



Courage is Magic

A Roleplaying Game of Spells, Danger, and
Friendship



Alpha Edition 1.13 –

Invasion





Author:
Widdle
Wuna

Email:
Abaltovtin@gmail.com

Steam account:
venthief@hotmail.com

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To Do:

Add new races

Add new classes

Rework cutie mark system to include DM given points, and remove cutie mark requests.

Entirely rework the classes based on feedback (Lots down!)



Rule of thumb: Needs to be
20% cooler.

[Change Log](#)

Change Log: 1.02

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

Change Log: 1.03

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

Change Log: 1.03b

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

Change Log 1.04

- Added game lore, histories, introduction



Change Log 1.04a

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

Change Log 1.04b

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

Change Log 1.05

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

Change Log 1.06 – The Triumph of Truth

- Completely revamped Honesty and its formatting.

Change Log 1.07 –The Future Belongs to the Youth

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

Change Log 1.08 – Art of the Dress

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

Change Log 1.09 – Smile, Smile, Smile!

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



Change Log 1.10 – Mother of Nature



- Completely revamped Kindness and its formatting.

- Balanced Idolize

Change Log 1.11- Favored Student

- Completely revamped Magic and its formatting.

- Removed irrelevant spells chapter.

- Changed Telekinesis racial merit for Unicorns.

Change Log 1.12 – Evil Enchantress

- Added Zebra Race.

- Added Spirit of Alchemy.

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

- Balanced Endless Possibilities based on play testing.

- Changed Earth Pony racial feat from Homesteader to Muddy Hooves

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

Change Log 1.13 – Invasion

- Added Griffon race and Changeling race.

- Added Spirit of Contest and Spirit of Deception.

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

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

- Balanced Kindness and Magic abilities.

- Racial changes to Unicorn to accommodate new magical races.



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Chapter 9: Character Sheet



Chapter 2 Rules

~~HP = Morale. At zero morale, the player flees combat to the nearest town.~~

~~Base Attack Damage = 1d4 + ¼ your Primary Stat of the class. Round down.~~

Strength -

Integrity = Con + dex

Friendship = Cha + wis

Knowledge = Int



This Section is old. You should probably ignore it.

Luna's Idea Space **(IGNORE)**: Armor based on hats/clothing, dresses magical, crests, tiaras, (Priestess aka spirit of faith), ~~spirit of magic utility class~~, , spirit of deception (Shadowbolt?), spirit of illusion, musician, spirit of chaos, spirit of progress (flim/flam) ~~Gryphon Race, Gryphon class, Daring Do!~~

Adv classes enchantress, show stopper, wonderbolt, shadowbolt, equestrian royal guard, favored student, mayor(politician), follower of the sun/moon

1 encounter 2 stance 3 utility (daily) 4 encounter 5 daily 6 encounter 7 utility (Encounter), 8 daily 10 permanent effect

Advanced class at 8 – 8 utility, 9 encounter, 10 daily

Chapter 3: Races



Earth Pony

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

Racial Traits

Ability Scores: +2 Strength, +1 Integrity

Size: Medium

Speed: 6 Squares

Vision: Normal

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

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

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

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

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

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

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

Play an earth pony if you want...

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



Pegasus

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

Racial Traits

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

Size: Medium

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

Vision: Normal

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

Zippy: +4 racial bonus to initiative rolls.

Air Superiority:

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

If you succeed, you may know the enemy's total life, damage resistance types and speed.



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

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

Play a pegasus if you want...

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

Unicorn

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

Racial Traits

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

Size: Medium

Speed: 4 Squares

Vision: Normal

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

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

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

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

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

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



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

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

Play a unicorn if you want...

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

Animal Companion

Helpful, energetic creatures of nature that work on behalf of their caring masters



Racial Traits

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

Size: Small

Speed: 5 Squares (Ground), 5 Squares (Flight) if applies.

Vision: Based Upon Species

Skill Bonuses: +2 Heal, +2 Stealth, +2 Diplomacy

Loyal Servant: You must have a pony or griffon master to receive any benefits. You cannot pick any class besides Spirit of Companionship.

Helping Paw: While you are within three squares of your master, you receive +2 to any roll, including saving throws, unless your roll is counterproductive to your master's wishes.

Bird is the Word: You are capable of communicating with all other intelligent creatures through sounds and body movements. This requires no roll, and is always immediately understood.

Evolution: At level 5, you may choose to grow up. If you do so, you become a Medium sized creature, and gain an additional +1 Strength and +1 Integrity. You also gain +2 Intimidation, and +1 to speed (Ground and Flight). However, you lose Helping Paw, as you gain some independence.

If you choose not to grow up, you may choose to every time you level up.

It is a time-honored tradition for ponies of all shapes and sizes to take on an animal friend. Their selfless nature lets them provide steadfast companionship in their master's time of need. As such, these animals hold a high place in all ponies' esteem, and are welcome anywhere their master goes. It is said that one can understand what kind of pony one is by the type of beast following loyally in their wake.

Play an animal companion if you want...

- To work towards the betterment of both you and your master
- To be that reliable friend to turn to
- To destroy foes in tangent with another
- To be a respectable force that builds upon the strengths of a master to create an unstoppable force

Foal

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



Racial Traits

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

Size: Small

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

Vision: Based Upon Species of Pony

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

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

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

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

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

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

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

Play a foal if you want...

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

Zebra

Misunderstood but benevolent, zebras work to better the world through their encyclopedic knowledge of nature.



Racial Traits

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

Friendship

Size: Medium

Speed: 5 Squares

Vision: Normal

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

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

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

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

Natural Remedies: Once per battle, you may use your heal check in combat upon yourself or an ally as a standard action. Your heal check restores health equal to your knowledge stat.

The DC of the heal roll is 10 + amount of damage you or your ally has upon them.

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

Play a zebra if you want...

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

Griffon

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

Racial Traits

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

Friendship

Size: Medium

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

Vision: Normal

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

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

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

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



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

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

Play a griffon if you want...

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

Changeling

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

Racial Traits

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

Friendship

Size: Medium

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

Vision: Normal

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

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

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

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

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

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

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

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

Play a changeling if you want...

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

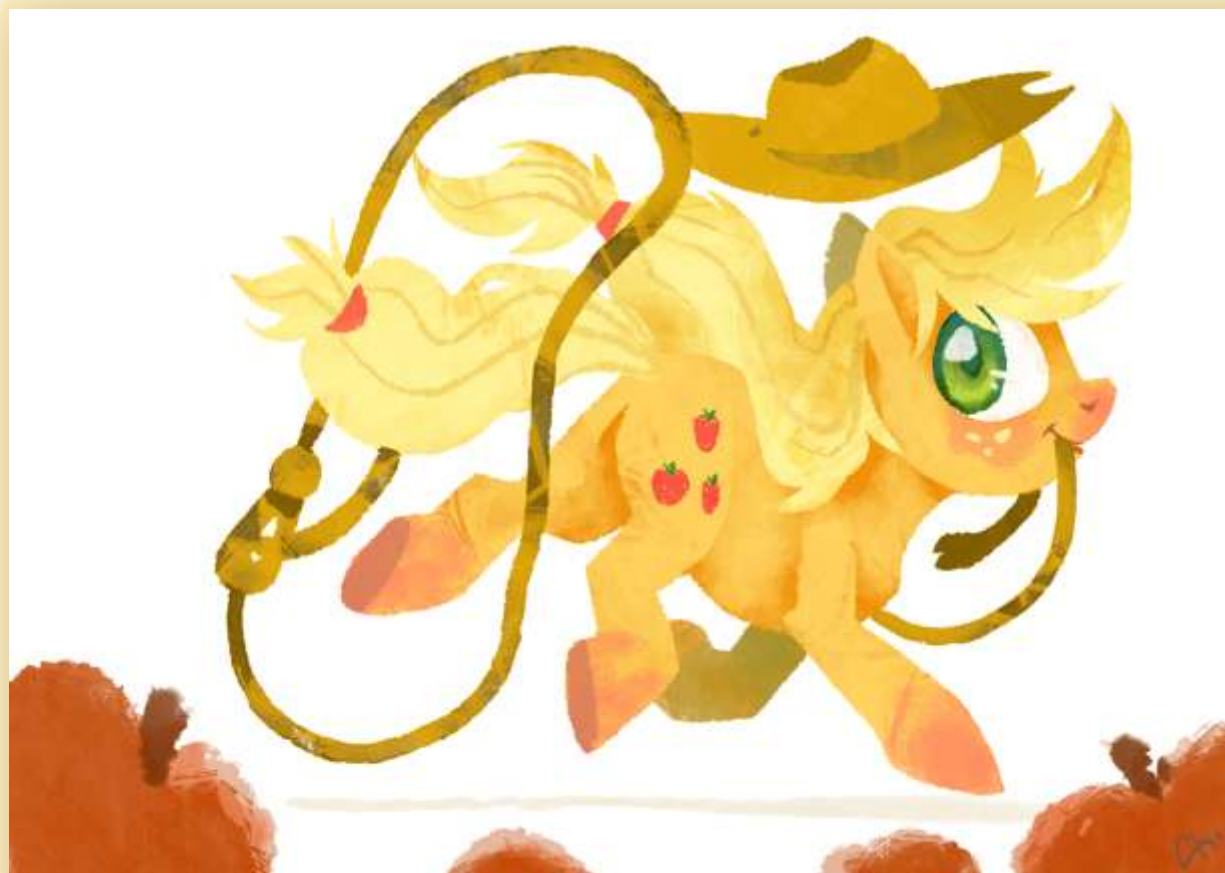


Chapter 4: Spirits



Spirit of Honesty

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



Class Traits

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

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

Armor Proficiencies: Silk, bark, chainmail, plate mail

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

Hit Points at 1st Level: 6 + Integrity

Hit Points per Level Gained: 3

Healing Surges Per Day: 6 + Integrity

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

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

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

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

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

Apple Buckin'

Honesty 1

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

Encounter (Special) ♦ Martial, Weapon

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

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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

Increase damage to 2[W] + Strength modifier at 5th level.

Buck Up

Honesty 2

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

At Will ♦ Martial, Stance

Minor Action Personal

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

Penalty: You take -2 a movement speed (Ground, Flight) penalty while you remain in this stance.

Determination

(Utility) Honesty 3

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

Daily ♦ Martial

Minor Action Personal

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

Trojan Horse

Honesty 4

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

Encounter ♦ Martial

Standard Action Personal

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

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



<Buy Some Apples>

Honesty 5

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

Daily ♦ Martial

Standard Action Close Burst 4

Target: Each enemy in burst that can hear you

Attack: Strength vs. Intelligence

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

Rodeo

Honesty 6

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

Encounter ♦ Martial, Weapon

Standard Action Ranged 20

Target: 1d6 targets

Attack: Strength vs. Intelligence

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

Fancy Hoofwork

(Utility) Honesty 7

In the heat of battle, nopony moves quite like you. You easily sidestep even the quickest strikes, making it look as easy as square dancin' with a box.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You are hit

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

In addition you may use up to two healing surges.



Long Memory

Honesty 9

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

Daily ♦ Martial

Move Action Personal/Melee

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

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

Triumph of Truth

Honesty 10

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

Permanent ♦ Martial

Personal

Effect: Your Damage Reduction (Physical) in Buck Up stance doubles, and you no longer have a movement penalty.

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

Spirit of Kindness

“Hush now...quiet now. It’s time to lay your sleepy head.”



Class Traits

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

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

Armor Proficiencies: Silk, bark

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

Hit Points at 1st Level: 4 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 3 + Integrity

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

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

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

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

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

Meek

Kindness 1

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

At Will ♦ Martial

Minor Action Personal

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

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

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

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



Vegetable Stew/ Saccharin Brew

Kindness 1

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

Encounter (Special) ♦ Martial, Weapon

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

Standard Action

Target: One creature Melee

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

OR

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

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

Increase damage to 2[W] + Integrity modifier at 5th level.

First Responder

Kindness 2

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

At Will ♦ Martial, Stance

Minor Action Personal

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

Combat Medic

(Utility) Kindness 3

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

Daily ♦ Martial**Minor Action Personal**

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

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

**Dragon's Greed/
Cutie Pox**

Kindness 4

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

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

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

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

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

**Parasprite Friends/
Parasprite Swarm**

Kindness 5

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

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

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

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

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

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

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

Enthusiastic Cheering/
The Stare

Kindness 6

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

Nobody hurts my friends, nobody! Got that?

Encounter ♦ Martial, Weapon

Standard Action

Target: One Creature Melee

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

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

OR

Attack: Integrity vs. AC **Weapon**

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

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

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

Easily Startled (Utility) Kindness 7

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

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You are hit

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



On Call

Kindness 9

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

Daily ♦ Martial

Move Action Personal

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

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

Mother of Nature

Kindness 10

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

Permanent ♦ Martial

Personal

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

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

Spirit of Laughter

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



Class Traits

Restriction: Earth Pony Only

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

Key Ability Scores: Friendship (Primary)

Armor Proficiencies: Silk

Weapon Proficiencies: Simple melee, military melee, simple ranged

Hit Points at 1st Level: 4 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 4 + Integrity

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

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

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

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

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

Imaginary Friends

Laughter 1

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

At Will ♦ Magic

Minor Action Personal

Effect: You summon inanimate object minions in free adjacent spaces. Imaginary Friend minions have 1 health and AC equal to yours + your Friendship score. When they die, you lose 2 permanent HP until end of encounter.

When you take your move action, you may in addition move any amount of imaginary minions up to your move speed. They do not receive any actions of their own. Imaginary Friend minions can flank, and enemies may make attacks of opportunity on them when they move. Imaginary Friend minions last until end of encounter.

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

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



Prank

Laughter 1

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

Encounter (Special) ♦ Magic, Weapon

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

Standard Action Melee Weapon

Target: One creature

Attack: Friendship vs. AC

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

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

Detonate: Cone 3

No roll to hit is required. Enemies hit by detonate shrapnel take ongoing 1 damage (save ends), and crits deal triple damage.

Increase damage to 2[W] + Friendship modifier at 5th level.

Dance Commander

Laughter 2

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

At Will ♦ Magic, Stance

Minor Action Personal

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

March of the Toy Soldiers (Utility) Laughter 3

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

Daily ♦ Magic

Minor Action Personal

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

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



Cut the Cupcake

Laughter 4

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

Encounter ♦ Magic, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Friendship vs. AC

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

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

Party Hats

Laughter 5

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

Daily ♦ Magic, Weapon

Standard Action Melee Weapon

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

Attack: Friendship vs. AC

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

Easy Bake Oven

Laughter 6

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

Encounter ♦ Magic, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Friendship vs. AC

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

Pastry Chef

(Utility) Laughter 7

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

Encounter ♦ Magic

Minor Action Personal

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

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

Life of the Party

Laughter 9

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

Daily♦ Magic

Move Action Personal

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

This lasts until the end of the encounter.



Smile, Smile, Smile

Laughter 10

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

Permanent♦ Magic

Personal

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

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



Spirit of Generosity

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



Class Traits

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

Key Ability Scores: Knowledge (Primary)

Armor Proficiencies: Silk

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

Hit Points at 1st Level: 5 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 4 + Integrity

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

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

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

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

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

Inspiration

Generosity 1

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

Encounter (Special) ♦ Magic, Implement

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

Standard Action **Ranged 15**

Target: One Creature

Attack: Knowledge vs. AC

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

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

Increase damage to 2[W] + Knowledge modifier at 5th level.

Fashion Coordinator

Generosity 2

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

At Will ♦ Magic, Stance

Minor Action **Personal**

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

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

Diva

(Utility) Generosity 3

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

Daily ♦ Magic

Minor Action **Personal**

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

Intellectual Theft

Generosity 4

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

Encounter ♦ Magic, Implement

Standard Action **Ranged 15**

Target: One Creature Per 2 HP You Spend

Attack: Knowledge vs. AC

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



Melt Down

Generosity 5

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

Daily ♦ Magic, Implement**Standard Action** **Ranged 15**

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

Attack: Highest Stat vs. AC

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

**Fashion Police**

Generosity 6

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

Encounter ♦ Magic, Implement**Standard Action** **Ranged 15**

Target: Each enemy that has had stats drained this encounter

Attack: Knowledge vs. AC

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

Deadline Looms

Generosity 9

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

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

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

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

This lasts until end of encounter.

Upstage

(Utility) Generosity 7

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

Encounter ♦ Magic**Immediate Reaction** **Personal**

Trigger: An enemy you have drained hits you

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

Art of the Dress

Generosity 10

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

Permanent ♦ Magic**Personal**

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

In addition, Diva becomes an encounter power.

Spirit of Loyalty



	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Health	5 + integrity	+3	+3	+3	+3	+3	+3	+3	+3	+3
Ability	Bee Line	Weather Patrol		Ace of the Skies		Rainbow Tornado		20% Cooler		Sonic Rainboom
Merit Points	2		1		1		1		1	
Bonus to Stats			+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats	

Loyalty – DPS (Pegasus only)

Primary stat: Integrity

Health at level 1: 5 + Integrity. +3 health per level

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 2 squares take 1d6 damage, no roll to hit required.

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

Penalty – Lightning strikes both ways! You take 2 damage too! This damage penalty increases to 4 damage at level 3, 6 damage at level 6, 8 damage 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



	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Health	5 + integrity	+3	+3	+3	+3	+3	+3	+3	+3	+3
Ability	Number one assistant	Along for the Ride		Supply Carrier		Working as One		A Head higher		Absolute Devotion
Merit Points	2		1		1		1		1	
Bonus to Stats			+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats	

Companion – DPS (Animal only)

Primary Stat: Friendship

Health at level 1: 5 + Integrity. +3 health per level

Base Ability: Number one assistant – (Twice per battle, in response to successful hit on your master) If your master has been hit within 3 squares, and before damage has been rolled, you may take the damage for them. If you take the damage in this way, you gain AC equal to that damage amount for one turn.

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. You deal an extra 1d4 damage on successful attacks, but you lose your movement. Your master does not move their movement.

Penalty – You both are a much bigger target! You lose 4 AC while in this stance. 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

“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.”



Explanation of the Magic System

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

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

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

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

Class Traits

Restriction: Unicorn Only

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

Key Ability Scores: Knowledge (Primary)

Armor Proficiencies: Silk

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

Hit Points at 1st Level: 4 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 3 + Integrity

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

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

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

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

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

Nexus of Knowledge

Magic 1

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

Permanent ♦ Magic
Personal

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

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

Practicality

Magic 1

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

Permanent ♦ Magic
Personal

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

Channel Within

Magic 4

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

Daily ♦ Magic
Minor Action Personal

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



Vortex of Power

Magic 7

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

Daily ♦ Magic
Minor Action Personal

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

Favored Student

Magic 10

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

Permanent ♦ Magic
Personal

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

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

Magic Bolt

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

Magic Point Cost: 1

At Will ♦ Magic, Implement

Standard Action **Ranged 10**

Target: One Creature

Attack: Knowledge vs. AC

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

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

[Boost] Charged Bolt

Magic Point Cost: 2

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

Teleportation

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

Magic Point Cost: 1

At Will ♦ Magic, Implement

Move Action **Personal**

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

[Boost] Along for the Ride

Magic Point Cost: 1 Per Ally, 2 Per Enemy

Melee

Attack: Knowledge vs. AC against Enemies

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

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



Levitate

Hoof articulation can be particularly wanting when it comes to manipulating objects precisely. Good thing you have more than just hooves.

Magic Point Cost: 1 Per Item

At Will ♦ Magic, Implement

Standard Action **Ranged 10**

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

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

[Boost] Vortex

Magic Point Cost: 3

Close Burst 2

Attack: Knowledge vs AC against Enemies

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





Conjuration

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

Magic Point Cost: 1 Per Size

At Will ♦ Magic, Implement

Standard Action Personal

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

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

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

[Boost] Breath of Life

Magic Point Cost: 3

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

Dispel

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

Magic Point Cost: 2

At Will ♦ Magic, Implement

Standard Action Ranged 10

Target: One Creature or Item

Attack: Knowledge vs. AC

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

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

[Boost] Anti-Magic Zone

Magic Point Cost: 3

Close Burst 3

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

Time Travel

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

Magic Point Cost: 5

At Will ♦ Magic

Minor Action Personal

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

You do not regain any spent Magic Points.

[Boost] Time-Warp

Magic Point Cost: 3

Ranged 10

Attack: Knowledge vs. AC against Enemy

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

Alteration

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

Magic Point Cost: 2 Per Effect

At Will ♦ Magic, Implement

Standard Action Ranged 10

Target: One Ally or Yourself

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

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

[Boost] Mutation

Magic Point Cost: 1 Per Effect

Attack: Knowledge vs. AC against Enemies

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

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



Advanced Magic Spirits

Time Lord

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



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

Temporal Monarch (Utility) Time Lord 8

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

Permanent ♦ Magic
Personal

Effect: Time Travel is now useable outside of combat by a Time Lord in conjunction with Practicality.

However, you may only Time Travel outside of combat up to three times per extended rest.

Slipstream

Time Lord 9

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

Magic Point Cost: 6

At Will ♦ Magic, Implement

Standard Action Ranged 10

Target: One Creature

Attack: Knowledge vs. AC

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

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

[Boost] Double Time

Magic Point Cost: 1

Ranged 10

Target: One Ally

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

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

Time Dilation

Time Lord 10

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

Magic Point Cost: 4

At Will ♦ Magic, Implement

Standard Action Ranged 10

Target: One Enemy

Attack: Knowledge vs. AC

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

[Boost] Cyclical Time

Magic Point Cost: 1

Ranged 10

Target: One Ally

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

Chaos Hunter

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



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

Bringer of Order (Utility) Chaos Hunter 8

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

Permanent ♦ Magic
Personal

Effect: Dispel is now useable outside of combat by a Chaos Hunter in conjunction with Practicality.
In addition a Chaos Hunter becomes immune to all forms of mind control and magical coercion.
A Chaos Hunter that views an illusion or polymorph, such as a disguised Changeling gets a reactionary save to see through it.

Reorder

Chaos Hunter 9

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

Magic Point Cost: 2
At Will ♦ Magic, Implement
Move Action Ranged 10
Target: One Enemy
Attack: Knowledge vs. AC

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

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

[Boost] Stability
Magic Point Cost: 1
Ranged 10
Target: One Ally

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

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

Harmony

Chaos Hunter 10

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

Magic Point Cost: 5
At Will ♦ Magic, Implement
Move Action Ranged 10
Target: One Enemy
Attack: Knowledge vs. AC

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

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

[Boost] Magical Polarity
Magic Point Cost: 1
Ranged 10
Target: One Ally or Yourself

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

Spirit of Adventure

"You remembered to bring the scuba gear so we can look for treasure, right?"



Class Traits

Restriction: Foal Only

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

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

Armor Proficiencies: Silk, bark, chainmail, plate mail

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

Hit Points at 1st Level: 5 + Integrity

Hit Points per Level Gained: 3

Healing Surges Per Day: 4 + Integrity

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

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

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

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

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

Pester

Adventure 1

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

Encounter (Special) ♦ Martial, Weapon

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

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Friendship vs. AC

Effect: You gain +4 AC for one round.

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

Increase damage to 2[W] + Friendship modifier at 5th level.

Endless Possibilities

Adventure 2

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

At Will ♦ Martial, Stance

Minor Action Personal

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

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

Catch Me If You Can

(Utility) Adventure 3

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

Daily ♦ Martial

Minor Action Personal

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

Increases to 3 damage at 5th level.

Increases to 4 damage at 8th level.

Look What I Can Do

Adventure 4

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

Encounter ♦ Martial

Standard Action Close Burst 2

Target: Each enemy in burst that can see you

Attack: Friendship vs. AC

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



Center of Attention

Adventure 5

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

Daily ♦ Martial**Standard Action** **Close Burst 4****Target:** Each enemy in burst that can see you**Attack:** Friendship vs. Intelligence

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

Show Stopper

Adventure 6

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

Encounter ♦ Martial**Standard Action** **Close Burst 2****Target:** Each enemy in burst radius**Attack:** Friendship vs. AC

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

No Tag-Backs

(Utility) Adventure 7

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

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

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



Let's Play Pretend

Adventure 9

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

Daily ♦ Martial**Move Action** **Personal/Melee**

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

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

Future Belongs to the Youth

Adventure 10

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

Permanent ♦ Martial**Personal**

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



Spirit of Alchemy

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



Explanation of the Ingredient System

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

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

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

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

Class Traits

Restriction: Zebra Only

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

Key Ability Scores: Knowledge (Primary)

Armor Proficiencies: Silk

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

Hit Points at 1st Level: 5 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 4 + Integrity

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

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

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

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

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

Witch's Brew

Alchemy 1

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

At-Will ♦ Magic

Standard Action Area burst X within 10 squares

Target: Each ally and yourself in burst

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

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

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



Devil's Laugh Draft

Alchemy 1

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

Encounter (Special) ♦ Magic, Fetish

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

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Knowledge vs. AC

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

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

Increase damage to 2[W] + Knowledge modifier at 5th level.

[Ingredient] Poison Joke

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

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

Voodoo Priestess

Alchemy 2

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

At Will ♦ Magic, Stance

Minor Action Personal

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

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

Tote Cauldron

(Utility) Alchemy 3

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

Daily ♦ Magic

Minor Action Personal

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

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



Boiling Hate Bomb

Alchemy 4

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

Encounter ♦ Magic, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Knowledge vs. AC

Hit: 1[W] + Knowledge damage.

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

[Ingredient] Distilled Dragon's Breath

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

Foolish Foals' Liquid Gold

Alchemy 5

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

Daily ♦ Magic, Implement

Standard Action Ranged 10

Target: One Creature

Attack: Knowledge vs. AC

Hit:

The enemy becomes encased in gold for rounds equal to $\frac{1}{4}$ your Knowledge score. They are unable to take any action during this time.

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

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

[Ingredient] Distilled Foal Dreams

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

Bubble Flank Brew

Alchemy 6

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

Encounter ♦ Magic, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Knowledge vs. AC

Hit: 1[W] + Knowledge damage.

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

[Ingredient] Gray Pegasus Feather

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

Cayenne Pepper

(Utility) Alchemy 7

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

Encounter ♦ Magic

Free Action Personal

Trigger: You cast Witch's Brew

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



Haunting Visage Dust

Alchemy 9

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

Daily ♦ Magic

Move Action Personal

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

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

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

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

[Ingredient] Stale Nightmare Night Candy

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

Evil Enchantress

Alchemy 10

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

Permanent ♦ Magic

Personal

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

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

Spirit of Contest

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



Explanation of the Rage System

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

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

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

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

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

Class Traits

Restriction: Griffon Only

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

Key Ability Scores: Strength (Primary)

Armor Proficiencies: Silk, bark, chainmail, plate mail

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

Hit Points at 1st Level: 6 + Integrity

Hit Points per Level Gained: 3

Healing Surges Per Day: 6 + Integrity

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

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

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

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

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

Natural Predator

Contest 1

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

Permanent ♦ Physical
Personal

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

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

Simmer Within

(Utility) Contest 1

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

Encounter ♦ Physical
Minor Action Personal

Effect: You generate 5 Rage points.

Explosive Temper

(Utility) Contest 5

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

Daily ♦ Physical
Minor Action Personal

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



Party Crasher

Contest 10

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

Permanent ♦ Physical
Personal

Effect: When you receive damage from an attack, you may elect to sacrifice the rage gained from that attack to reflect the damage back to the attacker.

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



Toss Out the Trash

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

Rage Point Cost: 4 Per Square of Distance

At Will ♦ Physical, Unarmed

Standard Action Melee

Target: One Creature

Attack: Strength vs. AC

Hit: You toss the enemy up to one square per 5 Rage points spent in a straight line. The enemy stops in an adjacent square upon the first object of equal size or larger it hits. If the thrown creature hits any enemies they are carried along the full distance.

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

Sucker Punch

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

Rage Point Cost: 5

At Will ♦ Physical, Unarmed

Standard Action Melee

Target: One Creature

Attack: Strength vs. AC

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

Unstoppable Bruiser

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

Rage Point Cost: 3 Per Stat Boost

At Will ♦ Physical

Minor Action Personal

Effect: For one round, your strength score and AC are boosted by 1 per 3 Rage points spent. During this time, you do not provoke attacks of opportunity.

Utter Disregard

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

Rage Point Cost: 3 Per Health

At Will ♦ Physical

Free Action Personal

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

Griffon-Hug

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

Rage Point Cost: 8

At Will ♦ Physical, Unarmed

Standard Action Melee

Target: One Creature

Attack: Strength vs. AC

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

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





Out of Whack

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

Rage Point Cost: 10

At Will ♦ Physical, Unarmed

Standard Action Melee

Target: One Creature

Attack: Strength vs. AC

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

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

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

Rend Asunder

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

Rage Point Cost: 13

At Will ♦ Physical, Unarmed

Standard Action Melee

Target: One Creature

Attack: Strength vs. AC

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

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

Explosive Outburst

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

Rage Point Cost: 6 Per Square

At Will ♦ Physical, Unarmed

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

Target: All Enemies in Burst

Attack: Strength vs. AC

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

Enemies suffer full fall damage and are knocked prone.



Spirit of Deception

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



Class Traits

Restriction: Changeling Only

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

Key Ability Scores: No Primary Stat

Armor Proficiencies: Silk

Weapon Proficiencies: Simple melee, simple ranged.

Hit Points at 1st Level: 5 + Integrity

Hit Points per Level Gained: 2

Healing Surges Per Day: 4 + Integrity

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

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

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

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

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

Metamorphosis

Deception 1

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

At Will (Special) ♦ Magic
Free Action Personal

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

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

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



Horrific Come-Apart

Deception 1

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

Encounter (Special) ♦ Magic, Implement

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

Standard Action Ranged 10

Target: # of Targets is Equal to Metamorphosis + 1

Attack: Stat of Choice vs AC

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

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

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

Venus Ponytrap

Deception 2

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

At Will ♦ Magic, Stance

Minor Action Personal

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

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

Benevolent Growths (Utility) Deception 3

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

Daily ♦ Magic**Minor Action Personal**

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

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

Discombobulate Deception 4

Warning: Slippery When Deadly.

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

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

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

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

Bodily Detonation Deception 5

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

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

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

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

Four Horses of the Apocalypse Deception 6

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

Encounter ♦ Magic**Standard Action Personal**

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

Catching Water (Utility) Deception 7

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

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

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

After 1d3 rounds you lose these bonus Metamorphosis points.



Body Snatch

Deception 9

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

Daily ♦ Magic, Weapon

Standard Action **Melee**

Target: One Creature Melee

Attack: Stat Choice vs AC

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

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

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

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

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

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



Silencer of Joy

Deception 10

Silent Night...

Holy Night...

Shepherds quake at the sight...

Permanent ♦ Magic
Personal

Effect: Any time a transformation is gained, you receive double the amount.

Anytime you cause stat damage, the amount is doubled.



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: Origins



Origins –

Every character has led a life up until the adventure begins. They did not spawn out of thin air, but have formed opinions, memories and relationships over the course of their existence.

To reflect this, the player is encouraged to create a vivid background from which to springboard into the story. This simple questionnaire should be answered with the character in mind, not the player. Their character should not be a reflection of them; it should be able to stand up on its own with a self-conscious personality.

Keeping in mind that reward is often the best motivator, if a player hands in a copy of this to the DM before the first game, they should be rewarded with a custom Origin. More on that after the questionnaire.

Name:

Age:

Current Occupation:

Favorite Food:

Favorite Color:

Biggest fear:

Any close relatives?:

What did your parents do for a living? Did they have any special abilities?:

Any special talents or powers?:

Future goals? Both immediate and long-term:

Do you have any personal wealth, or family inheritance?:

Color of fur coat, hair, eyes:

Political/Religious views:

Thoughts on the other breeds of ponies?:

What would you do if you came across an angry dragon?:

Paragraph describing background. (Where are you from? Why are you out of your home environment? What kind of childhood did you have?):

Now that you've filled out and handed in the questionnaire, what do you receive in your end of the bargain?

The player should take what they've learned about their character and apply it to a special ability or perk they receive. This means they get a custom power, or perhaps skill or even attribute that no other pony has. This could be in the form of a magic spell, money that was earned or passed down, a strange tingling in the left leg when dragons are nearby or even family heirlooms that bestow great power.

For example: Trixie here is handing off a family heirloom to her child to carry on the tradition of being a great and powerful magician.

In game terms this could provide +1 magic point per day while being worn, and let her cast her voice powerfully over an audience, giving her +2 to diplomacy rolls on a gathering of three or more ponies. Not to mention she simply looks smashing in the outfit.



Another example: Dinky wants to be a mail-mare just like her mother. Derpy, while having some mental peculiarities, still has run a reliable mail-service for Ponyville for ages. Her daughter begins memorizing the routes and helps carry the postal bags as she ages for her first job.

In game terms this could provide +1 to her starting strength for body training, and an eidetic memory when it comes to maps. Just simply looking at one for a round gives her full mental knowledge of the surroundings.



Chapter 7: Merits



Merits

All Merits are 1 point unless specifically said to be more

Homestead (1 to 5 dots) – Every pony needs a place to call home, every dragon has a cave to rest in and even Diamond Dogs have a comfy cavern. Homes are utilitarian in nature and provide both safety and comfort to their owners. The player may decide however they want what their home is; the writings in the dots are just generic examples. If the player moves homes or it is destroyed, they are refunded all dots except one from this merit.

1 dot – You have a basic home that's in disrepair and only one story tall at the most. Considered little more than a hovel or lean-to, it's a terrible eye-sore. But at least you have someplace to sleep outside of the elements. All who sleep here for six consecutive hours here provides a +1d2 hp bonus to health for up to 24 hours.

2 dot- While still a modest residence, it's well-kept. Fresh paint gleams on a quaint little house that can accommodate a small family comfortably. The sleep bonus to health is now +1d4.

3 dot- What a stunning house you have! Now it is two stories tall and with plenty of bedrooms and even a cellar. There's so many places to go that surely any pony in here would get lost without your help. The sleep bonus to health is now +1d6, and you have a +4 bonus to thievery for hiding objects or ponies in the house.

4 dot- Your home is truly a mansion to behold. Beyond being just beautiful, you've set up work benches, a painting room and a study to work in between adventures. Even a butler or maid is on hoof at all hours of the day to help with the mare of the house. In addition to all past bonuses, you have +4 to knowledge, arcana, diplomacy, dungeoneering, heal, history, insight, nature, perception, religion and stealth rolls while in the house and premises. Your butler or maid also knows how to calm the nerves of fellows who have had quite a fight in combat; each day spent in their care removes 1d4 of the permanent negative roll modifiers accumulated from being defeated in combat.

5 dot- You are in possession of a castle that rivals that of Celestia and Luna's. Stonework and corridors seem to go on forever and your wealth is on full display. You now have an entire staff on hand, along with a small contingent of paid guards who deter any would-be intruder. The health bonus is now +1d8, and all bonuses to skills go up to +6. Also the constant care of the servants now removes 1d6 of permanent negative roll modifiers accumulated from being defeated in combat. If combat is initiated in your house or on its grounds, 1d4 guards will come to the owner's aid or that of her guests.

Have Tuba, Will Travel – You possess an affinity with instruments of all makes and kinds. Nothing is outside your area of expertise it seems when it comes to creating beautiful arrangements of music. When you play a song, you may roll a friendship versus integrity roll of any crowd in earshot. If you succeed, they are drawn to you in an enraptured state. They will not take any action beyond listening intently or dancing along unless hostile action is taken within perception distance. You may also use this on animals, but it is now a nature versus integrity roll on them.

Jill-of-All-Trades – You may now use action points outside of combat to boost rolls. Spending an action point lets you roll a second d20 and add that total to the roll you just performed.

Go-Getter - You're always primed for action! You have a +4 to initiative rolls and can act on the same round you wake-up from sleep.

Night Pony – So much time has been spent by you in the dark that you feel more comfortable without the blaring rays of the sun beaming down on you. When the sun has set, you have a +2 bonus to all rolls for the night. In addition, your eyes are so well adjusted that you can see perfectly in pitch-black darkness up to sixty feet away.

Rope-Trick – Rodeos and wranglin' are two of your favorites hobbies from when you were growin' up. As long as you have rope on you, you can perform a Rope-Trick outside of combat to hold an audience's attention for 1d4 rounds. To do this, you must roll your strength versus their integrity. Once per combat, you may roll strength versus integrity of a single target within ten squares. If you succeed, you can drag them over to any square adjutant to you. Since they're so tangled in rope, they are unable to move for 1d3 rounds.

Dragon-scaled – Either through excessive exposure to flame, or perhaps from genetics passed down from your earlier family members, you're immune to the harmful effects of fire. You never take any burn damage, though explosions still harm you through force and shrapnel. In addition, you have a +4 diplomacy when interacting with non-player dragons or those who are closely affiliated with them.

Lucky Dog – Fortune's smile never seems to shift away from you. You have a 50% chance that traps sprung on you will not damage you or provide any harmful effects. In addition, when you're gambling, you may roll two d20's instead of one and choose which result you wish to use.

Air-head (Non-Pegasus only)- Nothing seems to drag you down and gravity just doesn't have that strong of a command over you. You can trot on clouds and water without falling through unless you desire to. You can even float about for a few moments with your hops, letting you leap vertically ten feet without requiring an athletics roll.

The 5 Q's: Quince, Quail, Quilt, Quesadilla and Quiche – You seem to have everything on hand except for what is needed at that particular moment. When some pony asks for something, you can provide them with an object up to the size of you that begins with the same letter. You may do this once per time you sleep for six hours, and you lose the object after an hour.

Fleet of Hoof – No pony doubts that you will come first in the annual Running of the Leaves. You gain a permanent +2 to your movement speed, though this does not apply to flight speed. In addition you gain a +4 to all athletic rolls involving chases.

Scroll-O-Graphic Mind – When you spend a minute studying something up to a foot long by a foot wide, you're able to recall it in perfect detail. You may also study an enemy for one full minute before combat to determine their weaknesses. This confers a +1d6 damage bonus to your first attack of the combat on the target. If you miss, the bonus is lost.

Ace High – Flight training has served you well. You now have +2 flight speed, and can perform aerial maneuvers that leave onlookers gawking in awe. You may now perform acrobatic rolls while in the air to do stunts. In addition, when you are fighting in the air against other flyers, you now have a +2 to all attack rolls.

Filed Horn (Unicorn Only) – You've filed down your horn to the point it's easily hide able under hats or hair. You're almost universally mistaken for a regular earth pony. You have a permanent -4 to all rolls involving spell casting, but ponies must roll a perception check to see where the spell originated from.

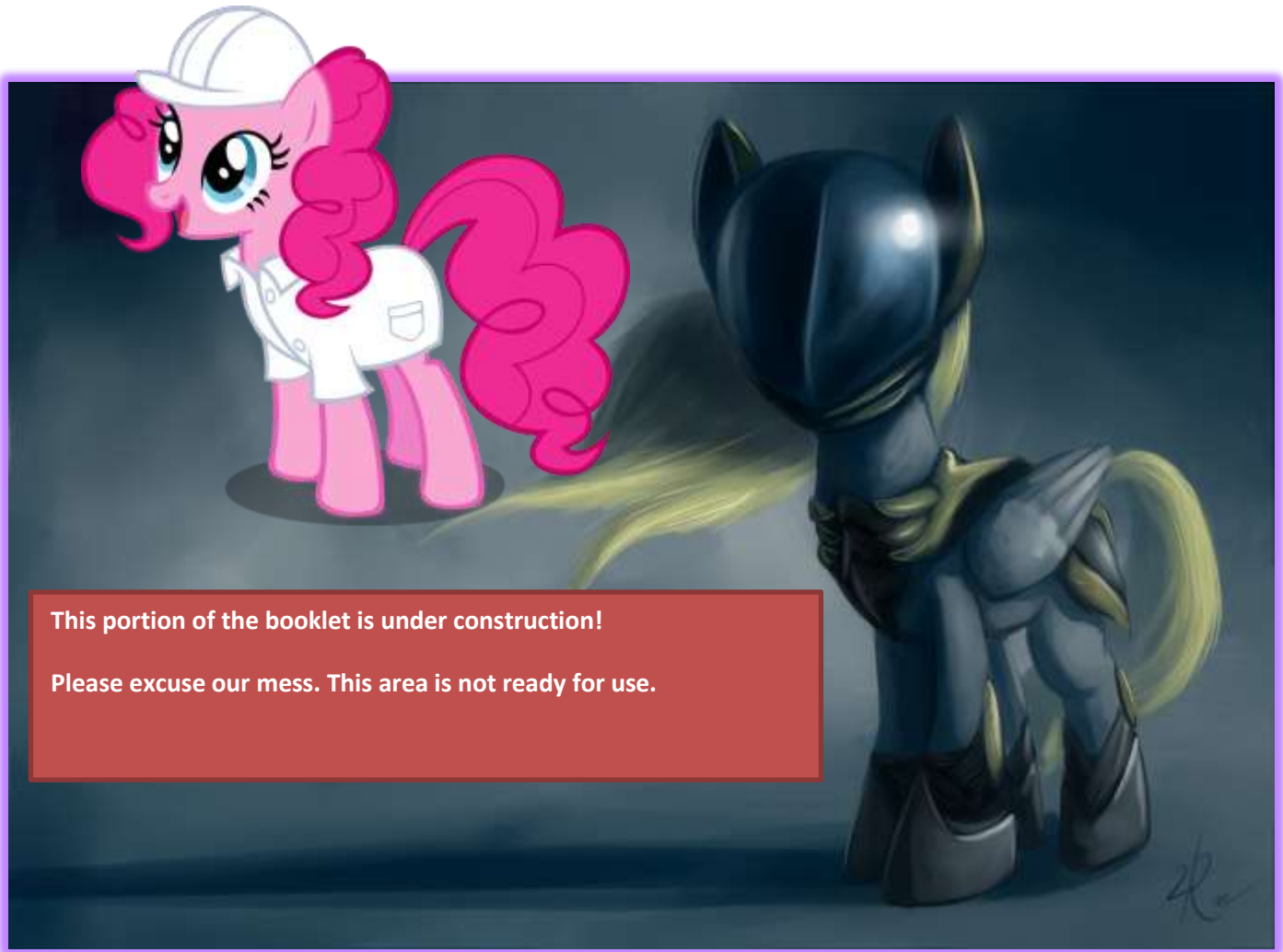
Shopkeeper (1 to 3 dots) –

Inventive-

Stubborn as a Mule-

Nature's Friend-

Chapter 8: Equipment



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

Armor

Cloth Armor (Light)	Armor Bonus	Minimum Level	Check	Speed	Price (gp)	Weight
Linen Dress	-	-	-	-	1	4 lb.
Silken Dress	+1	4	-	-	Special	5 lb.
Cloud weave Dress	+2	6	-	-	Special	3 lb.

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

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

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



Melee Weapons

Simple Melee Weapons

One-Handed

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

Sickle	+2	1d6	-	2 gp	3 lb.	Light blade
Spear	+2	1d8	-	5 gp	6 lb.	Spear





Character Name

Player

Level

Gender

Morale Points

Max HP

1/2 hp

Scared

Current Morale Points

1/2 hp

Morale Surge

1/2 hp

Surges/day

Surges Used

Action Points

Action Point Effects

Reactions

Initiative (1/2 level + Integrity)

Speed (Base + Armor + Misc)

Special Movement

Passive Insight

Passive Perception

Immunities, Resistances, etc.

Ability Scores

Racial Bonus

Base

Modifier

Strength

Integrity

Knowledge

Friendship

Second Wind

Death Saving Throws

Conditions

Defenses



Armor Class

Temporary Effects

Armor

Integrity

Feat/Enhancement

Misc

Magic Points

Max Magic Points

Spent Magic Points



Basic Attacks

Effects & Bonuses vs.

To Hit

Primary Stat

1/2 level

Profic

Feat/Enhancement

Misc

Damage

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



Other Combat Modifiers

Opportunity Attacks

Combat Advantage

Misc

Combat Notes

Skills

Trained

Bonus

1/2 Level + Ability

Armor Penalty

Racial

Skill Modifiers, Notes, etc.

Acrobatics

Arcana

Athletics

Bluff

Diplomacy

Dungeoneering

Endurance

Heal

History

Insight

Intimidate

Nature

Perception

Religion

Stealth

Streetwise

Thievery

Trained Skills receive +5 to bonus

Race Features

Size

Class Features

Other Notes

design and layout by Karin Robinson (karinrob@futurist.com)