



# Courage is Magic

A Roleplaying Game of Spells, Danger, and  
Friendship



Version 2.1—

Of Monsters and Mares





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Just started up, we need you to make it a thriving place to enjoy discussions and meet new friends. All the game developers will be there too.

Look forward to speaking with you soon.

~Widdle Wuna, Matron of the Moon and Creator of CiM.



# Chapter 1: Rules





# 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 Dungeons and Dragons 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** now also includes Constitution, and is associated with physical melee damage, lifting heavy loads and powering through foes' attacks.
- Dexterity is now **Agility**. This stat determines how agile a player is, 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.



Add half your **Strength** to your **Stamina Regeneration**.

**Strength** is used to break objects, as well as for pushing, pulling, and lifting.

**Strength** is used for **Endurance**, **Athletics** and **Intimidate** checks.

Add half your **Agility** to your **Armor Class**.

Add your **Agility** to your **Imitative**.

**Agility** is used for **Acrobatics**, **Stealth** and **Thievery** checks.

**Knowledge** is used for **Arcana**, **History**, **Religion**, **Perception**, **Religion**, and **Dungeoneering** Checks.

**Knowledge** is used for **Diplomacy**, **Heal**, **Nature**, **Bluff**, **Friendship**, **Streetwise**, and **Insight** Checks.



### Stats have been simplified greatly.

- **Instead** of using the 1-18 system that DnD uses, Courage is Magic uses a 1-8 system **for stats**.
- **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 leveling bonus has changed too.

- **Instead** of dividing your level by half and rounding down for your level bonus to **AC**, **Damage**, and **Attacks** 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.

### Skill Checks

For **skill** and **attribute checks** you do not add any bonus from your level, only by training, talent, or attributes and other bonuses can you raise those modifiers.

### Defense Consolidation

There is only one defense, **Armor Class (AC)**. **Will**, **Reflex** and **Fortitude** are no longer in the game.





# 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 talented but inexperienced. They have not come into the full spectrum of their abilities yet and feel somewhat incomplete. Players and the GM are discovering the World and the Characters are discovering themselves.
- **Level 4-6** characters have come into the fullness of their talents tempered by experience. Players will find their characters are significantly freer to alter the world proactively and can take on major threats to Equestria. At the height of this tier, characters will be able to embrace a **Destiny** a powerful secondary class that expands or expands upon their capabilities.
- **Level 7+** characters are truly epic heroes with world altering capabilities. They have exceeded mortal limitations and are free to determine their own fates and can stand against epic threats on their own hooves.



Upon leveling up players Gain.

- A **Level** bonus to **Attack, AC, Initiative** and **Damage**.
- An Increase to their maximum **Stamina & Life Points**.
- **Additional** Attribute Points, Skill Trainings, and Merits depending on level.

**Destinies are secondary classes for players**

At level 6, a player may choose a **Destiny** that adds a secondary class to their primary one. As you level, you get abilities from **Both** classes; the Destiny represents you becoming an important character that will transcend time.





# Health System

**Courage is Magic** utilizes a more dynamic health system that balances risk with reward, letting players feel not only powerful but also where they have to consider the ramifications of their actions.

Hit Points and Healing Surges have been removed;  
A player's Health is divided into two portions:

**Stamina** and **Life**

## How Stamina Works

- **Stamina** is an incredibly important resource for a player. It represents the integrity of their armor in deflecting blows and energy for leaping out of the way of danger.
- This pool of health **Does** come back during combat naturally on its own. It is added up until the maximum amount is reached at the beginning of a player's turn.
- Stamina works as a **Shield** that takes damage first. When a player is hit for damage, all of it is drained from stamina first.

A character's maximum **Stamina** is based on their Class, Level and worn Armor.

Characters **Regain** stamina at the start of their turn equal to their **(Strength/2) + (Level\*2)**.

Characters regain full stamina when they use a **Second Wind** or take a short rest.



## A New Condition: Shaken

A **Shaken** creature can't use **Opportunity Attacks** or **Immediate Actions**, and loses its **Minor Actions** during its turn.

## How Life Works

- **Life** is the most important stat for a player. It represents the amount of stress and damage the body can take before giving out.
- This pool of health **Does Not** come back during combat naturally on its own. Players must use an extended rest to heal.
- Once a player runs out of health, they are not only knocked out of the fight until resuscitated by an ally. They may suffer a permanent **Disability** if they have negative Life Points equal to their Level and Primary Stat.

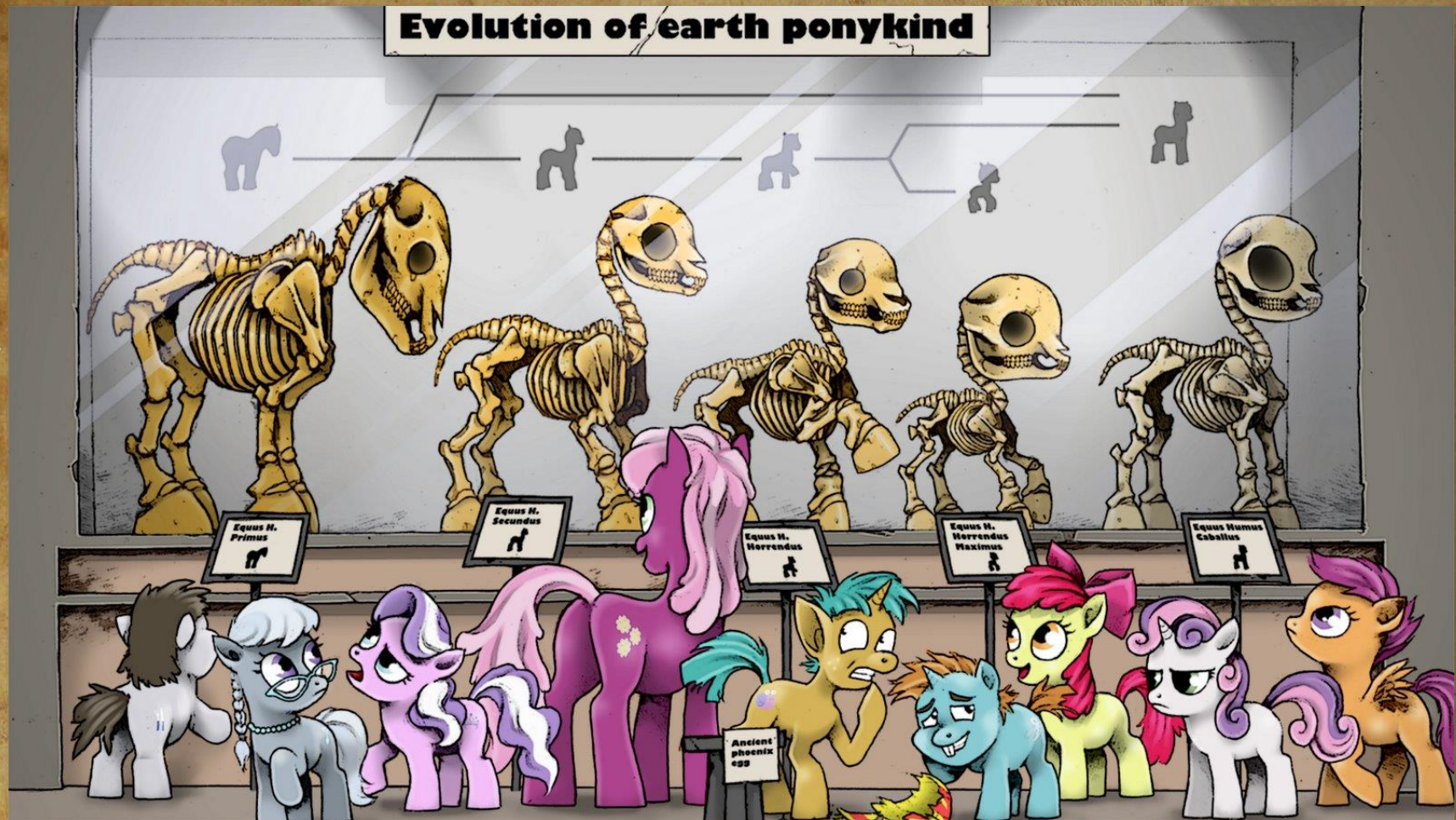
A character's maximum **Life Points** are based on their Class, Level, Primary attribute and Strength.

A character **Only** recovers Life Points during an Extended Rest.

When a character is **Reduced** to Zero Life Points they require medical attention to recover.



# Chapter 2: Character Races





# Earth Pony



## Earth Pony Traits

**Ability Scores:** +1 Strength, +1 Friendship

**Size:** Medium

**Speed:** 6 Squares (Ground)

**Vision:** Normal

-

**Bonus Skill Trainings:** Endurance and Nature

**Country Folk:** You gain an additional 2 **Stamina** per level. When you use **Second Wind**, you gain an additional +3 **AC** until the start of your next turn.

**Firmly Planted:** When there's a force that would move you – such as a push, slide or pull – you can choose to move 1 square less. If you are to only move 1 square, you may not move at all. In addition, when an attack would knock you **Prone**, you may immediately make a **Saving Throw** to avoid falling **Prone**.

**Cords of Muscle:** +5 Racial bonus to all rolls for lifting, sliding and pulling to appropriate **Strength** checks.

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



## Pegasus Traits

**Ability Scores:** +1 Agility, +1 Friendship

**Size:** Medium

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

**Vision:** Normal

-

**Bonus Skill Trainings:** Athletics and Acrobatics

**Flying Creature:** You may choose Spirits, Destinies and Merits that require Flight

**Need for Speed:** +4 Racial bonus to **Initiative** rolls.

**Mare of Action:** When you take an extended rest, you gain a minimum of two **Action Points**. When you use an **Action Point**, you may take an additional **Move Action** as well.

**Weather Mare:** Holding dominion over the skies, pegassi are capable of physically and emotionally manipulating the weather. They can cause clouds to thunderstorm and even churn winds up into funnels. The DM sets the DCs and skills used when manipulating weather, but generally Athletics or Acrobatics are used for direct applications, while Knowledge checks are used for planning weather patterns.

Though other races may look at pegassi 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 pegassi 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



## Unicorn Traits

**Ability Scores:** +1 Knowledge, +1 Friendship

**Size:** Medium

**Speed:** 5 Squares (Ground)

**Vision:** Normal

-

**Bonus Skill Trainings:** Arcana and Two Others

**Magic User:** You may choose Spirits, Destinies and Merits that require Magic use.

**Arcane Focus:** You receive a +1 Racial bonus to attack rolls with **Magic** attacks.

**From the Heart:** You can use your lvl1 Encounter Ability an additional time per encounter. If you are the Spirit of Magic, gain 1 additional **Magic Point** per turn instead.

**Magic Kindergarten:** You can use your horn's power to move an object up to 10 pounds via Telekinesis, create illumination centered on your horn, and perform minor magical effects with your Cutie Mark focused skill, or Arcana.

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 be a part of Equestria's elite dedicated to furthering the country's wealth of knowledge for all.



# Foal



## Foal Traits

**Ability Scores:** +1 Friendship, See Heritage below

**Size:** Small

**Speed:** 5 Squares (Ground), See Heritage below

**Vision:** Normal

-

**Talent Show:** You don't gain the normal skill trainings and do not choose a Focused Skill (Cutie Mark). Whenever you take an extended rest, choose two skills to become trained in until your next extended rest. You gain a +2 racial bonus to all Untrained Skill Checks.

**Heritage:** Choose Earth Pony, Pegasus Pony or Unicorn Pony and you gain the following ability. You gain their racial skill trainings and the following ability:

- **Earth Pony** - +1 Strength, and you gain the **Firmly Planted** ability.
- **Pegasus Pony** - +1 Agility, and you gain a Speed (Flight) 5.
- **Unicorn Pony** - +1 Knowledge, and you gain the telekinesis and lighting abilities from Magic Kindergarten. You are a **Magic User**.

**Sugar Rush:** Once per encounter when you use a **Move Action**, you may move up to twice your maximum speed. You may use this to **Shift 2** squares instead.

**Time to Grow Up:** At level 4, and every level after, you may choose to grow up, becoming your full race. You gain the normal number of skill trainings, your focused skill (Cutie Mark) and may change Spirits.

Foals hold an important place in pony society because so much relies upon 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



## Zebra Traits

**Ability Scores:** +1 Knowledge, +1 Agility

**Size:** Medium

**Speed:** 6 Squares (Ground)

**Vision:** Normal

-

**Bonus Skill Trainings:** Nature and Heal Trained

**Rhythm and Stripes:** You get a +4 bonus to **AC** against **Opportunity Attacks**.

**Quick Hooves:** Once per round, when an **Attack Misses** you can **Shift 1** square.

**Vagabond Spirit:** You gain a +5 bonus to **Endurance Checks** to survive in harsh climates and weather. You also have a +5 to **Nature** and **Dungeoneering Checks** to scrounge up food, herbs and magical components

Hailing from jungle depths outside of Equestria, these striped cousins to the smaller equines emerge to offer their skills to a more civilized people. Their close dealings with spirits and creatures of the forest give them an almost encyclopedic knowledge on wildlife, herbal cures and strange potions.

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. 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



## Griffon Traits

**Ability Scores:** +1 Strength, +1 Agility

**Size:** Medium

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

**Vision:** Normal (See Eagle Eyes)

-

**Bonus Skill Trainings:** Intimidate and Perception Trained

**Lionhearted:** Any Ongoing Damage dealt to you is **Halved**. You gain a +2 Bonus to Saving Throws.

**Volatile Temper:** Whenever you take Damage from an Attack, you gain a **Stacking +1 Bonus** to your Critical Strike Range. This bonus is reset when you score a Critical Strike.

**Natural Predator:** You are always considered **Armed**. Treat your **Unarmed Strikes** as melee weapons of your level.

**Eagle Eyes:** Ignore 10 points of penalties to vision based Perception Checks based on distance.

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



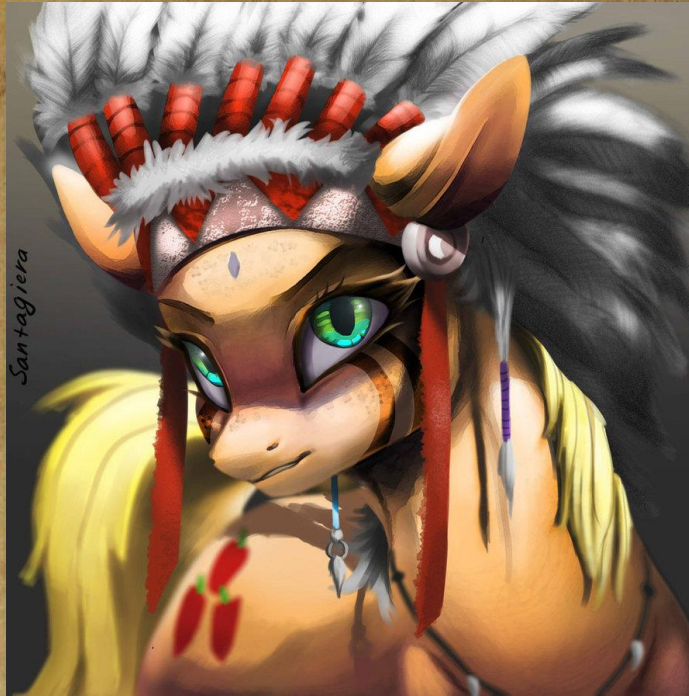
# Chapter 3: Spirits





# Spirit of Honesty

*“Ahm gunna learn ya’ how t’er  
be polite!”*



## Honesty Traits

**Role:** Defender, Your ability to regenerate stamina rapidly and draw attention to yourself makes you the cornerstone of your party.

**Complexity Level:** Low. This class is ideal for players learning the rules or who want a class that just works.

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

**Armor Proficiencies:** Light, Heavy

**Weapon Proficiencies:** Melee

**Life Points:**  $12 + (2 * \text{Strength}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 12) + \text{Armor Bonus}$

**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>Stamina</b>	12	24	36	48	60	72	84	96	108	120
<b>Ability</b>	The Honest Truth, Buck Up, Hog Tied	Fightin' Dirty	Darn Stubborn	Kickin' up dirt	Family Feud	Hoe Down	Apple Buckin'		City Slicker Talkin'	Ol' fashioned Cowgirl
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### The Honest Truth (Utility) Honesty 1

**Permanent** – Magic  
**Personal**

**Effect:** Whenever you speak with truthfully or with sincerity it is clear to all you are doing so. No **Insight Check** is needed by others.

### Buck Up Honesty 1

**Permanent** – Physical  
**Personal**

**Effect:** Your base **Stamina Regeneration** is your Strength + (Level\*3).

### Hog Tied Honesty 1

**Encounter (Special)** – Martial, Weapon  
**Special:** You can use this power twice per encounter, but only once per round. At level 8, you can use this power three times per encounter.

**Standard Action** – Melee 4

**Target:** One enemy in melee

**Attack:** Strength vs AC

**Hit:** 1[W] + Strength + Level damage. The target is knocked **Prone**.

**Effect:** The target is Pulled adjacent to you. Their next turn, they must make all their attacks with you as their primary target.





## Fightin' Dirty-Like

Honesty 2

**At Will** – Physical Stance

**Minor Action** - Personal

**Effect:** As long as you remain in this stance, when you make an **Attack of Opportunity**, add a +3 bonus **To Hit** with the attack. If an opportunity attack hits it deals additional damage equal to your Strength+(Level\*2).

## Darned Stubborn

Honesty 3

**Daily** – Martial, Physical

**Minor Action** - Personal

**Effect:** You recover  $\frac{1}{4}$  your maximum **Stamina** and can **Remove** one **Ongoing Effect** from yourself.

In addition, for the next 3 turns, your **Stamina Regeneration** doubles

## Kickin' Up Dirt

Honesty 4

**Encounter** – Martial, Weapon

**Standard Action** – Close Burst 2

**Target:** Each enemy in the burst

**Attack:** Strength vs AC

**Hit:**  $1[W] + \text{Strength} + \text{Level damage}$ . Their next turn, each enemy hit must make all their **Attacks** with you as their primary target.

**Miss:** Each enemy targeted takes a -4 penalty to all **Attacks** on your allies until the start of your next turn.



## Family Feud

Honesty 5

**Daily**– Martial, Weapon

**Standard Action** – Melee

**Target:** One enemy in melee

**Attack:** Strength vs AC

**Hit:**  $2[W] + \text{Strength} + \text{Level damage}$ . The target is *immobilized* (save ends).

**Effect:** You regain **Stamina** equal to  $\frac{1}{4}$  your maximum **Stamina**. Until the end of the encounter, whenever the target attacks someone other than you, you may make an **Attack of Opportunity** against them. If you are not in melee range for this, you may move up to your Move Speed before making the **Attack of Opportunity**.

## Hoedown

Honesty 6

**Encounter** – Martial

**Immediate Reaction** – Personal

**Trigger:** You take Life Damage

**Effect:** You immediately regain **Stamina** equal to your **Stamina Regeneration** total. On their next turn, the enemy that hit you must make all their **Attacks** with you as their primary target.



## Apple Buckin'

Honesty 7

**Encounter** – Martial, Weapon

**Standard Action** – Melee

**Target:** One enemy in melee

**Attack:** Strength vs AC

**Hit:** 2[W] + Strength + Level damage. The enemy is knocked **Prone** and is **Dazed** until the start of your next turn.

**Effect:** You **Push** the target up to a number of squares equal to your Strength score. Then you must **Shift** an equal number of squares to end up adjacent to them.

## City Slicker Talkin'

Honesty

**Daily** – Martial, Weapon

**Standard Action** – Close Burst 4

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

**Attack:** Strength vs AC

**Hit:** 2[W] + Strength + Level damage. Each enemy hit **Moves** up to its movement speed to end adjacent to you. They are **Weakened** and each enemy hit must make all their **Attacks** with you as their primary target. (Single save ends both).

**Miss:** The target moves up to their **Move Speed** adjacent to you, and must make all their **Attacks** with you as their primary target. (Save ends).

## Ol' Fashioned Cowgirl

Honesty 10

**Permanent** – Martial

**Personal**

**Effect:** Your **Stamina Regeneration** is increased by 20.





# Spirit of Generosity

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



## Generosity Traits

**Role:** Leader, You sacrifice from yourself to give your allies numerous and varied bonuses.

**Complexity Level:** High. This class presents the player with many options in play that must be considered.

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

**Armor Proficiencies:** Light

**Weapon Proficiencies:** Ranged, Spellcraft

**Life Points:**  $10 + (\text{Strength} + \text{Knowledge}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 10) + \text{Armor Bonus}$

**Playstyle:** This Spirit is for players who want to ensure their allies always have what they need to succeed, with the ability to grant a wide variety of bonuses to their allies. However, sometimes giving 100% isn't enough, and that's when generosity shines, with the ability to sacrifice their stamina and life points to give more.

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
<b>Stamina</b>	10	20	30	40	50	60	70	80	90	100
<b>Ability</b>	Fashion Coordinator, Fabulous Attire, Deadline Looms, Gratuity	Simply Smashing Darling!	Diva	Stealing the Spotlight	Shine Like Diamonds	Upstage	Inspiration Manifestation		Let the Rainbow Remind you	Art of the Dress
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### Fashion Coordinator (Utility) Generosity 1

**Permanent** – Physical  
**Personal**

**Effect:** You've always got the outfit for the situation at hoof! You are able to pull out normal (non-magical) outfits appropriate for any event. In addition, when you have time to prepare for an event or occasion, you may craft a specialized outfit appropriate to that event, giving players a **+2 Circumstance Bonus** to 2 relevant skills chosen when you create that outfit.

### Fabulous Attire Generosity 1

**Permanent** – Physical  
**Personal**

**Effect:** Your armor can have **2 customizations**.

### Deadline Looms Generosity 1

**At Will** - Magic  
**Minor Action** - Personal

**Effect:** You recharge a **Generosity Encounter or Daily Power**, recharging an Encounter Power consumes Stamina equal to 6+the power's level\*4. Recharging a Daily Power consumes life points equal to 6+the power's





## Gratuity Generosity 1

**Encounter (Special)** – Implement, Conjunction

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

**Standard Action** – Range 10

**Target:** One enemy

**Attack:** Knowledge vs AC

**Hit:** 1[W] + Knowledge + Level damage, and the target grants **Combat Advantage** until the start of your next turn.

**Effect:** Before the start of your next turn you may activate one of the following effects as a free action.

- When another ally within 5 squares would be hit by an attack, increase their **AC** by +4 against the attack.
- When another ally within 5 squares misses with an attack, you may allow them to **Reroll** the attack roll.
- When another ally within 5 squares makes a **Move Action**, you may increase their **Move Speed** by +2 and increase their **AC** by +4 against **Opportunity Attacks** during the movement.

## Simply Smashing, Darling! Generosity 2

**At Will** – Magical, Stance

**Minor Action** - Personal

**Effect:** Whenever you attack an enemy that enemy is **Sparkling** until the start of your next turn, a **Sparkling** enemy gains **Vulnerable** equal to your ( $\frac{1}{2}$  Knowledge) + level.

## Diva Generosity 3

**Daily** – Magic, Conjunction

**Minor Action** - Personal

**Effect:** You gain an action point. For the next three rounds, you increase your **Damage** and **Stamina Regeneration** by ( $\frac{1}{2}$  Knowledge) + level.

## Steal the Spotlight Generosity 4

**Encounter** - Magic, Implement

**Standard Action** - Range 10

**Target:** One enemy in range

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Knowledge + Level damage. The target can't use **Daily**, **Encounter**, or **Recharge Abilities** on its next turn.

**Effect:** Choose another ally within 5 squares. That ally may use its level 1 **Encounter Ability** an additional time this encounter.





## Shine Like Diamonds

Generosity 5

**Daily** - Magic, Implement

**Standard Action** - Area burst 3 within 10

**Target:** Each enemy in the burst

**Attack:** Knowledge vs. AC

**Hit:** 2[W] + Knowledge + Level damage. The target grants **Combat Advantage** and the effect of **Sparkling** is doubled until the start of your next turn.

**Effect:** Until the end of the encounter, the damage of each other ally in the burst area is increased by +3 per die rolled. Their **Stamina Regeneration** increases by your **Knowledge Score**. (Effects from the same source don't stack.)



## Upstage

Generosity 6

**Encounter** - Magic

**Immediate Reaction** - Personal

**Trigger:** An enemy hits you in melee

**Effect:** You take no damage from the attack. You push the attacker a number of squares up to your **Knowledge Score** and the enemy is knocked **Prone**.

## Inspiration Manifestation

Generosity 7

**Encounter** - Magic, Implement

**Standard Action** - Range 10

**Target:** Up to three enemies in range

**Attack:** Knowledge vs. AC

**Hit:** 1[W] + Knowledge + Level Damage. The target is **Dazed** until the start of your next turn.

**Effect:** Choose one other ally in five squares and they gain an **Action Point**. If they don't use this **Action Point** by the end of the encounter, it is lost.

## Let the Rainbow Remind You

Generosity 9

**Daily** - Magic

**Standard Action** - Close burst 10

**Target:** You and each ally in the burst

**Effect:** You and each ally in the burst gains an additional use of their level 3 **Daily Power**, but must immediately use it as a **Free Action**.

Characters who don't have a level 3 **Daily Power** instead double the amount of their special resource they gain from their level 1 **Permanent Ability** for the next 3 rounds instead. (ex. Spirits of Magic generate twice the Magic Points from Nexus of Knowledge.)

## Art of the Dress

Generosity 10

**Permanent** - Magic

**Personal**

**Effect:** For the purposes of **Diva** and **Simply Smashing Darling**, double your effective **Knowledge Score**. **Gratuity** becomes an **At-Will** power with unlimited uses per encounter.



# Spirit of Kindness

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



## Kindness Traits

**Role:** Striker/Leader, This class moves around the battlefield with blinding speed healing allies until it needs to begin bringing its enemies to its needs.

**Complexity Level:** Low. This class is ideal for players learning the rules or who want a class that just works.

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

**Armor Proficiencies:** Light

**Weapon Proficiencies:** Melee, Ranged

**Life Points:**  $10 + (\text{Strength} + \text{Friendship}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 10) + \text{Armor Bonus}$

**Play Style:** This class is for players that want to stealthily move behind the scenes of combat, keeping their allies in tip top shape. But sometimes the best defense is a good offense. One arrow can save a thousand lives, at those moments you sacrifice your defensive abilities to become an offensive power house.

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>Stamina</b>	10	20	30	40	50	60	70	80	90	100
<b>Ability</b>	Hear their cries, Not so Weak, A little Kindness	First Responder	Combat Medic	Enthusiastic Cheering	Parasprite Friends	Easily Startled	The Stare		Utter Flutter	On Call
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### Hear Their Cries

(Utility) Kindness 1

**Permanent** – Physical  
**Personal**

**Effect:** Whenever you roll a **Skill Check** to determine what's wrong with an individual creature or group of individuals that you wish to help, you receive a +5 bonus to the roll. (For instance, you get this bonus when rolling **Heal** to diagnose someone, or **Insight** to find out painful secrets, or **Streetwise** to find out about problems with a community.)

### Not So Weak

Kindness 1

**Permanent** – Physical  
**Personal**

**Effect:** At the start of each encounter you begin as **Meek**. While **Meek** you gain a +5 bonus to your **AC** and your **Movement** doesn't provoke **Opportunity Attacks**.

When you make an attack you may choose to break out of **Meek**, as long as you aren't **Meek** you deal an additional +1[W] damage on all damage rolls.





## A Little Kindness

## Kindness 1

**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** – Melee or Ranged (Based on weapon being used)

**Target:** One Enemy

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage.

**Effect:** One ally within 5 squares recovers

**Stamina** equal to your **Friendship + (Level \*3)**.

They may also make a **Saving Throw** against one **Negative Effect** on them.



## First Responder

## Kindness 2

**At Will** – Martial, Stance

**Minor Action** – Aura 5

**Effect:** While you are in this stance, once per round when an ally in your aura takes damage, you may restore **Stamina** equal to your Friendship + Level to them.

## Combat Medic

## Kindness 3

**Daily** – Martial

**Minor Action** - Personal

**Effect:** For the next three rounds you are treated as being both **Meek** and **not Meek**, gaining a bonus to AC and damage. At the end of this effect you become **Meek**.

## The Stare

## Kindness 4

**Encounter** - Martial, Weapon

**Standard Action** – Close burst 3

**Target:** One creature in melee

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage and the target is **stunned** until the start of your next turn.

**Miss:** The target is **Immobilized** and **weakened** until the start of your next turn.

## Parasprite Friends

## Kindness 5

**Daily** - Martial, Weapon

**Standard Action** - Area Burst 3 within 10

**Target:** Each enemy in the burst

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage. The target is **Slowed** and **Dazed** (save ends both).

**Effect:** You may immediately **Slide** each creature in the burst to any other square in the burst.

## Easily Startled

## Kindness 6

**Encounter** - Martial

**Immediate Reaction** - Personal

**Trigger:** An enemy hits you

**Effect:** After taking the damage, you **Teleport** up to 10 squares and gain **Meek**.



## Enthusiastic Cheering

Kindness 7

**Encounter** - Martial, Weapon

**Standard Action** - Close burst 4

**Target:** Each enemy in the burst

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage.

**Effect:** Each ally in the burst gains a +3 bonus to their attack rolls until the start of your next turn and can make a saving throw against one **ongoing effect** on them.

## Utter Flutter

Kindness 9

**Daily** - Martial, Weapon

**Standard Action** - Close Blast 6

**Target:** Each enemy in the blast

**Attack:** Friendship vs. AC

**Hit:** 2[W] + Friendship + Level damage. All **Positive Effects** on the target are **Removed**.

**Effect:** Each ally in the blast has all **Negative Conditions** on them **Removed** and **Regains** half their maximum **Stamina**. Enemy **Zones** in the blast area are **Destroyed**.

## On Call

Kindness 10

**Permanent** - Martial

**Personal**

**Effect:** When you are in the **First Responder Stance**, you may activate it twice per round. The amount of **Stamina** restored through this power is increased by an additional 5.





# Spirit of Loyalty

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



## Loyalty Traits

**Restriction:** Requires Movement (Flight)

**Role:** Defender/Striker, You move about the battlefield rapidly striking down enemies and protecting allies.

**Complexity:** Standard. This class requires you to understand both the rules and its ability to play optimally.

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

**Armor Proficiencies:** Light, Heavy

**Weapon Proficiencies:** Melee

**Life Points:** 12 + (Strength + Agility) \* Level

**Stamina Points:** (Level \* 12) + Armor Bonus

**Playstyle:** This Spirit is for those who want to show off! Able to easily and quickly get where it's needed to inflict maximum damage or to protect its friends. Keeping your momentum going demands you constantly move around the battlefield, and the threat of you building it up keeps the enemies attention squarely on you, just where you want it.

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>Stamina</b>	12	24	36	48	60	72	84	96	102	120
<b>Ability</b>	Contrails, Gotta Go Fast!, Wing Power, Rainbow Blitz	Weather Patrol	Ten Seconds Flat	Ride the Lightning	Eye of the Tornado	Never Leave Ya' Hangin'	Storm Front		Sonic Rainboom	Academy Record
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### Contrails (Utility) Loyalty 1

**Permanent – Physical Personal**

**Effect:** Choose an element or type of energy that would not interfere with your flight. You generate this element through your contrails and can manipulate it as with the Pegasus ability **Weather Mare**. (For example: Rainbow Dash's light trails, or Lightning Dust's thunder storm trails).

### Gotta Go Fast! Loyalty 1

**Permanent – Physical Personal**

**Effect:** You gain a +2 Bonus to your **Movement (Flight)**, and gain a +4 bonus to AC against **Attacks of Opportunity**.

### Wing Power Loyalty 1

**Permanent – Physical Personal**

**Effect:** At the end of each of your turns, if you end at least 4 squares from your starting square gain 1 **Momentum**.

At the start of your turn, if you weren't hit by an attack since the end of your last turn gain 1 **Momentum**.

You cannot have more **Momentum** than your **Agility Score**.

Add your **Momentum** total to your **To Hit** for attack rolls.. You may spend 1 **Momentum** to add your Agility + Level to a damage roll or to activate the **Turbo** effect of an ability.





## Rainbow Blitz

Loyalty 1

**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** – Melee**Special:** You move up to your Movement Speed (Flight) in a straight line. After you finished moving, make the following attack.**Target:** Each enemy you passed through during your movement**Attack:** Agility vs. AC**Hit:** 1[W] + Agility + Level damage.**Effect:** At the end of your movement, deal damage equal to your (Agility + Level) to all enemies in a **Close Burst 1**.**Turbo:** You may move up to twice your **Movement Speed (Flight)**, before the attack. During this movement, you may turn directions once.

## Weather Patrol

Loyalty 2

**At Will** – Physical, Stance**Minor Action** – Aura 2**Effect:** As long as you remain in this stance, whenever another ally in the aura is attacked by an attack that doesn't include you, the attack suffers a -2 penalty **To Hit**.

If the attack hits, deal damage equal to your Agility + Momentum + Level to the attacker.

## Ten Seconds Flat

Loyalty 3

**Daily** – Physical**Minor Action** - Personal**Effect:** For 3 rounds you generate twice the **Momentum**, and your movement does not provoke **Attacks of Opportunity**.

## Ride the Lightning

Loyalty 4

**Encounter** - Physical, Weapon**Standard Action** – Melee**Special:** You may teleport up to five squares adjacent to one enemy. You may repeat this process up to two more times, then make the following attack.**Target:** Each of the chosen enemies**Attack:** Agility vs. AC**Hit:** 1[W] + Agility + Level damage.**Turbo:** You can spend a momentum point to **Daze** each enemy you hit until the start of your next turn.

## Eye of the Tornado

Loyalty 5

**Daily** - Physical, Weapon**Standard Action** – Melee**Special:** You move up to your Movement Speed (Flight). After you finished moving, make the following attack.**Target:** Each enemy that entered melee range during your movement**Attack:** Agility vs. AC**Hit:** 2[W] + Agility + Level damage. The target suffers **Ongoing Damage** equal to your Agility + (Level\*2 ). (Save Ends).**Effect:** You **Pull** each target of this power up to your **Move Speed (Flight)**.



## Never Leave You Hanging

Loyalty 6

**Encounter** - Physical

**Immediate Interrupt** – Close Burst 5

**Trigger:** An ally within the burst is attacked.

**Effect:** You move up to your **Movement Speed (flight)** adjacent to the hit ally. During this movement, you ignore **Attacks of Opportunity**. You become the target of the attack, you gain +4 **AC** bonus against the attack.

**Turbo:** You deal Agility + (Level\*3) damage to the attacker.

## Storm Front

Loyalty 7

**Encounter** - Physical, Weapon

**Standard Action** - Close blast 5

**Target:** One Creature

**Attack:** Agility vs. AC

**Hit:** 1[W] + Agility + Level damage. You may **Slide** the target up to 4 squares.

**Effect:** You may move up to your **Movement Speed (flight)** adjacent to one enemy attacked by this power. Then you deal Agility + Level damage to all enemies in a **close burst 3** around you.

**Turbo:** You may knock each enemy hit **Prone** and slide them 6 squares instead.

## Sonic Rainboom

Loyalty 9

**Daily** - Physical, Weapon

**Standard Action** – Burst 5

**Special:** You move up to twice your Movement Speed (Flight) with up to one turn. After you finished moving, choose 1 square you moved through to be the center of the Burst.

**Target:** Each enemy within the burst

**Attack:** Agility vs. AC

**Hit:** 3[W] + Agility + Level damage.

**Effect:** Each other ally within the burst gets +3 **AC** until the start of your next turn and **Regains Stamina** equal to your Agility + (Level\*3).

## Academy Record

Loyalty 10

**Permanent** - Physical

**Personal**

**Effect:** At the start of each of your turns, gain 1 **Momentum**.

Whenever you move within melee range of an enemy, that enemy takes damage equal to your Agility + **Momentum**.





# Spirit of Laughter

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



## Laughter Traits

**Role:** Controller, You reduce the monsters plans to nothing but a chaotic mess around you.

**Complexity:** Standard. This class requires you to master both the rules and its ability to play it optimally.

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

**Armor Proficiencies:** Light

**Weapon Proficiencies:** Ranged

**Life Points:**  $8 + (\text{Strength} + \text{Friendship}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 8) + \text{Armor Bonus}$

**Playstyle:** This Spirit is for those who thrive on Chaos. When the spirit of laughter is around nothing seems to go right as the battlefield as turns from orderly precision into a comedy of errors. Your abilities only further this chaos seemingly helping enemy and ally alike...but always in a way that your allies come out on top of course. Remember it's not combat, It's comedy!

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.



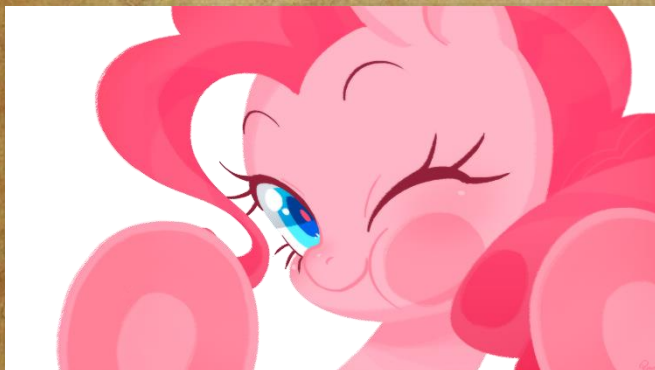
	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
<b>Stamina</b>	8	16	24	32	40	48	56	64	72	80
<b>Ability</b>	What 4 <sup>th</sup> Wall?, Slapstick, Prankster, Explosive Balloons	Probability Warper	Life of the Party	Who Threw That?	Everybody Dance Now!	Whoops I'm Over Here	Slippy Slidey Soapy Suds		Game of Puns	Smile Smile Smile!
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### What 4<sup>th</sup> Wall?

(Utility) Laughter 1

**Permanent** – Magic  
**Personal**

**Effect:** You have no 4th wall in character. You may casually refer to game mechanics, the players, and table talk in character.



### Slapstick

Laughter 1

**Permanent** – Magic  
**Personal** – Aura 10

**Effect:** At the start of your turn, and whenever you or a creature in your aura rolls a **Critical Miss**, you gain 1 **Giggle**. You can't have more **Giggles** than 5 + Friendship + Level, and all **Giggles** vanish at end of an encounter.

Once per turn, when an enemy within your aura critically misses, roll a d6 and activate the effect from the table below.

1. **Bar of Soap** - You slide the creature up to 4 squares and knock it **Prone**.
2. **Swing and a Miss!** - You may choose another creature in the attack range. The attacker changes the target of their attack to the chosen creature.

3. **Not the Cake!** - The creature suffers a penalty equal to **AC** equal to ½ your Friendship score until the start of their next turn.
4. **Rubber Chicken** - The creature is **Weakened** for their next successful attack before the end of their next turn.
5. **Klonk!** - The target is **Shaken** until the end of their next turn.
6. **Go for the eyes!** - An ally adjacent to the target makes an Opportunity Attack against the attacker.



Prankster Laughter 1

**At Will** – Magic

**Free Action** – Close Burst 5

**Trigger:** A creature in the burst misses with an attack

**Effect:** You may spend 3 **Giggles** to make the attack a **Critical Miss**. (This does not generate a **Giggle**, but activates **Slapstick** instead).

Explosive Balloons Laughter 1

**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** – Close Burst 1

**Special:** Before this attack, you may Teleport up to 5 squares.

**Target:** Each enemy in the burst.

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage. You gain 1 **Giggle** for each enemy hit by this attack.

**Effect:** You can **Teleport** up to 5 squares after the attack.

Probability Warper Laughter 2

**At Will** – Magic, Stance

**Minor Action** – Aura 10

**Effect:** While in this stance all enemies in the aura have their **Critical Miss** range increased by half your **Friendship Score**.

Life of the Party Laughter 3

**Daily** – Magic

**Minor Action** - Personal

**Effect:** For the next three rounds you generate an additional **Giggle** at the start of your turn, and whenever a creature in your **Slapstick** aura rolls a critical miss.

During this time, you can spend 5 **Giggles** once per round for an additional **Standard Action**. You cannot use this ability on the turn you spend an **Action Point**.

Who Threw That? Laughter 4

**Encounter** - Magic, Weapon

**Standard Action** – Range 10

**Target:** One Creature

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage. You choose another enemy within 5 squares. Arrange the two enemies by **Sliding** them up to their **Movement Speeds**, as long as they end adjacent to each other. At the end of the movement, they must make a **Base At-will Attack** on each other.

**Effect:** You may spend any amount of **Giggles** up to your **Friendship Score**. For each **Giggle** you spend, you may **Teleport** up to 2 squares.

Everybody Dance Now! Laughter 5

**Daily** - Magic, Weapon

**Standard Action** – Area Burst 3 within 10

**Target:** Each enemy in the burst

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage and the target is **Immobilized** (Save Ends); 'Cause they can't stop dancing!

**Effect:** Each enemy in the burst may take a **Move Action**, then each ally in the burst may take a **Move Action**. This movement does not provoke **Opportunity Attacks**.





## Whoops, I'm Over Here!

Laughter 6

**Encounter** - Magic

**Immediate Interrupt** – Personal

**Trigger:** An enemy would attack you.

**Effect:** The attack misses you and you **Teleport** up to 5 squares.

You may spend 3 **Giggles** to have the attack target an enemy adjacent to where you after your teleport.

## Slippy Slidey Soapy Suds

Laughter 7

**Encounter** - Magic, Weapon, Zone

**Standard Action** – Area Burst 2 within 10

**Target:** Each enemy in the burst

**Attack:** Friendship vs. AC

**Hit:** 1[W] + Friendship + Level damage. You **Slide** the target a number of squares up to half your **Friendship Score**. If they end their **Movement** adjacent to an enemy, you may deal 1[W] damage to one of these enemies and gain 1 **Giggle**.

**Effect:** You create a **Zone** in the burst. Any **Move Action** that starts in the **Zone** or enters the **Zone** gets +4 speed after this **Movement**. You may knock an enemy with the speed bonus **Prone** after they finish moving. This **Zone** lasts until the start of your next turn.

**Sustain:** (2 **Giggles**) The **Zone** persists for another round.

## A Game of Puns

Laughter 9

**Daily** - Magic, Weapon

**Standard Action** – Area Burst 3 within 10

**Target:** Each enemy within the burst

**Attack:** Friendship vs. AC

**Hit:** 2[W] + Friendship + Level damage. The target suffers a -5 to all **Saving Throws** until the start of your next turn.

**Effect:** At the start of each target's turn, the target must make a **Saving Throw** or be **Dazed** until the start of their next turn. You get 1 **Giggle** from each **Dazed** target.

## Smile Smile Smile!

Laughter 10

**Permanent** - Magic

**Personal**

**Effect:** You begin each combat with 4 **Giggles**, and you generate 1 additional **Giggle** at the start of your turn.

You have no maximum number of **Giggles**.





# 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.”*



## Magic Traits

**Restriction:** Requires ability to cast magic

**Role:** Controller, Your extensive array of abilities gives you a large influence on the battlefield.

**Complexity:** Very High. You need to understand all of this classes' abilities and the situation to wield it effectively.

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

**Armor Proficiencies:** Light

**Weapon Proficiencies:** Spell Craft

**Life Points:**  $8 + (\text{Strength} + \text{Knowledge}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 8) + \text{Armor Bonus}$

**Playstyle:** This spirit for players who want to direct the flow of battle with their minds, and consider every angle. Unlike other spirits who are hard locked into a progression of abilities magic can use it's abilities freely as long as it has the magic points, but this versatility comes with a price a Spirit of Magic can never be assured they are making the right choices in combat.

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!

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>Stamina</b>	8	16	24	32	40	48	56	64	72	80
<b>Ability</b>	Nexus of Knowledge, Practicality			Channel Within			Favored Student			Fast Casting
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

1

## Nexus of Knowledge

Magic 1

**Permanent** – Magic  
**Personal**

**Effect:** While in combat, you generate 3 **Magic Points** at the start of each of your turns. This increases by 1 at 3rd, 5th, 7th, and 9th level.

## Channel Within

Magic 4

**Encounter** – Magic  
**Minor Action** - Personal

**Effect:** You gain 5 additional **Magic Points** and gain +2 **Knowledge Score** until the end of your turn. This effect doesn't increase your maximum **Life Points**.

## Fast Casting

Magic 10

**Permanent** – Magic  
**Personal**

**Effect:** You gain an additional Minor Action each turn.

## Practicality

(Utility) Magic 1

**Permanent** – Magic  
**Personal**

**Effect:** You may utilize spells out of combat without paying a **Magic Point** cost. Instead, make just an **Arcana Check**. These spells follow DM discretion on their effects, and may be more powerful or different in their results.

## Favored Student

Magic 7

**Permanent** – Magic  
**Personal**

**Effect:** You can now use the **{Boost}** effect of your spells! When you do so, you must pay the additional Magic **Point** cost noted.





## Blinding Beam

**Magic Point Cost:** 3

**At Will Magic** - Implement

**Standard Action** - Ranged 5

**Target:** One Creature

**Attack:** Knowledge vs. AC

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

**Effect:** The target is **Blinded** until the start of your next turn.

**{Boost}**

**Additional Magic Point Cost:** 3

**Close Line 6**

**Target:** Each enemy in the line

## Arcane Overload

**Magic Point Cost:** 6

**At Will Magic** - Magic, Implement

**Standard Action** - Close Burst 3

**Target:** Each enemy in the burst

**Attack:** Knowledge vs. AC

**Hit:** 2[W] + Knowledge + Level damage.

**Effect:** You **Teleport** each target to any square in the burst or just outside it.

**{Boost}**

**Additional Magic Point Cost:** 4

**Close Burst 5**

**Hit:** 3[W] + Knowledge + Level damage.

## Curse

**Magic Point Cost:** 2

**At Will** - Magic, Implement

**Minor Action** - Ranged 10

**Target:** One Creature

**Attack:** Knowledge vs. AC

**Hit:** The target gains one of the following **Negative Effects**.

- The target can't **Shift** and is **Slowed** until the start of your next turn.
- **Penalty** to **AC** equal to your  $\frac{1}{2}$  **Knowledge** until the start of your next turn.
- **Weakened** until the start of your next turn.
- **Shaken** until the start of your next turn.

**{Boost}**

**Additional Magic Point Cost:** 2

**Hit:** The effect becomes (Save ends) if it hits.

## Telekinetic Blast

**Magic Point Cost:** 3

**At Will Magic** - Implement

**Standard Action** - Close Blast 4

**Target:** Each enemy in the blast

**Attack:** Knowledge vs. AC

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

**Effect:** You **Slide** the target a number of squares equal to  $\frac{1}{2}$  your Knowledge.

**{Boost}**

**Additional Magic Point Cost:** 2

**Area Burst 3 Within 10**

**Target:** Each enemy in the burst





## Abjure

**Magic Point Cost:** 2

**At Will** - Magic, Implement

**Minor Action** - Ranged 10

**Target:** One Creature, Conjunction or Zone. If used on an enemy or enemy conjunction, you must make an Attack Roll.

**Attack:** Knowledge vs. AC

**Effect:** This spell can have one of the following effects.

- Removes all **Positive Effects** from a targeted enemy on a hit.
- Grants a **Saving Throw** against all **Negative Effects** on an ally.
- Disperses a targeted **Conjunction** or **Zone** on a hit.

**{Boost}**

**Additional Magic Point Cost:** 3

**Standard Action** - Area Burst 3 Within 10

**Effect:** This spell has the above effects on all appropriate targets.



## Magic Barrier

**Magic Point Cost:** 3

**At Will** - Magic

**Standard Action** - Ranged 10

**Effect:** You create a 6-square wall within range, this wall prevents all attacks and movement through it. It can be attacked and is automatically hit. It has **Life Points** equal to your  $(\text{Level} \times 4) + (\text{Knowledge} \times 4)$ .

**{Boost}**

**Additional Magic Point Cost:** 3

**Effect:** You create an 8-square wall within range. It has Life Points equal to your  $(\text{Level} \times 4) + (\text{knowledge} \times 4) + 40$ .

## Alteration

**Magic Point Cost:** 2

**At Will** - Magic

**Minor Action** - Ranged 10

**Target:** One Creature

**Effect:** The target gains one of the following abilities until the start of your next turn.

- +2 **AC** and **Damage Resistance** equal to your  $(\text{Level} + \text{Knowledge})/2$ .
- **Movement** (Flight)
- **Size Increase** to Large.
- **Blind Sight**

**{Boost}**

**Additional Magic Point Cost** 2

**Hit:** The ability lasts for 3 rounds instead.

## Teleportation

**Magic Point Cost:** 2

**At Will** - Magic

**Move Action** - Personal

**Effect:** You **Teleport** a number of squares up to your **Knowledge**, you gain an **AC** bonus equal to half the number of squares you **Teleport** until the start of your next turn.

**{Boost}**

**Additional Magic Point Cost:** 1 per additional target

**Melee**

**Target:** Any number of creatures. You must make an attack against enemies

**Attack:** Knowledge vs. AC

**Effect:** You **Teleport** each ally and successfully hit enemy as well. They must end the **Teleport** within melee range of you. Allies gain **AC** like you do, while enemies suffer an **AC** penalty equal to half the number of squares you moved until the start of your next turn.





## Levitate

**Magic Point Cost:** 1 per size category of object

**At Will** - Magic

**Minor Action** - Ranged 10

**Target:** One Object

**Effect:** You levitate an object and can move it up to your **Knowledge Score** in squares. This costs 1 **Magic Point** per size category (starting a tiny).

You can use the object as if you were holding as well but doing so requires a **Standard Action**.

**Sustain Minor:** The effect continues without any additional **Magic Point** cost, and you can move it up to your Knowledge in squares. You cannot sustain this if the object is outside the **Power's** range.

**{Boost}**

**Additional Magic Point Cost:** 1 per additional object

**Hit:** You can affect more than one object. Each object beyond the first costs 1 additional Magic Point, to a maximum number equal to your **Knowledge Score**.

## Conjuration

**Magic Point Cost:** 2 Per Size of object

**At Will** - Magic, Conjuration

**Minor Action** - Personal

**Effect:** You **Conjure** an item into existence. It costs 2 **Magic Points** per size rank (starting at tiny). 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 not permanent or realm but a magical construct. It lasts a number of hours equal to your **Knowledge Score** after which it fades away.

**{Boost}**

**Additional Magic Point Cost:** 1 per Size

**Effect:** The item isn't a magical construct but fully real, having no maximum duration.





# Spirit of Contest

*"Yea I'm a little competitive, I guess. But if I don't love to win!"*



## Contest Traits

**Role:** Striker, You are an embodiment of fury on the battlefield rending foes asunder and getting stronger the longer combat goes on.

**Complexity:** Standard, This class requires you to understand both the rules and its gimmick to play optimally.

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

**Armor Proficiencies:** Light, Heavy

**Weapon Proficiencies:** Melee

**Life Points:**  $12 + (2 * \text{Strength}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 12) + \text{Armor Bonus}$

**Play Style:** This class is for players who want to deal lots of damage in the thick of combat, capable of rapidly responding to changing battlefield situations easily. However Contest is high risk, high reward, needing to hit and be hit to sustain its power it can find itself an unstoppable juggernaut or a second stringer just as easily.



	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
<b>Stamina</b>	12	24	36	48	60	72	84	96	108	120
<b>Ability</b>	Burning Rage, Simmer Within			Explosive Temper			Party Crasher			Endless Rage
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### Burning Rage

Contest 1

**Permanent** – Physical  
**Personal**

**Effect:** Whenever you take Damage or deal Damage you gain **Rage** equal to that Damage. You can spend this **Rage** to use your abilities. Unspent **Rage** dissipates after 5 minutes or a short rest.

### Explosive Temper

Contest 4

**Daily** – Physical  
**Minor Action** - Personal

**Effect:** For the next three rounds **Double** all **Rage** you generate from **Burning Rage**.

### Party Crasher

Contest 7

**At-Will** – Physical  
**Free Action** - Personal

**Effect:** Once during each of your turns you may spend 30 **Rage** to gain an additional **Standard Action**. You can't use this ability on the turn you use an **Action Point**.

### Simmer Within

Contest 1

**Encounter** – Physical  
**Minor Action** - Personal

**Effect:** You gain **Rage** equal to your **Strength + Level**.



### Endless Rage

Contest 10

**Permanent** – Physical  
**Personal**

**Effect:** For every 20 **Rage** you spend you gain +1 **Critical Strike Range** until the end of the encounter, up to a maximum of your **Strength** score.



## Unstoppable Bruiser

**Rage Cost:** 3 Per +1 Bonus

**At-Will** – Physical

**Minor Action** - Personal

**Effect:** For every 3 **Rage** you spend, you gain a **+1 Bonus to Attack, Damage, Strength Checks, and Strength Skill Checks** until the start of your next turn, up to a maximum bonus of equal to your **Strength**.

## Shake It Off

**Rage Cost:** 3 Per 1 Damage

**At-Will** – Physical

**Free Action** - Personal

**Trigger:** You would take Damage.

**Effect:** For every 3 **Rage** you spend you take 1 less **Damage**.



## Sucker Punch

**Rage Cost:** 5

**At-Will** – Physical

**Standard Action** - Melee

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength + Level damage. The target takes **Ongoing Damage** equal to your **Strength + Level** and takes **Additional Damage** from your Attacks equal to your **Strength + Level**. (Save ends both, Cannot stack).

## Rend Asunder

**Rage Cost:** 3 Per -1 Penalty to Enemy AC

**At-Will** – Physical

**Standard Action** - Melee

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength + Level damage. The target takes **-1 Penalty to AC** for every 3 **Rage** spent until the end of your next turn, with a **Maximum Penalty** equal to your Strength Score.



## Griffon-Hug

**Rage Cost:** 8

**At-Will** – Physical, Weapon

**Standard Action** - Melee

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength + Level damage. Until the beginning of your next turn, you may **Move** into the enemy's space and **Occupy** the same space. If you Move, they are **Carried** along with you. The enemy you have grabbed is *restrained*.

**Sustain:** 8 **Rage** and a **Minor Action**. The enemy remains **Grabbed** by you.





## Speedball Special

**Rage Cost:** 3 Per Square  
**At-Will** – Physical, Weapon  
**Standard Action** - Melee  
**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** You **Toss** the enemy up to 1 square for Every 3 Points of **Rage** spent. The enemy stops in an Adjacent Square upon the first object of Equal size or larger it hits. If the **Thrown Enemy** hits any enemies they are carried along the full distance.

The **Thrown Enemy** suffers 1[W] + Strength + Level Damage. If the **Thrown Enemy** hits a hard surface, they take an extra 1[W] Damage. All creatures affected are knocked *prone*.

## Explosive Outburst

**Rage Cost:** 10 Per Square  
**At-Will** – Physical, Weapon  
**Standard Action** – Close Burst X (X is 1 Per 10 Rage)  
**Target:** Each Enemy in the Burst  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength + Level damage. You **Push** the target up to one Square outside the burst. Enemies **Pushed** this way take +1d10 damage if they collide with an object of Equal size or larger. This collision stops their **Movement**.

## Make it Rain

**Rage Cost:** 15  
**At-Will** – Physical, Weapon  
**Standard Action** - Melee  
**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength + Level damage. You **Knock** the target up into the air a number of **Squares** equal to your Strength. They land taking full **Falling Damage**. (Falling Damage is 1d10 per Square above two. If they Fall 2 Squares or more they are knocked *prone*.)





# Spirit of Archeology

*“Medusas... Why did it have to be Medusas?”*



## Archeology Traits

**Role:** Striker/Controller, this class moves around the battlefield easily striking high priority targets while rearranging the battlefield.

**Complexity Level:** High. This class presents the player with many options in play that must be considered.

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

**Armor Proficiencies:** Light

**Weapon Proficiencies:** Melee, Ranged, Spellcraft

**Life Points:**  $10 + (\text{Strength} + \text{Agility}) * \text{Level}$

**Stamina Points:**  $(\text{Level} * 10) + \text{Armor Bonus}$

**Playstyle:** This Spirit is for players who want use every tool at their disposal and exploit their environment to its maximum potential. Incredibly mobile and capable of rearranging the battlefield to suit the needs of their party at the drop of a hat....don't touch the hat.



	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
<b>Stamina</b>	10	20	30	40	50	60	70	80	90	100
<b>Ability</b>	Such fun toys!, Armed and Ready, Tricks of the Trade, Tools for every occasion	Let's Get Dangerous	Pain in the Neck	Dust of Discord	Triple Strike	You've Triggered My Trap!	Tablets of Translocation		Disjunction Junction	Bag of Holding
<b>Skill Trainings</b>	3		1			1			1	
<b>Merits</b>	2		1		1		1		1	
<b>Stat Bonus</b>		+1 to any two		+1 to any two		+1 to any two		+1 to any two		+1 to any two

### Such Fun Toys! Archeology 1

*"A treasure hunter has to have the tool for the job...I just happen to have a lot of them"*

**Daily (Special)** – Physical, Utility

**Special:** You may use this ability twice per day.

**Minor Action** - Personal

**Effect:** You may **Produce** a **Non-Magical Item** that you happened to have stashed away. You are always assumed to have these...even if illogical. ("Luckily the guards didn't find this!").

Beginning 4th Level you may pull out **Minor Magical Items**, and beginning at 7th Level you may pull out **Lesser Magical Items**.

At Level 6, you may **Produce** up to three items a day.

### Armed and Ready Archeology 1

*"A treasure hunter has to have the tool for the job...I just happen to have a lot of them"*

**Permanent** – Physical

**Personal**

**Effect:** You may **Switch Weapons** as a Free Action, and you gain two **Weapons** of each type. You also get a second piece of **Armor** which you can switch between during a short rest. You can't take the **Living Armory Merit**.



### Tricks of the Trade Archeology 1

*"Take a little of that, a little of this, oh and one of these!"*

**Permanent** – Physical

**Personal**

**Effect:** You now have a **Trick Score**.

At the start of each Encounter you gain a **Trick Point**. Once per turn, whenever you **Switch Weapons Types**, Gain a **Trick Point**. Any time during your turn when you **Shift**, you may add Squares up to ½ your **Trick Points**.

In addition, **Add** your **Trick Points** to your **AC** against **Opportunity Attacks** and **Traps**. Your **Trick Score** cannot exceed your **Agility Score**.

At level 4 when, you now start each **Encounter** with two **Trick Points** and at level 7, you now start each **Encounter** with three.



## Tools for Every Occasion Archeology 1

*"Take a little of that, a little of this, oh and one of these!"*

### Encounter (Special) - Magic

**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.

### Free Action

**Trigger:** You hit with an At-Will Attack Power.

**Effect:** The Attack gains an additional effect based on the Weapon Type used to Trigger the attack.

- **Melee-** Before or after the Attack resolves, choose to either Push or Pull all enemies within a **Close Burst 2** up to 3 Squares.
- **Ranged-** The Target hit Deals ½ Agility + Level **Less Damage** and Takes ½ Agility + Level Damage when they **Move** until the start of your next turn.
- **Spellcraft-** The target gains an **Aura 2** until the start of your next turn. Whenever another enemy Enters the Aura or Ends their turn in it they take Agility + Level damage.

## Let's Get Dangerous Archeology 2

**At-Will – Physical, Stance**  
**Minor Action - Personal**

**Effect:** As long as you remain in this **Stance**, increase your Damage Rolls by your **Trick Score**. This increases to twice your **Trick Score** at 4th level, and three times your **Trick Score** at 7th level.



## Pain In the Neck Archeology 3

*"I've got to stop monologuing."*

**Daily – Physical, Stance**  
**Minor Action - Personal**

**Effect:** You **Recover** ¼ your Maximum Stamina. For the next three rounds, your **Trick Score** and your maximum **Trick Score** are doubled.

## Dust of Discord Archeology 4

*"I suggested apple of aeris, but somehow they knew."*

**At-Will - Magical, Conjunction**  
**Minor Action – Area Burst 3 within 10**

**Effect:** This creates a **Zone** until the end of your next turn.

When any enemy that is in the **Zone** is hit, you **Slide** them a number of squares up to your **Tricks Score** and they fall **Prone**.

## Triple Strike Archeology 5

*"Just gotta work in the kitchen sink."*

**Daily – Physical, Weapon**  
**Standard Action - Weapon**

**Effect:** You make an **At-Will Attack** with one Melee, one Ranged, and one Spellcraft Weapon. These do not **Provoke Opportunity Attacks** and your **Trick Score** increases by 3 immediately.







### You've Triggered My Trap! Archeology 6

*"There I didn't say card!"*

**Encounter** – Physical  
**Immediate Interrupt** - Personal  
**Trigger:** You are attacked.

**Effect:** Add +4 to your **AC** against this Attack. You may make an At-Will Attack against your attacker in return. This does not provoke.

### Tablets of Translocation Archeology 7

*"I'm no longer allowed to play fetch..."*

**Encounter** – Magic, Conjunction  
**Minor Action** – Close burst 5  
**Target:** Two squares in the burst.

**Effect:** You create two Portals in the chosen square. Allies **Treat** those squares as **Adjacent** for **Movement** and **Targeting**. Enemies cannot Use the portals.

### Disjunction Junction Archeology 9

*"You cast what?!"*

**Daily** –Magical, Implement  
**Standard Action** – Close Burst 3  
**Target:** Each enemy in the burst.  
**Special:** Make five attack rolls one for each of the following effects and apply it to each target.  
**Attack:** Agility vs. AC

**First Attack - Sword of Omens** - *"I didn't know it was magic...it's just reflex to collect swords at this point."*  
**Hit:** 2[W] + Agility + Level damage.

**Second Attack - Eye of Agamotto** *"Big, Fancy, and Sometimes made of Gold"*  
**Hit:** The target is *immobilized* (Save ends).

**Third Attack - The Kitchen Sink** *"Finally managed to work it in. -KLONG-"*  
**Hit:** The target is *dazed* until the start of your next turn.

**Fourth Attack - Hand of Vecna** *"Unlike the head this one works...worked."*  
**Hit:** The target is *weakened* and suffers a -4 Penalty to AC (Save ends both).

**Fifth Attack - Helmet of Fate** *"Discord didn't like it..."*  
**Hit:** The target is Teleported up to five squares and is knocked *prone*.

### Bag of Holding Archeology 10

*"Every treasure hunter's greatest treasure!"*

**Permanent** – Magical  
**Personal**

**Effect:** You can access an Extradimensional Space, granting **Permanent Access** to all Weapons, all Permutations of Armor, and you can use **"Such fun toys!"** any number of times per day.





# Chapter 4: Destinies



## Obtaining your Destiny

**“It’s time now for a new change to come, you’ve grown up and a new life has begun. To go where you will go, to see what you will see, to be what you will be. For it’s time for you to fulfill your destiny.”**

Upon obtaining 6th level a character qualifies for a destiny, this does not mean they automatically obtain one however. Obtaining a destiny is always a major part of a character's plotline and evolution. A moment of important self-revelation, the final point of their character development. Once a character has obtained a destiny they have left the world of Mortals behind and have entered the world of Mythic Heroes, Demigods, and Enlightened Beings.

Generally speaking the party should **not** be leveled up to level 7, until everyone has obtained a Destiny.



# Arch Mage

*"There is but one good knowledge, and one evil Ignorance."*



## Arch Mage Traits

**Restriction:** Requires ability to cast magic

**Archmages in the world:** While respected as a knowledge authority especially on matters of magic. They are also often feared due to their obsessive pursuit magic and knowledge to the exclusion of all else. Delving into lore others would find forbidden and distasteful, and potentially dangerous.



## Arcane Aura

Arch Mage 6

**Permanent** – Magic  
**Personal**

**Effect:** Whenever you use a **Power**, add ½ its **Power Level** (round up) to your AC until the start of your next turn. If it requires magic points, add ½ its **Magic Point** cost (round up) to your AC until the start of your next turn. This effect doesn't stack.

## Arch Mastery

Arch Mage 6

**Permanent** – Magic  
**Personal**

**Effect:** After intensely studying the arcane arts for years, you have begun to scratch at the surface of controlling reality and creation.

Once per level, starting at 6, you are capable of creating an entirely unique spell that is added permanently to the spellcasting pantheon. The effects and abilities are determined by you and the DM.

These spells cannot be used directly in combat, and cannot be taught to someone else. If your character passes away or finishes the campaign, they may leave behind a spell book for future characters to learn the spells from.

## X-Magic

Arch Mage 8

**Encounter** – Magic  
**Minor Action** - Personal

**Effect:** You gain an additional **standard action**, you must use this standard action to use a **magic** ability. You can't use this ability on the same turn you use an action point.

## Sands of Time

Arch Mage 10

**Daily** - Magic  
**Standard Action** – Range 10  
**Target:** One creature in range  
**Attack:** Primary Stat vs AC

**Hit:** 4[W] + Primary stat + Level damage. The target is **Weakened** and **Dazed** (**Save Ends** both).

**Miss:** 2[W] + Primary stat + Level damage and the target is **Weakened** (**Save Ends**).

**Effect:** The target is aged greatly to the twilight years of their natural lifespan. This effect is permanent.





# Ascendant

*"My wings are so pretty!"*



## Ascendant Traits

**Ascendents in the World:** An ascendant is the paragon of their race, having achieved a total fulfillment and mastery of their racial and personal magic. With their long lifespans, power and wisdom they are looked upon as natural leaders and rulers of their people.



## Ascendant Form

Ascendant 6

**Permanent** – Magic  
**Personal**

**Effect:** You undergo a magnificent transformation with **Wings** growing from your back and a **Horn** sprouting from your forehead (If you're a pony).

If you don't have a **Flight Speed** you gain a **Flight Speed** equal to your highest Non-Flight Speed. You gain the **Magic Kindergarten** ability from the **Unicorn Racial** if you don't already possesses it. In addition you gain a **+1 Bonus** to all **Stats**.

## Royal Privilege

Ascendant 6

**Daily** – Magic  
**Free Action**

**Effect:** When you make a Skill Check your focused Skill, and roll less than a 15, you may make that roll a 15.

## Awakened Power

Ascendant 8

**Permanent** – Magic  
**Personal**

**Effect:** Your level 3 **Daily Power** becomes an **Encounter Power**.

If you do not have a level 3 **Daily Power**, gain the following instead:

**Encounter** - Magic  
**Minor Action**

**Effect:** You generate additional special resources based on your spirit.

**Magic** - You don't have to pay to **{Boost}** your spells for 3 rounds.

**Contest/Determination** - Your **Grit** or **Rage Generation** is **Doubled** for the next 3 Rounds.

**Alchemy** - You may immediately create a **Witch's Brew** on the spot and use it for this **Encounter**.

## A Level Beyond

Ascendant 10

**Daily** – Magic  
**Minor Action** - Personal

**Effect:** For the next 3 rounds, increase all your **Stats** by 2, and your **Level** by 3. This increase does not affect your maximum **Stamina** or **Life Points**. During this time you may use your level 1 **Encounter Power** as an **At-Will**, even if you have no uses remaining.





# Captain of the Guard

*"Not one shall fall while I still stand!"*



## Captain of the Guard Traits

**Captains of the Guard in the world:** While Ascendants are looked to for leadership in times of peace, it is the Captain they turn to in times of strife. They are the ultimate guardians of their people, capable of protecting entire cities at once and fighting on despite seemingly deadly injuries and impossible odds.



## To Serve and Protect

Captain 6

**At-Will** – Physical

**Free Action** – Close Burst 5

**Trigger:** An ally in the burst would take **Life Point** damage.

You take the damage instead. This damage still comes out of your **Life Points** even if you have **Stamina** remaining. You may choose if you suffer the effects of the attack or your ally.

## Unbreakable

Captain 6

**Permanent** – Physical  
**Personal**

**Effect:** Whenever you would take **Life Point** damage reduce that damage by your level\*2.

## Mega Barricade

Captain 6

**At-Will** – Magic, Utility  
**Special**

**Effect:** You may use the **Magic Barrier** spell from **Spirit of Magic** out of combat as though you had **Practicality**, using the higher of your **Endurance** or **Arcana** with a +10 bonus.

## Wall of Force

Captain 8

**Encounter** – Magic, Conjunction

**Standard Action** – Wall 6 within 10

**Effect:** You create a magical wall that lasts for the next 3 rounds. This wall prevents all **Movement** and **Attacks** through it and cannot be **Dispelled** or **Destroyed**.



## Iron Heart Surge

Captain 10

**Daily** – Physical  
**Minor Action** – Personal

**Effect:** You regain half your maximum **Stamina** and end all ongoing **Negative Effects** on you. For the next 3 rounds, halve all damage you take and ignore any **Negative Effect** that would be inflicted on you.

**Special:** If you are **Stunned** or **Dominated** you can use this at the start of your turn as a free action.



# Star Speedster

*"They Shower me with Diamonds, I Perform For Crowds of Thousands!"*



## Star Speedster Traits

**Restriction:** Requires ability to fly.

**Star Speedster's In the World:** Tales of their exploits are on the lips of foals everywhere; their face on every wall it seems. Athletes in the extreme and looking good while they do it. Often times representing a country or town everyone knows who you're talking about when you say the Star Speedster's name.



## Wings of Inspiration

Speedster 6

**Permanent** – Physical  
**Personal**

**Effect:** You gain +2 bonus to your **Movement Speed (Flight)**. Whenever you pass through an allies' square, that ally gains +2 to **Attack Rolls** and **AC** until the start of your next turn. (Bonuses from the same source don't stack.)

## Mach Fun

Speedster 6

**Permanent** – Physical, Utility  
**Personal**

**Effect:** Out of combat, your **Movement Speed (Flight)** is quadrupled (after the bonus from **Wings of Inspiration**). Whenever you perform an **Athletics** or **Acrobatics** check to perform a stunt while flying, you gain a +5 bonus to the roll.

## Dazzling Display

Speedster 8

**Encounter** – Physical, Weapon  
**Standard Action** – Close Burst 4

**Special:** Before the attack, you may move up to your speed (**Flight**)

**Target:** Each enemy in the burst

**Attack:** Primary Stat vs AC

**Hit:** 2[W] + Primary stat + Level damage.

**Effect:** Each other ally in the burst gains the bonus from **Wings of Inspiration** and deals additional damage on their next successful attack equal to your primary stat + level.

## Sound Breaker

Speedster 10

**Daily** – Physical  
**Minor Action** - Personal

**Effect:** For the next three rounds your **Movement Speed (Flight)** is doubled and your **Movement** doesn't provoke **Opportunity Attacks**.

In addition, during this time after a **Move Action**, you can make an **At-Will** attack against one creature you passed adjacent to during the attack.





# Titan

*“Truly My big is perfection.”*



## Titan Traits

**Titan's in the World:** They say that those who transcend their mortal state are larger than life, For the titan this is truth. Titan's tower above others the epitome of strength and physical power, they shatter mountains and move rivers in their wake, when they walk the ground trembles.



## Nature's Guardian Titan 6

### Permanent – Physical Personal

**Effect:** Pick one of the following Nature Types. You **Gain** an appropriate appearance and **Ability** based on what you select.

**Earthen:** You take on an almost rocky appearance. Moss grows from your mane and you look like a moving mountain. You **Gain Damage Resistance** equal to your Level.

**Fire:** Like a living volcano, you burn red from your rocky core and possess a blazing mane and tail. You gain **Deal Additional Damage** equal to your **Level** on all hits.

**Frost:** Ice shards coat your hide, and mist seeps off your body. The very air chills in your frosty presence. Enemies that are next to you **Cannot Shift Away**.

**Swamp:** Water seeps from your seaweed like body. Vines follow in your wake, and your voice sounds like it comes from the depths of the lake. You and all allies within 5 squares Gain **Regeneration** to **Stamina** equal to your Level.

## Gigantic Might Titan 6

### Permanent – Physical Personal

**Effect:** You **Size Increases** by 1 category, and your **Reach Increases** by 1. You gain a +5 **Bonus** to all **Strength Checks** (but not Strength based Skill Checks.) This **Stacks** with the Earth Pony racial and merit Unstoppable Force.

Your **Size** further **Increases** by 1 additional category at 8 and 10 respectively.

## Titan's Grasp Titan 8

### Encounter – Physical, Weapon

#### Standard Action – Melee

**Target:** One creature

**Attack:** Primary Stat vs AC

**Hit:** 3[W] + Primary stat + Level damage.

**Effect:** The target is **Restrained** until the start of your next turn. As long as the target is **Restrained**, whenever you move, you slide that creature the same number of squares to a square within your reach.

## Shatter the Earth Titan 10

### Daily – Physical, Weapon, Zone

#### Standard Action – Close Blast 4

**Target:** Each enemy in the blast

**Attack:** Primary Stat vs AC

**Hit:** 3[W] + Primary stat + Level damage. The target is **Knocked Prone** and **Dazed** until the start of your next turn.

**Miss:** The target is **Knocked Prone** and **Dazed** until the start of your next turn.

**Effect:** The blast creates a **Zone** that lasts until the end of the encounter. Treat this **Zone** as **Difficult Terrain**.





# Embodiment of Light



## Embodiment of Light Traits

Requires Religion Trained

**Embodiments of Light in the World:** Embodiments of light are living fortresses against the darkness and chaos of the world. Living extensions of The Rainbow's will, It is their purpose to guide the world along its rightful path guiding lost souls to their rightful place in the world's order ensuring a brighter future for everyone.



## Shine Like Rainbows

Light 6

*"You pick me up when i get down so I can shine."*

**Permanent** – Magic  
**Aura 5**

**Effect:** At the start of your turn, **You** and each **Ally** within your **Aura** may make a **Saving Throw** against one **Ongoing Effect (Save Ends)** on them.

## Heart of Light

Light 6

*"I possess within me the most powerful magic of all."*

**At-Will** – Magical, Utility  
**Standard Action - Special**

**Effect:** You can use your Heart of Light to shield against or purify Dark or Chaos magic. You can also use your Heart of Light to calm a crowd or individual by dispelling Negative Emotions not created by or directed at you. When you use your Heart of Light roll a Religion Check at a DC set by the DM.  
**Special:** You control the activation of this ability even if your facilities would be otherwise impaired, if your magic is hindered or suppressed this ability is unaffected.

## Together We Stand

Light 8

*"As the rain begins to fall, and holding our heads up high as the sun shines through it all."*

**Encounter** – Magical, Weapon  
**Move Action** – Burst 5

**Target:** Each enemy in Burst

**Attack:** Primary Stat vs AC

**Hit:** 1[W] + Primary stat + Level damage.

**Effect:** You and each Ally within Burst Area **Regain** ½ your **Maximum Stamina**. In addition, you and each Ally within Burst Area gain a **Bonus** to their next **Attack** Equal to half your level (Round up).



## Thousand Points of Light

Light 10

*"And the sound we hear in our hearts makes a crescendo, and the light that ignites in the dark makes us all glow."*

**Daily** – Magical, Weapon

**Standard Action** – Range 10

**Special:** Immediate and Opportunity Actions can't be used in response to this ability.

**Target:** One creature

**Effect:** 3[W] + Primary Stat + Level damage, each Ally in the Encounter may **Sacrifice** an **Action Point** or their next **Standard Action** to **Increase** the **Damage** by 2[W]. This **Damage** can't be reduced or prevented. If this ability **Reduces** a target to 0 **Life Points**, they are judged by the Rainbow. They must make a choice to be **Redeemed**, repenting for their sins and seek to make amends for their wrong doings, or be **Banished** for a period not less than one thousand years.



# Chapter 5: Merits





### Minotaur Charge

**Prerequisite:** N/A

**Benefit:** You don't provoke **Opportunity Attacks** while **Charging**.

### Super Danger Close

**Prerequisite:** N/A

**Benefit:** You don't provoke **Opportunity Attacks** when making **Ranged** or **Area Attacks** in **Melee**.

### Viciousness

**Prerequisite:** N/A

**Benefit:** You gain **Combat Advantage** against creatures who are **Slowed**, **Immobilized**, **Weakened**, **Vulnerable** or taking **Ongoing Damage**. If you have **Combat Advantage** you gain a +2 bonus to your **Critical Strike Range**.

### Brilliant Stupidity

**Prerequisite:** N/A

**Benefit:** When you make an attack you can increase its damage by your **Primary Stat + Level** if it's **Melee** or **Ranged**, or half that amount if it's **Area** or **Close Burst**. If you do, until the start of your next turn, you gain **Vulnerable All** equal to 2+Level.

### Courage is Magic

**Prerequisite:** N/A

**Benefit:** You gain a +2 bonus to **Saving Throws**, this increases to a +5 bonus against **Fear Effects**. The DC to **Intimidate** you is increased by 10.



### Go Getter

**Prerequisite:** N/A

**Benefit:** Use your **Primary Stat** instead of **Agility** to determine **Initiative**.

### A True, True Friend

**Prerequisite:** N/A

**Benefit:** When you **Flank** with an ally both of you get a bonus +3 from **Combat Advantage** instead of +2. When you aid another successfully the ally gains an additional +4 bonus to their **Skill Checks** instead of +2

### Lucky Dog

**Prerequisite:** N/A

**Benefit:** Once per **Encounter**, when you roll a **Natural 1** or **Fail** by 1 on an **Attack** or **Check**, reroll that **Attack** or **Check**. When you are **Gambling** you may roll two d20's instead of one and choose which result you wish to use.

### Mare of War

**Prerequisite:** N/A

**Benefit:** You gain **Proficiency** with all **Weapon Types**. You can sleep in your armor without an **Endurance Check**.



### Living Armory

**Prerequisite:** N/A

**Benefit:** You can carry four weapons, you may change as a **Minor Action** as normal. You may carry two pieces of armor, you may switch between them when you take a short or **Extended Rest**.

(Normally you can carry two weapons, and one piece of armor).

### Comic Book Fan Mare

**Prerequisite:** N/A

**Benefit:** When you make a **Monster Knowledge Check** and you get a 15 or higher, you know their **AC** and **Stamina & Life Points**. Until the end of the **Encounter**, for every 5 points above 15, the GM reveals one **Non-basic Power** they have.

### Air Headed

**Prerequisite:** N/A

**Benefit:** You can take a running **Jump** from a standing position, are **Immune** to **Falling Damage**, and can **Slow** your falling speed to that of a feather. You may use **Acrobatics** or **Athletics** to **Jump** (whichever skill is higher).

### Night Mare

**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. When you are **Adjacent** to shadows or darkness, treat yourself as if you were in it for the purposes of **Concealment**.

### Apples and Apple Accessories

**Prerequisite:** N/A

**Benefit:** Choose a type of produce (you may not choose peanuts), you may produce it or products made from it meant for consumption whenever you want. (even if it makes no sense.)

### Craftsmare

**Prerequisite:** N/A

**Benefit:** You gain a +5 bonus to all appropriate skill checks to craft items. Divide the time it takes to craft something by your level.



### Tinkerer

**Prerequisite:** N/A

**Benefit:** Mechanical devices are pretty rare in Equestria, with pony power being more efficient. But you have a knack for Tinkering. You can **Build** mechanical devices with an appropriate **Skill Check** as determined by the GM. Generally, this should be the **Skill** which the device is closest in function too (IE: A farming device uses nature, one that interacts with magic uses arcana, etc).

### We Were Making a Table?

**Prerequisite:** N/A

**Benefit:** Once per day, when you fail a **Skill Check** you may roll a different **Skill Check** as an **Interrupt** instead to accomplish the same goal. The **Skill** chosen is at GM's discretion.

### Triple Talk

**Prerequisite:** N/A

**Benefit:** Whenever you make a **Diplomacy**, **Bluff** or **Streetwise Check**, roll twice and keep the better roll.

### Iron Pony

**Prerequisite:** N/A

**Benefit:** Whenever you make an **Athletics**, **Endurance** or **Acrobatics Check**, roll twice and keep the better roll.

### Eyes of Wisdom

**Prerequisite:** N/A

**Benefit:** Whenever you make an **Insight**, **Perception** or **Heal Check**, roll twice and keep the better roll.





### Skull Duggery

**Prerequisite:** N/A

**Benefit:** Whenever you make a **Stealth**, **Thievery**, or **Intimidate** check, roll twice and keep the better roll.

### Just Take a Look, it's in a Book!

**Prerequisite:** N/A

**Benefit:** Whenever you make an **Arcana** or **Religion** check, roll twice and keep the better roll. (You cannot use this for **Practicality**).

### Arcane Student

**Prerequisite:** Magic User

**Benefit:** Choose one spell from the **Spirit of Magic**. You may cast it out of combat as though you had **Practicality**. (You cannot take this if you are **Spirit of Magic**).

### Mystic Messenger

**Prerequisite:** Magic User or Dragon

**Benefit:** Choose up to one consenting person, you can choose another person at 4th, 7th, and 10th lvl.(You may change these people with a special ritual) When a message you burn is addressed to a chosen person it is automatically sent to it's recipient as ash reforming at their location, they likewise may burn letters to you. There is no maximum distance.

### Send Them Running

**Prerequisite:** Intimidate Trained

**Benefit:** Once per encounter, when you deal **Life Point** damage to a creature, you may force it to flee its Movement Speed away from you. When you roll **Intimidate** out of combat you may incite panic and fear in an individual or group.

### By Will Sustained

**Prerequisite:** Endurance Trained

**Benefit:** Increase your maximum **Life Points** and **Stamina** by 2 per level. You gain a +5 bonus to **Endurance Checks** to resist the need for food, water and sleep.

### Unstoppable Force

**Prerequisite:** Athletics Trained

**Benefit:** You gain a +5 bonus to **Strength** checks to break objects and **Bull Rush** attempts. You may break an object as part of a **Move Action**, **Charge** or **Bull Rush** if you succeed your **Movement** is unimpeded.

### Clever Yoga Poses

**Prerequisite:** Stealth Trained

**Benefit:** Who knew Tree Pose would be so helpful? You may now use **Stealth** without penalty while out in the open. **Moving**, **Attacking** or using any **Abilities** immediately breaks **Stealth**.

### Shell Game

**Prerequisite:** Thievery Trained

**Benefit:** You treat objects up to **Large Size** as **Tiny** for purposes of **Thievery** checks for **Stealing** and **Hiding**.

### Bouncing Tumbleweed

**Prerequisite:** Acrobatics Trained

**Benefit:** You gain a +2 bonus to **AC** against **Opportunity Attacks**. Whenever you use a **Move Action** to **Shift** you may **Shift** an additional square.



### Mage Sight

**Prerequisite:** Arcana Trained

**Benefit:** You don't need to roll to **Detect Magic** - you always do so passively. In addition you receive a +5 bonus to **Analyze Magic**.

### Stay Awhile and Listen

**Prerequisite:** History Trained

**Benefit:** You may tell an exceptional tale to either excite or bore an audience. Either way roll a **History Check** against each member's **Passive Insight** while telling an exciting tale. If successful, the audience is **Enthralled** and won't stop listening as long as no threat presents itself. If you tell a boring tale and are successful, the audience falls **Asleep** until roused.

### Light of Friendship

**Prerequisite:** Religion Trained

**Benefit:** When you use a **Second Wind**, one ally within 5 squares regains **Stamina** equal to your primary stat + level\*3. Whenever you use an **Action Point**, one other ally within 5 squares gains a +3 bonus to **Attack Rolls** and **Skill Checks** until the start of your next turn.

### Saw it Coming!

**Prerequisite:** Perception Trained

**Benefit:** You may act during your enemies **Surprise Rounds**. Whenever an unexpected action occurs outside of combat you may roll a **Perception Check** to react just in time.

### I'm a Treasure Hunter!

**Prerequisite:** Dungeoneering Trained

**Benefit:** You gain a +4 **AC** against traps. You may roll **Dungeoneering** with a +5 bonus to detect traps or secret passages.

### Natural Leader

**Prerequisite:** Diplomacy Trained

**Benefit:** Once per **Encounter** you may spend a **Standard Action** to have an ally make an **At-Will Attack** or use a **Move Action**. You get a +5 bonus when rolling **Diplomacy** against crowds.

### Doctor's Hippogriffic Oath

**Prerequisite:** Heal Trained

**Benefit:** You can use **Heal** in combat to trigger an ally's **Second Wind** as a **Move Action** instead of a **Standard Action**. You can also use the **Heal Skill** to dispel long term **Magical Effects** on patients you treat.

### Beloved by Nature

**Prerequisite:** Nature Trained

**Benefit:** You just have a way with animals! Natural creatures won't attack you without provocation; you can speak to and understand them perfectly.

### Making it up as You Go

**Prerequisite:** Bluff Trained

**Benefit:** Whenever you try to converse on a topic of knowledge, you may **Roll Bluff** instead of the appropriate knowledge to convince them you know what you are talking about. In addition you don't have access to the appropriate tools or materials for a **Skill Check** or task you can use something else in the nearby environment with no penalty.



### Background Pony

**Prerequisite:** Streetwise Trained

**Benefit:** You may now use **Streetwise** to **Hide** within a crowd as if you had **Concealment** based on the size of the crowd. Small crowds give **Partial Concealment** while large crowds give **Total Concealment**. Once per day, while hidden this way in a group of three neutral ponies or more, you may suggest they take a simple action, such as moving in a direction or shopping at a store.

### Secret Scouring Sight

**Prerequisite:** Insight Trained

**Benefit:** Once per day you may **Roll Insight** opposed by that creature's **Bluff** to know their name, their special talent for ponies, and their most relevant secret.



# Chapter 6: Armor and Weapons





# Armor

**Armor** is the first line of defense for a pony against those who would seek to harm them. Every class is given a list of armor types to choose from:

**Armors are now grouped into only Two categories.**

- **Light** armor allows the wearer to move around nimbly, avoiding attacks like a dancing shadow.
- **Heavy** armor is cumbersome, but makes sure the wearer can absorb the punishment of a long campaign.

Light Armor	Armor Bonus	Stamina Bonus	Minimum Level
Linen Dress	+3	12	-
Cloud Weave Dress	+5	18	4
Star Weave Dress	+7	24	7
Heavy Armor	Armor Bonus	Stamina Bonus	Minimum Level
Tree Bark Armor	+5	8	-
Royal Guard Armor	+7	12	4
Orihalcum Plate	+9	16	7





# Armor Customizations

**Customizations** help a pony feel more comfortable in their gear by adding a personal flair to their ensemble. After all, what is the point of saving all of Equestria if you can't look fabulous doing it?

**Armor Enchantments are now Armor Customizations.**

- **All** customizations may now be put on a piece of armor when it is crafted, and worn from level one. They add no cost to the creation of the equipment.
- **Benefits** from the customizations stack on top of the piece of armor. That means you get both the property and the armor itself.

**For Example:** If you took a Linen Dress (Light Armor) that was Spring Loaded (Customization), you would have +3 to AC, +12 to Stamina, +1 to Move Speed and the Power: Once per Encounter, you may Shift up to your move Speed as a Move Action all in one!



## Spring Loaded

### Property

Level 1: +1 Move Speed  
Level 4: +2 Move Speed  
Level 7: +3 Move Speed

**Power:** Once per Encounter, you may **Shift** up to your **Move Speed** as a **Move Action**.

## Tailor-Fit

### Property

Level 1: +2 to Initiative  
Level 4: +4 to Initiative  
Level 7: +6 to Initiative

**Power:** Once per Encounter, you can take an additional **Move Action** during your turn.

## Artistically Camouflaged

### Property

Level 1: +2 AC against Ranged and Area Attacks  
Level 4: +3 AC against Ranged and Area Attacks  
Level 7: +4 AC against Ranged and Area Attacks

**Power:** Once per Encounter, when you are missed by a **Ranged Attack** you may use a **Basic Ranged Attack** or **Charge** the attacker.

## Shed Fur Lined

### Property

Level 1: Resist Area and Close 4  
Level 4: Resist Area and Close 8  
Level 7: Resist Area and Close 12

**Power:** Once per Encounter, as a Minor Action, you can gain **Resist (All)** equal to your **Primary Stat + Level** until the start of your next turn.

## Master craft

### Property

Level 1: Stamina +4, Life Points +8  
Level 4: Stamina +8, Life Points +16  
Level 7: Stamina +12, Life Points +24

**Power:** Your minimum **Action Points** after an Extended Rest is increased by one.

## Gem Inlaid

### Property

Level 1: +2 Stamina Regen  
Level 4: +4 Stamina Regen  
Level 7: +6 Stamina Regen

**Power:** You may use your **Second Wind** as a Minor Action.

## Zebrie Runed

### Property

Level 1: +2 to saving throws  
Level 4: +3 to saving throws  
Level 7: +4 to saving throws

**Power:** Once per Encounter, you may use a Minor Action to remove a **Negative Condition** from yourself.

## Menacing

### Property

Level 1: +4 Damage on Hits, half on Area  
Level 4: +8 Damage on Hits, Half on Area  
Level 7: +12 Damage on Hits, half on Area

**Power:** Once per Encounter, you may reroll a missed **Attack Roll**.



# Weapons

**Weapons** form the offensive baseline that all attacks spring from, used to enforce a pony's will on the world in a very real way. Every class is given a list of weapon types they are in proficient in from the following categories:

**Weapons are now grouped into only three categories.**

- **Melee** weapons crafted from polished steel or finely carved from the sturdiest trees gives personal protection
- **Ranged** weapons give a pony reach on the battlefield, providing accurate strikes from afar.
- **Spell Craft** weapons devastate enemies with powerful arcana energies that unlock new opportunities.

Melee Weapons	Attack Bonus	Base Damage	Minimum Level	Range
Rusty	+1	1d12	-	Melee
Master Craft	+2	2d12	4	Melee
Divine	+3	3d12	7	Melee
Ranged Weapons	Attack Bonus	Base Damage	Minimum Level	Range
Frayed	+1	1d10	-	10
Royal Made	+2	2d10	4	12
Legendary	+3	3d10	7	15
Spell Craft Weapons	Attack Bonus	Base Damage	Minimum Level	Range
Arcane	+1	1d10	-	10
Enchanted	+2	2d10	4	12
Mythical	+3	3d10	7	15





# Weapon Types

**Weapon Types** are the exact model of sword or staff a pony carries onto the fields of battle. After all, hokey spells and ancient incantations are no match for a good sword at your side.

**Weapon Abilities** are all at-wills that can be used by any class proficient in the weapon category.

- All weapons have an **ability at-will** that can be activated before striking an enemy. These are proactive and have to be called out ahead of time – they do not stack with class powers!
- **Weapon At-wills** can be used an unlimited amount of times, but can only be used by classes proficient with the weapon. If your class is not trained in a weapon category, you may still use the weapon without penalty, but you **do not** gain the **proficiency bonus** of the weapon, OR the **at-will power**.



# Melee Weapons

## Minotauric Warhammer

**At Will** - Martial, Melee Weapon

**Standard Action** Melee

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Rolling Thunder

**Hit:** 1[W] + Primary Stat + Level Damage. You deal Damage equal to your ½ Primary Stat + Level to each other enemy **Adjacent** to you.

## Lunarian Honor Guard Spear

**At Will** - Martial, Melee Weapon

**Standard Action** Melee 2

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Phalanx Assault

**Hit:** 1[W] + Primary Stat + Level Damage. Choose another ally within five squares; they gain a +2 **Bonus** to their Attack Rolls and AC until the start of your next turn.

## Crystal Heartian Hoplite Shield

**At Will** - Martial, Melee Weapon

**Standard Action** Melee

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Stubborn Bulwark

**Hit:** 1[W] + Primary Stat + Level Damage. You **Regain** Stamina equal to your ½ Primary Stat + Level.

## Griffon-Clawed Gauntlets

**At Will** - Martial, Melee Weapon

**Standard Action** Melee

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Sharp Pugilism

**Hit:** 1[W] + Primary Stat + Level Damage. Until the start of your next turn, when the enemy **Moves**, you may take a Move Action as an Immediate Action. You must end this Move closer to them than you started.

## Thundercloud Daggers

**At Will** - Martial, Melee Weapon

**Standard Action** Melee

**Special:** Before the attack you can shift up to 1 square.

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Whirlwind Strike

**Hit:** 1[W] + Primary Stat + Level Damage.

**Effect:** After the attack, you can **Shift** up to 1 square

## Country Pony's Rodeo Rope

**At Will** - Martial, Melee Weapon

**Standard Action** Melee 2

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Country Round Up

**Hit:** 1[W] + Primary Stat + Level Damage. You **Pull** the target one square and knock it **Prone**.



# Ranged Weapons

## Pie Sister's Autographed Guitar

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Bass Drop

**Hit:** 1[W] + Primary Stat + Level Damage. You deal Damage equal to your  $\frac{1}{2}$  Primary Stat + Level to each enemy **adjacent** to the target.

## Pinkie's Party Cannon

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Special:** Using this weapon in melee doesn't provoke opportunity attacks.

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Blast Off

**Hit:** 1[W] + Primary Stat + Level Damage.

**Effect:** You **Push** yourself up to 2 squares away from the target.

## Equestria Games Bow

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Glacial Arrow

**Hit:** 1[W] + Primary Stat + Level Damage. If the target **moves** during its next turn, it takes Damage equal to your Level + Number of squares moved.

## Steel Coated Pegasus Wing Feathers

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Target:** One Enemy

**Attack:** Primary Stat vs AC

### Wing Fan

**Hit:** 1[W] + Primary Stat + Level Damage. The target grants **Combat Advantage** until the start of your next turn.

## Sea Pony Swashbuckler Pistol

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Target:** One Enemy

**Attack:** Primary Stat + 3 vs AC

### Water Gun

**Hit:** 1[W] + Primary Stat + Level Damage.

## Nightmare Night Prank Eggs

**At Will** - Physical, Ranged Weapon

**Standard Action** Range 10

**Target:** One Enemy

**Attack:** Primary Stat + 3 vs AC

### Stinky Bomb

**Hit:** 1[W] + Primary Stat + Level Damage. Until the start of your next turn, the enemy cannot Move into melee range of their allies. Any of their allies that start their turn in melee range must use their Move Action to leave the area.





# Spell Craft Weapons

## Everlasting Ice Shard

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Chill to the Bone

**Hit:** 1[W] + Primary Stat + Level Damage. The target can't **Shift** and is **Slowed** until the start of your next turn.

## Cursed Tarot Cards

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Fortune Telling

**Hit:** 1[W] + Primary Stat + Level Damage. The target rolls their next Attack Roll **twice**, taking the lower roll.

## Sparkly Wizard's Cloak

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Bedazzling Flourish

**Hit:** 1[W] + Primary Stat + Level Damage. The target can't Attack you unless it's **adjacent** to you until the start of your next turn.

## Bottled Moonlight

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Sparkling Moonbeam

**Hit:** 1[W] + Primary Stat + Level Damage. The target is **Shaken** until the start of your next turn.

## Celestian Prayer Hymnal

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Ave Celestina

**Hit:** 1[W] + Primary Stat + Level Damage.  
Choose one ally within 5 squares of you; they get a +4 **bonus** to their Attacks until the start of your next turn.

## Staff of Force

**At Will** - Magical, Ranged Weapon  
**Standard Action** Range 10  
**Target:** One Enemy  
**Attack:** Primary Stat vs AC

### Force Bolt

**Hit:** 1[W] + Primary Stat + Level Damage. You **Push** the target a number of squares up to your Primary Stat.





# Chapter 7: Monster Manual





# Monster Qualities

Monsters in **Courage is Magic** have stats very similar to 4<sup>th</sup> edition, but possess wildly different math to account for the new level and health system. It's just as easy to craft new ones, but more interesting to fight and play with!

## There are differences in how monsters are run

- Monsters **Do Not Regenerate Stamina** like players in between rounds. This makes combat much faster and less frustrating.
- Instead of becoming Bloodied, all effects that trigger based on health for a Monster instead activate when a Monster **Runs Out** of Stamina Points
- Monsters do not give Experience points to players anymore. Rather, the amount of Experience they would be worth is used to determine the encounter balance. These are referred to as **Goblin Points**!



# Magnitude

## Monster Solos now possess Magnitude

- Magnitude is meant to dampen the powerful snowballing effects that players can bring to combat. This prevents them from easily shutting down what should be intimidating and story-defining encounters

### Magnitude:

- Being **Slowed** reduces Movement by **Half** rather than being Reduced to 2.
- Being **Immobilized** means they cannot Shift and their Movement is Reduced to 2.
- When **Dazed**, the Solo loses its Minor Action and can't take Immediate or Opportunity Actions. (Still grants Combat Advantage)
- When **Stunned**, the Solo can only make 1 action on its turn, and cannot take Immediate or Opportunity Actions. (Still grants Combat Advantage)
- **Attack Penalties** are halved, and the Attack Bonus from Combat Advantage is reduced by 2.



# Goblin Points

**Encounter Difficulty** is determined by how many Goblin Points that are going to be in the encounter. The chart above has the value of how many Goblin Points players are worth compared to monsters.

**There are four difference kind of Encounters.**

- **Standard Encounter Goblin Points** - (Player Value \* Players)
- **Easy Encounter Goblin Points** - (Player Value \* Players) \* .75
- **Challenging Encounter Goblin Points** - (Player Value \* Players) \* 1.25
- **Deadly Encounter Goblin Points** - (Player Value \* Players) \* 1.5

Level	Player	Standard	Minion	Elite	Solo
1	100	100	25	200	400
2	200	200	50	400	800
3	300	300	75	600	1,200
4	525	450	110	900	1,800
5	750	600	150	1,200	1,800
6	975	750	185	1,500	3,000
7	1,350	1,000	185	1,500	3,000
8	1,725	1,250	310	2,500	5,000
9	2,100	1,500	375	3,000	6,000
10	2,475	1,750	435	3,500	7,000

**For Example:** You have 4 players that are each level six. You want to throw a standard encounter at them that will test their abilities but not deal too much damage.

**Step 1:** You select the difficulty above. You have selected an Easy Encounter

**Step 2:** Determine how many Goblin Points the players are worth. For an Easy Encounter, the formula is (Player Value \* Players) \* .75 Players at level 6 are worth 975 Goblin points, so you'll calculate  $(975 * 6) * .75$  for 4387 points.

**Step 3:** Keep adding monsters until they are equal to about 4400 points. Mix and match types for the most fun!



# Monster on a Card

**Creating Monsters** on the fly can be somewhat difficult, especially when you're running a campaign that depends on the players being challenged fairly. Below is a card that can be used to quickly come up with the stats needed for encounters.

**This card is only a suggestion.** If combat is proving too difficult, feel free to change the numbers subtly behind the scenes. Or if they just beat up an entire gang without breaking a sweat, watch out! You can always throw a big-bad boss at them.

Type	Formula
AC	$14 + (\text{Level} * 2)$
Attack	$6 + \text{Level} * 1.5$
Damage	$6 + \text{Level} * 4$
Skirmisher	Stamina/LP $16 + \text{Level} * 8$
Controller	Stamina/LP $16 + \text{Level} * 8$
Soldier	Stamina/LP $16 + \text{Level} * 8$ , +2AC
Brute	Stamina/LP $20 + \text{Level} * 10$ , -2AC, Damage: $10 + \text{Level} * 2.5$
Artillery	Stamina/LP: $12 + \text{Level} * 6$
Lurker	Stamina/LP: $12 + \text{Level} * 6$





# Monster Attributes

**Just like Ponies**, there are a variety of Monsters to choose from to confront players with. Below is a more in depth guide for creating monsters that are fair for the players. First select from the variety of types (Mix and Match!) of monster classes, then grab the stats on the left side where appropriate.

**For Example:** You select a Skirmisher Monster for level 5. It has 24 AC, +13 to Attack/Initiative, +26 Damage, and 48 Life Points, 48 Stamina.

Level	AC	Attack/ Initiative	Damage	High Damage	Low Life Point/ Stamina	Medium Life Point/ Stamina	High Life Point/ Stamina
1	16	+7	10	13	18/18	24/24	30/30
2	18	+9	14	18	24/24	32/32	40/40
3	20	+10	18	23	30/30	40/40	50/50
4	22	+12	22	28	36/36	48/48	60/60
5	24	+13	26	33	42/42	48/48	60/60
6	26	+15	30	38	48/48	64/64	80/80
7	28	+16	34	43	54/54	72/72	90/90
8	30	+18	38	48	60/60	80/80	100/100
9	32	+19	42	53	68/68	88/88	110/110
10	34	+21	46	58	72/72	96/96	120/120

**Lurker-** Low Stamina/Life Point

**Artillery-** Low Stamina/ Life Point, High damage

**Skirmisher-** Medium Stamina/ Life Point

**Controller-** Medium Stamina/ Life Point

**Soldier-** Medium Stamina/Life Point p, +2 AC

**Brute-** High Stamina/ Life Point, High Damage, -4 AC, +2 Attack

**Minions-** Automatically defeated when hit, deal half damage. +2 AC against close/area attacks, -2 AC against melee/ranged attacks.

**Elites-** x2 Stamina/Life Points, 1 Action Point, +2 to saves

**Solos-** x4 Stamina/Life Points, 2 Action Points, +2 to saves, Magnitude