



Courage is Magic

A Roleplaying Game of Spells, Danger, and
Friendship



Version 2.0p—

Preview Build



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

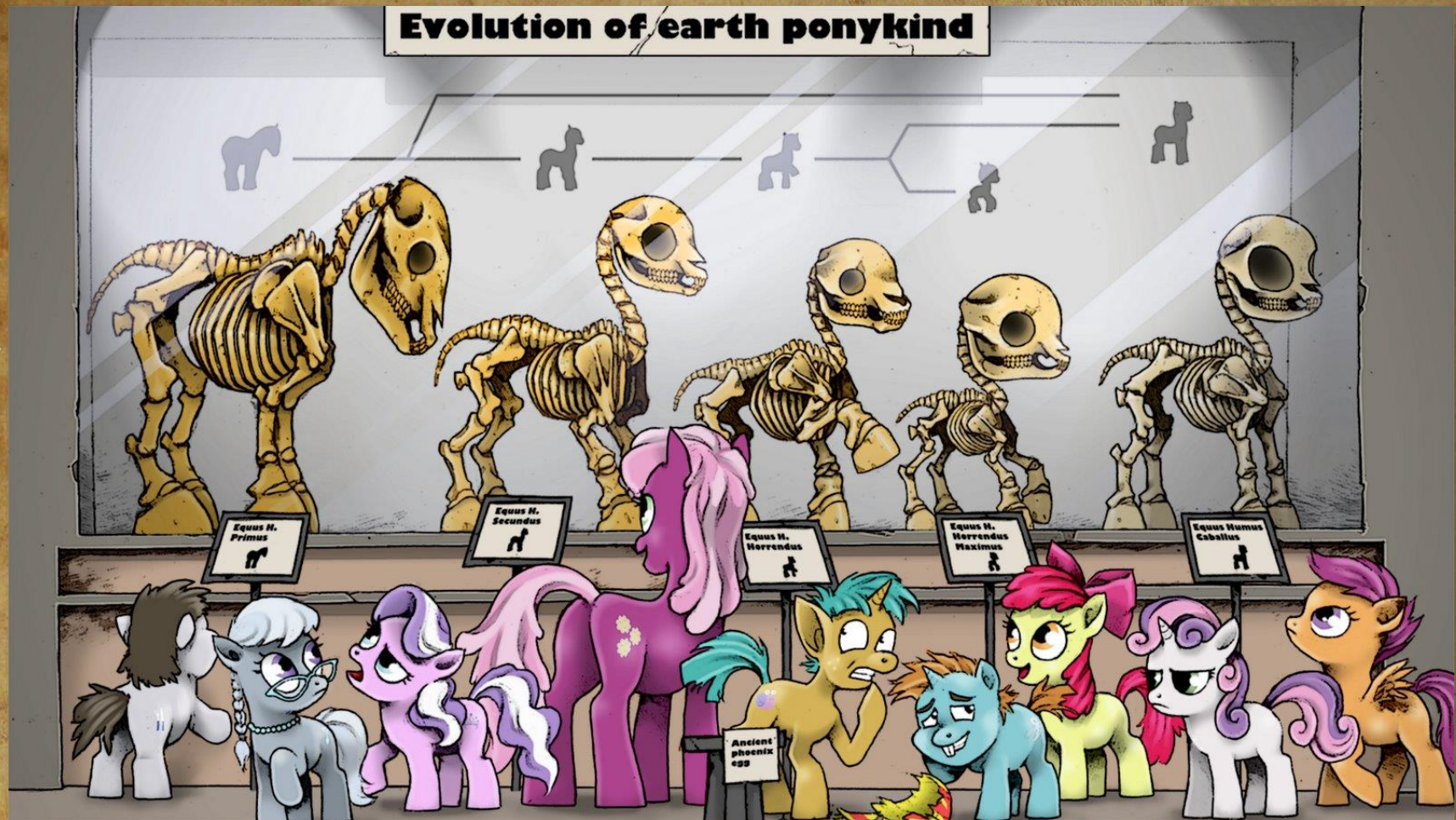
- **Life** is the most important stat for a player. It represents the amount of stress and damage the body can take before giving out.
- This pool of health **Does Not** come back during combat naturally on its own. Players must use an extended rest to heal.
- Once a player runs out of health, they are 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: Small

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: Small

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: Small

Speed: 5 Squares (Ground)

Vision: Normal

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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

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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...

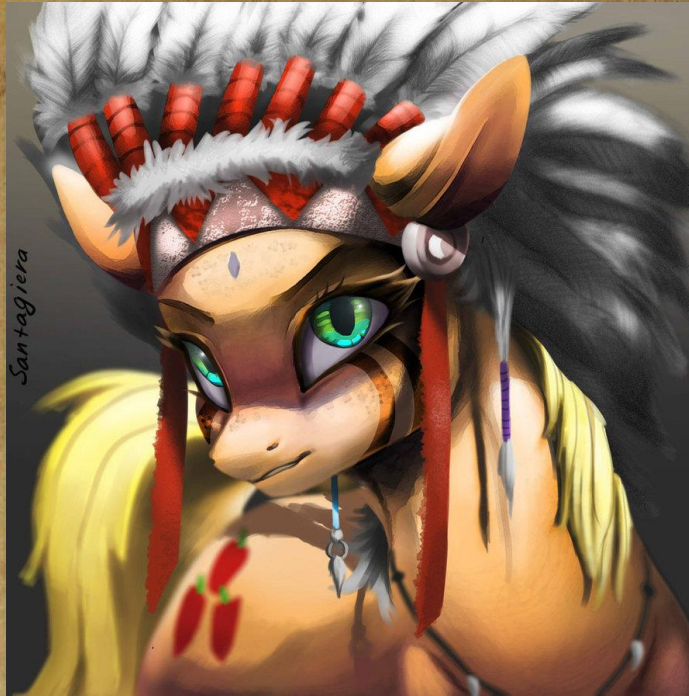
- To be the quickest in the party
- To be flexible in what you pursue
- To be just like your idol
- To be a young filly or colt that wants to strike out into the world today for the betterment of all pony kind, rather than tomorrow

Chapter 3: Spirits



Spirit of Honesty

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



Honesty Traits

Role: Defender. Your life regeneration and abilities to redirect the enemy’s attention make you the cornerstone of your party.

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
Stamina	12	24	36	48	60	72	84	96	108	120
Ability	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
Skill Trainings	3		1			1			1	
Merits	2		1		1		1		1	
Stat Bonus		+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: Increase your **Stamina Regeneration** by half your Strength and Level combined.

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 up to 4 squares 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 you succeed, add Damage equal to double your current **Buck Up** score.

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

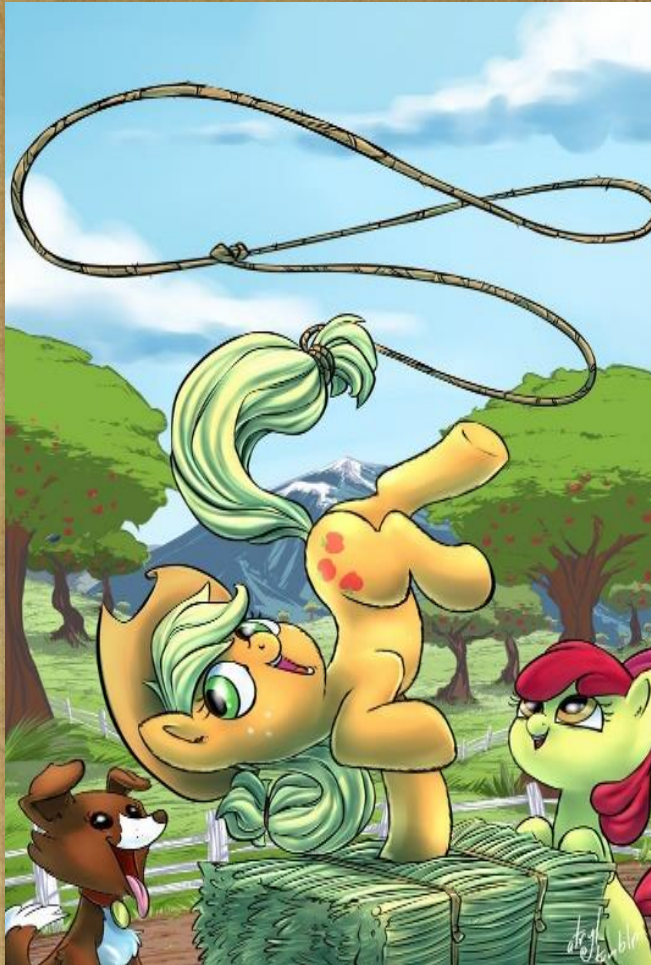
Standard Action – Close Burst 2

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 9

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

Key Ability Scores: Knowledge (Primary)

Armor Proficiencies: Light

Weapon Proficiencies: Ranged, Spellcraft

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

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

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

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

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

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

	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
Stamina	10	20	30	40	50	60	70	80	90	100
Ability	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
Skill Trainings	3		1			1			1	
Merits	2		1		1		1		1	
Stat Bonus		+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 Knowledge/2+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 ½ 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. You move about the battlefield at blinding speeds, bringing your allies back to life while destroying your enemies silently.

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, deciding who lives and perishes. You have the potential to bring an enemy to their knees with crippling poisons, or you can fashion these herbs to prop up a bloodied ally. This class is high risk and reward. As such, you will have to make some hard choices on what to do and when.

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

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

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

	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
Stamina	10	20	30	40	50	60	70	80	90	100
Ability	Hear their cries, Not so Weak, A little Kindness	First Responder	Combat Medic	The Stare	Parasprite Friends	Easily Startled	Enthusiastic Cheering		Utter Flutter	On Call
Skill Trainings	3		1			1			1	
Merits	2		1		1		1		1	
Stat Bonus		+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 - Melee

Target: One creature in melee

Attack: Friendship vs. AC

Hit: 1[W] + Friendship + Level damage. The target is **Weakened** until the start of your next turn. (They only deal half damage)

Effect: The target is **Immobilized** and gains **Vulnerability** equal to your **Friendship Score** 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 a number of squares equal up to your **Kindness Score**. They cannot be moved outside the original burst area during this movement. (This movement does not provoke **Attacks of Opportunity**)

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 5

Target: Each enemy in the burst

Attack: Friendship vs. AC

Hit: 1[W] + Friendship + Level damage. The target is **Weakened** until the start of your next turn. (They only deal half damage)

Effect: The target is **Immobilized** and gains **Vulnerability** equal to your **Friendship Score** until the start of your next turn.

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

Key Ability Scores: Agility (Primary)

Armor Proficiencies: Light, Heavy

Weapon Proficiencies: Melee

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

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

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

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
Stamina	12	24	36	48	60	72	84	96	102	120
Ability	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
Skill Trainings	3		1			1			1	
Merits	2		1		1		1		1	
Stat Bonus		+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*2) 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.

Sonic Rainboom

Loyalty 9

Daily - Physical, Weapon

Standard Action – Burst 5

Special: You move up to twice your Movement Speed (Flight). 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).

Storm Front

Loyalty 7

Encounter - Physical, Weapon

Standard Action - Close burst 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.

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

Key Ability Scores: Friendship (Primary)

Armor Proficiencies: Light

Weapon Proficiencies: Ranged, Spellcraft

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

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

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

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

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

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

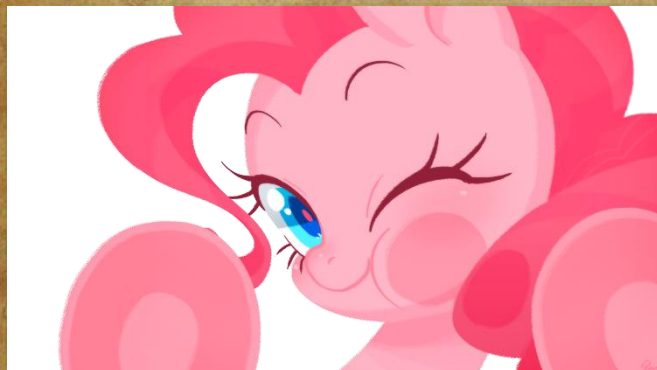
	level 1	level 2	level 3	level 4	level 5	level 6	level 7	level 8	level 9	level 10
Stamina	8	16	24	32	40	48	56	64	72	80
Ability	What 4 th Wall?, Slapstick, Prankster, Explosive Balloons	Probability Warper	Life of the Party	Who Threw That?	Everybody Dance Now!	Whoops I'm Over Here	Slippy Slidey Soapy Suds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

What 4th 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**. They can't take **Immediate** or **Opportunity Actions** until the end of their next turn and loses their next **Minor Action**.
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

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 were.

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**.

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.



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

Key Ability Scores: Knowledge (Primary)

Armor Proficiencies: Light

Weapon Proficiencies: Spell Craft

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

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

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

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
Stamina	8	16	24	32	40	48	56	64	72	80
Ability	Nexus of Knowledge, Practicality			Channel Within			Favored Student			Fast Casting
Skill Trainings	3		1			1			1	
Merits	2		1		1		1		1	
Stat Bonus		+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.
- **Dazed** until the start of your next turn.

{Boost}

Additional Magic Point Cost: 2

Hit: The target gains 2 of the **Negative Effects** from the list above.

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.
- Dispels 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** by 1
- **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.



Chapter 4: Destinies



Arch Mage

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



Arch Mage Traits

Restriction: Requires ability to cast magic

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.

Time Warp

Arch Mage 8

Encounter – Magic
Minor Action - Personal

Effect: Restart your entire turn. Everything that happened during this turn is returned to as it was, except that **Time Warp** is still expended.

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

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

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.

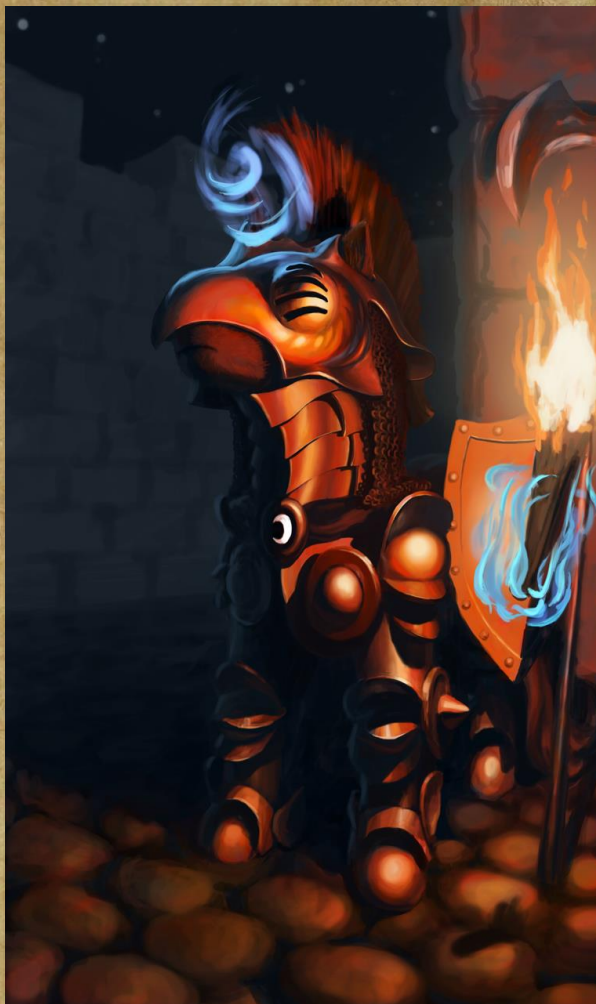
Wall of Force

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.

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 class bonus to your **Movement (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.



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**.

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

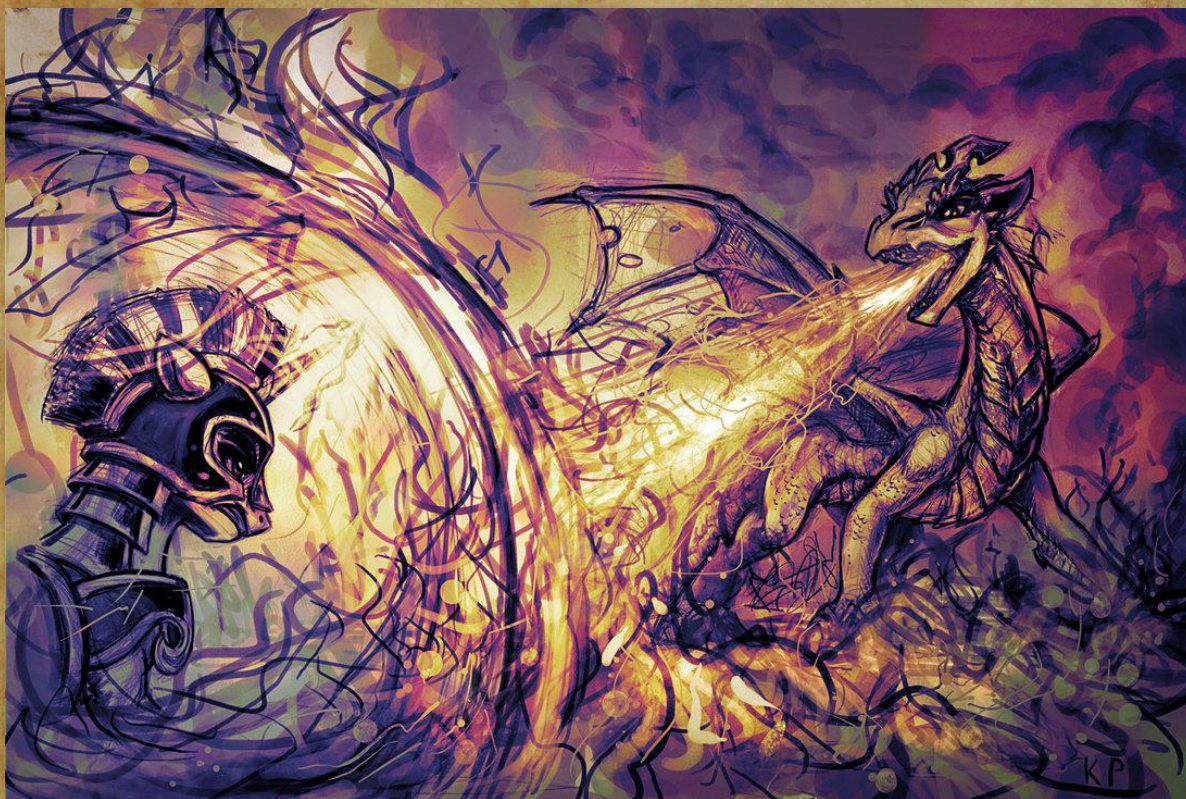
Prerequisite: N/A

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**).

Mystic Messenger

Prerequisite: Magic User or Dragon

Benefit: You may burn a message to send it to a recipient of your choice. It reforms in their hooves magically and fully intact. The maximum range of this ability 125 miles/level.

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**).

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.

Zebric 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.

Celestial 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.

