



# Courage is Magic

A Roleplaying Game of Spells, Danger, and  
Friendship



Alpha Edition 1.14 –

Loyal to the Empire



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# Introduction

The brony pheromone has been nothing short of astonishing for me. How can a show about pastel ponies breed such creativity amongst its viewers? The artwork in this book is all borrowed from artists that continue to stun me with their gorgeous, moving work. I cannot overstate how difficult it is to pick which pieces go in here; there are so many quality illustrations that take my breath away every time I see them.

I have struggled with what to put in this section for quite some time now. Introductions are where the author is supposed to address the reader directly in an interesting fashion, by providing feedback and insight into their work. The problem is I have always felt like what I have to say is not particularly worth anyone's time. But the tremendous feedback I've received for CiM has left me both humbled and frightened that I could never make a follow up edition that would be good enough.

A documentary on Pixar had its owner at the time Steve Jobs tell exactly how the studio panicked after the release of Toy Story. They were on the top of the world, with people cheering their success, then going "What's next?" How could they possibly top something that had never been done before? Instead of going above and beyond, they went horizontal. To survive the second product is enough, and a real mental block for most artists.

Six months ago I sent the last version of Courage is Magic into Equestria Daily, not even expecting it to be put upon there. A nightly roundup was where it was buried, but I was more than satisfied at that. Then the page count started rolling, hundreds, thousands. Suddenly I had gone from producing a quickly little project for my own amusement to crafting a product for others.

Six months was the time needed for me to build up enough willpower to even touch Courage is Magic, which is deliciously ironic considering the title of the whole project. Rather than cling to a claim of success, I will simply say that it is a story of trying to survive.

Thank you to all those who gave me the courage to believe again.





# Chapter 1: Rules



**Equestria** is a gorgeous land filled with brave ponies, dangerous beasts and endless possibilities.

But to explore that space requires proper knowledge of the rules.

The following chapter is dedicated to explaining:

- **What** rules are different from a standard game of DnD 4.0
- **How** the new Stat point system works
- **How** the level system works, what advanced classes are.
- **What** a new player needs to create their character.

# Stat System

**Courage is Magic** makes full use of the standard 4.0 DnD system's combat system. Everything that can be done in that game can comfortably translate to a campaign of CiM. Though there are significant differences.

A **New Stat System** has been introduced into Courage is Magic that replaces the DnD one for the sake of streamlining gameplay and allowing new players easier access to the rules.

## Instead of six stats there are now four.

- **Strength** remains the same, and is associated with physical melee damage, lifting heavy loads and powering through foes.
- Constitution and Dexterity are now **Integrity**. This stat determines how much health the player has, how agile they are, the amount of damage they deal with ranged weapons and how hard they are to hit.
- Intelligence is now **Knowledge**, and is associated with the player's ability to decipher riddles, puzzle out problems and understand the infinite mysteries of magic.
- Wisdom and Charisma are now **Friendship**. This stat determines how gregarious the player is, their ability to communicate well with others and understand their natural surroundings.



## Stats have been simplified too.

- **Instead** of using the 1-20 system that DnD uses, Courage is Magic uses a 1-6 system.
- **Stat modifiers** have been removed, instead replaced by the actual stats themselves.

Example: In DnD, when you hit someone with a sword, you would add your stat modifier damage. So a 12 strength would be +1 modifier: thus +1 damage.

In CiM, if you hit someone with a sword, you simply add the strength score itself to the damage. So 1 Strength is +1 damage. 4 Strength is +4 damage, and so on.

## The level bonus system has changed too

- **Instead** of dividing your level by half and rounding down for your level bonus to AC, Damage, Attack and Skills, it is now **Equal** to your level
- **For Example**, if you are level 3, you gain +3 to AC, your damage rolls, your attack rolls, and your skills.





# Leveling System

A **New Leveling System** has been created for Courage is Magic that replaces the 1-30 range that DnD uses.

**Players now have a leveling range of 1-10.**

- **Levels 1-3** are considered equal to 1-10 in DnD terms, where characters are discovering their world, and players are learning the game.
- **Levels 4-7** are considered equal to 11-20 in DnD terms, and players will find their characters significantly more powerful. Magic items become more plentiful, and the leveling slows down.
- **Levels 8-10** are equal to 21-30 in DnD terms, and at this point characters are equal in power to essential main characters of the show. Their decisions shape the world around them, and they unlock new abilities that crush the competition.



**Players enjoy the following benefits when leveling up.**

- A **health point** boost based on the player's class.
- A **merit point** every level that they can spend as they wish.
- A **Level Bonus** to AC, damage, attacks and skills.
- A **New Ability** every level.
- A **Stat Bonus** every even numbered level.

**At level 8 players pick an advanced class.**

- All advanced classes are **dependent** on what Spirit your character is. They are listed directly after each Spirit's section.
- Advanced classes **stack** with the benefits that come with the base class. So when you reach level 8, 9, and 10, you gain the abilities of both your base Spirit and advanced class.
- At level 8, players may also start spending the merits they gain on **Advanced Merits**.



# Creating a New Character

**Character Creation** in *Courage is Magic* can be a bit daunting for the new player. But follow this handy guide and you'll have a pony ready to explore in no time at all!

## Print off a copy of the Character Sheet.

- **Consider** which race you would like to be. Equestria is full of diverse life, so modify characters as you wish to reach one that suits you.
- **Look** at the classes (Spirits), and read the introductions. They describe what a character will be good at, whether it's saving allies, bringing pain to enemies, or controlling combat situations.
- **Ask** your DM for help! They are the ultimate arbitrator of rules and the world. What they say goes, and that means overriding anything that is not liked or clear in this guide. These types of callings are affectionately known as "House Rules" in tabletop gaming circles, and they are great.



## Generate your character

- **Place** the appropriate stats where you need them. Each class has a primary stat that all abilities run off, such as Friendship for Laughter. It is important that you make this stat your highest, and continue to increase it as you level up.
- **The stat spread is 4,3,2,2.** This means that at character creation one of your stats will be 4, one will be three, and two will be two. Consider which skills you'd like to be better in to better decide on your spread.
- **Get your bonus and penalty stats, and racial abilities from your race.** Besides roleplaying a certain race, you also get cool perks based on which one you choose that will help you in your adventures.
- **Get your Health Points (HP) from your class' first page.** This area also tells you which items and armor you can utilize to buff your abilities further.
- **Familiarize yourself with your abilities.** Getting into combat without knowing what your character is capable of not only makes your turn longer, but also puts you at a severe tactical disadvantage. It is strongly recommended you read up how the system works in the *Dungeons and Dragons 4.0* handbook.





## Chapter 2: Races



# Earth Pony

*Strong, reliable ponies that are in tune with the world and try to keep their hooves on the ground*

## Racial Traits

**Ability Scores:** +2 Strength, +1 Integrity

**Size:** Medium

**Speed:** 6 Squares

**Vision:** Normal

**Skill Bonuses:** +2 Athletics, +2 Endurance, +2 Nature

**Chords of Muscle:** +5 racial bonus to all rolls for lifting, pushing, sliding, or pulling.

**Muddy Hooves:** As long as you have your hooves upon the ground, you receive a +10 bonus to perception checks against a pony making a stealth check within 5 squares. This also allows you to roll against completely invisible characters.

In addition, you are immune to sneak attacks.

**Firmly Planted:** When there is a force that would move you about – a push, slide or pull – you can choose to move 1 square less than the effect's total dictates. If you were to only move 1 square, you can choose not to move at all.

In addition, when an attack would knock you prone, you may immediately make a saving throw to avoid falling prone.



The original work horses of Equestria, Earth Ponies proudly make their way in life without the benefit of magic or flight. This doesn't leave them any less capable than the other races, however. Instead, it has let them develop a close connection with the land, along with the benefit of hardiness that comes from working the earth.

A proud and industrious race that is more than willing to trade their crops or crafts to the other races. It is said that where an Earth Pony strikes dirt, a town is sure to follow.

Play an earth pony if you want...

- To be strong, reliable and a leader
- To advance the culture of Equestria
- To easily tackle all challenges
- To be a part of a proud tradition of ponies that work with what they have to make the most of life



# Pegasus

*Dexterous, quick ponies that take delight in the thrills adventure has to offer*



## Racial Traits

**Ability Scores:** +2 Integrity, +1 Friendship, -1 Strength

**Size:** Medium

**Speed:** 5 Squares (Ground), 6 Squares (Flight)

**Vision:** Normal

**Skill Bonuses:** +2 Athletics, +4 Acrobatics, +2 Perception

**Zippy:** +4 racial bonus to initiative rolls.

**Air Superiority:** When in flight, a pegasus deals 3x damage on a critical strike, rather than the regular 2x damage.

This stacks with items or class skills that increase crit multipliers.

**Eagle Eyes:** You are able to size up an opponent within seconds. Make a perception check versus dc 15 + level of enemy (e.g. level 1 enemy 15 + 1 = 16) to perform this ability.

If you succeed, you may know the enemy's total life, damage resistance types and speed, plus lore if the DM sees fit.

Though other races may look at pegasi as aloof or too engaged in seeking thrills to be reliable, they have a tremendous track record on coming to the aid of the other races in times of need. Without any expectation of self-gain, a pegasus would gladly lay down their life to help their friends.

Being a creature of the sky leaves the pegasus in the unique position of influencing the weather. This is done through communicating with the clouds, or working in their massive factories dedicated to keeping Equestria's eco-system strong.

Play a pegasus if you want...

- To be fast, and unhindered by gravity
- To prove that you are made of the right stuff
- To blow the competition away
- To be a part of protecting Equestria selflessly in between finding adventure through influencing the weather and making friends

# Unicorn

*Intelligent, magical ponies that push the boundaries of magical knowledge while spreading friendship*

## Racial Traits

**Ability Scores:** +3 Knowledge, +1 Friendship, -1 Strength

**Size:** Medium

**Speed:** 4 Squares

**Vision:** Normal

**Skill Bonuses:** +4 Arcana, +2 History, +2 Insight

**Focused Student:** For every time you level, you gain an extra +1 skill point to two skills of your choice.

**Magic Kindergarten:** You have received basic training in the principles and use of magic. As such you may use telekinesis out of combat at will, regardless of your chosen Spirit.

**From the Heart:** You may sacrifice up to your level in health points once per day to add extra damage to any spell of your choice. This damage is double to the amount of hp you sacrificed.

For example, if at level 4 you used telekinesis to inflict seven points of damage with a boulder, you could sacrifice 4 hp to increase the damage by 8.

This damage is permanent until you sleep for six hours or more and cannot be healed in any way before then.

Out of all the races that reside in Equestria, the unicorn is unique in their ability to manipulate the energy in their souls for casting spells. It is said the bigger the heart of the unicorn, the more powerful the magic they can bring to bear in the defense of their friends.

Unicorns are sometimes seen as haughty because of their powerful abilities, but this is hardly the truth. Their magic brings a certain amount of discipline to their life that is needed to be carefully watched over. It is rumored that in times of a unicorn without proper control of their emotions can affect reality around them without realizing it.

Play a unicorn if you want...

- To bring your intelligence to bear on a problem
- To use your mind to overcome matter
- To wield magic with sheer will alone
- To be a part of Equestria's elite dedicated to furthering the country's wealth of knowledge for the betterment of all pony kind





# Foal

*Never to be dismissed, Colts and Fillies are the future of Equestria, raring to go forth and adventure.*



## Racial Traits

**Ability Scores:** +2 Friendship, +1 Integrity, -1 Strength

**Size:** Small

**Speed:** 6 Squares (Ground), 4 Squares (Flight)

**Vision:** Normal

**Skill Bonuses:** +2 Acrobatics, +4 Stealth, +2 Thievery

**Luck of the Draw:** You choose earth, pegasus or unicorn at character creation for your type of foal. This affects what type of classes and movement you have. For example: A pegasus foal may fly and pick the Loyalty class.

**Talent Show:** Foals chase after new opportunities with enthuse, but care little for studying and training. You do not train skills at character creation. Instead, after any six hour rest, you pick a skill, and it receives a +10 bonus until you sleep once more.

**Idolize:** You want to be just like your hero! Once per day, after an ally crits, on the foal's turn, they may make their first successful attack into a crit as well.

**Sugar Rush:** Ever seen a filly drink a Slurpee? Once per day, you may double your movement speed for one round. If you run during this round, you may move in any pattern you desire instead of a straight line.

**Time to Grow Up:** At level 5 or above, you may choose to grow up. You grow into your full race, losing all your Foal traits, and gaining 2 skill trainings. However, you may keep your class.

Foals hold an important place in pony society because so much relies on them. There is a heavy emphasis put on letting them experience the world and all its wonders in pursuit of their cutie marks, and ultimately their purpose in life. To this end, it is not uncommon to come across adventurous colts and fillies more than willing to take on all challenges life can throw at them without batting an eye.

Play a foal if you want...

- To be the quickest in the party
- To be flexible in what you pursue
- To be just like your idol
- To be a young filly or colt that wants to strike out into the world today for the betterment of all pony kind, rather than tomorrow

# Zebra

*Misunderstood but benevolent, zebras work to better the world through their encyclopedic*



## Racial Traits

**Ability Scores:** +2 Knowledge, +1 Integrity, -1

Friendship

**Size:** Medium

**Speed:** 5 Squares

**Vision:** Normal

**Skill Bonuses:** +2 Arcana, +2 Heal, +4 Nature

**Vagabond Spirit:** A lifetime of being chased out of towns by suspicious residents has made traveling with your home upon your back a necessity. You may make thievery checks on objects equal up to your size without a penalty. This includes hiding objects on your person.

**Uncivilized:** Animals do not innately fear your presence. Predatory creatures and monsters, such as manticores, dragons and tigers will not attack you unless you take a hostile action towards them.

You may roll a nature check with a DC set by the DM to communicate with an animal. The DC is determined by the complexity of the communication desired.

**Natural Remedies:** Once per battle you are capable of allowing an ally within 10 squares to reroll a failed save as a reactionary free action.

When they reroll, they may in addition use a healing surge to heal life equal to your heal skill's total.

Zebras are equines in a rare position of being seen as ponies by the rest of Equestria without being accepted by those that makeup the populace. Travelers from distant lands, they are generally seen in small numbers, and outside the restrictive confines of a city. Their penchant for rhyming is near legendary amongst pony aristocracy.

Play a zebra if you want...

- To be mysterious at first brush.
- To be in tune with nature and its benefits.
- To be able to bring unique knowledge to the group.
- To be a zebra that brings an outsider's view of the world to a party in a refreshing manner.



# Griffon

*Aggressive, intimidating predators that will go to any length to protect those they feel are their friends.*

## Racial Traits

**Ability Scores:** +2 Integrity, +1 Strength, -1 Friendship

**Size:** Medium

**Speed:** 5 Squares (Ground), 5 Squares (Flight)

**Vision:** Normal

**Skill Bonuses:** +2 Athletics, +4 Intimidate, +2 Streetwise

**Territorial:** Each time an ally is damaged within 5 squares, a griffon's critical strike chance is increased by +1. Upon a successful critical strike this bonus resets to 0.

E.g. Two allies are hit within Territorial range, your regular critical strike of 20 becomes 18-20. You roll an 18, and thus a critical strike. Your critical strike range becomes 20 once more.

**Lionhearted:** At will, as a free action, when you fail a save, you may choose to take 2 damage automatically pass. This damage is permanent until you take an extended rest, and stacks.



One would think that griffons would find it difficult being in a pony dominated world, where they have little influence on the Equestrian society. But the reality is the exact opposite, for these predators love a challenge. In the eyes of a griffon, proving one's dominance is far more important than maintaining a governmental position.

These beautiful, deadly creatures strive to be the best at whatever they put their talons to. They have little use for magic. Instead of relying on little tricks, a griffon often says, it should come down to strength and endurance.

Play a griffon if you want...

- To be an intimidating protector of your friends
- To prove you are the best around, on earth or in the sky
- To be a predator amongst herbivores
- To be a griffon that uses every opportunity to better yourself for the benefit of all around who rely on you.

# Changeling



## Feeding with Amore Parasite

Since changelings cannot rest like a normal creature, they must always be on the search for a new source of love to drain. Even those who willingly give up their emotions to these insects find their strength slipping, skin growing pale and eyes appearing sullen. Happiness becomes a fleeting emotion for them and their dreams become tormented.

To feed, a changeling typically needs one hour of free time to stalk, entrap and consume love in privacy. The DM is welcome to decide how exactly this works, whether scenes are played out or if it's just a roll once per day.

Here is a suggested roll. The player first rolls streetwise to look for their quarry. Then a bluff to determine how well their hunt went. Feel free to include bonuses or penalties based on how the rolls went – or even guards descending on the monster if things go too poorly.

*Sly, monstrous foes of Order and Good, living in the moment, while preparing for the future of their race.*

## Racial Traits

**Ability Scores:** +1 to Two Stats of Choice, -1 Friendship

**Size:** Medium

**Speed:** 5 Squares (Ground), 5 Squares (Flight)

**Vision:** Low-Light

**Skill Bonuses:** +2 Arcana, +2 Bluff, +2 Diplomacy

**Monstrous Amalgamation:** Changelings may use magic and fly, as long as they have the appropriate body parts associated with these abilities manifested. (IE: A changeling in disguise without a horn cannot use magic)

**Amore Parasite:** Changelings do not sleep, and cannot renew dailies, healing surges or wakefulness by resting. Instead, they must absorb love from a willing subject once per 24 hours (using magical compulsion or other means).

This drains the victim, leaving them with a stacking -2 penalty to all stats until they sleep. (Stats cannot go below 1).

**Face Mare:** A changeling can shift forms at will. This is a standard action.

While in disguise, characters may roll arcane to detect the illusion magic around a changeling. If they see a changeling acting differently than what they are trying to be, they may roll perception. For both, the changeling rolls bluff against.

Unlike the less prolific unicorns, that manifest their power through strength from within, the alien-like race of changelings prey on the emotions of other species for this purpose.

This is done all in the name of their Queen Chrysalis, whom they regard with a fervor even the most zealous of ponies find frightening. Perhaps it is also engrained in their very nature, for without powerful love to feed off of, they would just wither away.

Play a changeling if you want...

- To be the sly face of the group you've infiltrated
- To use clever words and tactics to stay hidden
- To help prepare the way for your Queen's coming
- To be one of many changelings working in secret for the betterment of your kind, at the expense of all of Equestria.



# Crystal Pony

*Immortal, influential ponies that adhere faithfully to their laws and past, while leading into the future.*

## Racial Traits

**Ability Scores:** +2 Knowledge, +1 Friendship, -1 Integrity

**Size:** Medium

**Speed:** 5 Squares (Ground), 5 Squares (Flight)

**Vision:** Normal

**Skill Bonuses:** +2 Arcana, +4 History, +2 Diplomacy

**Eternal Empire:** You choose earth, pegasus, or unicorn at character creation for your type of Crystal Pony. This affects what type of classes and movement you have. For example: A pegasus Crystal Pony may fly and pick the loyalty class. In addition, you are immortal, sustained by the Crystal Heart.

**Arcane Attunement:** When magic is cast near you, or you are within 5 squares of a magic item, you automatically detect it. In addition, you receive +5 to Arcana rolls to determine what type of spell or magic it is.

**Shine Bright:** Once per day, you may call upon the power of the crystal heart to show your true crystalline form. For an hour you gain +5 to Diplomacy rolls and 2 damage resistance.

**Crystalline Heart:** You are immune to mind control, sleep and fear effects.



The Crystal Empire is an enigmatic land, with a people that have been subjugated by evil for millennia. Now, free to follow their hearts' desires, the world has suddenly opened up to them.

It is said that the beautiful crystalline form of a pony represents the inner strength that they resonate in the world. This is seemingly true, as they are capable of being influenced by magic from the outside. Strong diplomats and ponies steeped in tradition, they are masters of building and expanding their empire through peaceful means.

Play a Crystal Pony if you want...

- To bring knowledge of the past to the group
- To influence the hearts and minds of those you meet while fighting against controlling foes
- To shine for the Empire over Equestria
- To play an active role in the shaping of a kingdom that was one lost to time.

# Minotaur

*Boisterous, dominating personalities set these mythical creatures out from their pony counterparts.*

## Racial Traits

**Ability Scores:** +2 Integrity, +1 Strength, -1 Knowledge

**Size:** Medium

**Speed:** 5 Squares

**Vision:** Normal

**Skill Bonuses:** +2 Dungeoneering, +4 Endurance, +2 Insight

**Mythical Presence:** You receive a permanent +3 morale bonus to AC through presence alone. Allies within sight and hearing also receive this benefit, so long as you are conscious.

This effect **does not** stack with other minotaur's Mythical Presence auras.

**Iron Willed:** When you use a healing surge, rather than healing for a quarter of your life, the amount you replenish is equal to your Endurance skill, if it is equal to or higher than a quarter of your life.

**Labyrinth Sense:** A minotaur is never lost, having an innate sense of which direction to head. When you are in a group traveling to a location you have read about, or been to, you may travel at double speed without any chance of losing your way.



Minotaur have etched out a position in Equestria as being the go-to folk for learning how to carry one's self with sureness. These bipedal creatures completely dominate any world stage they step upon, turning heads and swaying opinions.

Though they're not the fastest, or smartest beings around, minotaur more than overcome these physical handicaps with a natural affinity for controlling conversations and combat through proper motivation and intimidating poses.

Play a minotaur if you want...

- To push your allies to greater heights
- To push through challenges and limits with a bull-headed attitude.
- To know what makes your friends tick, and work with strengthening their will by a combination of example and words.

## Chapter 3: Spirits





# Spirit of Honesty

*"Ahm gunna learn ya' how t'er be polite!"*



## Class Traits

**Role:** Defender. Your damage reductions and abilities to redirect the enemy's attention make you the cornerstone of your party.

**Key Ability Scores:** Strength (Primary), Integrity (Secondary).

**Armor Proficiencies:** Silk, bark, chainmail, plate mail

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Hit Points at 1<sup>st</sup> Level:** 6 + Integrity

**Hit Points per Level Gained:** 3

**Healing Surges Per Day:** 6 + Integrity

**Play Style:** This class is for players that want to be the center of attention in combat and for the party. Honesty's ability to absorb a massive amount of damage and redirect it lends them to a more wild style of play. But don't let your seeming invulnerability go to your head, there is always something out there willing to push you past your breaking point.

Reliable. This is the first word that comes to mind when anypony begins speaks of a pony with the Spirit of Honesty. These souls are always more than pleased to take on the burdens of others without expecting anything in return.

Whether serving as members of the Equestrian Royal Guard, traveling the countryside in search of a new land or working on the farm, Honesty ponies are the vanguard of Equestrian society in all their roles.

In the heat of combat, Honesty ponies shrug off blows that would stagger lesser ponies as if they were nothing. They are unswerving in their role as protector – going so far as to come back from the brink of unconsciousness at the merest sign of a friend in need.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	6 + integrity	+3	+3	+3	+3	+3	+3	+3	+3	+3
<b>Ability</b>	Apple Buckin'	Buck up	Determination	Trojan Horse	Buy Some Apples	Rodeo	Fancy Hoof-Work		Long Memory	Triumph of Truth
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Apple Buckin'

Honesty 1

*You slide in amongst your enemies and throw your back hooves up wildly. Dust is kicked up and your foes stumble about in a futile attempt to get away.*

#### Encounter (Special) ♦ Martial, Weapon

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action**      **Close** burst 1

**Target:** Each enemy in burst you can see

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength damage, and the hit enemy is knocked prone.

Increase damage to 2[W] + Strength modifier at 5<sup>th</sup> level.

### Buck Up

Honesty 2

*You laugh as daggers shatter against your hide and arrows bounce off your coat. Your massive chords of muscle beneath layers of armor prevent enemies from doing more than nicking your hide.*

#### At Will ♦ Martial, Stance

**Minor Action**      **Personal**

**Effect:** As long as you remain in this stance, you gain Damage Reduction (Physical) equal to your strength.

### Determination

(Utility) Honesty 3

*Mind over matter, or in your case, pure stubbornness to be brought down by the rain of blows falling upon you keeps you going.*

#### Daily ♦ Martial

**Minor Action**      **Personal**

**Effect:** For 1d3 rounds, you gain Damage Reduction (Physical) equal to double your strength. This does not stack with Buck Up.

### Trojan Horse

Honesty 4

*You trick your opponents into thinking they have an opportunity to lay a deadly strike on you. But when they attack, it's too late for them to realize you're using their inertia against them.*

#### Encounter ♦ Martial

**Standard Action**      **Personal**

**Effect:** You run in a straight line up to double your base movement speed.

If an enemy is capable of attacking you and is in melee range, they must attack. If they hit they take damage equal to your Damage Reduction (Physical) amount.



### <Buy Some Apples>

Honesty 5

*You spit out words that would make a Shadowbolt blush. You kiss your momma with that mouth?*

#### Daily ♦ Martial

**Standard Action**      **Close Burst 4**

**Target:** Each enemy in burst that can hear you

**Attack:** Strength vs. Intelligence

**Hit:** The enemy is taunted for 1d4 rounds. It must do everything in its power to attack you in melee range for this time duration. If something or somepony is holding them back, they will ravenously attack them until they can move towards you.

### Rodeo

Honesty 6

*You bring your bronco busting skills to bear. A combination of strength, speed and fancy rope-work that'd make a city slicker gawk brinsas that stubborn enemy down.*

#### Encounter ♦ Martial, Weapon

**Standard Action**      **Ranged 20**

**Target:** 1d6 targets

**Attack:** Strength vs. Intelligence

**Hit:** You drag the enemy to melee range and deal 2[W] + Strength damage. The enemies are bound up and can't move until they make an escape check equal to 10 + your damage reduction.

### Fancy Hoofwork

(Utility) Honesty 7

*In the heat of battle, no pony moves quite like you. You easily sidestep even the quickest strikes, making it look as easy as square dancin' with a box.*

#### Encounter ♦ Martial

**Immediate Reaction**      **Personal**

**Trigger:** You are hit

**Effect:** You move up to your speed (Ground or Flight), and ignore the damage and its effects.

In addition you may use up to two healing surges.



### Long Memory

Honesty 9

*Unfortunately for others, you're not the kind to up and forget when one's done yer wrong. That's alright though – you'll take payment for their wrong doing in the form of teeth*

#### Daily ♦ Martial

**Move Action**      **Personal/Melee**

**Effect:** You triple your Damage Reduction (Physical) for 3 rounds. All damage reduced during this period is added up into a Memory Pool.

At the end of your 3<sup>rd</sup> round, you must either heal for the total of your Memory Pool, or make a Strength vs. AC attack on an enemy in melee range. If you succeed, they take physical damage equal to your Memory Pool. Your Memory Pool resets after this.

### Triumph of Truth

Honesty 10

*You are the pinnacle of sturdiness and reliability. Enemies of truth wilt beneath your gaze, and even fear has lost its sway totally over you.*

#### Permanent ♦ Martial

**Personal**

**Effect:** Your Damage Reduction (Physical) in Buck Up stance doubles

Every time you are hit in a battle, you gain 1 point of Damage Reduction (Physical) until you are knocked unconscious or the battle ends.



# Spirit of Kindness

*"Hush now...quiet now. It's time to lay your sleepy head."*



## Class Traits

**Role:** Healing Striker. You move about the battlefield at blinding speeds, bringing your allies back to life while destroying your enemies silently.

**Key Ability Scores:** Friendship (Primary), Integrity (Primary)

**Armor Proficiencies:** Silk, bark

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Hit Points at 1<sup>st</sup> Level:** 4 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 3 + Integrity

**Play Style:** This class is for players that want to stealthily move behind the scenes of combat, deciding who lives and dies. You have the potential to bring an enemy to their knees with crippling poisons, or you can fashion these herbs to prop up a bloodied ally. This class is high risk and reward. As such, you will have to make some hard choices on what to do and when.

Attentive. Where other ponies dash headlong into action, gathering up valor and the wounds that come with them, you move out of sight, tending to hurt ponies or silencing those boastful enemies. Because nopony hurts your friends.

Whether studying up on anatomy along with learning new medical treatments, or concocting new strands of virulent poisons with horticulture, Kindness ponies are both saviors and dangerous protectors.

Kindness ponies are always on the lookout for those that are incapable of defending themselves or in need of a helping hoof, ready to step forward without a selfish thought. Animals of all kinds understand this, and afford these ponies the proper respect they deserve.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	4 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Meek, Vegetable Stew/Saccharin Brew	First Responder	Combat Medic	Dragon's Greed/Cutie Pox	Parasprite Friends/Parasprite Swarm	Enthusiastic Cheering/The Stare	Easily Startled	On Call		Mother of Nature
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Meek

### Kindness 1

*Your angelic features and sweet demeanor mask a cunning, explosive personality that can be brought to bear on belligerent enemies when they least expect it.*

#### At Will ♦ Martial

#### Minor Action Personal

**Effect:** You gain Stealth that lasts until you take a hostile action, but does not break for non-hostile ones (Tan font abilities).

While in Meek, hostiles that seek to find a Spirit of Kindness must beat your check of 10 + Friendship + Integrity with a perception roll of their own.

When breaking out of Meek with a melee attack roll, you receive +1d4 damage and +2 to AC for a round.

Increases to +1d6 damage/ +4 AC at level 5  
+2d4 damage/+6 AC at level 8



### Vegetable Stew/ Saccharin Brew

### Kindness 1

*It is a little known fact to anypony but you that Flim-Flam soup served ten degrees hotter than recommended creates a stew that few will walk away from after eating.*

#### Encounter (Special) ♦ Martial, Weapon

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

#### Standard Action

**Target:** One creature Melee

**Effect:** Your ally spends a healing surge, healing ¼ their total life, + your Friendship score. On their next attack, if they hit, they deal extra damage equal to half the amount healed.

#### OR

**Attack:** Integrity vs. AC **Melee Weapon**

**Hit:** You deal 1[W] + Integrity damage. You poison the enemy, causing ongoing 2 damage (save ends). During ongoing damage, the enemy's own attack damage is halved (round up).

Increase damage to 2[W] + Integrity modifier at 5<sup>th</sup> level.

### First Responder

### Kindness 2

*In the heat of combat, you seem to descend upon the wounded, an angel of life and healing in a pony's time of need.*

#### At Will ♦ Martial, Stance

#### Minor Action Personal

**Effect:** As long as you remain in this stance, once per turn when an ally is hit you may teleport adjacent to them or the attacking enemy. You may heal your ally for half the damage taken, OR copy the damage and apply it to the attacker (no roll required).

**Combat Medic**

(Utility) Kindness 3

*It is more difficult than one can imagine performing medical procedures in the middle of a combat zone. Luckily it doesn't faze you.*

**Daily ♦ Martial****Minor Action    Personal**

**Effect:** For 1d3 rounds, your bonus damage and AC from breaking Meek doubles and applies to ranged attacks.

During this time, you heal allies within 2 squares for equal to your Friendship score.

**Dragon's Greed/  
Cutie Pox**

Kindness 4

*You give ponies what they desire most, be it originating from a deep well of avarice or a need to be the best at everything without merit. The choice is their own.*

**Encounter ♦ Martial, Weapon****Standard Action****Target:** One Creature Melee

**Effect:** For 1d3 rounds, your ally doubles their stats and goes up a size rank (e.g. medium to large). During this time they may take two standard actions per turn.

**OR****Attack:** Integrity vs. AC      **Melee Weapon****Hit:** You deal 1[W] + Integrity damage.

The enemy takes ongoing 1 damage (save ends). During this time, the enemy grows weak and can be pushed up to your move speed by you (does not provoke attacks of opportunity). If the enemy touches another, the Contagion ongoing damage is applied to the new enemy. Enemies who have suffered from Contagion cannot contract it again in the same battle.

**Parasprite Friends/  
Parasprite Swarm**

Kindness 5

*They are the cutest little critters ever. And with time and attention, you've managed to train a handful! Except they keep reproducing, oh dear.*

**Daily ♦ Martial, Weapon****Standard Action****Target:** One Creature Melee

**Effect:** For 1d4 rounds, your ally OR yourself gains +4 AC, and two extra extendable arms with Reach 2. You may make 2 extra basic melee attacks with these arms per round.

You may forego one or two attacks with the arms per turn. If you do, each attack given up heals half of the Kindness caster's Friendship score.

**OR****Attack:** Integrity vs. AC      **Weapon**

**Hit:** The enemy is bound up in a ball of living mass. For 1d4 rounds, the enemy cannot take any action and may be pushed about up to your move speed by you (does not provoke attacks of opportunity). If the ball touches an enemy, it soaks them up into the ball.

When the rounds are up, the ball explodes, dealing 1 ongoing damage per enemy in it to all the enemies affected by the ball (Save ends).



Enthusiastic Cheering/  
The Stare

Kindness 6

*You Rock! Woohoo... Did my cheering do that?*

*Nobody hurts my friends, nobody! Got that?*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Target:** One Creature Melee

**Effect:** All allies within hearing range are cured of any ongoing damage and negative status effects, and are healed for double your Friendship score. For one round, their first attack that succeeds may be converted to a critical strike.

**Secondary Effect:** Allies may spend 3 life at the beginning of their turn to keep this effect going.

**OR**

**Attack:** Integrity vs. AC      Weapon

**Hit:** You teleport before an enemy and deal 2[W] + Integrity damage.

**Effect:** The enemy is transformed into a statue, becoming impervious to damage but incapable of taking action (Save ends).

**Secondary Effect:** After the enemy breaks out, you may spend 3 life at the beginning of your turn to prevent them from using abilities.

Easily Startled

(Utility) Kindness 7

*Some ponies call you a scaredy mare but they don't know how courageous you can b- WHAT WAS THAT SOUND EEP?!*

**Encounter ♦ Martial**

**Immediate Reaction      Personal**

**Trigger:** You are hit

**Effect:** After taking the damage, you teleport up to 10 squares and gain invisibility until the start of your next turn **OR** after taking the damage, you teleport the enemy up to 10 squares.



On Call

Kindness 9

*A good nurse understands that emergencies arise at any time, often without notice. Sometimes if there is a dry spell, it never hurts to make a few of your own for practice.*

**Daily ♦ Martial**

**Move Action      Personal**

**Effect:** You may enter meek at will without any action required for 3 rounds. **During this time you double backstab damage.** All healing done during this time is doubled.

In addition, you may teleport up to 10 squares instead of taking your move action during these 3 rounds.

Mother of Nature

Kindness 10

*You are the undisputed pony to go to for attention and needs. Much like nature, life and death are a part of the cycle that you carry out in the world.*

**Permanent ♦ Martial**

**Personal**

**Effect:** When you use an ability that has a choice in power used (e.g. Enthusiastic Cheering/The Stare) you may use both abilities if you are capable of doing so.

This does not apply to abilities such as Easily Startled that has a choice of effects.

# Spirit of Laughter

*"All the world's a party, and all the stallions and mares merely guests: They have their exits and entrances..."*



## Class Traits

### Restriction: Earth Pony Only

**Role:** Striker. You deal an extreme amount of damage, wiping out single targets with ease in melee range. Your low defenses and health are countered by mitigating the danger of exposure through your summoned minions.

**Key Ability Scores:** Friendship (Primary)

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Hit Points at 1<sup>st</sup> Level:** 4 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 4 + Integrity

**Play Style:** This class is for players that desire to dole out precision strikes that devastate large enemies, leaving those that aren't outright destroyed in a woeful state. Their minions allow Laughter to be in multiple places at once in essence, controlling the battlefield's flow and making the most of opportunities as they arise.

Imaginative. This is the first word that other ponies apply to a Spirit of Laughter in reference to their unique abilities. These ponies seem to be somewhere in between this world and another, serving as the bridging point between the two.

Whether exuberant souls at home in the kitchen, or out scouting exciting new venues and planning events for parties, these ponies bring welcome excitement to everywhere they travel.

When it comes to taking up arms, Laughter conjures up an entire vanguard of seemingly inanimate objects that strike out when nopony is looking. Hysteria and confusion quickly soar through the enemy's ranks when they realize swords and bows are no match for the boiling imagination of these energetic souls.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	4 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Imaginary Friends/ Prank	Dance Commander	March of the toy soldiers	Cut the Cake	Party Hats	Easy Bake Oven	Pastry Chef		Life of the Party	Smile, Smile, Smile
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Imaginary Friends

### Laughter 1

*You will a small object into sentience, controlled by your thoughts. It can't take any action, but seems to when other ponies aren't looking. Ponies only occasionally catch a blur out of the corner of their eyes.*

#### At Will ♦ Magic

#### Minor Action Personal

**Effect:** You summon inanimate object minions in free adjacent spaces. Imaginary Friend minions have 1 health and AC equal to yours + your Friendship score. When they die, you lose 1 permanent HP until end of encounter

When you take your move action, you may in addition move any amount of imaginary minions up to your move speed.

They do not receive any actions of their own.

Imaginary Friend minions can flank, and enemies may **not** make attacks of opportunity on them when they move.

Imaginary Friend minions last until end of encounter.

**Whenever you use a melee ability, or basic melee attack you may channel it through your Imaginary Friend minions, using their melee range.**

**Special:** You may have 1 Imaginary Friend at level one, 2 at level five and 3 at level eight.



### Prank

### Laughter 1

*You're always up for a good prank. A rose that's sprays water, or a can of spring-loaded worms always gives you a kick. Though you have been known to pull more sinister ones...*

#### Encounter (Special) ♦ Magic, Weapon

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

#### Standard Action

#### Melee Weapon

**Target:** One creature

**Attack:** Friendship vs. AC

**Hit:** You deal 1[W] + Friendship damage.

You can also choose to detonate any amount of imaginary friends.

#### [Detonate]: Close Burst 1

No roll to hit is required. Enemies hit by detonate shrapnel take ongoing 1 damage (save ends), and crits you perform on them while they are taking ongoing damage deal triple damage.

Imaginary Friends that are detonated **do not** cause loss of life to the player.

Increase damage to 2[W] + Friendship modifier at 5<sup>th</sup> level.

### Dance Commander

### Laughter 2

*Some ponies lead their troops from the back, watching over patterns of movements on large maps. You dance.*

#### At Will ♦ Magic, Stance

#### Minor Action Personal

**Effect:** As long as you remain in this stance, your AC is increased by 2 and your critical strike chance is doubled for each imaginary friend you have in play. (e.g. 3 on field is +6 AC and 12-20 crit chance)



### March of the Toy Soldiers (Utility) Laughter 3

*Trumpets blare, as a legion of objects roll out of the wood work to take up their battle stations. At least in your mind.*

**Daily ♦ Magic**

**Minor Action Personal**

**Effect:** For 1d3 rounds, you double the amount of Imaginary Friend minions you have out in play.

In addition, you may switch places with any imaginary friend minion during these rounds by sacrificing your move action. Minions still receive their movement.

### Cut the Cupcake

Laughter 4

*Oh dear, your tenuous grasp on reality is really starting to get in the way of remembering what a cupcake is. Oh well!*

**Encounter ♦ Magic, Weapon**

**Standard Action Melee Weapon**

**Target:** One Creature

**Attack:** Friendship vs. AC

**Special:** For this attack, your critical strike chance is doubled.

**Hit:** 1[W] + Friendship. If you critical strike, the enemy takes ongoing 2 (save ends). During ongoing damage, any time you would hit the target, it is converted to a critical strike.

### Party Hats

Laughter 5

*Some guests to your shin-dig just don't seem to have a good attitude! Good thing you brought along some of your famous novelty hats. Who doesn't want to be a cowboy or an astronaut?*

**Daily ♦ Magic, Weapon**

**Standard Action Melee Weapon**

**Targets:** Equal to number of you and Imaginary Friends you have in play

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship. You give the enemy a party hat. For 1d3 rounds they are mind controlled, and count as an imaginary friend. You may not detonate them. At the end of the mind control, their hat detonates, dealing damage equal to half your friendship score. Attacking them will break Party Hat without the hat detonation damage. You do not lose HP when mind control ends.



### Easy Bake Oven

Laughter 6

*Ponies are made of sugar, spice and everything nice! The perfect ingredient for your latest batch of party food. Cupcakes anypony?*

**Encounter ♦ Magic, Weapon**

**Standard Action Melee Weapon**

**Target:** One Creature

**Attack:** Friendship vs. AC

**Hit:** You deal 1[W] + Friendship. Your enemy is placed within an oven large enough to contain them, unable to take any action (save ends.) Each turn they are in the oven, you deal damage equal to half your friendship to them. If they are defeated you gain a damage bonus equal to their integrity score until end of encounter.

### Pastry Chef

(Utility) Laughter 7

*You have so much to do, and so little time. If only there were two of you. Then you could get TWICE the baking done!*

**Encounter ♦ Magic**

**Minor Action Personal**

**Effect:** You cut a quarter of your maximum health off to summon a second self in an adjacent free space with identical stats and gear for 1d3 rounds. This damage is permanent until end of encounter.

This self acts on your turn and may move and use any ability you possess. If you have used an ability that has a cooldown (encounter/daily), it cannot use it. It cannot summon Imaginary Friends, but may use yours for channeling abilities through.

### Life of the Party

Laughter 9

*A party hostess is expected to be everything – entertainer, excellent speaker and accommodating. None can deny you're all of the above and more.*

#### Daily♦ Magic

Move Action    Personal

**Effect:** You gain a second action per turn, and vibrate at a frequency that makes all your critical strikes place a stacking ongoing 1 damage (Save Ends). In addition, you become immune to attacks of opportunity, along with your Imaginary Friend minions.

This lasts until the end of the encounter.



### Smile, Smile, Smile

Laughter 10

*Mirth and devastation often go hoof-in-hoof when you pass through. But one thing is for certain, you know how to throw one Discord of a party with a little help from your friends!*

#### Permanent♦ Magic

Personal

**Effect:** Your Imaginary Friend minions gain basic attacks equal to yours (to hit: Friendship + level), and 1d4 + Friendship damage per hit.

Every time you lose a minion to detonation, the unarmed damage and to hit of Imaginary Friend minions goes up by 1.



# Spirit of Generosity

*"You know, that gives me the perfect idea..."*



## Class Traits

**Role:** Leader. Your abilities drain the enemies of vital power, leaving you as a destructive juggernaut or a powerful enabler for your allies.

**Key Ability Scores:** Knowledge (Primary)

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, simple ranged, wands, artifacts

**Hit Points at 1<sup>st</sup> Level:** 5 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 4 + Integrity

**Play Style:** This class is for players who want to bring enemies to their knees through draining their life and energies. Generosity ponies are bolstered through this fresh influx of power; either divvying it out to allies as they see fit, or hoarding it all for their own benefit. In the proper hooves, this class can be the most devastating on the battlefield, because as Generosity gains more drained ability scores and health, their own attacks are increased.

Artistic. Where other ponies see a lump of cloth, you see a world of opportunities that only you are clever enough to bring to life. Through skill and determination, you craft a winning ensemble that turns the ordinary into the extraordinary.

Whether leading the cutting edge of fashion, or giving of one's self in the public space for the betterment of others, Generosity ponies live up to their spiritual name.

Generosity ponies are the master scavengers of Equestria, incorporating aspects of utility while making sure to keep up form in all their designs. It is always sure that when consulting these ingenious mares and stallions that they will have the latest and greatest ready to share.



	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Health	5 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
Ability	Inspiration	Fashion Coordinator	Diva	Intellectual Theft	Melt Down	Fashion Police	Upstage		Deadline Looms	Art of the Dress
Merit Points	2		1		1		1		1	
Bonus to Stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Inspiration

Generosity 1

*You peer at your foes, with their swagger, terrible stench, and most importantly terrible dress. If only you could incorporate their ideas into your own designs... Eureka!*

#### Encounter (Special) ♦ Magic, Implement

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action**      **Ranged 15**

**Target:** One Creature

**Attack:** Knowledge vs. AC

**Hit:** You deal 1[W] + Knowledge damage.

Choose a stat (Strength, Integrity, Friend, Know), and roll 1d4. The enemy loses that much of that stat, and you gain it until the end of encounter.

Increase damage to 2[W] + Knowledge modifier at 5<sup>th</sup> level.

### Fashion Coordinator

Generosity 2

*Amidst the chaos of combat, you stand thoughtfully. You call out helpful commands to your allies, such as "Stand straight! Fix your mane! Wipe that blood off your outfit!" They will thank you later.*

#### At Will ♦ Magic, Stance

**Minor Action**    **Personal**

**Effect:** As long as you remain in this stance, you gain 1 points of maximum health every time you deal damage. This bonus health lasts until the end of the encounter.

In addition, you heal 1 point of damage any time an ally within 10 squares takes damage.

### Diva

(Utility) Generosity 3

*You're fabulous. You know it, and now the world knows it. At least your adoring fans do.*

#### Daily ♦ Magic

**Minor Action**    **Personal**

**Effect:** For 1d3 rounds, you double the amount of drained stats and drained health you have. During this time, you may give out any amount of drained stats or health to allies within 10 squares. Given out stats do not go away until end of encounter.

### Intellectual Theft

Generosity 4

*They didn't deserve these clothes, or that hat, or that fancy new sword anyways. You*

#### Encounter ♦ Magic, Implement

**Standard Action**      **Ranged 15**

**Target:** One Creature Per 2 HP You Spend

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Knowledge damage. For every target you hit, you drain 1 stat of your choice that lasts until end of encounter.



**Melt Down**

Generosity 5

*No pony understands the work you put into your dresses. Blood, sweat and tears! Maybe if you wail loud enough they'll know.*

**Daily ♦ Magic, Implement**

**Standard Action**      **Ranged 15**

**Target:** Amount Equal to half of your highest stat (E.g. 8 friendship equals 4 targets)

**Attack:** Highest Stat vs. AC

**Hit:** 2[W] + Highest Stat damage. For 1d3 rounds, enemies hit are incapable of using their weaponry, and lose all armor bonuses to their AC.

**Fashion Police**

Generosity 6

*Really? You're going to go let ponies go out into public like that? Not over your dead body! They need a make-over, stat.*

**Encounter ♦ Magic, Implement**

**Standard Action**      **Ranged 15**

**Target:** Each enemy that has had stats drained this encounter

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Friendship damage. Pick a stat, and all enemies hit lose 1 point of that stat a turn (save ends). You or an ally of your choice within 10 squares may gain 2 maximum health for each drained stat point.

**Deadline Looms**

Generosity 9

*Creating takes time, effort and sacrificing of self. But it is all worth it when ponies look at your work and agree it is perfect.*

**Daily ♦ Magic**

**Move Action**      **Personal**

**Effect:** You generate 1 point of maximum health per turn. You may spend 5 health to gain an extra action during your turn.

In addition, every time you are attacked, you reflect back a quarter of the damage taken (rounded down).

This lasts until end of encounter.

**Upstage**

(Utility) Generosity 7

*Who is that pony, and why is everypony paying attention to them? Time for drastic measures! Where is your sofa?*

**Encounter ♦ Magic**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy you have drained hits you

**Effect:** The enemy is knocked prone and you ignore the damage. In addition, you gain maximum health equal to the amount of damage the enemy would have dealt to you.

**Art of the Dress**

Generosity 10

*You've arrived. You're recognized on the streets, fans want you to sign their gowns and ponies are beating a path to your door for the latest fashions. How do you feel?*

**Permanent ♦ Magic**

**Personal**

**Effect:** Your bonuses from equipment (Armor, weapons, wands, etc.) doubles. You now gain 2 points of maximum health every time you deal damage in Fashion Coordinator stance. In addition, Diva becomes an encounter power.

# Spirit of Loyalty

*“Something awesome, something flying, with coolness that defies gravity!”*



## Class Traits

**Restriction: Pegasus Only**

**Role:** Striker. Your abilities let you deal damage in heavy bursts to groups of foes, where the more there are the more powerful you become.

**Key Ability Scores:** Integrity

**Armor Proficiencies:** Cloth, Leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Hit Points at 1<sup>st</sup> Level:** 5 + Integrity

**Hit Points per Level Gained:** 3

**Healing Surges Per Day:** 5 + Integrity

**Play Style:** This class is for players that want to take on impossible odds with ease. Enemies will find that engaging you in large numbers only brings out a fiercer combatant in you. You zip about the battlefield, tearing through ranks while blasting all foes nearby with devastating winds and arcing bolts of lightning. Loyalty will leave enemies striking the air fruitlessly, as you continue to move faster and faster.

Quick. There is no denying it when a pegasus with the Spirit of Loyalty zips by in an explosion of colors that sweep across the sky after this living paintbrush.

Whether pushing the boundaries on extreme speed, developing new aerial acrobatics, or seeking death-defying thrills, a Loyalty pony is sure to be an exciting spirit that is always there for their friends when they need them most.

When in combat, it is difficult to keep track of a Loyalty pony, as they burst about the battlefield, pummeling down foes that would hurt their friends. Their natural affinity with weather gives them a large advantage over traditional weaponry and renders most types of armors completely useless against them.



	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>										
<b>Ability</b>	Academy Record, Wing Power, Rainbow Blitz	Weather Patrol	Young Flyer Competitor	Ride the Lightning	Eye of the Tornado	Storm Front	Ten Second Flat		Sonic Rain boom	Junior Speedster
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Academy Record

Loyalty 1

*"Already? That's an academy record! Explain your methods."*

*How does one explain awesome?*

**Permanent ♦ Physical**  
**Personal**

**Effect:** You gain +2 to all forms of movement. When you shift, you may double the amount of squares you shift.

### Wing Power

Loyalty 1

*There is nothing more exhilarating to you than leaving neigh-sayers in the dust. The roar of wind over your wings tends to drown out these pests.*

**At Will (Special) ♦ Physical**  
**Free Action Personal**

**Effect:** Each time you are attacked by an enemy, and whenever you make an attack on a foe, whether these are successful hits or not, you receive one **momentum point**.

For each momentum point, you receive +1 to your AC.

You may burn any amount of momentum points at will to boost damage to an attack. For each momentum point burned, increase damage by 2.

You may also use momentum points to activate the **Turbo** portion of any ability.

The maximum amount of momentum points you may have at any moment is equal to 10 + your level. These last until the end of combat.

Increase damage to 3 per momentum point burned at 5<sup>th</sup> level.

### Rainbow Blitz

Loyalty 1

*When a pegasus hits a certain velocity, they tend to start bending the light and leaving a trail of color in their wake. What will your colors be?*

**Encounter (Special) ♦ Physical, Weapon**

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action Melee Weapon**

**Target:** Special

**Attack:** Integrity vs AC

**Effect:** You move up to your movement speed (Flight) in a straight line. After you finish moving, make an attack against every enemy that was passed in melee range. All enemies successfully hit take 1[W] + integrity damage.

**Turbo:** You may spend 1 momentum point per enemy hit to daze them.

Increase damage to 2[W] + Integrity modifier at 5<sup>th</sup> level.



**Weather Patrol**

Loyalty 2

*Pegasi have a very special place in the pony hierarchy. Being responsible for all the weather in Equestria means you have a lot of responsibility... and power.*

**At Will ♦ Physical, Stance (Special)**  
**Minor Action    Personal**

**Effect:** As long as you remain in flight, when an enemy starts their turn next to you in melee range, they take damage equal to your level plus half your integrity score (Round down).

**Young Flyer Competitor**

(Utility) Loyalty 3

*You're so awesome that every pony needs to know it. What would be the quickest way to spread your name around? You know! Winning a flying competition.*

**Daily ♦ Physical**  
**Minor Action    Personal**

**Effect:** For 1d3 rounds, you double the amount of momentum points you generate. In addition, your movement does not provoke attacks of opportunity unless you wish it to.

**Ride the Lightning**

Loyalty 4

*Lightning clouds are notoriously temperamental things. Wouldn't it be awful if you passed by one, gave it a kick and then charged past a foe with a lightning bolt in your wake?*

**Encounter ♦ Physical, Weapon**  
**Standard Action            Melee Weapon**  
**Target:** One Creature  
**Attack:** Integrity vs. AC

**Hit:** You deal 1[W] + Integrity damage. Then choose an enemy within 5 squares, or the same one attacked. Teleport adjacent to them in an unoccupied square of your choice. Roll damage again and apply it to this new enemy. If the damage is equal or higher than the last roll, move to another enemy and repeat. Continue until you roll damage lower than your last roll.

**Turbo:** You may spend 1 momentum point to reroll any damage roll for this ability.

**Eye of the Tornado**

Loyalty 5

*In the middle of a tornado, it is so calm. A great place to have a cup of tea, enjoy the evening sky, and watch those belligerent ponies swirls around you with limbs flailing.*

**Daily ♦ Physical, Weapon**  
**Standard Action            Special**  
**Target:** All enemies passed in melee range  
**Attack:** Integrity vs. AC

**Effect:** You move up to your total speed (Flight) in any manner you wish. At the end of this movement, attack each foe you passed within melee range.

Enemies hit suffer 2[W] + Integrity damage, and on the beginning of their next turn take damage equal to how many moment charges you spent during this turn.

**Turbo:** You may spend 1 momentum point per enemy hit to drag them along with your movement.

Arrange enemies dragged this way in any manner you wish at the end of your movement.

## Storm Front

Loyalty 6

*Being the fastest pegasus in Equestria isn't enough sometimes. Often you just have to be quicker than the storm at your heels, and the other pegasi trying to keep up.*

**Encounter ♦ Physical, Weapon**

**Standard Action**      **Melee Weapon**

**Target:** One Creature

**Attack:** Integrity vs. AC

**Hit:** The enemy is pushed back X squares, where X is equal to your movement. You may follow and end your movement in melee of the enemy.

The enemy suffers 1[W]+ Integrity damage. Lightning strikes out at all enemies passed within 5 squares of movement along the way. All enemies hit by this lightning suffer damage equal to your integrity score x 3.

**Turbo:** You may spend 1 momentum point per enemy to afflict them with 1 damage per turn (Save Ends). During this damage, all your attacks on this enemy are boosted to critical strikes.

## Ten Seconds Flat

(Utility) Loyalty 7

*You once heard about a pegasus that could clear an entire sky of clouds in ten seconds flat. Nice story, but you're at eighteen seconds and getting better; one day you'll make it a reality.*

**Encounter ♦ Martial**

**Immediate Reaction**      **Personal**

**Trigger:** You are Scared (Bloodied)

**Effect:** You gain momentum equal to half the damage taken (round up). Until the end of your next round, all your attacks that successfully hit are converted to critical strikes.



## Sonic Rainboom

Loyalty 9

*The one most impressive move that had only been done in Equestrian history twice, that is until you figured out how to pretty much do it at will. Yea you're that awesome.*

**Daily ♦ Physical**

**Move Action**      **Personal**

**Effect:** Each time that you move up to half of your movement speed (Flight), you create a **Close Burst 1** anywhere you wish along your movement path.

Enemies caught within the **Close Burst** suffer damage equal to how many momentum points you possess.

This ability stacks with others, and can be activated at any point during another power's use. Lasts until end of the encounter.

**Turbo:** You may spend 1 momentum point per enemy to add in damage equal to your Integrity + level.

## Junior Speedster

Loyalty 10

Junior Speedsters are our lives  
Sky-bound soars and daring dives  
Junior Speedsters it's our quest  
To some day be the very best!

**Permanent ♦ Physical**

**Personal**

**Effect:** The maximum amount of moment points you can have at all times doubles. When you gain momentum points, the amount doubles (round up).

Each time you deal damage to an enemy, you gain a stacking +1 bonus to damage until you are knocked unconscious or the battle ends.





# Spirit of Magic

*"All properties of magic ascribe to a specific subset of rules of reality that, once learned, can be manipulated for the benefit of all ponykind."*



## Class Traits

**Restriction:** Unicorn Only

**Role:** Leader. You are the most versatile of all classes, providing much-needed strategic support to allies, while being capable of turning the tide of battle single-hoofedly.

**Key Ability Scores:** Knowledge (Primary)

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, simple ranged, wands, artifacts

**Hit Points at 1<sup>st</sup> Level:** 4 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 3 + Integrity

**Play Style:** This class is for players who desire the freedom to choose what the best route for ability usage is during the flow of combat. Unlike other classes, that are hard-locked into predetermined paths, Magic can virtually facilitate any role on the fly. This great power comes with responsibility in keeping track of the many abilities on the fly.

## Explanation of the Magic System

Unlike other classes, which possess abilities that are based on encounter or daily use, Magic can use any ability they desire whenever they can as long as they have enough Magic Points.

For example, if a player of a Magic unicorn wanted to cast Magic Bolt, it states it will cost 1 Magic Point to use.

However, beneath every spell is a [Boost] ability and description. If the cost of the spell AND the [Boost] cost are spent, the spell switches to the [Boost] ability description.

For example, if a player of a Magic unicorn cast [Boost] Charged Bolt, they would have to pay 1 Magic Point for Magic Bolt, then an additional 2 for Charged Bolt (3 total).

Intelligent. Where other ponies seek adventure or thrills, you have spent your time studying the fundamentals of magic and advanced theorems of its applicability. Everything can be broken down logically, and by applying yourself you've made inroads to power other ponies could not dream of.

Whether developing new spells or unlocking the secrets of the universe and reality, Magic ponies diligently expand the collective body of knowledge for the advancement of all ponykind. They are natural leaders on the field, relying on calculations rather than sailing head-strong into a situation.

Magic ponies give of themselves to their friends, channeling their strength and will into the weaves of arcana to produce earth-shatteringly strong spells. Woe to any foe that hopes to best a Magic pony upon the hallowed grounds of their sanctuary.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	4 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Nexus of Knowledge, Practicality			Channel Within			Vortex of Power			Favored Student
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Nexus of Knowledge

Magic 1

*Absolutely imperceptible to ponies not attuned to the flow of magic are the swirling flows of power whirling about your form and centering upon your horn. You are a walking pinnacle of energy, wielding it at your will.*

**Permanent ♦ Magic**  
**Personal**

**Effect:** While in combat, you generate 1 magic point at the beginning of your turn that goes into your magic pool. You may spend magic points in your pool as you see fit for spells of your choice.

Increase to 2 magic points at level five, and 3 at level eight.

### Practicality

Magic 1

*While studying the arts is important for any unicorn, it is an error to forget that magic is meant to be wielded for the good of others first.*

**Permanent ♦ Magic**  
**Personal**

**Effect:** You may utilize all non-attack (black heading) spells out of combat without paying a magic point cost. These spells follow DM discretion on their effects, and may be more powerful or different in their results.

### Channel Within

Magic 4

*Other ponies cannot comprehend the amount of effort required for you to alter reality with your magicks. Lucky foals.*

**Daily ♦ Magic**  
**Minor Action   Personal**

**Effect:** For 1d3 rounds, you double the amount of magic points you generate at the beginning of your turn.



### Vortex of Power

Magic 7

*In a truly exhausting effort, you concentrate and struggle to draw in all the energy required for a truly remarkable spell.*

**Daily ♦ Magic**  
**Minor Action   Personal**

**Effect:** You generate five magic points that must be spent on your current turn, or they are lost at the end of the turn.

### Favored Student

Magic 10

*A seeming eternity of studying, locked in your room delving into ancient tomes of knowledge have finally brought the attention you craved.*

**Permanent ♦ Magic**  
**Personal**

**Effect:** When you cast a spell, you may elect to double the weapon damage by paying double the Magic Point Cost.

In addition, you may sacrifice 3 magic points at will during your turn to receive an extra action. This does not stack with Action Points, and only may be done once a round.

## Magic Bolt

*A congealed mass of pure magic crackles from your horn, leaving a whiff of ozone mixed with sugar and a quite charred enemy.*

**Magic Point Cost: 1**

**At Will ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Target:** One Creature

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Knowledge damage. The target is marked, allowing it to be the target of line of sight spells regardless of line of sight.

When the marked target takes damage, you receive 1 magic point.

**[Boost] Charged Bolt**

**Magic Point Cost: 2**

**Effect:** 2[W] + Knowledge damage. In addition to regular Magic Bolt effects, the target is also knocked prone.

## Teleportation

*Entirely practical is a unicorn's grasp of teleporting. Careful though, things tend to be dragged along, willing or not.*

**Magic Point Cost: 1**

**At Will ♦ Magic, Implement**

**Move Action**      **Personal**

**Effect:** You teleport up to your move speed in any direction you desire. For one round after teleportation, your AC increases by how many squares you teleported.

**[Boost] Along for the Ride**

**Magic Point Cost: 1 Per Ally, 2 Per Enemy**

**Melee**

**Attack:** Knowledge vs. AC against Enemies

**Effect:** You bring an ally along with your teleport, and they receive the AC bonus for one round in addition to yourself.

If the target is an enemy, they are stunned for as rounds equal to half the distance you teleported with them.



## Levitate

*Hoof articulation can be particularly wanting when it comes to manipulating objects precisely. Better use magic!*

**Magic Point Cost: 1 Per Item**

**At Will ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Effect:** For one round, you levitate a non-living object of your choice, weighing up to ten pounds, up to ten squares away from you. You may use the item as if you were holding it with finesse as part of the Standard Action for Levitate.

For example, if you were to levitate two swords, you may move them up to your move speed then attack with each of them.

**[Boost] Vortex**

**Magic Point Cost: 3**

**Close Burst 2**

**Attack:** Knowledge vs AC against Enemies

**Effect:** For one round you create a whirlwind of items centering about you. Allies within and you are protected from ranged attacks that are not AOE's. Enemies starting their turn or entering your vortex take 1[W] + Knowledge damage and are knocked prone.







## Conjuration

*Given enough time and energy, a unicorn can will materials into existence. Be careful, sometimes magic has a mind of its own.*

**Magic Point Cost: 1 Per Size**

**At Will ♦ Magic, Implement**

**Standard Action      Personal**

**Effect:** You conjure an item into existence, one size rank (starting at tiny) per 2 Magic Points you spend. The item is full-functioning, as long as it is simple. If there are complicated or moving parts (such as a carriage or an exact replica of something real), you must pass a knowledge check with a DC set by the DM. Failure results in a faulty item (DM decision), rather than no item at all.

This item is permanent, unless dispelled or passing through an Anti-Magic Zone. It gives off an aura of enchantment any magic-sensitive pony can pick up on.

**Example:** After fixing Smarty Pants up, Twilight decides to summon up a set of garments for the toy mare with real pockets and a cute hat. She spends 1 Magic Point, since they are tiny in size, and has a DC check of 10 set by the DM for the complicated clothes.

### [Boost] Breath of Life

**Magic Point Cost: 3**

**Effect:** You bring forth a summoned item charged with the wild energies of magic. The item is alive and sentient, acting of its own free will.

## Dispel

*Do a little skip. Swirl your hooves in the air. Whisper the special words backwards. Now that you've baked cookies, time to stop a spell...*

**Magic Point Cost: 2**

**At Will ♦ Magic, Implement**

**Standard Action      Ranged 10**

**Target:** One Creature or Item

**Attack:** Knowledge vs. AC

**Hit:** You dash the concentration of magical energies about an enemy or object. If the object is magical, it loses its effects for 1d3 rounds. If Dispel hits an enemy, they are incapable of using special abilities for 1d3 rounds.

This spell counters effects from other magical spells. For example, if this is cast on a conjured item, the item is destroyed, or also reverses all effects of Alteration magic, amongst other things.

### [Boost] Anti-Magic Zone

**Magic Point Cost: 3**

**Close Burst 3**

**Effect:** You craft a zone that for 1 round completely dispels all hostile magical effects that are within or enter into the zone.

## Time Travel

*Listen! I came from the future to tell you... No it's next Tuesday... That isn't important, look I only have a few seconds and don't ---...*

**Magic Point Cost: 5**

**At Will ♦ Magic**

**Minor Action      Personal**

**Effect:** At the end of your turn, you wind back the clock. You return to where you started the turn, remove all damage or negative effects taken during the turn and retake the turn. However, all damage you dealt and abilities you cast stay in effect for both rounds.

You do not regain any spent Magic Points.

### [Boost] Time-Warp

**Magic Point Cost: 3**

**Ranged 10**

**Attack:** Knowledge vs. AC against Enemy

**Effect:** The enemy loses their next turn and suffers double damage until they get to act again.

## Alteration

*Beneath the fur of any pony lies their true potential. With a little help they can...wait maybe having wings isn't for everypony.*

**Magic Point Cost: 2 Per Effect**

**At Will ♦ Magic, Implement**

**Standard Action      Ranged 10**

**Target:** One Ally or Yourself

**Effect:** You alter an ally's body or your own to gain one of the following effects for 3 rounds.

- +2 AC and 2 Damage Resistance (Physical)
- Flight
- Reach 2
- Tremor Sense
- +4 Movement Speed

### [Boost] Mutation

**Magic Point Cost: 1 Per Effect**

**Attack:** Knowledge vs. AC against Enemies

**Effect:** You alter an enemy's body, giving them one of the following effects for 1d3 rounds.

- Loss of Armor towards AC
- Loss of Move Action
- 30% chance to miss on attacks



# Advanced Magic Spirits

## Time Lord

*"Ponies assume that time is a strict progression of cause to effect, but actually from a non-linear, non-subjective viewpoint, it's more like a big ball of wibbly wobbly timey wimey...stuff"*



Sometimes the greatest insight comes from those who have already lived it. But why bother waiting for second-hand knowledge when you can glean the future or alter the past on your own? Be aware though, for altering the time line can create powerful paradoxes that even you cannot rectify.

**Temporal Monarch** (Utility) Time Lord 8

*A side effect of time travel is that one starts to forget where they are supposed to be. It is good to stop and smell the roses, no matter the*

**Permanent ♦ Magic**  
**Personal**

**Effect:** Time Travel is now useable outside of combat by a Time Lord in conjunction with Practicality. However, you may only Time Travel outside of combat up to three times per extended rest.

**Slipstream**

**Time Lord 9**

*It is important when moving through the slipstream of time to wear the proper safety equipment: floaties, goggles and flippers.*

**Magic Point Cost: 6**

**At Will♦ Magic, Implement**

**Standard Action** Ranged 10

**Target:** One Creature

**Attack:** Knowledge vs. AC

**Hit:** The enemy winks out of existence for 1d3 rounds. During this time they take 1[W] + Knowledge damage at the beginning of each of their turns.

Once the rounds are over, you may place the enemy within 10 squares of their original position in a spot of your choice.

**[Boost] Double Time**

**Magic Point Cost: 1**

**Ranged 10**

**Target:** One Ally

**Effect:** Your ally for 1d3 rounds receives double the amount of actions they would normally receive. During this time their critical threat range is doubled.

Each time they successfully deal damage during these rounds, you receive a Magic Point.

**Time Dilation**

**Time Lord 10**

*Resting upon the slipstream of time is the formidable ship U.S.S. Reality. It only takes a little amount of magic to rock the boat.*

**Magic Point Cost: 4**

**At Will♦ Magic, Implement**

**Standard Action** Ranged 10

**Target:** One Enemy

**Attack:** Knowledge vs. AC

**Hit:** The enemy takes 1[W] + Knowledge damage. For 1d3 rounds they move at half speed, deal half damage, lose Integrity bonus to AC, and critical strikes become critical misses.

**[Boost] Cyclical Time**

**Magic Point Cost: 1**

**Ranged 10**

**Target:** One Ally

**Effect:** At the end of your ally's next round they double all the damage they dealt during that turn. For every five points of damage dealt, you receive a Magic Point.



# Chaos Hunter

*"The enemy of Order is a clever foe. They will utilize deception, lies and filth to corrupt the very foundations of our world. Not on my watch."*



Order must be maintained for the benefit of the many. Wherever there is a brooding soul hungry for power at the expense of others, you will be there to stop them. For this end, you wield immense power that strips foes clean of their stolen magic in a most humbling lesson. You are the hunter, and they are your prey.

## Bringer of Order (Utility) Chaos Hunter 8

*To treat an infection, one must first understand the symptoms. Only then, can the source be addressed.*

**Permanent ♦ Magic**  
**Personal**

**Effect:** Dispel is now useable outside of combat by a Chaos Hunter in conjunction with Practicality.

In addition a Chaos Hunter becomes immune to all forms of mind control and magical coercion.

A Chaos Hunter that views an illusion or polymorph, such as a disguised Changeling gets a reactionary save to see through it.

## Reorder

## Chaos Hunter 9

*Reality can best be described as a slowly waving pile of logs. Occasionally some needs to be moved or rearranged to keep the whole stack*

**Magic Point Cost: 2**

**At Will ♦ Magic, Implement**

**Move Action Ranged 10**

**Target:** One Enemy

**Attack:** Knowledge vs. AC

**Hit:** The target loses all beneficial magical effects. Targets that are utilizing magical items, such as weaponry or armor, lose out on their bonus for 1 round.

If the enemy is polymorphed or under an illusionary disguise, their disguise fizzles out and they take 1[W] + Knowledge damage.

**[Boost] Stability**

**Magic Point Cost: 1**

**Ranged 10**

**Target:** One Ally

**Effect:** Your Ally receives a save roll against all negative magical effects upon them.

If they have been transformed against their will, they are returned to their real form without a roll required.

## Harmony

## Chaos Hunter 10

*Society is an orchestra that relies on the instruments being in tune, and all knowing their part. But all is naught without their conductor -- You.*

**Magic Point Cost: 5**

**At Will ♦ Magic, Implement**

**Move Action Ranged 10**

**Target:** One Enemy

**Attack:** Knowledge vs. AC

**Hit:** The enemy takes [Knowledge] damage, as magic flees from them to you. For every Magic Point, and positive magic effect the enemy has on them, the damage is doubled.

For 1 round after, all magic points the enemy would generate go to you.

**[Boost] Magical Polarity**

**Magic Point Cost: 1**

**Ranged 10**

**Target:** One Ally or Yourself

**Effect:** For 1 round, you or your ally gain a shield that reflects the first negative magical spell back at the caster if it lands.

# Spirit of Adventure

*“You remembered to bring the scuba gear so we can look for underwater treasure, right?”*



## Class Traits

**Restriction:** Foal Only

**Role:** Defender. Your Armor Class improving abilities and damage capabilities make you a priority for enemies.

**Key Ability Scores:** Friendship (Primary), Integrity (Secondary)

**Armor Proficiencies:** Silk, bark, chainmail, plate mail

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Hit Points at 1<sup>st</sup> Level:** 5 + Integrity

**Hit Points per Level Gained:** 3

**Healing Surges Per Day:** 4 + Integrity

**Play Style:** This class is for players who desire to be the focus of combat, while having a toolbox of abilities to pick from to respond to the flow of combat. Adventure is not bound to one style of play, allowing you to adapt to changing party compositions without sacrificing any power. You rely on massively high AC to stay alive, but can dump excess AC for brute force power.

Energetic. This is the first word that comes to mind when anypony begins speaks of a pony with the Spirit of Adventure. These souls burst with irrepressible enthusiasm for all things in life, and for being with their best friends.

Whether taking up the mantle of being a bold explorer, a treasure seeker or just a young pony on the lookout for thrills, an Adventure pony lives up to their name fearlessly.

When it comes to combat, Adventure ponies zip around the defenses of their enemies with ease. Weapons sink into the soil where these foals were standing mere moments before uselessly. Before an enemy can recover though, an Adventure pony will quickly bring them to their knees.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	5 + integrity	+3	+3	+3	+3	+3	+3	+3	+3	+3
<b>Ability</b>	Pester	Endless Possibilities	Catch Me If You Can	Look What I Can Do	Center of Attention	Show Stopper	No Tag-Backs		Let's Pretend	Future Belongs to the Youth
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Pester

### Adventure 1

*You're a fount of questions, wild gesticulations and bounding leaps that nopony could possibly ignore.*

#### Encounter (Special) ♦ Martial, Weapon

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action**      **Close burst 1**

**Target:** Each enemy in burst you can see

**Attack:** Friendship vs. AC

**Effect:** You gain +4 AC for one round.

**Hit:** 1[W] + Friendship damage. On their next attack, the enemy is forced to attack you. If they are not in range, they must move within range.

Increase damage to 2[W] + Friendship modifier at 5<sup>th</sup> level.

### Endless Possibilities

### Adventure 2

*You strike a powerful pose with arms raised menacingly! Wait no, you strike a low one so you can zip around. Or even better, you roll around. Yea, they'd never expect that!*

#### At Will ♦ Martial, Stance

**Minor Action**    **Personal**

**Effect:** As long as you remain in this stance, you gain one of the following choices.

- +2 Movement (Ground, Air), Ignore attacks of opportunity, and gain +4 to Hit
- Your AC Integrity bonus changes to Friendship. Terrain around you is considered difficult for enemies.
- You deal +1d4 damage whenever you successfully damage an enemy.

### Catch Me If You Can

### (Utility) Adventure 3

*What pony doesn't like a game of tag! But those mean creatures after you don't know you're the champion runner of the playground.*

#### Daily ♦ Martial

**Minor Action**    **Personal**

**Effect:** For 1d3 rounds, your Friendship score doubles. During this time, when an enemy misses you, they take 2 damage.

Increases to 3 damage at 5<sup>th</sup> level.

Increases to 4 damage at 8<sup>th</sup> level.

### Look What I Can Do

### Adventure 4

*You perform feats of agility and energy that blow the minds of those watching. Or bores them to death.*

#### Encounter ♦ Martial

**Standard Action**      **Close Burst 2**

**Target:** Each enemy in burst that can see you

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship damage. Roll a 1d4, and for this many rounds enemies hit by this ability are immobilized. During this period of time, you deal 4 damage a turn (no roll needed) to all enemies who are immobilized within 2 squares.





## Center of Attention

Adventure 5

*You seem to draw everypony in around you, whether they want to be there or not. It really is all about you!*

### Daily ♦ Martial

**Standard Action**      **Close Burst 4**

**Target:** Each enemy in burst that can see you

**Attack:** Friendship vs. Intelligence

**Hit:** The enemy is blinded (grant combat advantage, can't see targets, -10 to perception checks, and can't flank an enemy) for 1d4 rounds. During this time they move directly away from you at their move speed minus two. If they bump it anything living, they will attack it relentlessly until they can keep moving or the blindness ceases.

## Show Stopper

Adventure 6

*Costume? Check. Make-up? Check. Wild hair? Check. Singing skills? Errr... ROCK ON!*

### Encounter ♦ Martial

**Standard Action**      **Close Burst 2**

**Target:** Each enemy in burst radius

**Attack:** Friendship vs. AC

**Hit:** 2[W] + Friendship damage and the enemy takes ongoing 2 fire damage. While the enemy is taking ongoing damage, they are incapable of moving.  
Save ends this effect.

## No Tag-Backs

(Utility) Adventure 7

*You can't seem to get those other ponies to understand that you called no tag-backs the last time you tapped them. Time to set the rules right*

### Encounter ♦ Martial

**Immediate Reaction**      **Personal**

**Trigger:** You are scared (bloodied)

**Effect:** You gain +5 AC for 1d3 rounds. During this time enemies cannot enter the space surrounding you.



## Let's Play Pretend

Adventure 9

*Anytime is a good time to hunker down, close your eyes and imagine you're whatever it takes to beat the odds, and those meany heads.*

### Daily ♦ Martial

**Move Action**      **Personal/Melee**

**Effect:** You gain a damage aura until the end of the encounter. Enemies who enter within melee distance of you or start off their turn within melee distance of you take 1 point of damage.

Every time you are attacked and missed, this damage increases by one.

## Future Belongs to the Youth

Adventure 10

*Finally, after everything you have been through, you realize that being an adult is about not compromising, but embracing everything.*

### Permanent ♦ Martial

**Personal**

**Effect:** While you are in your Endless Possibilities stance, you gain all the effects at the same time.



# Spirit of Alchemy

*“A drip is grand, a drop even more... Give it a quaff, don't be a bore!”*



## Explanation of the Ingredient System

Accompanying some abilities of the Spirit of Alchemy is a portion of text beneath these powers labeled [Ingredient].

When the player uses **Witch's Brew**, they select any number of abilities with an [Ingredient] component. Those abilities picked are put on cooldown.

The benefits the [Ingredients] provide are put into one big potion that is chucked up to 10 squares away.

**For example:** If the player were to cast **Witch's Brew**, and sacrifice **Boiling Hate Bomb** and **Bubble Flank Brew**, they would create a cloud within 10 squares. Allies within that cloud would gain melee damage shields, flight, and all enemies would have a 50% miss chance on them.

## Class Traits

**Restriction:** Zebra Only

**Role:** Controlling Leader. Your abilities wreak havoc upon the enemy lines, denying their carefully laid out plans by wrenching away control of their actions, and stacking damage that eats through their defenses slowly but surely. Meanwhile, your brews bring fortifying energies to your allies, launching them to new heights of power.

**Key Ability Scores:** Knowledge (Primary)

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, simple ranged, military ranged, fetishes

**Hit Points at 1<sup>st</sup> Level:** 5 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 4 + Integrity

**Play Style:** This class is for players who desire to shore up the needs of their party by boosting their teammates with new powers. On the other hoof this class is capable of mercilessly bringing entire groups of enemies to their knees in preparation of retribution for their allies.

Mysterious. This is the first word whispered by a pony speaking about a Spirit of Alchemy. Often feared and misunderstood, these zebras however are always respected. Rumors abound about these mystical equines spending long nights over bubbling cauldrons bring a shiver to those that oppose them.

Whether searching for new and more potent ingredients for their brews, or researching more effective methods of affecting weak minds, an Alchemy zebra is at the forefront of pushing the envelope for practical knowledge.

When it comes to combat, carefully prepared brews and bombs wreck the enemy lines. Chemicals seep into the enemy's flesh, burning both their form and mind. Allies, however, look to an Alchemy zebra to provide potions capable of producing wondrous mutations and strength.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	5 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Witch's Brew, Devil's Laugh Draft	Voodoo Priestess	Tote Cauldron	Boiling Hate Bomb	Foolish Foals' Liquid Gold	Bubble Flank Brew	Cayenne Pepper		Haunting Visage Dust	Evil Enchantress
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Witch's Brew

### Alchemy 1

*A dash of this,  
A dot of that,  
Ingredients as useful  
As a woolen hat.*

#### At-Will ♦ Magic

**Standard Action** Area burst X within 10 squares

**Target:** Each ally and yourself in burst

**Effect:** Upon activating this power, pick any number of abilities you possess with an [Ingredient] component. You sacrifice these abilities, putting them on cooldown.

All the [Ingredient] effects are placed into one potion. That potion is tossed, creating an area burst X within 10 squares, where X is twice the number of [Ingredients] in the potion.

Allies standing in this area gain all the combined abilities from the [Ingredients]. This cloud lasts for X rounds, where X is the number of [Ingredients] in the potion.



### Devil's Laugh Draft

### Alchemy 1

*In their eyes,  
The fear of sheep,  
When their hope,  
Begins to seep.*

#### Encounter (Special) ♦ Magic, Fetish

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter. These rules apply to [Ingredient] as well.

**Standard Action** Area burst 2 within 10 squares

**Target:** Each enemy in burst

**Attack:** Knowledge vs. AC

**Hit:** You deal 1[W] + Knowledge damage.

The enemy takes ongoing 1 damage (Save ends). During this ongoing damage, they lose 1 point in their primary stat at the beginning of their turn.

Increase damage to 2[W] + Knowledge modifier at 5<sup>th</sup> level.

#### [Ingredient] Poison Joke

**Effect:** You and your allies roll a d6 and receive a bonus based on what is rolled.

- 1) You grow double your size. You deal +1d4 damage, but lose 2 AC
- 2) You shrink down to the size of a mouse. You deal half damage, but gain +6 AC
- 3) You become rubbery. When you take damage, it is rounded down by half and you are pushed back one square.
- 4) Your hooves become like stilts. You may occupy the space of another pony and you gain Reach 2
- 5) You become ghost-like. Enemies have to roll a Perception against your Sneak to attack you.
- 6) Your choice of any ability from the above chart.



## Voodoo Priestess

Alchemy 2

*There are tales woven most tragic,  
Of fools with lack of faith in your magic.*

### At Will ♦ Magic, Stance

Minor Action Personal

**Effect:** As long as you remain in this stance, you may sacrifice 2 health to continue an ongoing effect that an enemy within 10 squares has saved against. This damage is permanent until end of encounter.

In addition, if you are within the affective burst of a Witch's Brew, you may spend a move action to cancel it before it runs out. If you do, you recollect the [Ingredients], and may reuse all the abilities sacrificed to make that potion.

## Tote Cauldron

(Utility) Alchemy 3

*Horseshoes, cloak, dagger, boat,  
There is nothing as useful as a cauldron tote.*

### Daily ♦ Magic

Minor Action Personal

**Effect:** For 1d3 rounds, your Knowledge score doubles.

During this time, while in Witch's Brew stance, you may recollect your [Ingredients] as a minor action, as opposed to a move action.



## Boiling Hate Bomb

Alchemy 4

*I must confess, there is no greater pain,  
Than a friendship severed in twain.*

### Encounter ♦ Magic, Implement

Standard Action Area burst 2 within 10 squares

**Target:** Each enemy in burst

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Knowledge damage.

The enemy takes ongoing 1 damage (Save ends). During this ongoing damage, enemies writhe in agony and rage. They will attack the closest living person to them, regardless of friend or foe.

### [Ingredient] Distilled Dragon's Breath

**Effect:** You and your allies burst into flames. Enemies within melee range take damage equal to half of your Knowledge score at the beginning of their round, and upon entering melee range.

## Foolish Foals' Liquid Gold

Alchemy 5

*Akin to a dream from a child,  
The fancy of wealth drives lesser foals wild.*

### Daily ♦ Magic, Implement

Standard Action Ranged 10

**Target:** One Creature

**Attack:** Knowledge vs. AC

**Hit:**

The enemy becomes encased in gold for rounds equal to ¼ your Knowledge score. They are unable to take any action during this time.

All enemies that have line of sight to the encased gold enemy will scramble over to claim the statue. However, upon contact with the statue, an enemy will be zapped for damage equal to your knowledge score and thrown back a square before trying again.

Upon the rounds being over, the gold on the statue will explode off, sending out shrapnel in a Close Burst 2 that provides Ongoing 1 (Save ends) damage to all enemies within range, no roll required.

### [Ingredient] Distilled Foal Dreams

**Effect:** You and your allies critical strike whenever you would regularly hit an enemy.

## Bubble Flank Brew

Alchemy 6

*A gray pegasus, one who forgot,  
Paid me in muffins, in other words squat.*

**Encounter ♦ Magic, Implement****Standard Action** Area burst 2 within 10 squares**Target:** Each enemy in burst**Attack:** Knowledge vs. AC**Hit:** 1[W] + Knowledge damage.

The enemy takes ongoing 1 damage (Save ends). During this ongoing damage, enemies suffer a lack of gravity, floating up to five feet off the ground. Enemies floating cannot take actions, and can be pushed about by you and your allies up to your move speed.

**[Ingredient] Gray Pegasus Feather**

**Effect:** You and your allies gain Flight (5). Enemies that attempt to attack you have a 50% chance of missing on successful strikes.

## Cayenne Pepper

(Utility) Alchemy 7

*It is said that crushed cayenne pepper,  
Can bring pain even to an unfortunate leper.*

**Encounter ♦ Magic****Free Action** Personal**Trigger:** You cast Witch's Brew

**Effect:** Your brew is too spicy for some ponies to handle! Enemies entering the burst area, and at the start of their turn take damage X, where X is the number of [Ingredients] within the brew.



## Haunting Visage Dust

Alchemy 9

*A dash of this on Nightmare Night,  
Was useful for telling the Princess' plight.*

**Daily ♦ Magic****Move Action** Personal

**Effect:** You toss green powder into an empty space next to you. It takes the form of a nightmarish medium creature of your choice.

The creature has an AC equal to yours plus 5, and life equal to your Knowledge stat plus 20. It moves up to 5 squares (Ground, Flight) on your turn, and has no actions.

Every time you deal ongoing damage, your creature gains a Nightmare token. On your turn, you may spend any amount of Nightmare tokens.

For each token spent, your creature may send an enemy of your choice within 5 squares that can see it into a panic. On their turn, the enemy will flee at their full run speed, losing both standard and move actions.

**[Ingredient] Stale Nightmare Night Candy**

**Effect:** You and your allies get quite the sugar rush! You receive an extra standard action and move at double speed.

## Evil Enchantress

Alchemy 10

*She's an Evil Enchantress, she does evil dances,  
Look her in the eyes, and she'll put you in trances!*

**Permanent ♦ Magic**

Personal

**Effect:** When an enemy is within line of sight of you, their ability to make saving throws is reduced by 50%. (a 11-20 success becomes 16-20)

For every five points of ongoing damage you perform, your knowledge goes up by one until the end of the encounter.

# Spirit of Contest

*"Is that all you can lift? Cute. Now let a real expert show you how it's done."*



## Explanation of the Rage System

Spirit of Contest is a close kin to Spirit of Magic, in that it too does not get many abilities based on the classic structure of at-will, encounter and daily.

Instead, a Spirit of Contest player uses a rage system. **Contest may use any ability as long as they have enough rage and actions to perform them.**

**For every single point of damage received and dealt, you get a rage point.**

For example, you are hit for 5 points of damage, and then on your turn deal 11 damage. For both of these you would receive 16 points of rage total.

**Rage points accumulate, but are lost at the end of an encounter.**

## Class Traits

**Restriction:** Griffon Only

**Role:** Defending Striker. You are an embodiment of fury on the battlefield. Not only are you capable of single-clawedly shutting down entire regiments of troops, the longer combat goes on, the stronger you get.

**Key Ability Scores:** Strength (Primary)

**Armor Proficiencies:** Silk, bark, chainmail, plate mail

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Hit Points at 1<sup>st</sup> Level:** 6 + Integrity

**Hit Points per Level Gained:** 3

**Healing Surges Per Day:** 6 + Integrity

**Play Style:** This class is for players who desire to rapidly deal immense amounts of damage, or switch to defensive abilities on the fly. Contest is a high-risk, high-reward style of play, where being boosted by allies really brings them into their full, frightening fruition. Use your rage wisely in bursts for maximum effect.

Domineering. Where the ponies that surround you try for subtle tactics, or use their magical powers to shield themselves from foes, you simply crush the competition through sheer might.

Personal knowledge in the superiority of their species keeps a griffon going – others must witness your own might to acknowledge it. Wounds that would fell a pony simply are ignored, for they are beneath your attention. A Contest griffon simply has too much pride on the line to fail at whatever they put their talons to.

Contest griffons are always on the watch for exciting new opportunities to prove they are indeed the fiercest predators around. Of course, it never hurts to travel with a cadre of comrades who can exult in your presence, right?



	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	6 + integrity	+3	+3	+3	+3	+3	+3	+3	+3	+3
<b>Ability</b>	Natural Predator, Simmer Within				Explosive Temper					Party Crasher
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Natural Predator

Contest 1

*Claws have their advantages. They help count to ten, make it easy to open the jam jar, and if curled up, make a great Hearth's Warming present for your foe's face.*

**Permanent ♦ Physical**  
**Personal**

**Effect:** Your unarmed strikes become 1d6 damage, and you are considered armed for abilities at all times. Equipment and armor that boosts this damage stacks with Natural Predator.

Increase to 1d8 damage at level 4, and 2d6 at level 8.

### Simmer Within

(Utility) Contest 1

*When ponies ask what you are so angry about all the time, it's easy to lie. But deep down within, all you have to do is think back to when you dropped that ice cream cone...*

**Encounter ♦ Physical**  
**Minor Action Personal**

**Effect:** You generate 5 Rage points.

### Explosive Temper

(Utility) Contest 5

*Roses are red,  
Violets are blue,  
Shut up now,  
Before I hurt you.*

**Daily ♦ Physical**  
**Minor Action Personal**

**Effect:** For 1d3 rounds, you generate double the amount of Rage points.



### Party Crasher

Contest 10

*Sure you weren't invited to this party, but you're simply too cool to not attend anyways, right? Show those bouncers the door!*

**Permanent ♦ Physical**  
**Personal**

**Effect:** When you receive damage from a single-target attack, you may elect to sacrifice the rage gained from that attack to reflect half the damage back to the attacker.

**For example:** If you took 10 points of damage from an attack, you would receive 10 Rage points normally. Now, you may choose to not receive those 10 Rage point. Instead, the enemy takes the 5 points of damage instead of you.



### Sucker Punch

*Sometimes you just want to make a monologuing bad guy shut the hey up.*

**Rage Point Cost: 5**

**At Will ♦ Physical, Unarmed**

**Standard Action      Melee**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength damage. The target suffers 1 ongoing damage (save ends). During this time, when you hit the enemy, they suffer +1d4 damage.

### Unstoppable Bruiser

*Ponies are so soft, small and delicate. And they kind of look like ants. At least that's how they appear when you stand up here on this pile of defeated foes.*

**Rage Point Cost: 3 Per Stat Boost**

**At Will ♦ Physical**

**Minor Action      Personal**

**Effect:** For one round, your strength score is boosted by 1 per 3 Rage points spent.

### Utter Disregard

*Some ponies would be stunned by taking a stab wound to the chest from a royal guard. Not you though. It isn't even worth your attention.*

**Rage Point Cost: 3 Per Health**

**At Will ♦ Physical**

**Free Action      Personal**

**Effect:** For every 3 Rage points spent, you heal 1 point of damage.

### Toss Out the Trash

*You actually learned this maneuver while volunteering to watch some volunteer firefighter mares at work.*

**Rage Point Cost: 4 Per Square of Distance**

**At Will ♦ Physical, Unarmed**

**Standard Action      Melee**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** You toss the enemy up to one square per 4 Rage points spent in a straight line. The enemy stops in an adjacent square upon the first object of equal size or larger it hits. If the thrown creature hits any enemies they are carried along the full distance.

The thrown creature suffers 1[W] + Strength damage, while enemies it hits suffer half the damage rolled. If the thrown creature hits a hard surface, they take an extra [W] damage. All creatures affected are knocked prone.

### Griffon-Hug

*Social familial gatherings for griffons tend to be full-contact events. It is not uncommon for griffons to bring along a guest doctor pony, just in case.*

**Rage Point Cost: 8**

**At Will ♦ Physical, Unarmed**

**Standard Action      Melee**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** The enemy takes 1[W] + Strength damage. Until the beginning of your next turn, you move into the enemy's space and occupy the same square. If you move, they are carried along with you. The enemy you have grabbed is immobile, but may make basic attacks and use abilities; however they have a -3 on all attacks.

All attacks on you from foes other than the held one have a 50% chance of the held enemy instead.





## Out of Whack

*You actually learned this move watching the older griffons arm-wrestle back when you were an egglet. Of course, there were less broken bones when they did it.*

**Rage Point Cost: 10**

**At Will ♦ Physical, Unarmed**

**Standard Action          Melee**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** The enemy takes  $1[W] + \text{Strength}$  damage, and the player chooses an arm or leg/wing to dislocate.

A dislocated arm forces the enemy to deal half damage and take 2 damage when attacking (Save ends).

A dislocated leg/wing forces the enemy to move at half speed and take 2 damage when moving (Save ends).

## Rend Asunder

*Unlike the ponies that cutely munch on little bits of leaves like rabbits, you hunger for a different kind of fare. However, sometimes your prey doesn't have the same idea in mind.*

**Rage Point Cost: 10**

**At Will ♦ Physical, Unarmed**

**Standard Action          Melee**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** You deal  $1[W] + \text{Strength}$  damage.

You then perform a strength roll and the enemy performs an endurance roll. You deal 1 additional damage for every point over the enemy's total. Additional damage generates double the Rage amount.

## Explosive Outburst

*All these ponies around you, shouting and calling you names. It's enough to make a griffon go mad. **Shut UP!***

**Rage Point Cost: 6 Per Square**

**At Will ♦ Physical, Unarmed**

**Standard Action          Close Burst X (1 Square for Every 6 Rage)**

**Target:** All Enemies in Burst

**Attack:** Strength vs. AC

**Hit:** You deal damage equal to your strength score to all effected enemies. They are thrown up and back into the air one square an equal distance to the close burst size.

Enemies suffer full fall damage and are knocked prone.





# Spirit of Deception

*"When my Queen marches in to the final victory, I shall be there at her side, lifted up in glory for my deeds."*



## Class Traits

**Restriction:** Changeling Only

**Role:** Elusive Striker. You are a focused, deadly assassin that embodies the worst nightmares of all your foes. A deadly parasite, you absorb strength while your foes flee in terror.

**Key Ability Scores:** No Primary Stat

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, simple ranged.

**Hit Points at 1<sup>st</sup> Level:** 5 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 4 + Integrity

**Play Style:** This class is for players that want to deal out tremendous amounts of damage in limited bursts at targeted foes. Your plethora of abilities work in conjunction with your Metamorphosis ability to attack where the enemy is weakest, while at the same time preventing damage towards yourself. This class requires a bit of planning and forethought; the effective use of boosting stats and draining others is paramount to being successful.

Nightmarish. These foolish ponies all about can't even fathom the horrors that will be brought as you cut a path of destruction through Equestria. But they will do for now as your temporary allies, and perhaps as minions in the future.

Whether paving the path that your Queen will tread to the ultimate victory in the heartland of pony-kind, or creating winding plans that will eventually come to fruition, Deception changelings are dangerous parasites that should never be trifled with.

Deception changelings are always seeking the upper-hoof in any encounter. This could be something as simple as bartering with a shopkeeper, all the way to the complexities required for the eventual overthrowing of an entire empire. For in the end, you need the powerful emotions of ponies to live, and what could be more full of fervor than complete despair?

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	5 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Horrific Come-Apart, Metamorphosis	Venus Pony-trap	Benevolent Growths	Discombobulate	Bodily Detention	Catching Water	Four Horses of the Apocalypse		Body Snatch	Silencer Of Joy
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Metamorphosis

Deception 1

*Ponies evolve through generations and centuries. Why bother waiting, when you can do better right now? Show them the future they will never see.*

**At Will (Special) ♦ Magic**  
**Free Action Personal**

**Effect:** When you use an ability, you gain a metamorphosis point. You gain a bonus that lasts until the end of the Encounter based on which stat you used for the attack.

Strength - +1 Regeneration  
Integrity - +1 AC  
Knowledge - +1 to Critical Strike Chance  
Friendship - +1 Damage Resist

These last until end of the encounter, and accumulate, making up your total Metamorphosis score.

### Horrific Come-Apart

Deception 1

*Sometimes it just feels like you are going to come apart at the seams. Perhaps you could give your fellow ponies there a hand? Or maybe a leg? Or how about a spare rib?*

**Encounter (Special) ♦ Magic, Implement**

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action Ranged 10**

**Target:** # of Targets is Equal to Metamorphosis + 1

**Attack:** Stat of Choice vs AC

**Hit:** You deal 1[W] + Stat of Choice damage. You rip off your limbs and toss them as fast as you grow them.

Every round, the enemy loses 1 point in the stat the player chose to attack with (Save ends).

Increase damage to 2[W] + Stat of Choice damage at 5<sup>th</sup> level.

### Venus Ponytrap

Deception 2

*Ever seen a Venus flytrap? It secretes such a sweet odor that little insects can't help but gently crawl into its hungry grasp. I suppose cupcake scented perfume will work for your purposes.*

**At Will ♦ Magic, Stance**

**Minor Action Personal**

**Effect:** Enemies that miss you are thrown back x squares equal to ½ your Metamorphosis score, rounded up.

Enemies that hit you take damage equal to your Metamorphosis score.



**Benevolent Growths (Utility) Deception 3**

*Just because you are a parasite doesn't mean you can't have some symbiotic relationships with whatever is growing under your own flesh. What is that by the way? Smells of soap...*

**Daily ♦ Magic**  
**Minor Action    Personal**

**Effect:** For 1d3 rounds, the bonuses gained from all your Metamorphosis points doubles. This also doubles your Metamorphosis score for the purposes of abilities.

For example, if you had 2 Metamorphosis with +4 AC, it would become 4 Metamorphosis with +8 AC.

**Discombobulate Deception 4**

*Warning: Slippery When Deadly.*

**Encounter ♦ Magic, Weapon**  
**Standard Action    Close Burst X (X is Equal to Metamorphosis Score)**  
**Target:** All Enemies in Burst

**Effect:** You melt into a puddle of an unspeakable mass equal to the size of your Close Burst X. For a round, all enemies that start their turn or enter the spaces you occupy take 1[W] + Stat of Choice damage. Enemies lose a point of the Stat you chose for the damage.

For every point of Stat damage done, your max HP increases by 1. Damage this round from all non-burst attacks deals half damage to you.

You may take no actions besides movement while Discombobulated, and cannot be grappled, grabbed, or pushed.

**Bodily Detonation Deception 5**

*It is a little known anatomical secret that changelings are filled with a chemical that reacts violently to yeast. That is why a bakery is the safest place against a changeling invasion.*

**Daily ♦ Magic, Implement**  
**Standard Action    Close Burst X (X is Equal to Metamorphosis score)**  
**Target:** All enemies in burst  
**Attack:** Start of Choice vs AC

**Hit:** You explode with violent force. Enemies take 2[W] + Stat damage. They are knocked back equal to # of Metamorphosis you have. At beginning of their turn, they take 1 ongoing damage in the stat the player chose to attack with (Save ends).

If an enemy is defeated while taking ongoing stat point damage, they detonate Close Burst 1 for damage equal to half of the damage they took.

**Four Horses of the Apocalypse Deception 6**

*You are the herald of desolation that will bring this world to its knees in the name of your almighty Queen Chrysalis. Surely, she will reward your efforts.*

**Encounter ♦ Magic**  
**Standard Action    Personal**

**Effect:** For 1d3 rounds, you split into 4 perfect copies that all move on your turn how you desire. You may use your standard and minor actions from the clone of your choice. When one of the clones is hit, there is a 25% chance of it being the real you. If the wrong one is hit, it violent erupts for 1[W] + Stat damage.

**Catching Water (Utility) Deception 7**

*Famously quoted in the Princess' guard handbook, uncovering a changeling deep under cover is like 'trying to catch water with your bare hooves: impossible, and messy'*

**Encounter ♦ Magic**  
**Immediate Reaction    Personal**  
**Trigger:** You are scared (bloodied)

**Effect:** You gain X Metamorphosis points, where X is equal to half the total damage taken in the attack that scared (bloodied) you. This number is rounded down.

After 1d3 rounds you lose these bonus Metamorphosis points.





**Body Snatch****Deception 9**

*Queen Chrysalis prefers to keep her victims alive and spirited away, where they can suffer knowing the fate of their loved ones. You don't have that particular luxury.*

**Daily ♦ Magic, Weapon**

**Standard Action**      **Melee**

**Target:** One Creature Melee

**Attack:** Stat Choice vs AC

**Hit:** You force yourself into an enemy through their pores, leaving them bloated and ill looking. The host moves and attacks under your control on their turn.

Until the effect ends, you lose your turn. You cannot use any of your own abilities, but you have access to the host's abilities.

Every turn you remain in the host, their organs dissolve and they take damage equal to  $\frac{1}{4}$  their remaining life (round up).

All hits against you hit the host instead. If you deal damage to your host, you sustain double the damage the host takes.

If the host dies with you in it, you melt their body and absorb it, gaining X Metamorphosis Points equal to number of rounds spent in the host.

At the beginning of each turn, the host rolls a save to purge you.

**Silencer of Joy****Deception 10**

*Silent Night...*

*Holy Night...*

*Shepherds quake at the sight...*

**Permanent ♦ Magic**  
**Personal**

**Effect:** Any time a transformation point is gained, you receive double the amount. (ie: if you used a strength attack, you would receive +2 regeneration, instead of +1)

Anytime you cause stat damage, the amount is doubled.



# Spirit of Illusion

*"Watch in Awe, as the Great and Powerful Trixie performst he most septicular feats of magic ever witnessed by pony eyes!"*



## Class Traits

**Restriction:** Unicorn Only

**Role:** Striker. You create massive spikes of damage over short periods of time that are best when coordinating with teammates.

**Key Ability Scores:** Knowledge (Primary)

**Armor Proficiencies:** Silk

**Weapon Proficiencies:** Simple melee, simple ranged, wands, show supplies

**Hit Points at 1<sup>st</sup> Level:** 4 + Integrity

**Hit Points per Level Gained:** 2

**Healing Surges Per Day:** 3 + Integrity

**Play Style:** This class is for players that want to steal the spotlight with high damage numbers. Illusion is capable of blasting enemies away with ease, focusing on single targets for short bursts of explosive pyrotechnics, rather than spreading lesser damage over a crowd of foes. When it comes to a boss battle, Illusion excels in bringing down even the toughest enemies with practiced ease.

The Great and Powerful Trixie will be writing her introduction, as only she is capable of describing her own grace, beauty, and magical prowess. You too could be like Trixie, if you are willing to follow her lessons.

Trixie is the greatest stage performer the world has ever known. Ponies from all of Equestria come to watch her explosive performance that leaves all in gasping in awe. There is no doubt that any pony, or upstart would-be Princess could outside Trixie.

Simply read this guide and listen to the intelligent commentary that Trixie provides, and you can leave your foes quivering at the very sight of your traveling wagon. Remember, a performer always has to be ready to take on startup magicians at they come along to prove that they have what it takes to rule the stage.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Health</b>	4 + integrity	+2	+2	+2	+2	+2	+2	+2	+2	+2
<b>Ability</b>	Mistress of Mysteries, magic trick	Stage Performer		Dreaded Ursa Minor	Tarot Cards	Sword Cabinet	Vanishing Act		Saw Horse	T.G.A.P.
<b>Merit Points</b>	2		1		1		1		1	
<b>Bonus to Stats</b>		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

### Mistress of Mysteries

### Illusion 1

*Trixie has been performing magic since she was a filly, and has developed many techniques to wow the audience. She will now show you a few, though you don't deserve it.*

**At Will (Special) ♦ Magic**

**Free Action Personal**

**Effect:** When you deal damage to an enemy with an ability, you also deal an equal amount of **Illusionary damage**.

Illusory damage is temporary and vanishes after one round unless the enemy takes additional illusory damage the following round. Otherwise it acts like normal damage.

**For Example:** If you use an ability and damage a foe for 30 points of damage, they also take 30 points of illusionary damage, for 60 damage total.

But the illusionary damage vanishes after the end of your next round if you do not deal additional illusionary damage, leaving them at 30 damage total.

### Magic Trick

### Illusion 1

*When you fail to wow the audience, quickly move onto the next part of your act with a bigger smile and more flash. Not that Trixie has ever had to do this of course...*

**Encounter (Special) ♦ Magic, Implement**

**Special:** You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Knowledge vs AC

**Special:** For this ability, you may reroll your attack as many times as you wish until you hit. For each reroll, you take 2 points of damage that lasts until the end of combat and cannot be healed.

**Hit:** The enemy takes 1 [W] + Knowledge damage.

### Stage Performer

### Illusion 2

*Trixie has found that life on the stage in front of an admiring crowd of ponies is the most exhilarating time of her life. You will learn soon enough what Trixie means.*

**At Will ♦ Magic, Stance**

**Minor Action Personal**

**Effect:** Each time you deal damage with an ability, you may choose an additional enemy within 10 squares of your target.

Copy the amount of illusionary damage you just dealt and apply it to this target as well.







## Tarot Cards

## Illusion 5

*Trixie finds it easy to tell the future, no matter who asks. Trixie just has to look in a mirror and say that she will be only more famous and beautiful soon enough.*

**Daily ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Knowledge vs AC

**Hit:** Enemy suffers 2[W] + Knowledge damage, and then they roll a d6. The following effects can happen based on what they roll:

- 1) **The Fool:** The enemy's next attack is aimed at themselves. You and your allies are immune to all negative effects of the attack, and receive all beneficial ones of it.
- 2) **The Lovers:** The enemy donates a healing surge for every member of your party within 3 squares of them. You and your allies heal for a quarter of your life.
- 3) **Justice:** All the enemy's stats are lowered to equal their lowest one and they lose five AC. These effects last until the end of encounter.
- 4) **The Hermit:** The enemy is incapable of dealing critical strikes, and may only take one action per turn.
- 5) **The Hanged Mare:** The enemy cannot take any action unless they pay a healing surge first.
- 6) **Death:** The enemy vanishes from existence. Their items are left behind, and they are counted as defeated. The player may bring them back within 48 hours at will.

## Audience Volunteer

## (Utility) Illusion 3

*Sometimes The Great and Powerful Trixie needs a helping hoof to truly shine at her peak best. Though let's face it, the audience still loves Trixie instead of so no-name loser.*

**Daily ♦ Magic**

**Minor Action**      **Personal**

**Effect:** For 1d3 rounds, when an enemy within 10 squares that has illusion damage on them deals damage, the enemy suffers illusion damage equal to the amount they just dealt. During this time, you may use enemy healing surges as action points, as long as they have illusion damage on them.

## Dreaded Ursa Minor

## Illusion 4

*Has Trixie told you of the time she defeated the dreaded Ursa Major? Single-hoofedly, and without any help from that no-good Twilight Sparkle.*

**Encounter ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Knowledge vs AC

**Hit:** Enemy suffers 1[W] + Knowledge damage. You produce from your hat an ursa minor that you toss on the foe. At the beginning of each of their rounds, they take damage equal to your Level + Knowledge.

The ursa minor has AC equal to 15 + your Knowledge skill, has 1 HP, and takes up the same space as the opponent.. It lasts until end of encounter, or is slain.

If the foe is knocked unconscious while the ursa minor is alive, choose an enemy within 10 squares of the fallen enemy to attach the ursa minor to.



## Sword Cabinet

## Illusion 6

*Trixie developed this trick after one day being stuck in her mother's broom closet for the whole evening. It still gives Trixie nightmares... The Great and Powerful Trixie does not trust brooms.*

**Encounter ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Knowledge vs AC

**Hit:** Enemy suffers 1[W] + Knowledge damage.

For 1d3 rounds the enemy cannot take any action. When they suffer damage during these rounds, an equal amount of illusion damage is also applied.

## Vanishing Act

## (Utility) Illusion 7

*Sometimes it is best to get away from an angry audience. Simply point behind them, shout "There is Trixie!" And flee. Of course they will have to look, wanting to catch a glimpse of Trixie.*

**Encounter ♦ Magic**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy you have illusion damage on hits you.

**Effect:** You disappear in a cloud of smoke and you ignore the damage. Move 5 squares away and the enemy who attacked you takes illusion damage equal to the damage you would have received.

## Saw Horse

## Illusion 9

*Trixie is not responsible for any loss of horn or tail while performing this act. If you mess it up, it is obviously because you are not up to Trixie's caliber, and she understands completely.*

**Daily ♦ Magic, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Knowledge vs AC

**Hit:** Enemy suffers 1[W] + Knowledge damage. They are split into two copies, each with half their remaining HP, stats and each occupying a separate square.

Both copies act on the same turn, and each only receives one action. This effect lasts until end of encounter.

## The Great and Powerful

## Illusion 10

*At last you have earned the right to call yourself The Great and Powerful, just like your mentor, Trixie. Remember, Trixie is owed 25% of all your show income.*

**Permanent ♦ Magic**

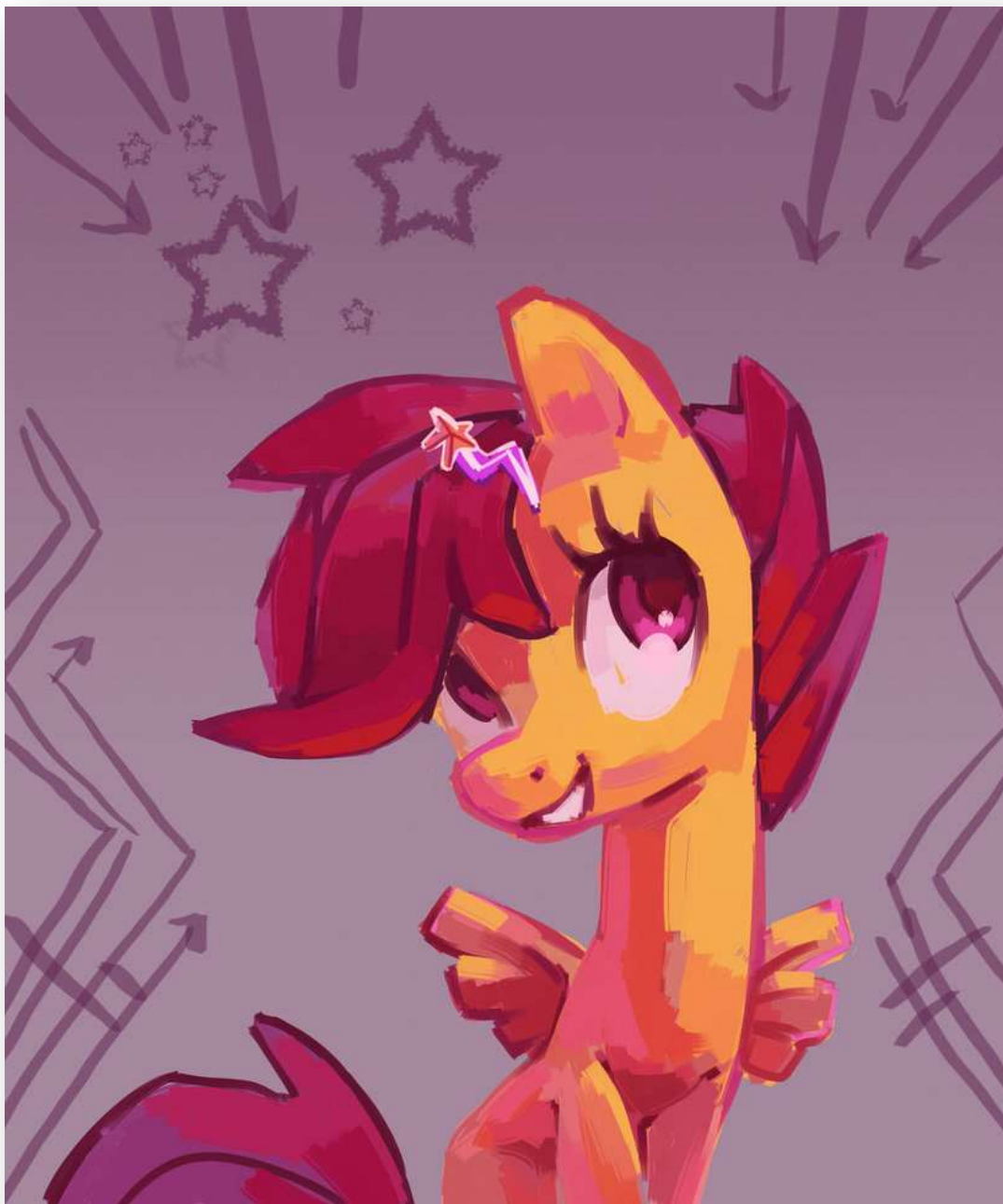
**Personal**

**Effect:** Each time you deal damage, you gain a +1 bonus to your Knowledge ability that lasts until end of encounter.

(This applies when you deal illusion damage with the stage performer stance, giving you another +1 per attack).



## Chapter 4: Merits





## Basic Merits

[illegible]

## Rock Farm

**Prerequisite:** N/A

**Benefit:** You possess a farm, or a small house that you use as a base of operations. In addition to providing space for you to put items, and house NPC companions, when you, or a friendly ally rests in your home, you receive a +2 morale bonus to all rolls for the following 3 days.

## Have Tuba, Will Travel

**Prerequisite:** Friendship 3

**Benefit:** You may roll a perform check (Friendship vs Integrity) against any non-hostile crowd within earshot. If you succeed, they may not take any actions beyond listening intently or dancing along unless a hostile action is taken within perception range.

## Jill-of-All-Trades

**Prerequisite:** Taken at Character Creation

**Benefit:** You receive a +3 to every skill. All skills are considered trained for the purposes of rolls and abilities.

**Special:** You do **not** receive +5 skill training bonuses at character creation. Foals **cannot** take this merit.

## Go-Getter

**Prerequisite:** N/A

**Benefit:** You have a +4 to initiative rolls. In addition, you may act on the same round you wake-up from sleep.

**Special:** This stacks with the pegasus racial feat.

## Night Pony

**Prerequisite:** N/A

**Benefit:** Your eyes are so well adjusted for darkness that you can see perfectly in pitch-black night up to sixty feet away. In addition, you do not suffer any penalties when counted as blind in combat.

## Good Vibrations

**Prerequisite:** N/A

**Benefit:** You are capable of allowing one ally within 10 squares of you to reroll a critical failure (1) once per day. Their next roll has a bonus equal to your level added to it.

## Living Armory

**Prerequisite:** Strength 3

**Benefit:** You ignore the penalties to skills and movement when wearing armor heavier than light class. In addition, you may sleep in your armor without rolling endurance when determining whether you have a full night's rest or not.

## Lucky Dog

**Prerequisite:** N/A

**Benefit:** You have a 50% chance that traps sprung against you will not harm you in any fashion. In addition, when you're gambling, you may roll two d20's instead of one and choose which result you wish to use.

## Air-Head

**Prerequisite:** Acrobatics 5

**Benefit:** You are capable of making leaps standing still equal to that of a running start. When you fall, you may choose to decelerate to the speed of a feather. In addition, you take no fall damage.

## Air-Head

**Prerequisite:** Acrobatics 5

**Benefit:** You are capable of making leaps standing still equal to that of a running start. When you fall, you may choose to decelerate to the speed of a feather. In addition, you take no fall damage.



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Please excuse our mess. This area is not ready for use.

Equipment

## Armor

Cloth Armor (Light)	Armor Bonus	Minimum Level	Check	Speed	Price (gp)	Weight
Linen Dress	+1	-	-	-	1	4 lb.
Silken Dress	+2	4	-	-	Special	5 lb.
Cloud weave Dress	+2	5	-	-	Special	3 lb.

Tree Bark Armor (Light)	Armor Bonus	Minimum Level	Check	Speed	Price (gp)	Weight
Tree Bark Armor	+2	-	-	-	25	15 lb.
Ever Free Tree Bark Armor	+3	4	-	-	Special	15 lb.
Zap Apple Tree Bark Armor	+4	6	-	-	Special	15 lb.

Chainmail (Heavy)	Armor Bonus	Minimum Level	Check	Speed	Price (gp)	Weight
Chainmail Armor	+3	-	-1	-1	40	40 lb.
Hydrascale Armor	+4	4	This portion of the booklet is under construction! Please excuse our mess. This area is not ready for use.			
Dragonscale Armor	+5	6				

Plate Armor (heavy)	Armor Bonus	Minimum Level	Check	Speed	Price (gp)	Weight
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Plate Armor	+4	-	-2	-1	50	50 lb.
Canterlot Steel Armor	+5	4	-2	-1	Special	50 lb.
Equestrian Guard Armor	+6	6	-2	-1	Special	50 lb.

Melee Weapons
Simple Melee Weapons
One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Club	+2	1d6	-	1gp	3 lb.	Mace	-
Dagger	+3	1d4	5/10	1 gp	1 lb.	Light blade	Light Thrown
Javelin	+2	1d6	10/20	5 sp	3 lb.	Thrown	Heavy
Mace	+2	1d8					
Sickle	+2	1d6					
Spear	+2	1d8					

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## Change Log

### Change Log: 1.02

- Started change log.
- Made levitation Rank 1 not require a magic point.

### Change Log: 1.03

- Added chapter 8: Merits
- Added Merits
- Added chapter 7: Origins
- Added Origins
- Added Chapter 9: The World
- Added Road of Eternity
- Changed Earth Pony stats

### Change Log: 1.03b

- Added HP amounts to each class
- Added character sheet.

### Change Log 1.04

- Added game lore, histories, introduction



#### Change Log 1.04a

- Added merits, fixed some classes, added HP to Spirit of Magic

#### Change Log 1.04b

- Updated to do list
- Changed Honesty's level 2 stance. Renamed the level 1 ability to better suit its function.
- Increased damage penalty for Loyalty's weather patrol, and decreased its range from 3 squares to 2.
- Removed the Electric Personality merit from the game.
- Added page numbers.
- Removed Chapter 9: The World to make way for modular worlds
- Balancing on Companionship
- Added charts to beginning of every class to make it easier to read gains.

#### Change Log 1.05

- Completely revamped Races and their formatting. Changed animal companions to small size. Laid down the groundwork for future changes

#### Change Log 1.06 – The Triumph of Truth

- Completely revamped Honesty and its formatting.

#### Change Log 1.07 –The Future Belongs to the Youth

- Added new class: Spirit of Adventure
- Added new race: Foal

#### Change Log 1.08 – Art of the Dress

- Completely revamped Generosity and its formatting.
- Fixed some flavor text. Balanced some class skills.

#### Change Log 1.09 – Smile, Smile, Smile!

- Completely revamped Laughter and its formatting.
- Balanced a lot of class skills.





## Change Log 1.10 – Mother of Nature



- Completely revamped Kindness and its formatting.

- Balanced Idolize

## Change Log 1.11- Favored Student

- Completely revamped Magic and its formatting.

- Removed irrelevant spells chapter.

- Changed Telekinesis racial merit for Unicorns.

## Change Log 1.12 – Evil Enchantress

- Added Zebra Race.

- Added Spirit of Alchemy.

- Changed Channel Within from Encounter to Daily, as originally intended.

- Balanced Endless Possibilities based on play testing.

- Changed Earth Pony racial feat from Homesteader to Muddy Hooves

- Fixed No Tag Backs to keep enemies away as intended, rather than keeping them near.

## Change Log 1.13 – Invasion

- Added Griffon race and Changeling race.

- Added Spirit of Contest and Spirit of Deception.

- Added Advanced Classes for Spirit of Magic (Chaos Hunter and Time Lord)

- Changed Bird is the Word to allow for more RP interaction as an Animal Companion.

- Balanced Kindness and Magic abilities.

- Racial changes to Unicorn to accommodate new magical races.

## Change Log 1.14 – Loyal to the Empire

- Completely revamped Spirit of Loyalty

- Tons of balancing. Reworked a few skills and classes, such as nerfing Spirit of Contest, buffing pegassi, Honesty. Earth ponies, Unicorns, changed how Changelings eat, removed Companions/Companionship in preparation for new focused classes

- MERITS!

- New Races: Crystal Ponies, Minotaurs

- New chapter: Rules





Character Name \_\_\_\_\_

Level \_\_\_\_\_ Gender \_\_\_\_\_

Player \_\_\_\_\_

### Morale Points

Max HP \_\_\_\_\_

Current Morale Points \_\_\_\_\_

Second Wind ☐

Death Saving Throws ☐ ☐ ☐

Conditions \_\_\_\_\_

Scared ☐ 1/2 hp

Morale Surge ☐ 1/2 hp

Surges/day \_\_\_\_\_

Surges Used \_\_\_\_\_

Action Points \_\_\_\_\_

Action Point Effects \_\_\_\_\_

### Reactions

Initiative (1/2 level + Integrity) ☐

Speed (Base + Armor + Misc) ☐

Special Movement \_\_\_\_\_

Passive Insight ☐

Passive Perception ☐

Immunities, Resistances, etc.

### Ability Scores

Racial Bonus Base Modifier

Strength ☐ ☐

Integrity ☐ ☐

Knowledge ☐ ☐

Friendship ☐ ☐

### Defenses

Armor Class ☐ + ☐ + ☐ + ☐ + ☐

Temporary Effects \_\_\_\_\_

Armor \_\_\_\_\_

Integrity \_\_\_\_\_

Feat/Enhancement \_\_\_\_\_

Misc \_\_\_\_\_

### Magic Points

Max Magic Points \_\_\_\_\_

Spent Magic Points \_\_\_\_\_



### Basic Attacks

Effects & Bonuses vs. \_\_\_\_\_

To Hit = Primary Stat + 1/2 level + Profic + Feat/Enhancement + Misc

Damage \_\_\_\_\_

1d4 + 1/4 primary stat + 1/2 level



Other Combat Modifiers

Opportunity Attacks ☐

Combat Advantage ☐

Misc \_\_\_\_\_

Combat Notes \_\_\_\_\_

### Skills

Trained	Bonus	1/2 Level + Ability	Armor Penalty	Racial	Skill Modifiers, Notes, etc.
Acrobatics <input type="checkbox"/>	<input type="checkbox"/>	(Integ)	<input type="checkbox"/>		
Arcana <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
Athletics <input type="checkbox"/>	<input type="checkbox"/>	(Str)	<input type="checkbox"/>		
Bluff <input type="checkbox"/>	<input type="checkbox"/>	(Friend)			
Diplomacy <input type="checkbox"/>	<input type="checkbox"/>	(Friend)			
Dungeoneering <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
Endurance <input type="checkbox"/>	<input type="checkbox"/>	(Integ)	<input type="checkbox"/>		
Heal <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
History <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
Insight <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
Intimidate <input type="checkbox"/>	<input type="checkbox"/>	(Str)			
Nature <input type="checkbox"/>	<input type="checkbox"/>	(Friend)			
Perception <input type="checkbox"/>	<input type="checkbox"/>	(Friend)			
Religion <input type="checkbox"/>	<input type="checkbox"/>	(Know)			
Stealth <input type="checkbox"/>	<input type="checkbox"/>	(Integ)	<input type="checkbox"/>		
Streetwise <input type="checkbox"/>	<input type="checkbox"/>	(Friend)			
Thievery <input type="checkbox"/>	<input type="checkbox"/>	(Integ)	<input type="checkbox"/>		

Trained Skills receive +5 to bonus

### Race Features

Size \_\_\_\_\_

### Class Features

### Other Notes

\_\_\_\_\_

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