



Courage is Magic

A Roleplaying Game of Spells, Danger, and
Friendship



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Edition 1.1 666 -

Ascension

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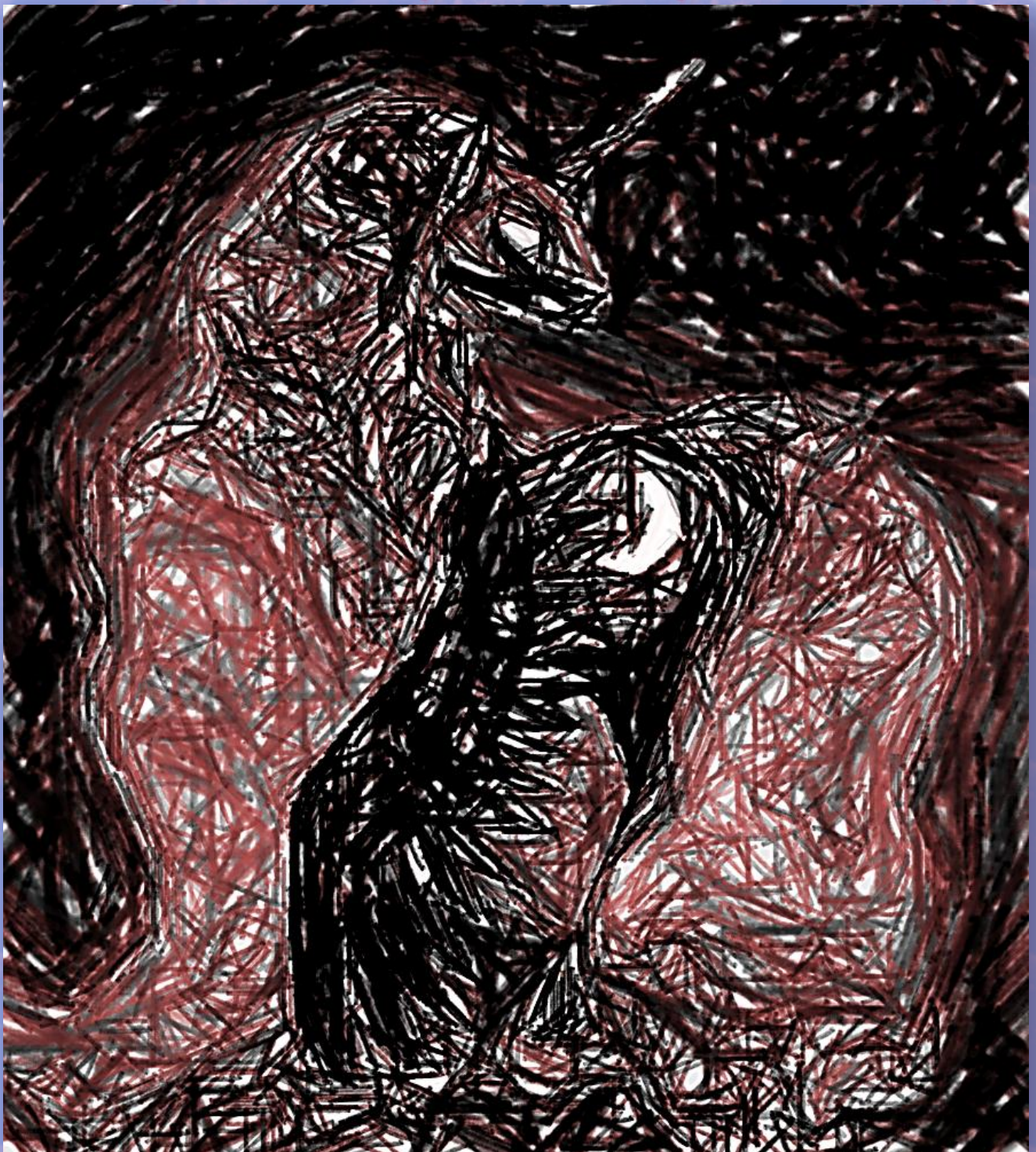
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Chapter 2: Races



Alicorn

**"L'État, c'est moi." –
Princess Luna of France.**

Racial Traits

Ability Scores: +2 Friendship, +2 knowledge, +2 Strength, +2 Integrity

Size: Medium

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

Vision: Omnivision

Skill Bonuses: +4 Diplomacy, +4 Bluff, +4 Nature, +4 Religion, +4 History, +6 Arcana

I'm a Princess, are you a Princess too?: Any race may become an Alicorn after the player has viewed every episode of My Little Pony over the course of three weeks.

You must write your DM letters constantly about lessons you've learned from the show and real life, sending them by your dog or cat dressed like a small dragon.

My Wings are SO pretty!: You may flaunt your princesshood. Roll a Diplomacy + Bluff + religion + 3 DM appointed skills versus an enemy using a 3.5 sided dice. If you win, you look like a jerk. You must use the ability in a ~very~ Flamboyant tone.

Original Character: You may turn your OC into an Alicorn. Make sure to write stories that are super interesting and send them all into Equestria Daily. Make sure to read your stories to the group, as they will want to hear about your Princess learning to be a ninja, while dating the entire Mane 6 and becoming a goddess of edginess. Bonus points if you're also dating all the other Princesses



Princesses are SUPER IMPORTANT in the land Of Equestria and now it's your turn to take the reigns of ruling an aspect of nature or reality. Never before has the player group been so important! Without an Alicorn, who would be captured every season and held hostage while the real characters of the show develop and work real hard to save them? NOPONY! That's who. And that's what a bad thing. A very bad thing. Don't let bad thing happen! Be the hero we all deserve yet don't want.

Play an Alicorn if you want...

- To be AMAZING
- To be AWESOME
- To be LOVED BY THE GROUP
- To have stories written about your character and how they were trained by Celestia and Twilight sparkle and dating tiawrtuieropuioieruieruieru

Bat Pony

Mysterious, dark ponies that are capable of manipulating the shadows who guard the night.

Racial Traits

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

Size: Medium

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

Vision: Nightvision

Skill Bonuses: +2 Intimidate, +2 dungeoneering +4 stealth

Disregard Gravity: You are capable of standing and walking on any surface regardless of gravity as if it was the natural ground. When contact is lost with the surface, gravity takes over once more.

Shadow Master: Bat ponies **cannot** manipulate the weather like pegassi, instead they may mold shadows in the same fashion a pegasus can move clouds about.

Once per day, you may spend a full round to drag together darkness that provides full concealment for 1d3 rounds in a close burst equal in size to your level.

E.g. you are level 3, your congealed shadows concealment would be 3x3 squares big, centered on top of you.

Screech: You are capable of breaking glass and windows with your ultrasonic screech. Once per encounter, you may roll an intimidate vs an enemy's AC as a minor action. If you succeed, they are stunned for 1d3 rounds.



Inexorably bound to the will of the Princess of the Night, Bat Ponies have suffered under Luna's banishment; few in number and relegated to only a minor role in the Equestrian Royal Guard and society.

Now with the return of their Princess, these creatures of the night have enjoyed a renaissance where their proficiency in warding off danger during the night has come to recognition. They are stronger than pegassi, though not as quick, and can go where no other creature can. Slowly they are working their way back into acceptance through loyal service above-and-beyond the call of duty.

Play a Bat Pony if you want...

- To be a hunter in the dark
- To show your loyalty to Equestria
- To make the shadows a friend
- To lead your companions into the darkest

Chapter 3: Spirits



Spirit of Princess Trixie

"Come on Ponyvillians! Anything you can do, Trixie can do better. Because her wings are the most glorious of all!"



Class Traits

Restriction: Requires you to be Trixie

Role: Trixie.

Key Ability Scores: Trixie

Armor Proficiencies: Trixie

Weapon Proficiencies: Trixie

Hit Points at 1st Level: 400 + Integrity

Hit Points per Level Gained: 200

Healing Surges Per Day: $300 + \text{Integrity}$

Play Style: You are the most amazing Alicorn in all of Equestria. Not even that upstart fake-Princess Twilight Sparkle can hold a candle to the open flame that can be seen from space that is you. Many ponies try to be Trixie, but they are smote to the ground. One day the world will understand the powerful goddess that is Trixie. The alicorn amulet knows...it speaks to you, whispering of your glorious future. All you have to do is visit the Kingdom of Equestria and find an audience with the Princess Celestia. Then you shall come into your own as a goddess.

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