

Extended Master FoE: PnP Sheet, Pre-release edition - Vital Statistics

Vital Stats Block					Body	Head	Health Points				Action Points		
Name		Race		Age	Damage taken	Damage taken	Current	Total	Percent	Healing Rate	Current	Total	
Level 1		Coat Color		Gender	0	0	115	115	100.00%	3	70	70	
Experience to next Level	1000	Mane Color		Virtue	After DT/DR dam		Non-lethal-Hp						
% til Level Up	0.00%	Cutie Mark		Karma	0	0	115	115					
Height		Eye Color		Player									
		Weight											
SPECIAL					Armor			Limb Condition					
	Total	Permanent	Temporary	Base	Type	DT	DR	CND	Location	Current	Total	Percent	
STR	5	0	0	5	Horn:	5	4	perfect	Horn	57	57	100.00%	
PER	5	0	0	5	Head:	0	0	perfect	Head	38	38	100.00%	
END	5	0	0	5	Wings:	0	0	perfect	Torso	57	57	100.00%	
CHA	5	0	0	5	Body:	0	0	perfect	Left Foreleg	38	38	100.00%	
INT	5	0	0	5	Natural:	0	0	Stun DT	Left Hindleg	38	38	100.00%	
AGI	5	0	0	5	Class:	None		10	Left Wing	38	38	100.00%	
LCK	5	0	0	5	Radiation				Right Foreleg	38	38	100.00%	
total distributed points (max 40):					Rads			Resistance	Sickness	Right Hindleg	38	38	100.00%
					Effects:			10	none	Right Wing	38	38	100.00%
					Resistance			10	none				
					Effects:			10	none				
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					Effects:								

Extended Master FoE: PnP Sheet, Pre-release edition - Vital Statistics

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Inventory

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Inventory

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Inventory

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Skills, Perks, and Traits

Bluff & Intimidation										Notes
Skill Name	Total	Related SPECIAL	TAG	TAG Ranks [5]	Ranks	Perks	Traits	Books	Items	
Weapons: Unarmed	13	END/AGI								
Weapons: Thrown	13	STR/AGI								
Weapons: MEW	13	PER								
Weapons: Melee	13	STR/AGI								
Weapons: Firearms	13	PER/AGI								
Weapons: Explosives	13	PER								
Weapons: B. Saddles	13	END/PER/STR								
Alchemy, Survivalism & Traps [6]	13	END/PER/INT								
Bluff & Intimidation [7]	13	CHA								
Negotiation & Seduction [8]	13	CHA								
Barter [9]	13	CHA								
Sneak	13	AGI								
Lockpick [10]	13	PER								
Sleight of Hoof [11]	13	CHA/AGI								
Hacking & Matrix Tech [12]	13	INT								
Chemistry [13]	13	INT								
Medicine	13	INT								
Academics & Lore [14]	13	INT								
Repair & Mechanics [15]	13	INT								
Gambling	13	LCK								
Athletics [16]	13	STR/AGI/END								
Profession [17]	13									
Zebra / Buffalo only:										
Shamanism	13	CHA								
Unicorn/Alicorn only:										
Magic [18]	13	PER/INT								
Pegasus/Griffon only:										
Flight Magic [19]	13	END/AGI/CHA								
Total Skill Points Spent:				0						
Total Skill Points Available:				15						

Traits		
Name	Effects	Description

Perks			
Name	Effects	Description	Level Taken
			1
			2
			3
			4
			5
			6
			EP Bonus
			7
			8
			9
			10
			11
			EP Bonus
			12
			13
			14
			15
			16
			EP Bonus
			17
			18
			19
			20
			21
			EP Bonus
			22
			23
			24
			25
			26
			EP Bonus
			27

Extended Master FoE: PnP Sheet, Pre-release edition - Skills, Perks, and Traits

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Magic and Spells

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Brews

Alchemical Statistics						
Alchemy/Chemistry	13					
Survival	13					
Medicine	13					
Recipes List						
Rank	Brew Name	Skill	Effect	Ingredients		
Common	Healing Salve	25	Heals 4 wounds per turn for 5 turns, -1 Perception for 10 turns	2 green herbs		
	Healing Potion	50	Creates a basic healing potion	2 green herbs, 1 bottle		
	Super Restoration Potion	75	Creates a Super Restoration Potion, heals 60 wounds instantly on use. If administered with a Medicine skill of at least 75, it can also heal crippled limbs and will heal magical energy damage without scars or debilitation. Using more than 1 Super Restoration Potion within 5 turns is poisonous, causing -1 to Strength, Endurance and Intelligence for 5 turns.	2 healing potions, 1 green herb		
	Antivenom	40	Creates two doses of antivenom, allowing anyone to immediately remove all natural poisons from their system on use. Has no effect on alchemical poisons.	4 venom sacks		
	Weak Poison	15	Basic poisons for use on weaker weapons. Creates 2 doses. If the weapon this poison is applied to deals damage to an organic target successfully the target suffers an additional 5 damage per turn for 5 turns. Multiple doses of poison stack.	2 venom sacks or 2 red herbs		
	Normal Poison	30	More lethal than weak poison. Also creates 2 doses. This poison deals 10 damage per turn for 5 turns. Multiple doses of poison stack.	3 venom sacks or 3 red herbs		
	Weak Sleep Powder	20	This powder forces anyone exposed to it to roll an Endurance check at a +2 bonus or immediately fall asleep for 5 minutes. Any damage dealt to the individual will still awaken them, however. Individuals awoken prematurely suffer a -10 penalty to all actions until the usual sleep duration elapses.	1 green herb, 1 red herb		
	Balefire Bender	25	Potent mixed drink filled with stimulants, what's not to love? Grants +4 DT against Magical Energy Weapons and 25% resistance to Radiation for 30 minutes.	Mintals, Sparkle-Cola RAD, Vodka		
	Stampede	50	Creates a dose of Stampede	Rage, Painkillers		
	Rainboom	50	Creates a single dose of Rainboom, granting the user +30 AP for 4 turns on use. If you thought you could fly high before, you've not seen anything yet! (Rainboom has the same addiction chance and effect as Dash.)	Dash, Sparkle-Cola, Sugar Bombs		
	Flash	50	Grants the user bonus AP equal to their maximum AP for a single round. (Flash has the same addiction chance and effect as Dash.)	Dash, 2 green herbs, Turpentine		
Basic	Party-Time Mintals	50	Creates Party Time Mintals	Mintals, Apple Whisky, Honey Drops		
	Smoke Bombs	30	Creates 4 small vials filled with a liquid which rapidly billows into smoke upon being shattered. Grants those obscured by the smoke a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 2 rounds.	1 red herb		
	Smell-Concealing Paste	40	A basic paste which conceals the user's scent beneath that of other creatures. Lasts 4 hours upon use. Sufficient to throw tracking dogs, Hellhounds and other scent-based followers off your trail.	1 green herb, various animal parts		
	Wall-Crawling Paste	60	Makes your hooves sticky enough to walk across walls and ceilings. Lasts 5 minutes after application. Great for surprises!	1 blue herb, 2 green herbs		
	Blood-Stopping Goo	30	A simple wound sealant. Allows you to automatically stop bleeding from any wound, including amputations, without needing a Medicine roll.	2 green herbs		
	Dangerous Poison	45	Very lethal poison. Creates 2 doses. Deals 20 damage per turn for 5 turns. Multiple uses of poison stack	4 venom sacks, or 4 red herbs		
	Luminous Dust	25	Simple dust which naturally glows. Mix with water for glowing paint, or blow it to create glowing clouds. Can be manipulated to create specific shapes with practice.	1 green herb, 1 red herb		
	Minor Restoration Potion	30	A basic healing booster, good for chipped teeth or injured hooves. Restores 20 health to each limb on use.	2 green herbs		
	Sleeping Powder	35	A more potent form of sleeping dust. Targets of this variety test Endurance without bonuses or penalties. Damage which exceeds 20% of the target's maximum health will awaken them. Individuals awoken prematurely suffer a -15 penalty to all actions until the usual sleep duration elapses.	2 green herbs, 2 red herbs		
	Hydra	60	An advanced regenerative liquid made through purifying Hydra blood along with healing herbs. Restores 10 health to each limb every round for 5 rounds. Heals no actual health.	2 green herbs, 2 bottles Hydra blood		
	Flight Talisman	60	Anyone wearing this talisman will grow bat-like wings, allowing them to fly. This grants flight equivalent to the first rank of the Flight perk. Lasts 4 hours of use.	3 green herbs, 3 blue herbs, 1 bloodwing wing		
Advanced	Kiss of the Phoenix	50	Repairs a crippled limb. If brewed by a zebra with a survival of at least 80, it can repair a limb crippled by magical energy damage or even re-attach a limb or other body part that has been severed.	4 green herbs, 2 blue herbs, 1 phoenix feather		
	Cloudwalk Talisman	60	Less generally useful than flight, the ability to walk on clouds is useful none the less. Grants the Cloudborn perk for the duration of its use. Lasts 4 hours of use.	3 green herbs, 3 blue herbs, 1 griffin/pegasus feather		
	Deadly Poison	60	One of the most lethal poisons. Creates 2 doses. Deals 25 damage per turn for 5 turns. Multiple uses of poison stack.	5 venom sacks or 5 red herbs		
	Minor Flame Bane Potion	60	This potion makes the user to be more resistant to fire. It grants 25% resistance to damage caused by fire (such as the burning effect of a flamer). Lasts 4 minutes.	2 green herbs, 2 blue herbs		
	Minor Grounding Potion	60	This potion makes the user to be more resistant to electricity. It grants 25% resistance to damage caused by electricity (such as the effect of a pegasus's Lightning Kick). Lasts 4 minutes.	2 green herbs, 2 blue herbs		
	Minor Warming Potion	60	This potion makes the user to be more resistant to Cold. It grants 25% resistance to damage caused by cold (such as the effects of a weapon imbued with a Spirit of Hate). Lasts 4 minutes.	2 green herbs, 2 blue herbs		

Extended Master FoE: PnP Sheet, Pre-release edition - Brews

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - Crafting

					Craft chance	
					Checks	Difficulty
					easy	(+20 to check)
					normal	(+10)
					hard	(-20 to check)
					very hard	(-35 to check)
Craft List						
Name	Skill	Difficulty	Effect	Materials Needed		
Weapons						
Chems/Food						
Misc						
Repair condition						
Condition	Perfect	Good	Used	Heavily Used	Poor	
Damage Multiplier	x 1.10	x 1	x .90	x .50	x .33	
DT	+2 DT	+0 DT	-2 DT	½ DT	¼ DT	
Value	120 %	100 %	75 %	50 %	25 %	
Critical Chance Luck Modifier	+2 effective Luck	+1 effective Luck	+0 effective Luck	-1 effective Luck	-3 effective Luck	
Necessary Mechanics Skill to repair up to this level	100	75	50	25	0	

Extended Master FoE: PnP Sheet, Pre-release edition - Pegasus Tricks

Trick Statistics	Maximum	Total	Trick Point Recovery	
Trick Points	5	5	Activity	TP Recovered
			Good Sleep	3/Hour
			Light Sleep	1/Hour
Tricks List				
Trick Name	Level	Effect	TP Cost	Additional TP Cost
Buffet	Basic	You may hover and flap your wings to create wind strong enough to disperse fog and blow objects away from you. This is a 15 AP action and may be maintained. The wind has a short range and an effective strength equal to your Flight Rank. A buffet with an effective strength of 1 can move a pony-sized normal cloud, effective force of 2 may move a pony-sized storm cloud, and a buffet of strength 3 can move cloud sculptures. It takes a buffet with an effective strength one higher to disperse a cloud than it takes to move one.	0	
Cloud Break	Basic	You may break apart clouds with a punch or kick, or thin out fog with a few well-placed whacks. With Flight Rank 1, you can easily break apart small, normal clouds. You may also attempt to break storm clouds, but must succeed at an Unarmed check to avoid 30+3d10 Stun damage from electrical discharge. With each additional Flight Rank, you gain a +10 bonus to this Unarmed check.	0	
Cloud Touch	Basic	You may stand on or otherwise interact with clouds as if they were solid. This power may be turned on and off at will with no AP cost, and will even remain active while asleep or unconscious. You may move small clouds around and position them as you desire.	0	
Contrail	Basic	When you fly, you may leave a thin, harmless contrail of normal clouds or smoke in your wake. This contrail will remain behind a number of turns equal to your Flight Rank. With a successful easy Survival check and 1 TP per movement action, this contrail may be used to create limited visual cover -- attacks against creatures successfully obscured with a contrail are at a -10 penalty, and Sneak checks through a contrail are at a +10 bonus. With a successful Agility check, you can use your contrail write messages or create symbols in the sky. Clouds produced by this contrail are not substantial enough for use with Cloud Touch or other tricks.	0	
Haul	Basic	When flying, you may pull a wagon, sled or similar vehicle up to one size category larger than yourself as if you were pulling it along the ground. Weight and balance for the vehicle is treated as if you were drawing it across ground which conformed to your flight pattern. (Note: larger pegasus-drawn vehicles need magical assistance, such as unicorn telekinesis or a spark engine, to be pulled by pegasi.)	0	
Cloud Spin	Basic	By flying around a cloud for at least three sprinting actions, and making a successful easy Survival check, you may cause the cloud to spin. A spinning cloud may not be used to produce lightning bolts (neither by pegasus tricks nor by the Storm Cloud spell). Failure on the Survival check means the cloud fails to spin, while a critical failure will send the cloud flying off in an unfortunate direction.	1	
Shower	Basic	You may jump on a cloud to cause it to spill rain. You may continue to do so each turn for an additional 1 TP, for a maximum number of turns equal to double your Flight Rank.	1	
Super-Speed Strut	Basic	This crowd-pleaser allows you to charge or sprint just above the ground at full flight speed while appearing to casually trot. This trick requires a easy Survival check. If successful, you increase the disposition of a receptive audience towards you by one level for a number of hours equal to your Charisma.	1	
Twister	Basic	You may create a minor whirlwind that can draw up water, tiny animals or other tiny, light and unsecured objects. This requires a successful easy Survival check, along with an additional easy Survival check each turn to maintain it. You can avoid harmful contact when drawing up poisonous gas or other dangerous substances with a Luck check at a -3 penalty. This penalty is reduced by one for every Flight Rank above first. Creatures may make a check to escape as per Telekinesis, opposed by your Flight Rank. Objects thrown by the twister cause (and suffer) 1d10 damage per Flight Rank. Creating a Twister is a 75 AP action.	1	+1 TP per turn maintained
Lightning Kick	Basic	You may kick a cloud to cause it to fire off a lightning bolt at a desired target. Hitting the target requires a successful attack roll using the Survival skill. The lightning bolt deals Stun damage equal to (10 + 1d10) * (Flight Rank), resisted by Stun DT and reduced by electrical resistance. The maximum range of the initial attack is point blank at Flight Rank 1, and increases a range category for each additional Flight Rank. Lighting Kick is a 25 AP action. You may continue to kick lightning out of a cloud for a maximum number of bolts equal to your Flight Rank before the cloud is expended.	2 per attack	

Extended Master FoE: PnP Sheet, Pre-release edition - Pegasus Tricks

[illegible]

Extended Master FoE: PnP Sheet, Pre-release edition - PipBuck

A PipBuck effectively grants the wearer the following spells at no strain: Light, Locate Object (tagged objects whose tagged codes I know), Organize and Target (aka S.A.T.S.). These spells are considered to be cast at Expert level, but with a Potency and Versatility of only 1 each. Activating any of these abilities is a 10 AP action. Additionally, the PipBuck effectively grants the wearer the Detect Others (aka E.F.S.) spell at Advanced level with a Potency of 1. Activating this ability is a 25 AP action. All PipBucks and suits of magically powered barding have tags. PipBucks also include a radio and automapping features. PipBucks are subject to disabling through damage or anti-matrix weaponry.

Effective Potency	1	Effective Versatility	1
Spells			
Light		Organize	
10AP		10AP	
Brightly illuminates an area of 1 yard radius around the PipBuck (with lesser effects beyond that). Creatures within 1 yard who look directly at the light source are dazzled and take -10 to all checks involving sight for 2 turns. Creatures within one yard looking directly at the light source are blinded and take -30 to all checks involving sight for 1 minute.		This spell automatically sorts your inventory, maximizing space in your saddlebags or other containers, putting the object you desire on the top for easy access. The spell will continue to reorganize your inventory, putting the desired objects in easy access, for the duration of the spell. Accessing items in an Organized pack costs 10 less AP than normal. Effect lasts 1 week.	
Locate Object [Tagged objects whose tag codes I know]		SATS	
10AP		10AP	
This spell allows the caster to locate the target objects within 1000 yards with a successful Survival skill check. If the location of the target objects are within the caster's line of sight, the location will be illuminated by a glow only the caster can see and no check is required. Creatures attempting to remain hidden from this spell may do so with a successful Sneak check at a -3 penalty. The caster can sense the specific type and amount of the target objects located.		This spell creates an illusion only the caster can see which illuminates targets and assists in attacks, negating 30 points of penalties to attack rolls. The duration of this spell is 1 minute or until 45 AP is depleted, whichever is sooner. Movement actions that consume AP are not counted against this depletion.	
EFS		None	
25AP		Installed Peripheral:	
This spell creates an aura only the caster can see outlining potential targets within 50 yards. This aura becomes red if the target is hostile. Can detect any auras within the area of effect, even if fully behind walls or other obstructions. Can detect targets attempting to hide using an opposed Science check, with a +10 bonus, against the target's Sneak skill check. StealthBucks are considered to have a Science skill of 100 and no Potency bonus for the purpose of this roll.		Description:	

Extended Master FoE: PnP Sheet, Pre-release edition - Background and Description

[illegible]

- [1] Movement is in yards, multiply by 3
- [2] Jump is always in feet.
- [3] Do not alter "Buying, Selling and Item Price"
- [4] Do Not modify
- [5] A maximum of 15 skill points may be placed in this cloumn and only if the skill is TAGed.
- [6] Knowledge on how to survive out in the wilds, cooking and hunting as well as recognizing traps ...and setting traps. Also used for gathering alchemical ingredients and preparing alchemical brews
- [7] The ability to weave a lie or impersonate someone. Doubles as the ability to detect the same. Or simply scare someone into submission.
- [8] Getting what you want with force of words, be it a cease-fire or a better deal.
- [9] The verbal art of buying low and selling high, or at least trying too. Barter formula is as follows (Insert Barter Formula)
- [10] Picking locks and manipulating other fine machinery.
- [11] Concieling a weapon, or making someone think they have a hole in there wallet/pack.
- [12] Covers all things computer and lets you hack into terminals or even robots with the right equipment.
- [13] From elixirs to acids, this skill lets you make and identify them and their effects.
- [14] Can be used in place of any specific skill to identify something and can uniquely identify certain things. This skill MUST be tagged to be leveled without skill books.
- [15] Guns, Armor, Ammo! Can be used as Lockpich with a penalty, depending on complexity.
- [16] skill covers all physical stunts, such as jumping, flying, climbing, gymnastics and acrobatics. Covers all sports as well.
- [17] Determines your skill at a given profession or craft at a professional level. It is a catch all category for any skill not specifically listed. Examples include, Musician (chr/agi), Singing (chr), Gunsmith (int), Tailor (int), Cooking (int), Dancing (agi), Archeology (int), Cartography (int), Zoology (int), Botany (int), Brewing (int), Cybernetics Engineer (int) and so on. These skills will always provide more info skill point for skill point then something general. For instance a pony with basic repair could might be able to turn a pile of scrap metal into a very crude gun, but a gunsmith would make one that was a proper gun increasing its reliability, accuracy and so on. It is up to the GM to determine how specific a skill should be. For instance Gunsmith is pretty straightforward but Farmer not so much as it can cover growing crops, animal husbandry, reading the weather and so on. The governing SPECIAL for Professional \ Craftspony Skill is determined by the GM based on the skill taken.
- [18] Other races may take this for lore purposes.
- [19] Other races may take this for lore purposes. (Deals with Pegasus tricks and flight in replacement for survival)