standing* HP unless otherwise stated by a different status. *Resting* restores *Standing* HP gradually. Items can also restore one, two, or all three types of HP, along with some select healing spells.

If a character loses all of their *Standing* HP, 1 *Standing* HP will be returned at the end of battle. 0 *Standing* HP doesn't mean your character is unconscious or dead, just that they're too weak to continue fighting. A character who is no longer *Standing* can not be normally healed until after the battle has finished.

Hunger

Hunger is the driving force to find food. After all, you need plenty of it to grow up big and strong! Hunger affects nearly everything physical about your body, surprisingly. A hungry pony is vulnerable to bribes for food, recovers Energy slower, and is a little less perceptive of the world around them. In more extreme cases, it can decrease your damage, or temporarily lower your Standing HP. Hunger has a volume of 100 points maximum. It's divided into three main categories; *Hungry* (10-33) *Well Fed* (34 – 66) and *Full* (67-100). There is also *Starving*, which happens when you dip below 10 *Hunger*.

When you're *Starving*, your stats are reduced by roughly 33%. *All* of your stats (will not drop below 0). Energy decreases by 2 points by the hour. If your Hunger reaches 0 while *Starving*, you will lose 10% Maximum Standing HP, regenerate 10 Hunger, and not regain Standing HP until you reach *Full* status once and *Rest*. If your Standing HP reaches 0, you will **die**. Your Energy and Health regain is reduced to 50% from all sources until you are no longer *Starving*.

When you're *Hungry*, your stats are reduced by 10%. You will not recover Energy normally. Fortunately, being *Hungry* isn't life threatening, it's just the precursor to *Starving*. Though it does make you more likely to sniff out a source of food, or be swayed by the promise of it.

Well Fed means you're not really hungry, not really full. There are no benefits to being *Well Fed*. But there are no consequences to it, either.

Full is kinda self explanatory. But the benefits are not. While *Full*, you gain an additional bonus to all *Recovery* along with a bonus 10% to your stats. Neat! You will also gain *Sanity* over time from being *Full*.

Energy

Energy is your resource for doing nearly anything. Fighting, magic, climbing a wall, all of it requires *Energy*. In the right conditions, *Energy* recovers slowly over time, quickly while resting, and will replenish to maximum when sleeping. If you have no *Energy*, you are *Exhausted* and can't move. This will leave your character a sitting duck in a fight, or worse, an easy orgasm for your enemies. The most draining activity you will normally face is fighting, so perhaps climbing a mountain before running into a group of bandits isn't a good idea.

Unless otherwise stated, *Energy* recovers at a base rate of 5 per hour. When *Resting*, your recovery is tripled. Sleeping for any period of time restores your *Energy* to maximum.

Sanity

Sanity is your mental well being. Your sanity has a volume of 100 points maximum, and is broken down into three categories. *Depressed*, *Average*, and *Happy*. Each of those are 33, 67, and 100 respectively. When your sanity is low, your character becomes less responsive to the influence of *you*. Investigate the bushes? That's scary, run away! With low *Sanity*, you can expect less common sense, too, and a general foul mood. Nearly everything in the world can affect your *Sanity*. If it's dark and you're in the spooky woods, you can expect your character to be more jumpy. And if they're depressed, maybe they can even be persuaded by *something* to do something stupid.

Depressed foals are more likely to avoid scary situations and listen to bad influences.

Average minded foals will usually always follow orders and make the right choices.

Happy foals tend to have a higher Perception and Critical Hit Chance, because they're feeling brave, of course! (+2 Perception, +5% Critical Chance)

Morality

Morality is the measure of your character's corruption. This is only influenced by what you command your character to do, and whatever depraved thing combatants demand of them if they best your character in a fight. Example: Constantly being raped, or raping others will make your character more depraved and willing to do wrong. This is measured in 100 points. The only way to willingly do immoral things is to have an average or lower *Sanity*, until you reach 50 *Morality*. You will begin the game with 100 *Morality*. Reaching 0 *Morality* makes your character lose all control to their sick urges, regardless of *Sanity*, and can greatly deter companions. Pure of Heart companions refuse to follow a nymphomaniac. Twisted individuals don't like goody-two-shoes. Average ponies don't really care what you do, as long as you treat them kindly and don't go around murdering innocents.

Finally, while most of the adventure requires planning and managing food, **there may be sections where *Hunger*, *Energy*, or *Sanity* doesn't need to be monitored**. An example would be staying at an inn, or exploring a safe town. If the Party ever reaches a "sustaining" size, or a Party Member is adept at certain skills that restore one or more of these statuses, then the status will not be a required function, and as such, removed until needed. While it is in this state, the characters in question will act as if they're at the maximum of this function. Say you're traveling with a Unicorn who can

create manafood and water; then it won't be necessary to track food anymore. Or you're in a pack of knights; you'll always feel safe, and have company, so Sanity won't be an issue. Energy won't really be an issue, since it's nearly always required, but it's still worth mentioning. When this state ends, the characters in question will have 100% of the function; full hunger, full sanity, or full energy.

Game Over

A *Game Over* will nearly never occur. The only way it can happen is if the main character *dies*, or put into a situation where there is no *escape*. An example would be the entire party is captured, and all heroes fail every check to *escape*. The chances of that aren't very high. Party members can not *die* from battle, unless if the battle is a *critical* battle. These are very rare battles where the party would be *killed* instead of any alternatives on total defeat. An example would be fighting a savage dragon and losing, then failing the flee attempt. That's an example, don't think we're going to be fighting those! Well... maybe.

Quest Failed

If a quest goes wrong and you can't fix it, then a quest will *fail*. All quests can *fail* due to error. If the main quest *fails*, it will NOT be treated like a game over. Instead, the world will be open to any surviving characters. Finishing the main quest can also lead to a similar state where the party has nothing left to do, and can either continue adventuring or *retire*. If you *Retire*, based on the choices you made, the main character will grow up into an adult of that same caliber.

Character Development

"How do I make our characters stronger? Are we going to invest points into anything?" I can already hear you asking.

Somewhat. There are no "levels" in this CYOA, rather you've practiced enough in one status to watch it climb. This typically takes days of in-game time to see the result. So it's not a conscious effort made by the players, rather something that is built up with time and effort. **OP will have an "invisible" experience bar for each stat that rises with the use of said status.** An example of this would be to dodge an attack successfully to raise *Dexterity*. All advanced technical data will be stored on a Google Document supplied by OP at the beginning of each thread for each character, and updated often (A Character Sheet). So in theory; no. You don't make an effort to grow your character, rather they grow around *your* actions. The quickest way to build stats, however, is battle.

Every time you improve a stat, it becomes harder to level that stat. That means that training everything will only slow your progress rather than improve your character, since you can only do so many actions in a day. Focusing on one or two

points rather than all three is the best way to train a character. And since experience is gained both through battle and actions, making your warrior solve riddles or your archer lift bricks may be less than ideal. Play to a character's strengths.

There are the three main status points. *Strength*, *Dexterity*, and *Intelligence*. At the start, our character has one of each of these. Choosing your starting weapon will grant you two points into that weapon's status tree. Choosing your secondary weapon will grant you an additional point in it's respective status.

The maximum limit for these statuses are 10 points each. It may be best to use certain characters for certain activities to help train them faster. Giving a warrior a book is only so helpful, just like giving a wizard a sword is only going to do so much to help. If anything, consider training your party into two of these stats, and leave the third point untrained.

Strength is your pony's total physical caliber. A high *Strength* rating means they'll deal more physical damage, have a higher health pool, and reduce the cost of *Defending*. *Strength* related skills cost less to a strong filly, as well as doing more damage. An exceptionally strong filly may find carrying equipment easy, leading to less *Speed* penalties. *Strength* also makes adventuring easier, as a strong filly has a higher endurance than others. A Warrior benefits most from this, but a secondary in *Dexterity* would also help. Checks related to *Strength*: *Block*, *Endurance*, *Intimidation*, *Resist Affliction*.

Dexterity is your filly's ability to maneuver and use more delicate equipment effectively. High *Dexterity* fillies may find it easier to scale walls, steal items, sneak, and especially *Dodge*. *Speed* is also based on *Dexterity*. While a strong pony can carry more over a long distance, a pony with *Dexterity* can move the same load much faster, but for not as long. *Dexterity* also increases your accuracy, while also bolstering your critical chance. A Rogue benefits most from this, but a secondary in *Intelligence* would also help. Checks related to *Dexterity*: *Dodge*, *Speed*, *Sneak*, *Critical Hit Damage*.

Intelligence is your filly's mental capacity. An *Intelligent* filly makes the best out of persuasion. And if that doesn't work, a fireball will usually do the same job. Being smart also leads to being more perceptive. A smart filly can usually tell if they're being followed, or if someone is trying to screw them out of their bits. *Intelligence* can also bolster your resistance to negative potions, spells, and sneaky tactics like pocket sand. Fool me once, as they say. Higher intelligence also gives you a better chance of obeying orders when *Depressed*. A Mage benefits most from this, but due to the high intelligence requirements, it's usually recommended to invest nearly *all* status points into this, to cast more magic. Checks related to *Intelligence*: *Counter Attack*, *Critical Hit Chance*, *Persuasion*, *Willpower*.

Skills and magic can both be learned from the field and from any "knowledge" source, including other ponies. Sometimes, it can come from the

heart. Regardless of this fact, all abilities, spells, and skills starts at Rank 1 of 3. Usage of the skill in any form gives you experience. For example, casting Fireball at enemies multiple times will Rank Up the spell just as fast as using it on other targets, like an excess of foliage that blocks your path. Though doing something like that will probably lead to a *Game Over*, especially in a forest. Or a massive bounty on your little filly head. At Rank 3, you will have the option to *Master* it. *Mastering* an ability is different from gaining a rank. **You can only Master one ability at a time.** It's similar to gaining another Rank in the ability, except upon success, it will take another aspect to the original attack. *Mastering* Fireball may give it a napalm effect, which will set enemies on fire and deal extra damage to enemies who have little *Fire* resist.

Another thing to consider when building your character is their *Class*. When you pick your weapons and start the game, that will set them on the path to one of several *Classes*. While I won't ruin the surprise of telling you what every *class* is, I'll list the basic ones. *Warrior*, *Mage*, *Rogue* are the primary classes. *Subclasses* include *Spellsworn*, *Magic Archer*, and *Assassin*. They each combine parts of the three primary *class* to create a *subclass*. It will also determine part of the *Final Ending* to the character.

Fillies Versus the World

Nothing is off limits to our adventurers. Anything from stealing every single sweet roll you see to befriending bandits, you can command your characters to do anything you desire. Want to start a cult? Well, if you're that insane, sure. Want to burn down the town hall? Uh... okay. Start a revolution? C'mon, that's pushing it, but *it can be done*. The main goal of this CYOA is to complete the main quest. Failing that quest probably won't do well for your character's *Sanity*, though, as it's the main point of her adventure. But besides that, what can happen to our adventurer?

Well, anything, really. You can be abducted. You can be imprisoned by changelings. Committing crimes will lead to a bounty over your head. You can sell your body for bits. I won't limit whatever the thread comes up with with stale options, like >Talk to shopkeeper, >Buy from shopkeeper. Besides the beginning of the story, which is somewhat like a tutorial, there is no upper limit to what you can achieve. But the thread must agree on an action before it'll happen. Or if it's funny enough to work. I'll try to include all options listed by the players in my posts, unless if it's irrelevant. For *Combat*, the options voted on the most will be used.

Please note: This CYOA will not contain *gore*. Don't expect to find one of our characters strung up by their entrails for failing several rolls. The worst death that could possibly happen is probably being eaten whole (I really don't want to draw a filly being ripped apart, thank you). Most *Game Overs* will come from being captured, enslaved, etc. I'll try limiting the amount of kinks presented unless if the community wants otherwise.

How do Items, Weapons, and Armor work?

Items, Weapons, and Armor are rewards from battles, chest, exploring the world, or purchasing them from a shop. It's pretty self explanatory on what they *are*, but not so much what certain things do. Another factor to consider is *weight*.

Items will list their known properties when you *examine* them. If you don't know what that blue potion does, *examining* it won't help you identify it easily, not without an *Intelligence* check. Items are pretty much anything that isn't a *weapon* or *armor*.

Weapons have several values to consider when you pick one up. *Damage*, *Action Cost*, *Attacks Per Action*, *Accuracy*, and *Enchantment*. There are also *Shields*, which are simple. Weapons can either require one or both hooves to function.

Damage is the amount of HP an enemy loses when struck with the weapon. Bigger weapons do more damage per swing, while smaller weapons can be swung multiple times before the enemy retaliates, meaning you're more likely to strike a *Critical Hit* with a small weapon. (Example: A Sword can deal 4-6, a dagger can deal 2-3, and a claymore can deal 8-14.)

Action Cost is how many actions it takes to use the weapon *once*. Larger weapons have a high action cost for massive burst damage, while smaller weapons allow you to be more strategic.

Attacks Per Action is how many times you swing the weapon before it consumes one *Action Point*. Small weapons have multiple of these. You'll almost never see a heavy weapon with more than one *Attacks Per Action*.

Enchantment is what kind of magic placed on the weapon. Most weapon *Enchantments* are applied to the intended target on swing. Weapons aren't limited to one *Enchantment*, but the more you place, the more delicate the magic, and thus the more unstable the weapon becomes. Infusing your weapon with magic (coating it in flames, giving it a shock effect) can trigger the *Enchantment*, causing it to backfire, hurting you for one *Action* of the weapon. The chances of this happening increase by 10% per *Enchantment*. Smarter enemies may attempt to trigger that themselves.

Shields increase the amount of damage you block while *Defending*. Without a *Shield*, you can only block around 25% of incoming damage. *Shields* require a free hoof to use. They also give you 15% chance to automatically *Defend* for no stamina cost. The amount of damage absorbed depends on the size and type of shield. Some shields offer more passive block for less damage absorbed, while others won't passively block quite as bit but can take more damage. They all have variety and *weight* to worry about. Just like weapons, *Shields* can be enchanted.

Armor is what you put on to keep you a protected virgin filly increase life expectancy. *Armor* works by increasing the amount of *Upper*, *Lower*, or *Standing* HP

you have. It's broken into three sections. *Helmets, Chest Plates, and Hoof Plates*. Heavier armor grants more HP. What HP is granted it rather self explanatory. *Also note that when a helmet is equipped, I'll offer to hide it the majority of the time*. Armor interferes with magic casting, because the caster needs to draw on the elements around them, and armor can prevent that. Self magic isn't affected by this, because the magic is coming from you. Light, Medium, and Heavy Armor give a small passive buff to *Intelligence, Dexterity, and Strength* passively, when worn in sets. (Example: Light Armor will add *Intelligence*. Heavy Armor will add *Strength*. Medium Armor adds *Dexterity*.)

Weight is a restriction for heavier armor and weapons. Your characters carry weight depending on their *Strength* stat. If they're carrying too much, their skills are reduced. It's calculated on a percentage of their weight.

0% - 33% *Weight* is the *Light Weight* category. Magic works best when you're *Lightweight*, increasing spell success rate by 10%, and reduces the energy cost by 20%.

34% - 66% is the *Average Weight* category. There are no real benefits to being moderately equipped.

67% - 100% means you're probably wearing heavy armor, so you're a *Heavy Weight*. Spells have a higher chance of failing (+20%). Failed spells subtract the same amount of energy while *also* consuming your turn. You have a -20% dodge chance when you're this burdened. Self cast spells aren't effected by this (for example: magically healing yourself).

100%+ means you're wearing too much. Heavy armor, light armor, it doesn't matter. You can't be carried by companions if you're this overburdened. Your dodge chance is reduced to half. Spells can't be cast because of the stress mixed with your equipment weight dragging you down. Maybe with this much weight, the enemy will think you're fat and laugh it off?