



Courage is Magic

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Alpha Edition 1.0

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Introduction goes here

To do: Flesh out Introduction

Flesh out Rules

Add explanations at beginning of each chapter

Balance

Add flavor text

Add character bios and stats

Add (More) spells

Make beautiful

Eventually add more than 10 levels.



Rule of thumb: Needs to be 20% cooler.

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## Chapter 2 Rules

10 levels per class. 1 ability per 2 levels (+ to primary stat each off level).

HP = Morale

Base Attack Damage =  $1d4 + \frac{1}{4}$  your Primary Stat

Strength -

Integrity = Con + dex

Friendship = Cha + wis

Knowledge = Int

Move speed is 5 squares a turn



## Chapter 3: Races



# Earth Ponies



*\*+2 strength, +1 integrity, -1 friendship*

*\*+1 ground speed*

*\*Considered +4 strength when lifting, moving, or attacking objects*

*\*Has access to Feats of Strength and Spirit of Laughter*

# Pegasus



*\*+2 integrity, +1 friendship, -1 Strength*

*\*Start off with 5 flight (Normal)*

*\*Has access to Feats of Fancy and Spirit of Loyalty*



# Unicorns



*\*+2 Knowledge, +1 Friendship, -1 integrity, -1 strength*

*\*Can cast spells – Starts off with Telekinesis (Rank 1) for free.*

*\*-1 movement speed*

*\*Has access to Feats of Magic and Spirit of Magic*

# Animal Companions



*\*+1 strength, +1 integrity, +1 Friendship, -1 Knowledge*

*\*Must have a pony master*

*\*Cannot be a pony, must be medium or small sized creature and must be sentient*

*\*+2 to all rolls when within 3 squares of master, unless action works directly against the master.*

*\*Has access to Feats of the Wild and Spirit of Companionship*

## Chapter 4: Spirits





# Spirit of Honesty



## Honesty – Tank

Primary stat: Strength

Health at level 1: 6 + Integrity. +3 health per level

Base ability – Stomp an' Romp – (Twice per Battle) – You roll strength vs integrity of all enemies within one square. If you succeed, all hit enemies are prone and take 1d6 damage.

Damage increases to 2d4 at level 3, 2d6 at level 6, and 3d4 at level 9

Level 2 ability – Apple Buckin' (At Will, move action) – You enter a stance primed for action! As long as you remain in the Apple Buckin' stance, enemies within three squares of you take a -2 attack on any pony but you.

Increases to -4 at level 3, -6 at level 6, -8 at level 9.

Penalty: You move at -2 speed in Apple Buckin' stance.

Level 4 ability – Lots of Construction Back Here! – (Once per battle) You cover for your allies, kicking up enough smoke and dust to obscure line of sight of enemies to allies if they are within 2 squares of you. All ranged attacks versus them (But not you), have a 50% miss chance.

Level 6 ability – Y'all Come Back Now! – (Once Per Battle) – You make a strength vs integrity attack at an enemy within 10 squares. If you succeed, you may choose between tying them up and preventing action for 1d3 rounds, or pulling them over to a square of your choice. If pulled, they also cannot move for 1d3 rounds, but can take standard actions as normal, but cannot downgrade standard to move actions.

Level 8 ability- Round-up – (Once per battle) – You move up to 10 squares in a line, making an attack against each target along the way. If you hit, you deal no damage but drag them along with you to your destination. You may arrange all the targets hit along the way around you as you desire at the end.

Level 10 ability- Utter stubbornness – (Once Per Day) If you would be reduced to 0 or fewer morale points, instead of fleeing the battle, you regain full HP and do not take damage for 1d3 rounds. During this time, you have +4 to all your rolls.



# Spirit of Kindness



## Kindness – Healer

Primary Stat: Friendship

Base Ability: Kind Word – (Twice Per Battle) – You designate a friendly target within 10 squares. They heal 1d6 + 1/4 your friendship score.

Increases to 2d4 at level 3, 2d6 at level 6, and 3d4 at level 9

Level 2 ability – Meek – (At will, move action) – You cower and shrink yourself to the point of appearing non-threatening. Until you make your first attack after entering the stance, enemies will ignore you completely unless they pass a knowledge vs friendship check. You may heal your allies without drawing notice. As long as you remain in the Meek stance, you may not perform any attacks.

Level 4 ability – Nature’s Steward – (Once per battle) Your past deeds of kindness make loyal woodland creatures come to your aid and beckoning. Any enemies who make an attack on you must roll integrity versus your friendship. If they fail, they cannot attack you for 1d3 rounds. If they succeed, they scare off the animals but deal no damage to you on that attack. This ends this effect.

Level 6 ability – Enthusiastic cheering – (Twice per battle, In response to a successful strike on an ally) – Your cheering so heartens the struck ally within 10 squares of you so much they not only shrug off the blow (Take no damage), but also heal ¼ your friendship score.

Increases to three times per battle at level 10

Level 8 ability – Care For All Creatures – (Once per battle) So great is your kindness, your woodland creatures are even willing to help your friends. When this ability is activated, all allies within 10 squares are surrounded by creatures with morale equal to your friendship score. All damage to morale is soaked by the creatures, who flee when they have reached zero morale.

Level 10 ability – Pinnacle of Kindness (Permanent) – Every allied pony within 10 squares who can see you receives 1d6 regeneration per turn.

# Spirit of Laughter



### Laughter – Controller (Earth pony only)

Primary Stat: Friendship

Base Ability: Twitcha Twitch – (Twice per battle, in response to ally being struck within 5 squares, free action) – You have such foresight that you are able to warn an ally before something bad happens. Instead of the attack damaging your ally, all the effects and damage are shifted to an enemy of your choice in 5 squares. If there is no enemy, you take the damage and effects.

Increases to three uses at level 6, four uses at level 9

Level 2 ability- Party Pony – (At will, move action) Your festivities are first rate! As long as you are in this stance, all enemies within 3 squares must make an integrity vs friendship roll at the beginning of their turn. If they fail, they lose a move or standard action of their choice for that turn. Attacking stops this stance immediately.

Level 4 ability- Giggle at the Ghostly –(Once per battle) You giggle and mock all enemies within 5 squares of you so viciously they lose one action or movement of their choice. Lasts 1d6 rounds. This affect does stack with Party Pony.

Level 6 ability- Antics- (Once per battle) Roll Friendship vs opponent's Integrity of all targets within 5 squares. Your antics and singing stun them, rendering them incapable of coherent thought for 1d4 rounds. Only damage cancels this effect (missed attacks will not break).

Level 8 ability- Get to Bakin'! – (Once per Day) You're so energetic that you seem to be in two places at once. For 1d3 rounds, you spawn an exact duplicate of yourself with half your HP within 5 squares. You control them and they make take turns of their own on your turn. Your copy can only do basic attacks and use Antics and Giggle at the Ghostly Once each. Their use of antics/Giggle at the Ghostly does not count against yours.

Level 10 ability- Welcome Party! – (Once per day) You choose an enemy within 10 squares. Make a friendship vs integrity check. If you succeed, that enemy joins your side for the entirety of the combat, and treats you as an ally afterwards. They are still entirely independent and will make decisions for themselves, but will act favorably towards your group and allies.



# Spirit of Generosity





## Generosity - Buffer

Primary stat - Knowledge

Base Ability: Deadline Looms – (Twice per battle) - All allies within five squares get an extra action on their next turn. If they do not use the extra action on that turn it is wasted.

Increases to three uses at level 6, four uses at level 9

Level 2 ability – Fashionista – (At will, move action) You endeavor to make sure your friends always looks their best! As long as you are in this stance, all allies within 5 squares gain +2 to their attacks.

Increases to +4 at level 3, +6 at level 6, +8 at level 9.

While in this stance, you move at -2 speed. If you start your turn with no allies near you, you immediately drop the stance. At level 4 the penalty drops to -1, at level 8 the penalty drops to 0

Level 4 ability – Stage Manager – (Once per battle) You may move any amount of allies you desire within 5 squares up to their full move speed. If an ally can fly, they can fly that distance. You then may do the same to all enemies within 3 squares.

Level 6 ability- It'll grow back – You deal 2d4 damage to yourself. All allies within 5 squares deal an extra 2d4 damage on their next roll if it succeeds.

Level 8 ability- Make Over – (Once Per Battle) You bring out the best in your allies, setting them up for success. Allies within 3 squares auto crit their next roll if it succeeds.

Level 10 ability- Art of the Dress – (Permanent) All allies within 5 squares of you may reroll their first missed attacks once per turn unless they are critical failures. If so, then they do not get a reroll.

# Spirit of Loyalty



### Loyalty – DPS (Pegasus only)

Primary stat: Integrity

Base Ability: Bee line– (Twice Per Battle) – You move your full flight speed in a straight line. Along the way, you make an attack on every enemy you pass. You deal a bonus 1d6 damage on your attacks. This movement does not provoke an attack of opportunity unless you miss. You have a bonus +4 to integrity for purposes of defense on enemy attacks of opportunity in response to this.

Damage increases to 2d4 and +6 integrity at level 3, 2d6 and +8 integrity at level 6, 3d4 and +10 integrity at level 9

Level 2 ability- Weather Patrol – (At will, move action) You bounce from cloud to cloud, forcing out all that hidden rain and lightning! While this stance is activated, your enemies on the ground with disheartening rain and lightning. At the beginning of your turn, all enemies within 3 squares take 1d6 damage, no roll to hit required.

Penalty – Lightning strikes both ways! You take 1d4 damage too! Penalty damage does not go up with level.

Damage increases to 2d4 and at level 3, 2d6 and at level 6, 3d4 and at level 9

Level 4 ability- Ace of the Skies – (Once per Battle) – If you're flying, and within 1 square of an enemy who is in the air, you may make an attack of integrity vs integrity. If you succeed, you grab the enemy and corkscrew them into the ground. The enemy takes 2d6 damage, is prone and can't fly for 1d6 rounds.

Level 6 ability- Rainbow Tornado –(Once per battle) Time to take out the Adorable Trash! Using this ability instantly cancels Weather Patrol. You spin in the air, creating a wind funnel that sucks in enemies if you succeed on an integrity vs integrity roll within 3 squares. While in the funnel, they are incapable of acting for 1d3 rounds, and take 1d6 damage per round. During these 1d3 rounds, you lose both movement and attack, from focusing on keeping the tornado going. You also can not receive extra rounds or actions.

Allies may attack into the funnel without fear of damaging you, as long as they are over 3 squares away. If they are closer, they lose their standard action fighting the wind.

Level 8 ability- 20% cooler – (Once per battle, minor action) You're a flurry of speed and energy! When you activate this, you gain a whole extra turn after this one. During the extra turn, you deal an extra 2d4 damage on all successful attack rolls!

Level 10 ability-Sonic Rainboom – (Once per Day) You move up to 20 squares in a single direction, leaving a literal explosion of color and sound in your wake. All enemies within 20 squares of where you end are auto-knocked prone, lose an action on their next turn, and take 3d6 damage. There is no attack roll needed for this.

# Spirit of Companionship



### Companion – DPS (Animal only)

Primary Stat: Friendship

Base Ability: Number one assistant – (Twice per battle, in response to successful hit on your master) Your master relies on you for so much, and you're always willing to pull through! You may take half your master's damage, reducing their damage taken by 1/2, and transferring that absorbed damage to yourself, and only if they're within 3 squares. If you do, you deal an equivalent extra damage of what you absorbed on your next turn's successful attack roll. If you miss, then you lose this bonus, but still keep the damage absorbed.

Level 2 ability – Along for the Ride – (At will, move action must end in the same square as your master) While in this stance you occupy the same space as your pony master, riding along on their back. Both of you deal an extra 1d4 damage on your successful attacks, and you may take two standards a turn, but you lose your movement.

Penalty – You both are a much bigger target! You lose -4 integrity for purposes of defense. When hit, the enemy may choose to divide up damage as they desire between the two of you. Leaving the space of your master auto cancels this stance.

Level 4 ability- Supply Carrier- (Once per battle, uses both your move and standard action on activation) Sometimes your master needs you to get out what they need to succeed. Your master gets an extra turn. They deal an extra 2d4 on their first successful attack of the extra turn. The extra turn takes place before their regular one. This stacks with any other bonus action or turn giving actions.

Level 6 ability- Working as One – (Permanent, as long as you're in Along for the Ride stance) You and your master gain +4 to all defenses, your master moves at +1 speed, and your attacks deal an additional 1d6 damage.

Increases to 2d6 at level 9.

Level 8 ability- A Head Higher (Once per battle, must be in Along for the Ride stance) – You may make a friendship vs friendship attack on any enemy within 3 squares. If you succeed, You deal 2d6 damage, knock them prone, and shift your owner over to be adjacent next to them. Your owner's next roll, if it's successful, is upgraded to a critical strike.

Level 10 ability- Absolute devotion – (Permanent) Anytime you or your master are damaged by an enemy, the other heals that amount. You must be within 3 squares of each other for effect to take place.



# Spirit of Magic



### Leader- (Unicorn only) Advanced Class

Primary Stat: knowledge

Does not receive abilities, but rather gets 1 spell rank every 2 levels to spend as they please. They start off with two magic points a day, and gain 1 extra per level.

Can purchase rank 1 of spells starting at level 1.

Can purchase rank 2 of spells starting at level 4

Can purchase rank 3 of spells starting at level 8.

## Chapter 5: Cutie Marks



## Mark Searching

Most ponies start their adventures not knowing exactly what they excel at, or their best qualities. This period of life is lovingly referred to by adults as “Mark Searching”. Colts and fillies on the other hoof find this an uncomfortable period, with little guidance and teasing involved from older siblings. Recently the term “blank flank” has entered the popular vernacular, though pony psychologists suggest this kind of teasing could be painful for developing ponies.

## Cutie Mark Claims

Starting at level 3, a pony may decide on what they excel at. This is called a ‘Cutie Mark Claim’. The DM will be informed of this choice and can keep a tracking system of their design. Be it simple check marks next to the name, or just memory, but when the DM is satisfied that the pony in question is truly focused on their Cutie Mark Claim, they should inform the player they’ve earned their cutie mark. The player may inquire into the status of their Cutie Mark Claim any time they desire. Most Cutie Marks will probably be earned by level 5.

## Cutie Mark Reward

There’s a cutie mark for everything under Celestia’s sun. From favorite foods, to activities the pony excels in, to even just a philosophical outlook. The player decides what benefit the Cutie Mark brings, designing their own special ability they receive. Here are some simple examples. The rule of thumb is generally two bonuses. If they are particularly powerful, than a penalty should be involved.

Quill Cutie Mark – You’re exceptional at transcribing, and picking words that evoke the most power with your readers. Not only do you receive a +4 diplomacy check when using the written word on the reader, but you can recall entire books in mere seconds. You eidetic memory lets you auto-pass all knowledge checks with the minimum success. You may roll to get a higher success, but even if you fail, you still retain the minimum success.

Cloud Cutie Mark – You spend most of your time with your head in the clouds, both physically and mentally. You gain a +2 flight speed, but have -1 to land speed from lack of practice walking on hard ground. In addition, when you are flying, you regenerate 2 morale points (HP) at the beginning of your turn from lack of awareness of combat.

Chef’s Hat Cutie Mark – You love food, the preparation of it, and all things about it. You may spend an hour to collect ingredients, and prepare cuisine meals of your choice. If you do, your party gains 1d6 bonus morale until they sleep again. In addition, you may nibble on light snacks during combat. Once per combat, you may spend a move action to heal 1d6 morale.

# Chapter 6: Spells

## Pony Alteration



(At will, standard action, uses a magic point)

Rank 1: You can add minor features to a willing pony or yourself, such as a moustache or changing the color of their mane. These superficial changes provide a +4 bonus to diplomacy, intimidate and bluff checks for 1d3 rounds.

Rank 2: You make more stark physical changes to a willing pony, or yourself, such as adding padding to the bottom of their hooves, or increasing the strength of their muscles. You may now give a +4 bonus to a single skill of the target's choice in addition to the bonuses of rank 1 to any skill check other than history or religion checks. Does not stack with the original +4 diplomacy, intimidate or bluff bonus. Lasts 1d4 rounds.

Rank 3: You are at the pinnacle of transmogrification. You can bring about new features to a willing pony, or yourself, such as giving them butterfly wings to fly, gills to breathe underwater, fire breath, or even making living copies of themselves! The DM will decide exactly how these apply. In addition to these, you still retain the bonuses of rank 1 and 2. Lasts 1d6 rounds.



# Telekinesis



(At will, standard action to both cast and maintain, uses a magic point for both)

Rank 1: You can magically lift inanimate objects up to 20 pounds, up to 5 squares away, moving them your move speed. You may use this to move objects beyond your move speed, but if you do, you lose control of the object, which will now be subject to inertia and gravity.

Rank 2: You may now lift up to 3 inanimate objects, up to 60 pounds each. All movement rules for rank 1 still apply.

Rank 3: Special: uses two magic points. You may now lift 5 inanimate objects, up to 120 pounds each. All movement rules for rank 1 still apply. You may also make a knowledge vs strength check on a single living target. If you succeed, you may levitate and move them as if they were an inanimate object. While this is occurring, they lose their move action and cannot move on their free will unless they succeed a strength vs knowledge check at the beginning of their turn. They still receive standard actions.

# Conjuration



(At will, standard action, uses a magic point)

Rank 1: You summon a minor object into being, be it a quill or some swanky new shoes. These provide minor boons based on what they are. They must be a foot in length and height or smaller. Describe to the DM what you desire, and they'll make the according decision. This object lasts permanently.

Rank 2: Special: Uses two magic points. You summon a larger object into being, be it a large plank of wood, or a new wheel for your carriage. These provide larger boons based on what they are. They must be three feet in length and height or smaller. The object lasts permanently.

Rank 3: Special: Uses three magic points. You can summon large, intricate objects into being, be they entire carriages, or perhaps an entire campsite. There can be multiple moving parts, but no prior knowledge of how to work them. The caster could think of a coffee maker and one would pop into existence. These provide the best boons based on what they are. They must be 10 feet in length and height or smaller. The object lasts permanently.

# Teleportation



(At will, move action, uses a magic point)

Rank 1: You are capable of teleporting yourself up to 5 squares. You must be able to see your destination. If you have a Companion in Along for the Ride stance, they may teleport with you. All inanimate objects on you teleport as well. You may use this spell even if not allowed to move by an effect.

Rank 2: You are capable of teleporting yourself and one willing target touching you up to 7 squares. The willing target comes out of teleportation next to you. If a companion is in Along for the Ride stance, they teleport along with you, but do not count as the willing target. You may use this spell even if you or the willing target are not allowed to move by an effect.

Rank 3: Special: Uses two magic points. You are capable of teleporting yourself and two willing targets within 3 squares of you up to 10 squares. The willing targets come out of teleportation next to you. If a companion is in Along for the Ride stance, they teleport along with you. But do not count as a willing target. You may use this spell even if you or the willing targets are not allowed to move by an effect.

## Chapter 8: The World



POI: Shallow River City









