

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Equine

Name		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11 - 50	20			
Lockpick	11	0	Versatility	3	Left Wing	0	20			
Magic Weapons	11	0	Potency	3	Right Wing	0	20			
Medicine	11	0	Strain	70	Left Fore	51 - 60	20			
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20			
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20			
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	Value
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo		
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Feral Ghoul		Threat	Yellow		HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks		
Any pony type					5 SPECIAL 1 TAG			Faral	must attack closet target	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child		
4	6	4	6	5	5	8	5	Dressed for Death	Waring what it died in. Including armor	
Barter	23	0	HP	68	Part	D100 hit	Limb HP	Savage Attacker (1)	add 5 base +1d10 per rank	
Battle Saddles	24	0	AP	49	Head	01 - 10	34			
Explosives	22	0	Movement	55	Torso	11 - 60	34			

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Lockpick	22	0	Versatility	3	Left Wing	0	34			
Magic Weapons	22	0	Potency	3	Right Wing	0	34			
Medicine	23	0	Strain	107	Left Fore	61 - 70	34			
Melee Weapons	24	0	Size	0	Right Fore	71 - 80	34			
Mechanics	23	0	Crit Suc	5	Left Hind	81 - 90	34			
Science	23	0	Crit Fail	96	Right Hind	91 - 100	34	Items	Amount	Value
Firearms	26	0	Rad Resit	5						
Sneak	26	0	Pos Resist	5						
Speech	23	0								
Survival	24	0								
Unarmed	39	15	Exp value	200						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Unarmed	Condition	AP		Ammo type			Notes on Weapon		
Claw/bite	STR+	Good	Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Glowing One		Threat	Orange		HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks		
Any pony type					7 SPECIAL 2 TAG			Radiation Child		
Level	STR	PER	END	CHA	INT	AGI	LUCK	Faral	must attack closet target	
8	7	4	7	5	5	8	5	Glowing One		
Barter	39	0	HP	121	Part	D100 hit	Limb HP	Regeneration (2)	Heal 8hp per turn	
Battle Saddles	41	0	AP	79	Head	01 - 10	60	Dressed for Death	Waring what it died in. Including armor	
Explosives	38	0	Movement	60	Torso	11 - 60	60	Savage Attacker (1)	add 5 base +1d10 per rank	
Lockpick	38	0	Versatility	3	Left Wing	0	60			
Magic Weapons	38	0	Potency	4	Right Wing	0	60			
Medicine	39	0	Strain	162	Left Fore	61 - 70	60			
Melee Weapons	56	15	Size	0	Right Fore	71 - 80	60			
Mechanics	39	0	Crit Suc	5	Left Hind	81 - 90	60			
Science	39	0	Crit Fail	96	Right Hind	91 - 100	60	Items	Amount	Value
Firearms	42	0	Rad Resit	6						

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Sneak	42	0	Pos Resist	6							
Speech	39	0									
Survival	41	0									
Unarmed	56	15	Exp value	400							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Unarmed	Condition	AP	10	Ammo type			Notes on Weapon			
Claw/bite	STR+	Good	Ammo Cap		Ammo mod						
Weapon		Condition	AP		Ammo type						
			Ammo Cap		Ammo mod						

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You may have to change increased Threat, Level, Perks, Armor and Weapons as necessary										
Name		Threat:					Traits & Perks			
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11 - 50	20			
Lockpick	11	0	Versatility	3	Left Wing	0	20			
Magic Weapons	11	0	Potency	3	Right Wing	0	20			
Medicine	11	0	Strain	70	Left Fore	51 - 60	20			
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20			
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20			
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo	Value	
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Melee Raider		Threat		Green			HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks
Pony/type		Green					3 SPECIAL no TAG			
Level	STR	PER	END	CHA	INT	AGI	LUCK			
3	5	3	4	2	3	5	4			
Barter	16	0	HP	37	Part	D100 hit	Limb HP			
Battle Saddles	18	0	AP	30	Head	01 - 10	18			
Explosives	17	0	Movement	35	Torso	11 - 60	18			
Lockpick	17	0	Versatility	2	Left Wing	0	18			
Magic Weapons	17	0	Potency	2	Right Wing	0	18			

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Medicine	17	0	Strain	72	Left Fore	61 - 70	18			
Melee Weapons	34	15	Size	0	Right Fore	71 - 80	18			
Mechanics	17	0	Crit Suc	4	Left Hind	81 - 90	18			
Science	17	0	Crit Fail	96	Right Hind	91 - 100	18	Items	Amount	Value
Firearms	19	0	Rad Resit	3						
Sneak	19	0	Pos Resist	3						
Speech	16	0								
Survival	18	0								
Unarmed	18	0	Exp value	150						
Armor	Light							Notes on Armor		
Raider Painspike armour	DT: 4							Cobbled together armour, looks sharp.		
Weapon:	Melee	Condition	AP	20	Ammo type			Notes on Weapon		
Pool Cue	0.5*STR+2d10	Moderate						I break!		
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
			Ammo Cap		Ammo mod					
Gun Raider		Threat	Green		HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks		
Pony			3 SPECIAL no TAG							
Level	STR	PER	END	CHA	INT	AGI	LUCK			
4	4	6	4	2	3	5	4			
Barter	20	0	HP	37	Part	D100 hit	Limb HP			
Battle Saddles	22	0	AP	30	Head	01 - 10	18			
Explosives	24	0	Movement	35	Torso	11 - 60	18			
Lockpick	24	0	Versatility	2	Left Wing	0	18			
Magic Weapons	24	0	Potency	2	Right Wing	0	18			
Medicine	21	0	Strain	79	Left Fore	61 - 70	18			
Melee Weapons	22	0	Size	0	Right Fore	71 - 80	18			
Mechanics	21	0	Crit Suc	4	Left Hind	81 - 90	18			
Science	21	0	Crit Fail	96	Right Hind	91 - 100	18	Items	Amount	Value
Firearms	38	15	Rad Resit	3						
Sneak	23	0	Pos Resist	3						
Speech	20	0								
Survival	22	0								
Unarmed	22	0	Exp value	200						

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Armor	Light							Notes on Armor
Raider Painspike armour	DT: 4							Cobbled together armour, looks sharp.
Weapon	Unarmed	Condition	AP	10	Ammo type			Notes on Weapon
	0.5*STR+	Good	Ammo Cap		Ammo mod			
Weapon	Area	Condition	AP	20	Ammo type			
			Ammo Cap		Ammo mod			
Unicorn Raider	Threat	Green			HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks
Unicorn	Green				3 SPECIAL no TAG			
Level	STR	PER	END	CHA	INT	AGI	LUCK	
4	3	4	4	2	5	5	4	
Barter	20	0	HP	37	Part	D100 hit	Limb HP	
Battle Saddles	22	0	AP	30	Head	01 - 10	18	
Explosives	22	0	Movement	35	Torso	11 - 60	18	
Lockpick	22	0	Versatility	3	Left Wing	0	18	
Magic Weapons	22	0	Potency	2	Right Wing	0	18	
Medicine	23	0	Strain	93	Left Fore	61 - 70	18	
Melee Weapons	21	0	Size	0	Right Fore	71 - 80	18	
Mechanics	23	0	Crit Suc	4	Left Hind	81 - 90	18	
Science	38	15	Crit Fail	96	Right Hind	91 - 100	18	Items
Firearms	23	0	Rad Resit	3				Amount
Sneak	23	0	Pos Resist	3				Value
Speech	20	0						
Survival	22	0						
Unarmed	22	0	Exp value	200				
Armor	Light							Notes on Armor
Raider Painspike armour	DT: 4							Cobbled together armour, looks sharp.
Weapon:	Melee	Condition	AP	20	Ammo type			Notes on Weapon
Pool Cue	0.5*STR+2d10	Moderate						I break!
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon
			Ammo Cap		Ammo mod			

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Battle Saddle Raider		Threat:	Green		HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks		
Pony					3 SPECIAL no TAG					
Level	STR	PER	END	CHA	INT	AGI	LUCK			
4	4	4	6	2	3	5	4			
Barter	20	0	HP	43	Part	D100 hit	Limb HP			
Battle Saddles	39	15	AP	30	Head	01 - 10	21			
Explosives	22	0	Movement	40	Torso	11 - 50	21			
Lockpick	22	0	Versatility	2	Left Wing	0	21			
Magic Weapons	22	0	Potency	3	Right Wing	0	21			
Medicine	21	0	Strain	93	Left Fore	51 - 60	21			
Melee Weapons	22	0	Size	0	Right Fore	61 - 70	21			
Mechanics	21	0	Crit Suc	4	Left Hind	71 - 80	21			
Science	21	0	Crit Fail	96	Right Hind	81 - 90	21	Items	Amount	Value
Firearms	23	0	Rad Resit	5	Misc.	90 - 100	21	Ammo		
Sneak	23	0	Pos Resist	5						
Speech	20	0								
Survival	24	0								
Unarmed	24	0	Exp value	400						
Armor	Light							Notes on Armor		
Raider Painspike armour	DT: 4							Cobbled together armour, looks sharp.		
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Big Boss		Threat:	Yellow		HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks		
Pony					5 SPECIAL 1 TAG			Large Frame		
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	6	5	4	2	3	5	4			
Barter	8	0	HP	62	Part	D100 hit	Limb HP			
Battle Saddles	10	0	AP	40	Head	01 - 10	31			
Explosives	11	0	Movement	35	Torso	11 - 50	31			
Lockpick	11	0	Versatility	2	Left Wing	0	31			
Magic Weapons	11	0	Potency	2	Right Wing	0	31			

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[illegible]



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# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Griffon

R		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP		40	Part	D100 hit	Limb HP		
Battle Saddles	11	0	AP		30	Head	01 - 10	20		
Explosives	11	0	Movement		40	Torso	11 - 50	20		
Lockpick	11	0	Versatility		3	Left Wing	0	20		
Magic Weapons	11	0	Potency		3	Right Wing	0	20		
Medicine	11	0	Strain		70	Left Fore	51 - 60	20		
Melee Weapons	11	0	Size		0	Right Fore	61 - 70	20		
Mechanics	11	0	Crit Suc		5	Left Hind	71 - 80	20		
Science	11	0	Crit Fail		96	Right Hind	81 - 90	20	Items	Amount
Firearms	11	0	Rad Resit		4	Misc.	90 - 100	20	Ammo	Value
Sneak	11	0	Pos Resist		4					
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects						Notes on Armor	
	DT									
Weapon	Weapon Type	Condition	AP			Ammo type			Notes on Weapon	
	Weapon Dam		Ammo Cap			Ammo mod				
Weapon	Weapon Type	Condition	AP			Ammo type			Notes on Weapon	
	Weapon Dam		Ammo Cap			Ammo mod				

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Enclave

Name		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11-40	20			
Lockpick	11	0	Versatility	3	Left Wing	41-50	20			
Magic Weapons	11	0	Potency	3	Right Wing	51-60	20			
Medicine	11	0	Strain	70	Left Fore	61-70	20			
Melee Weapons	11	0	Size	0	Right Fore	71-80	20			
Mechanics	11	0	Crit Suc	5	Left Hind	81-90	20			
Science	11	0	Crit Fail	96	Right Hind	91-100	20	Items	Amount	Value
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo		
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Alicorns

Name		Threat:	Orange		HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks			
Type					7 SPECIAL 2 TAG			Large Frame			
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child			
1	5	5	5	5	5	5	5				
Barter	11	0	HP	115	Part	D100 hit	Limb HP				
Battle Saddles	11	0	AP	70	Head	01 - 10	57				
Explosives	11	0	Movement	40	Torso	11 - 40	57				
Lockpick	11	0	Versatility	3	Left Wing	41 - 50	57				
Magic Weapons	11	0	Potency	3	Right Wing	51 - 60	57				
Medicine	11	0	Strain	70	Left Fore	61 - 70	57				
Melee Weapons	11	0	Size	1	Right Fore	71 - 80	57				
Mechanics	11	0	Crit Suc	5	Left Hind	81 - 90	57				
Science	11	0	Crit Fail	96	Right Hind	91 - 100	57	Items	Amount	Value	
Firearms	11	0	Rad Resit	4	Misc.		57	Ammo			
Sneak	11	0	Pos Resist	4							
Speech	11	0									
Survival	11	0									
Unarmed	11	0	Exp value	100							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Disconnected Alicorn		Threat:	Yellow		HP 55+(END*Level); AP 25+(AGI*3)			Traits & Perks		Spell list	level
Alicorn					5 SPECIAL 1 TAG			Large Frame		Telekinesis	1
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child		Light	1
8	7	5	6	6	6	5	5	No more voice	May or may not be reasoned with.	Color spell only	
Barter	40	0	HP	73	Part	D100 hit	Limb HP	Flight (2)			
Battle Saddles	40	0	AP	40	Head	01 - 10	36	Powerful Caster (1)	adds 1 potency per rank		
Explosives	39	0	Movement	40	Torso	11 - 40	36	Versatile Caster (1)	adds 1 Versatility per rank		
Lockpick	39	0	Versatility	4	Left Wing	41 - 50	36				
Magic Weapons	39	0	Potency	4	Right Wing	51 - 60	36				
Medicine	40	0	Strain	162	Left Fore	61 - 70	36				

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Melee Weapons	41	0	Size	1	Right Fore	71 - 80	36				
Mechanics	40	0	Crit Suc	5	Left Hind	81 - 90	36				
Science	55	15	Crit Fail	96	Right Hind	91 - 100	36	Items	Amount	Value	
Firearms	39	0	Rad Resist	5	Misc.		36				
Sneak	39	0	Pos Resist	5							
Speech	40	0									
Survival	40	0									
Unarmed	40	0	Exp value	800							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Unarmed	Condition	AP		Ammo type			Notes on Weapon			
Hoof	2*STR++		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Dark Purple			Threat:	Orange	HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks			Spell list
Alicorn					7 SPECIAL 2 TAG			Large Frame			Telekinesis
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child			Light
10	8	6	7	5	5	6	5	Teleport master teleport cost only cost 20 AP			Teleport Expert
Barter	47	0	HP	121	Part	D100 hit	Limb HP	Flight (2)			
Battle Saddles	49	0	AP	73	Head	01 - 10	60	Powerful Caster (2) adds 2 potency per rank			
Explosives	48	0	Movement	50	Torso	11 - 40	60	Versatile Caster (2) adds 2 Versatility per rank			
Lockpick	48	0	Versatility	5	Left Wing	41 - 50	60				
Magic Weapons	48	0	Potency	6	Right Wing	51 - 60	60				
Medicine	47	0	Strain	186	Left Fore	61 - 70	60				
Melee Weapons	50	0	Size	1	Right Fore	71 - 80	60				
Mechanics	47	0	Crit Suc	5	Left Hind	81 - 90	60				
Science	62	15	Crit Fail	96	Right Hind	91 - 100	60	Items	Amount	Value	
Firearms	48	0	Rad Resist	6	Misc.		60				
Sneak	48	0	Pos Resist	6							
Speech	47	0									
Survival	49	0									
Unarmed	64	15	Exp value	1000							
Armor	Armor type		effects					Notes on Armor			
	DT										

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Alicorns

Weapon	Unarmed	Condition	AP		Ammo type		Notes on Weapon				
Hoof	2*STR++		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type		Notes on Weapon				
	Weapon Dam		Ammo Cap		Ammo mod						
Dark Blue		Threat:	Orange		HP 100+(END*Level); AP 55+(AGI*3)		Traits & Perks		Spell	Level	
Alicorn					7 SPECIAL 2 TAG		Large Frame		Telekinesis	1	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child	Light	1	
10	8	6	7	5	5	6	5	Invisable master	Turning Invisibile only cost 20 AP	Sensory Foil (Invisibility)	1
Barter	47	0	HP	121	Part	D100 hit	Limb HP	Flight (2)			
Battle Saddles	49	0	AP	73	Head	01 - 10	60	Powerful Caster (2)	adds 2 potency per rank		
Explosives	48	0	Movement	50	Torso	11 - 40	60	Versatile Caster (2)	adds 2 Versatility per rank		
Lockpick	48	0	Versatility	5	Left Wing	41 - 50	60				
Magic Weapons	48	0	Potency	6	Right Wing	51 - 60	60				
Medicine	47	0	Strain	186	Left Fore	61 - 70	60				
Melee Weapons	50	0	Size	1	Right Fore	71 - 80	60				
Mechanics	47	0	Crit Suc	5	Left Hind	81 - 90	60				
Science	62	15	Crit Fail	96	Right Hind	91 - 100	60	Items	Amount	Value	
Firearms	48	0	Rad Resit	6	Misc.		60				
Sneak	48	0	Pos Resist	6							
Speech	47	0									
Survival	49	0									
Unarmed	64	15	Exp value	1000							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Unarmed	Condition	AP		Ammo type		Notes on Weapon				
Hoof	2*STR++		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type		Notes on Weapon				
	Weapon Dam		Ammo Cap		Ammo mod						
Dark Green		Threat:	Orange		HP 100+(END*Level); AP 55+(AGI*3)		Traits & Perks		Spell list	level	
Alicorn					7 SPECIAL 2 TAG		Large Frame		Telekinesis	1	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child	Light	1	
10	8	6	7	5	5	6	5	Shield master	Alicorn Shild cost 20 AP	Alicorn Shield Advanced	1

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Barter	47	0	HP	121	Part	D100 hit	Limb HP	Shield Prison	every 2 alicorns cast an impenetrable shield trapping whoever inside.		
Battle Saddles	49	0	AP	73	Head	01 - 10	60	One of us	Strain cost divided by number of other Dark Green casting the same spell		
Explosives	48	0	Movement	50	Torso	11 - 40	60	Flight (2)			
Lockpick	48	0	Versatility	5	Left Wing	41 - 50	60	Powerful Caster (2)	adds 2 potency per rank		
Magic Weapons	48	0	Potency	6	Right Wing	51 - 60	60	Versatile Caster (2)	adds 2 Versatility per rank		
Medicine	47	0	Strain	186	Left Fore	61 - 70	60				
Melee Weapons	50	0	Size	1	Right Fore	71 - 80	60				
Mechanics	47	0	Crit Suc	5	Left Hind	81 - 90	60				
Science	62	15	Crit Fail	96	Right Hind	91 - 100	60	Items	Amount	Value	
Firearms	48	0	Rad Resit	6	Misc.		60				
Sneak	48	0	Pos Resist	6							
Speech	47	0									
Survival	49	0									
Unarmed	64	15	Exp value	1000							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Unarmed	Condition	AP		Ammo type			Notes on Weapon			
Hoof	2*STR++		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Behemoth			Threat:	Red	HP 200+(END*Level); AP 75+(AGI*3)			Traits & Perks			
Alicorn					9 SPECIAL 2 TAG			Super Size	Large Frame but size 2		
Level	STR	PER	END	CHA	INT	AGI	LUCK	Radiation Child			
20	8	6	7	5	6	7	5	All Spells	Have access to all spells		
Barter	87	0	HP	421	Part	D100 hit	Limb HP	Flight (2)			
Battle Saddles	89	0	AP	96	Head	01 - 10	210	Powerful Caster (5)	adds 1 potency per rank		
Explosives	88	0	Movement	55	Torso	11 - 40	210	Versatile Caster (5)	adds 1 Versatility per rank		
Lockpick	88	0	Versatility	8	Left Wing	41 - 50	210	Crash Land	adds 1d10 per size		
Magic Weapons	88	0	Potency	9	Right Wing	51 - 60	210	Impossible to Kill	adds 200 HP		
Medicine	88	0	Strain	329	Left Fore	61 - 70	210				
Melee Weapons	90	0	Size	2	Right Fore	71 - 80	210				
Mechanics	88	0	Crit Suc	5	Left Hind	81 - 90	210				

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Alicorns

Science	103	15	Crit Fail	96	Right Hind	91 - 100	210	Items	Amount	Value		
Firearms	89	0	Rad Resist	6	Misc.		210					
Sneak	89	0	Pos Resist	6								
Speech	87	0										
Survival	89	0										
Unarmed	104	15	Exp value	2000								
Armor	Armor type		effects					Notes on Armor				
	DT											
Weapon	Unarmed	Condition	AP	15	Ammo type			Notes on Weapon				
Hoof	2*STR+++		Ammo Cap		Ammo mod							
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon				
	Weapon Dam		Ammo Cap		Ammo mod							



# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Name		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11 - 50	20			
Lockpick	11	0	Versatility	3	Left Wing	0	20			
Magic Weapons	11	0	Potency	3	Right Wing	0	20			
Medicine	11	0	Strain	70	Left Fore	51 - 60	20			
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20			
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20			
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	Value
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo		
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Sprite-bot Scout		Threat:	Green		HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks		
Robot					3 SPECIAL 0 TAG			Bit's for brains	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Hover	Flight 1	
4	5	6	6	3	3	6	3	Weapon Mount (1)		
Barter	20	0	HP	43	Part	D100 hit	Limb HP	Targeting System (1)	adds +5 MagWep,Firearm & explosives	
Battle Saddles	23	0	AP	33	Head	01 - 10	21			
Explosives	28	5	Movement	45	Torso	11 - 80	21			
Lockpick	23	0	Versatility	2	Left Wing	89 - 90	21			
Magic Weapons	28	5	Potency	3	Right Wing	91 - 10	21			
Medicine	20	0	Strain	93	Left Fore	0	21			

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Melee Weapons	22	0	Size	-1	Right Fore	0	21			
Mechanics	20	0	Crit Suc	3	Left Hind	0	21			
Science	20	0	Crit Fail	95	Right Hind	0	21	Items	Amount	Value
Firearms	28	5	Rad Resist	5	Misc.	0	21	Gem Pack	1	5
Sneak	23	0	Pos Resist	5				Chance of Scrap metal	1	10
Speech	20	0						Chance of Spark Battery	1	
Survival	23	0								
Unarmed	23	0	Exp value	400						
Armor	Built in		effects					Notes on Armor		
Metal	DT	5								
Weapon	Magic Weapon	Condition	AP	15	Ammo type			A weaker "Magic Laser Pistol"		
Magic Beam	10+	good	Ammo Cap	NA	Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Sprite-bot MoM guard			Threat	Yellow	HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks		
Robot					5 SPECIAL 1 TAG			Bit's for brains	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Hover	Flight 1	
6	5	7	7	3	3	6	3	Weapon Mount (1)		
Barter	28	0	HP	71	Part	D100 hit	Limb HP	Targeting System (2)	adds +5 MagWep,Firearm & explosives	
Battle Saddles	32	0	AP	43	Head	01 - 10	35	Built Tough (1)	4DT +3per additonal rank +2 master	
Explosives	42	10	Movement	50	Torso	11 - 80	35			
Lockpick	32	0	Versatility	2	Left Wing	89 - 90	35			
Magic Weapons	57	25	Potency	4	Right Wing	91 - 10	35			
Medicine	28	0	Strain	120	Left Fore	0	35			
Melee Weapons	30	0	Size	-1	Right Fore	0	35			
Mechanics	28	0	Crit Suc	3	Left Hind	0	35			
Science	28	0	Crit Fail	95	Right Hind	0	35	Items	Amount	Value
Firearms	41	10	Rad Resist	6	Misc.	0	35	Gem Pack	1	5
Sneak	31	0	Pos Resist	6				Chance of Scrap metal	1	10
Speech	28	0						Chance of Spark Battery	1	
Survival	32	0								
Unarmed	32	0	Exp value	600						
Armor	Built in		effects					Notes on Armor		
Metal	DT	4								

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Weapon	Magic Weapon	Condition	AP	15	Ammo mod			"Magic Laser Pistol"		
Magic Beam	15+	good	Ammo Cap	NA	Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Auto-turret Light		Threat	Yellow		HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks		
Type					5 SPECIAL 1 TAG			Bit's for brains		Trait
Level	STR	PER	END	CHA	INT	AGI	LUCK	Weapon Mount (2)		
4	5	7	6	3	3	7	3	Targeting System (1)		adds +5 MagWep,Firearm & explosives
Barter	20	0	HP	68	Part	D100 hit	Limb HP	Twin-Linked Systems		No accuracy from firing both weapons
Battle Saddles	23	0	AP	46	Sensor	01 - 10	34			
Explosives	29	5	Movement	50	Torso	11 - 90	34			
Lockpick	24	0	Versatility	2	Left Wing	0	34			
Magic Weapons	29	5	Potency	3	Right Wing	0	34			
Medicine	20	0	Strain	93	Left Fore		34			
Melee Weapons	22	0	Size	0	Right Fore		34			
Mechanics	20	0	Crit Suc	3	Left Hind		34			
Science	20	0	Crit Fail	95	Right Hind		34	Items	Amount	Value
Firearms	29	5	Rad Resist	5	Mount	90 - 100	34	Ammo		1
Sneak	24	0	Pos Resist	5				Chance of Metal		1
Speech	20	0								
Survival	23	0								
Unarmed	23	0	Exp value	400						
Armor	Built in		effects					Notes on Armor		
Metal	DT	0								
Weapon	Magic Weapon	Condition	AP	15	Ammo type			3 variants. "Magic Recharger Pistol" or "10mm SMG" with AP		
Magic Recharger Pistol	16+		Ammo Cap		Ammo mod			rounds or "Magic Plasma Pistol"		
Weapon	Magic Weapon	Condition	AP	15	Ammo type			Notes on Weapon		
Magic Recharger Pistol	16+		Ammo Cap		Ammo mod					
Auto-turret		Threat	Yellow		HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks		
Type					5 SPECIAL 1 TAG			Bit's for brains		Trait
Level	STR	PER	END	CHA	INT	AGI	LUCK	Weapon Mount (2)		
6	5	7	6	3	3	7	3	Targeting System (2)		adds +5 MagWep,Firearm & explosives
Barter	28	0	HP	68	Part	D100 hit	Limb HP	Built Tough (1)		4DT +3per additonl rank +2 master

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Battle Saddles	31	0	AP	46	Sensor	01 - 10	34	Twin-Linked Systems		No accuracy from firing both weapons	
Explosives	42	10	Movement	50	Torso	11 - 90	34				
Lockpick	32	0	Versatility	2	Left Wing	0	34				
Magic Weapons	42	10	Potency	3	Right Wing	0	34				
Medicine	28	0	Strain	11	Left Fore		34				
Melee Weapons	30	0	Size	0	Right Fore		34				
Mechanics	28	0	Crit Suc	3	Left Hind		34				
Science	28	0	Crit Fail	95	Right Hind		34	Items	Amount	Value	
Firearms	42	10	Rad Resit	5	Mount	90 - 100	34	Ammo	1		
Sneak	32	0	Pos Resist	5				Chance of Metal	1		
Speech	28	0									
Survival	31	0									
Unarmed	31	0	Exp value	600							
Armor	Built in		effects					Notes on Armor			
Metal	DT	4									
Weapon	Magic Weapon	Condition	AP	20	Ammo type			4 variants. "Laser Carbine" or "M4A1" with AP rounds or			
Laser Carbine	20+		Ammo Cap		Ammo mod			"Magic Plasma Rifle" or "Flamer"			
Weapon	Magic Weapon	Condition	AP	20	Ammo type			Notes on Weapon			
Laser Carbine	20+		Ammo Cap		Ammo mod						
Auto-turret Heavy		Threat	Yellow		HP 50+(END*Level); AP 25+(AGI*3)			Traits & Perks			
Type						5 SPECIAL 1 TAG			Bit's for brains	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Weapon Mount (1)			
8	5	7	6	3	3	7	3	Targeting System (3)		adds +5 MagWep,Firearm & explosives	
Barter	36	0	HP	68	Part	D100 hit	Limb HP	Built Tough (2)		4DT +3per additioal rank +2 master	
Battle Saddles	39	0	AP	46	Sensor	01 - 10	34	Twin-Linked Systems		No accuracy from firing both weapons	
Explosives	55	15	Movement	50	Torso	11 - 90	34				
Lockpick	40	0	Versatility	2	Left Wing	0	34				
Magic Weapons	55	15	Potency	3	Right Wing	0	34				
Medicine	36	0	Strain	12	Left Fore		34				
Melee Weapons	38	0	Size	0	Right Fore		34				
Mechanics	36	0	Crit Suc	3	Left Hind		34				
Science	36	0	Crit Fail	95	Right Hind		34	Items	Amount	Value	
Firearms	55	15	Rad Resit	5	Mount	90 - 100	34	Ammo	1		
Sneak	40	0	Pos Resist	5				Chance of Metal	1		

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

[illegible]

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Pony BrainBot Advance		Threat	Orange		HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks		
Robot					7 SPECIAL 2 TAG			Artificial Intelligence	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Tracked	Times 2 vs. pin exe.	
7	7	5	7	4	6	6	3	Built Tough (3)	4DT +3per additonl rank +2 master	
Barter		33	0	HP	121	Part	D100 hit	Limb HP	Glass Head	
Battle Saddles		36	0	AP	73	Head	01 - 10	60	Weapon Mount (1)	
Explosives		34	0	Movement	50	Torso	11 - 50	60		
Lockpick		34	0	Versatility	3	Left Wing	0	60	May also have	
Magic Weapons		49	15	Potency	4	Right Wing	0	60	Magical arcane program	Spell list
Medicine		35	0	Strain	160	Left Fore	51 - 60	60	User-Interface	
Melee Weapons		36	0	Size	0	Right Fore	61 - 70	60		
Mechanics		50	15	Crit Suc	3	Left Hind	71 - 80	60		
Science		35	0	Crit Fail	95	Right Hind	81 - 90	60	Items	Amount
Firearms		35	0	Rad Resit	6	Misc.	90 - 100	60	Ammo	Value
Sneak		35	0	Pos Resist	6					
Speech		33	0							
Survival		36	0							
Unarmed		36	0	Exp value	700					
Armor	Armor type		effects						Notes on Armor	
	DT	12								
Weapon	Magic Weapon	Condition	AP	20	Ammo type				Notes on Weapon	
Laser Carbine	20+		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type				Notes on Weapon	
	Weapon Dam		Ammo Cap		Ammo mod					
Mr Hoovesy		Threat	Orange		HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks		
Robot					7 SPECIAL 2 TAG			Bit's for brains	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Hover	Flight 1	
10	7	6	7	4	4	6	3	Built Tough (3)	4DT +3per additonl rank +2 master	
Barter		45	0	HP	121	Part	D100 hit	Limb HP	Weapon Mount (3)	3 weapons
Battle Saddles		48	0	AP	73	Head	01 - 10	60	Robot Surgon	adds 10 to medicine; 5 base +1d10 to melee
Explosives		57	10	Movement	50	Torso	11 - 50	60	Targeting System (2)	adds +5 MagWep,Firearm & explosives
Lockpick		47	0	Versatility	2	Left Wing	0	60		
Magic Weapons		72	25	Potency	4	Right Wing	0	60	may have	
Medicine		60	15	Strain	173	Left Fore	51 - 60	60	user interface	

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Melee Weapons	48	0	Size	0	Right Fore	61 - 70	60			
Mechanics	45	0	Crit Suc	3	Left Hind	71 - 80	60			
Science	45	0	Crit Fail	95	Right Hind	81 - 90	60	Items	Amount	Value
Firearms	57	10	Rad Resist	6	Misc.	90 - 100	60	Ammo		
Sneak	47	0	Pos Resist	6						
Speech	45	0								
Survival	48	0								
Unarmed	48	0	Exp value	1000						
Armor	Armor type		effects					Notes on Armor		
	DT	12								
Weapon	Magic Weapon	Condition	AP	30	Ammo type			Notes on Weapon		
Flamer	20+		Ammo Cap		Ammo mod					
Weapon	Magic Weapon	Condition	AP	15	Ammo type			Notes on Weapon		
Buzz Saw	2*STR+		Ammo Cap		Ammo mod					
Mr. Gutsy	Threat	Red			HP 200+(END*Level); AP 75+(AGI*3)			Traits & Perks		
Robot					9 SPECIAL 2 TAG			Bit's for brains	Trait	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Tracked	Times 2 vs. pin exe.	
15	8	5	8	6	6	6	3	Built Tough (3)	4DT +3per additonal rank +2 master	
Barter	67	0	HP	224	Part	D100 hit	Limb HP	Extra Armor	adds 10 DT	
Battle Saddles	69	0	AP	93	Head	01 - 10	112	Weapon Mount (2)		
Explosives	76	10	Movement	50	Torso	11 - 50	112	Targeting System (2)	adds +5 MagWep,Firearm & explosives	
Lockpick	66	0	Versatility	3	Left Wing	0	112	Twin-Linked systems	No accuracy from firing both weapons	
Magic Weapons	91	25	Potency	4	Right Wing	0	112	Auto repair matrix	Adds 25 HP per turn	
Medicine	67	0	Strain	282	Left Fore	51 - 60	112	May also have		
Melee Weapons	69	0	Size	0	Right Fore	61 - 70	112	User-Interface		
Mechanics	82	15	Crit Suc	3	Left Hind	71 - 80	112			
Science	67	0	Crit Fail	95	Right Hind	81 - 90	112	Items	Amount	Value
Firearms	77	10	Rad Resist	7	Misc.	90 - 100	112	Ammo		
Sneak	67	0	Pos Resist	7						
Speech	67	0								
Survival	69	0								
Unarmed	69	0	Exp value	1500						
Armor	Armor type		effects					Notes on Armor		
	DT	22								

## Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Robots

Weapon Twin	Magic Weapon	Condition	AP	40	Ammo type		Notes on Weapon	
5 mm Minigun	18++	good	Ammo Cap		Ammo mod			
Weapon	Weapon Type	Condition	AP		Ammo type		Notes on Weapon	
Rocket Launcher	50+++	good	Ammo Cap	40	Ammo mod			



# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Animal

Name		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11 - 50	20			
Lockpick	11	0	Versatility	3	Left Wing	0	20			
Magic Weapons	11	0	Potency	3	Right Wing	0	20			
Medicine	11	0	Strain	70	Left Fore	51 - 60	20			
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20			
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20			
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	Value
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo		
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Young TimberWolf		Threat:	Yellow					Traits & Perks		
Wolf			HP: 50 + (END x Level). AP: 25+(AGI*3)					MoUS	Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Made of Wood	Add d10 of dam if attacked with fire.	
6	6	7	5	3	4	7	3	Predator	30% bonus to stealth.	
Barter	28	0	HP	65	Part	D100 hit	Limb HP	Natural Camoflauge	bonus 10 to sneak 30 if stationary.	
Battle Saddles	30	0	AP	46	Head	01 - 10	32	Exotic Body	(ballistics,stun)	

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Animal

Explosives	32	0	Movement	45	Torso	11 - 60	32	Swift Movement (1) adds 5ft to movement per rank		
Lockpick	32	0	Versatility	2	Left Wing	0	32			
Magic Weapons	32	0	Potency	3	Right Wing	0	32			
Medicine	29	0	Strain	111	Left Fore	61 - 70	32			
Melee Weapons	31	0	Size	0	Right Fore	71 - 80	32			
Mechanics	29	0	Crit Suc	3	Left Hind	80 - 90	32			
Science	29	0	Crit Fail	95	Right Hind	91 - 100	32	Items	Amount	Value
Firearms	32	0	Rad Resit	4				Ammo		
Sneak	32	0	Pos Resist	4						
Speech	28	0								
Survival	30	0								
Unarmed	45	15	Exp value	300						
Armor	Armor type		effects					Notes on Armor		
Wood	DT	4	Half damage to blunt attacks							
Weapon	melee	Condition	AP		Ammo type			Notes on Weapon		
claw	2*STR++	good	Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
TimberWolf		Threat:	Yellow		HP: 50 + (END x Level). AP: 25+(AGI*3)			Traits & Perks		
Wolf								MoUS	Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Made of Wood	Add d10 of dam if attacked with fire.	
8	7	7	6	3	4	8	3	Predator	30% bonus to stealth.	
Barter	36	0	HP	68	Part	D100 hit	Limb HP	Natural Camoflauge	bonus 10 to sneak 30 if stationary.	
Battle Saddles	39	0	AP	64	Head	01 - 10	34	Swift Attacker	add 15 AP	
Explosives	40	0	Movement	50	Torso	11 - 60	34	Night Hunter	ADD 2 pER AT	
Lockpick	40	0	Versatility	2	Left Wing	0	34	Exotic Body	(ballistics,stun)	
Magic Weapons	40	0	Potency	3	Right Wing	0	34	Swift Movement (2)	adds 5ft to movement per rank	
Medicine	37	0	Strain	140	Left Fore	61 - 70	34			
Melee Weapons	40	0	Size	1	Right Fore	71 - 80	34			
Mechanics	37	0	Crit Suc	3	Left Hind	80 - 90	34			

## Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Animal

Science	37	0	Crit Fail	95	Right Hind	91 - 100	34	Items	Amount	Value	
Firearms	41	0	Rad Resist	5				Ammo			
Sneak	71	30	Pos Resist	5							
Speech	36	0									
Survival	39	0									
Unarmed	54	15	Exp value	400							
Armor	Armor type		effects					Notes on Armor			
Wood	DT	6	Half damage to blunt attacks								
Weapon	melee	Condition	AP	15	Ammo type			Notes on Weapon			
claw	2*STR++	good	Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						

# Fallout Equestria PNP Monster Manual (WIP) (Recovered) - Insect

Name		Threat:						Traits & Perks			
Type								MoUS		Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK				
1	5	5	5	5	5	5	5				
Barter	11	0	HP	40	Part	D100 hit	Limb HP				
Battle Saddles	11	0	AP	30	Head	01 - 10	20				
Explosives	11	0	Movement	40	Torso	11 - 50	20				
Lockpick	11	0	Versatility	3	Left Wing	0	20				
Magic Weapons	11	0	Potency	3	Right Wing	0	20				
Medicine	11	0	Strain	70	Left Fore	51 - 60	20				
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20				
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20				
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	Value	
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo			
Sneak	11	0	Pos Resist	4							
Speech	11	0									
Survival	11	0									
Unarmed	11	0	Exp value	100							
Armor	Armor type		effects					Notes on Armor			
	DT										
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Radroach		Threat:	Green		HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks			
Insectoid					3 SPECIAL no TAG			MoUS		Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK				
1	2	5	3	5	5	6	5				
Barter	11	0	HP	28	Part	D100 hit	Limb HP				
Battle Saddles	9	0	AP	33	Head	01 - 10	14				
Explosives	11	0	Movement	40	Torso	11 - 60	14				
Lockpick	11	0	Versatility	3	Left Wing	0	14				
Magic Weapons	11	0	Potency	2	Right Wing	0	14				

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Medicine	11	0	Strain	62	Left Fore	61 - 70	14				
Melee Weapons	8	0	Size	-2	Right Fore	71 - 80	14				
Mechanics	11	0	Crit Suc	5	Left Hind	81 - 90	14				
Science	11	0	Crit Fail	96	Right Hind	91 -100	14	Items	Amount	Value	
Firearms	12	0	Rad Resit	2				Roach meat	1	5	
Sneak	12	0	Pos Resist	2							
Speech	11	0									
Survival	9	0									
Unarmed	9	0	Exp value	25							
Armor	Natural		effects					Make a nice crunching sound.			
Shell	DT	0									
Weapon	Melee	Condition	AP	15	Ammo type			Notes on Weapon			
Bite	1*STR+	Good	Ammo Cap		Ammo mod						
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon			
	Weapon Dam		Ammo Cap		Ammo mod						
Blotsprite		Threat:	Green	HP 25+(END*Level); AP 15+(AGI*3)			Traits & Perks				
Insect/Flying				3 SPECIAL no TAG			MoUS	Mod STR & DT=2*Size End=Size			
Level	STR	PER	END	CHA	INT	AGI	LUCK	Throw Barb			
4	3	6	4	5	5	7	5	Weak Poison	-1 Specal vs posion resist; -5 HP/3 turns		
Barter	23	0	HP	41	Part	D100 hit	Limb HP	Flyer (1)			
Battle Saddles	22	0	AP	36	Head	01 - 10	20				
Explosives	24	0	Movement	45	Torso	11-40	20				
Lockpick	24	0	Versatility	3	Left Wing	41-50	20				
Magic Weapons	24	0	Potency	2	Right Wing	51-60	20				
Medicine	23	0	Strain	93	Left Fore	61-70	20				
Melee Weapons	21	0	Size	-1	Right Fore	71-80	20				
Mechanics	23	0	Crit Suc	5	Left Hind	81-90	20				
Science	23	0	Crit Fail	96	Right Hind	91-100	20	Items	Amount	Value	
Firearms	25	0	Rad Resit	3			20	Blotsprite Meet	1	10	
Sneak	25	0	Pos Resist	3							
Speech	23	0									
Survival	22	0									
Unarmed	22	0	Exp value	200							

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Armor	Natural		effects					Natural armor can't be removed.
Shell	DT	0						
Weapon	Melee	Condition	AP	10	Ammo type			Oh Luna it eating you.
Bite	1*STR+	Good	Ammo Cap		Ammo mod			
Weapon	Firearms	Condition	AP	15	Ammo type			Causes weak poison
Barb	1*STR+	Good	Ammo Cap		Ammo mod			
Radsorpion		Threat:	Yellow	HP 50+(END*Level); AP 25+(AGI*3)				Traits & Perks
Insectoid				5 SPECIAL 1 TAG				MoUS
Level	STR	PER	END	CHA	INT	AGI	LUCK	Mod STR & DT=2*Size End=Size
6	6	6	6	5	5	6	5	Moderate Poison
Barter	31	0	HP	68	Part	D100 hit	Limb HP	-1 Specal vs posion resist; -10 HP/5 turns
Battle Saddles	32	0	AP	43	Head	01 - 10	34	10 DT
Explosives	32	0	Movement	45	Torso	11 - 50	34	Savage Attacker
Lockpick	32	0	Versatility	3	Left Wing	0	34	adds +5 base +1d10 each rank
Magic Weapons	32	0	Potency	3	Right Wing	0	34	
Medicine	31	0	Strain	129	Left Fore	51 - 60	34	
Melee Weapons	32	0	Size	0	Right Fore	61 - 70	34	
Mechanics	31	0	Crit Suc	5	Left Hind	71 - 80	34	
Science	31	0	Crit Fail	96	Right Hind	81 - 90	34	Items
Firearms	32	0	Rad Resit	5	Tail	90 - 100	34	Amount
Sneak	32	0	Pos Resist	5				Value
Speech	31	0						
Survival	32	0						
Unarmed	47	15	Exp value	600				
Armor	Natural		Effects					Natural armor can not be taken as player armor
Exoskeleton	DT	10						
Weapon	Melee	Condition	AP	15	Ammo type			Large claw can grab creatures one size less than it.
Claw	1.5*STR+	Good	Ammo Cap	NA	Ammo mod			Grab cause Pin.
Weapon	Melee	Condition	AP	20	Ammo type	Posion		Must penetrate armor to take effect
Stinger	0.5*STR+	Good	Ammo Cap	NA	Ammo mod	Cause Normal poison.		10 damage for 5 turns.
Giant Radsorpion		Threat:	Orange	HP 100+(END*Level); AP 55+(AGI*3)				Traits & Perks
Insectoid				7 SPECIAL 2 TAG				MoUS
								Mod STR & DT=2*Size End=Size

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Level	STR	PER	END	CHA	INT	AGI	LUCK	Dangerous Poison	-1 Specal vs posion resist; -20 HP/5 turns	
8	8	6	6	5	5	7	6	Armour Hide	10 DT	
Barter	40	0	HP	118	Part	D100 hit	Limb HP	Savage Attacker (2)	adds +5 base +1d10 each rank	
Battle Saddles	41	0	AP	76	Head	01 - 10	59			
Explosives	41	0	Movement	50	Torso	11 - 50	59			
Lockpick	41	0	Versatility	3	Left Wing	0	59			
Magic Weapons	41	0	Potency	3	Right Wing	0	59			
Medicine	40	0	Strain	151	Left Fore	51 - 60	59			
Melee Weapons	43	0	Size	1	Right Fore	61 - 70	59			
Mechanics	40	0	Crit Suc	6	Left Hind	71 - 80	59			
Science	40	0	Crit Fail	97	Right Hind	81 - 90	59	Items	Amount	Value
Firearms	42	0	Rad Resit	5	Tail	90 - 100	59	Venom sacks	4	25
Sneak	42	0	Pos Resist	5						
Speech	40	0								
Survival	41	0								
Unarmed	56	15	Exp value	800						
Armor	Natural		Effects					Natural armor can not be taken as player armor		
Exoskeleton	DT	12								
Weapon	Melee	Condition	AP	10	Ammo type			Large claw can grab creatures one size less than it.		
Claw	1.5*STR+	Good	Ammo Cap	NA	Ammo mod			Grab cause Pin.		
Weapon	Unarmed	Condition	AP	15	Ammo type	Posion		Must penetrate armor to take effect		
Stinger	0.5*STR+	Good	Ammo Cap	NA	Ammo mod	Dangerous poison.		20 damage for 5 turns.		

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Name		Threat:						Traits & Perks		
Type										
Level	STR	PER	END	CHA	INT	AGI	LUCK			
1	5	5	5	5	5	5	5			
Barter	11	0	HP	40	Part	D100 hit	Limb HP			
Battle Saddles	11	0	AP	30	Head	01 - 10	20			
Explosives	11	0	Movement	40	Torso	11 - 50	20			
Lockpick	11	0	Versatility	3	Left Wing	0	20			
Magic Weapons	11	0	Potency	3	Right Wing	0	20			
Medicine	11	0	Strain	70	Left Fore	51 - 60	20			
Melee Weapons	11	0	Size	0	Right Fore	61 - 70	20			
Mechanics	11	0	Crit Suc	5	Left Hind	71 - 80	20			
Science	11	0	Crit Fail	96	Right Hind	81 - 90	20	Items	Amount	Value
Firearms	11	0	Rad Resit	4	Misc.	90 - 100	20	Ammo		
Sneak	11	0	Pos Resist	4						
Speech	11	0								
Survival	11	0								
Unarmed	11	0	Exp value	100						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP		Ammo type			Notes on Weapon		
	Weapon Dam		Ammo Cap		Ammo mod					
Manticore		Threat	Orange		HP 100+(END*Level); AP 55+(AGI*3)			Traits & Perks		
Hybrid/Flying			7 SPECIAL 2 TAG				MoUS	Mod STR & DT=2*Size End=Size		
Level	STR	PER	END	CHA	INT	AGI	LUCK	Flyer	Flight (1)	
10	8	6	7	5	6	7	5	Predator	30% bonus to sneak.	
Barter	47	0	HP	170	Part	D100 hit	Limb HP	Deadly poison	Deals 2 Special dam /turn for 4 turns.	
Battle Saddles	49	0	AP	76	Head	01 - 10	85	Tough Hide	4 DT base +3 per level +2 at mastery.	
Explosives	48	0	Movement	55	Torso	11 - 30	85	Rending Claws	Reduces DT by 1 of opponent per level.	
Lockpick	48	0	Versatility	3	Left Wing	31 - 40	85			
Magic Weapons	48	0	Potency	4	Right Wing	41 - 50	85			



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Medicine	48	0	Strain	199	Left Fore	51 - 60	85			
Melee Weapons	50	0	Size	1	Right Fore	61 - 70	85			
Mechanics	48	0	Crit Suc	5	Left Hind	71 - 80	85			
Science	48	0	Crit Fail	96	Right Hind	81 - 90	85	Items	Amount	Value
Firearms	49	0	Rad Resit	6	Tail	90 - 100	85	Poison Sack	2	25
Sneak	49	0	Pos Resist	6						
Speech	47	0								
Survival	49	0								
Unarmed	49	0	Exp value	1500						
Armor	Natural		effects					It a nice fur		
Hide	DT	6								
Weapon	Melee	Condition	AP	25	Ammo type					
Claw	1.5*STR++	Good	Ammo Cap	NA	Ammo mod					
Weapon	Melee	Condition	AP	30	Ammo type			Must penetrate armor to take effect.		
Stinger	1*STR+	Good	Ammo Cap	NA	Ammo mod	Dangerous poison.		20 for 5 turns.		
Hydra		Threat	Red	HP = 200 + (END x Level). AP: 75+(AGI*3)				Traits & Perks		
Mythic				9 SPECIAL POINTS two Tag skills.				MoUS	Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Head Growth	Grow back 2 heads for every one lost	
16	10	9	10	5	5	8	5	Armored Hide	DT = 10	
Barter	71	0	HP	448	Part	D100 hit	Limb HP	Engulf	Engulfs a target completely. Neither one can miss except on a crit fail.	
Battle Saddles	76	0	AP	219	Head	01 - 10	56	Roar	Speech intimidation test for 45 AP.	
Explosives	75	0	Movement	65	Torso	11 - 50	224			
Lockpick	75	0	Versatility	3	Left Wing	0	224	Swallow whole.		
Magic Weapons	75	0	Potency	5	Right Wing	0	224	Multi headed	Can have up to four heads. Each head adds 30 AP.	
Medicine	71	0	Strain	315	Left Fore	51 - 60	224	Impossible to kill	bonus 200 hp	
Melee Weapons	76	0	Size	3	Right Fore	61 - 70	224			
Mechanics	71	0	Crit Suc	5	Left Hind	71 - 80	224			
Science	71	0	Crit Fail	96	Right Hind	81 - 90	224	Items	Amount	Value
Firearms	74	0	Rad Resit	9	Head	90 - 100	56			
Sneak	74	0	Pos Resist	9						

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Speech	71	0			# of heads	4					
Survival	91	15									
Unarmed	91	15	Exp value	1600							
Armor	Natural		effects					Notes on Armor			
Hide	DT	16									
Weapon	melee	Condition	AP	20	Ammo type				attack by each head ad d10		
Bite	1.5*STR+	good	Ammo Cap		Ammo mod						
Weapon	melee	Condition	AP	40	Ammo type						
Smash	2*STR+	good	Ammo Cap		Ammo mod						
Cockatrice		Threat	Orange		HP: 100 + (END x Level). AP: 55+(AGI*3)			Traits & Perks			
Mythic					7 SPECIAL POINTS 2 Tag skill			MoUS	Mod STR & DT=2*Size End=Size		
Level	STR	PER	END	CHA	INT	AGI	LUCK	Exotic Body	Resistant to certain kinds of damage. (Magic)		
20	6	8	6	5	5	7	5	The stare	Attack that turn opponent to stone		
Barter	87	0	HP	260	Part	D100 hit	Limb HP	Tough Hide (3)	4 DT + 3 per rank +2 mastery		
Battle Saddles	88	0	AP	46	Head	01 - 10	130	Rending Claws	Ingors 1 DT per level		
Explosives	90	0	Movement	50	Torso	11 - 60	130	Hard to Kill (3)	adds 50 HP per rank. +50 master		
Lockpick	90	0	Versatility	3	Left Wing	61 - 70	130				
Magic Weapons	90	0	Potency	3	Right Wing	71 - 80	130				
Medicine	87	0	Strain	265	Left Fore	0	130				
Melee Weapons	88	0	Size	0	Right Fore	0	130				
Mechanics	87	0	Crit Suc	5	Left Hind	80 - 90	130				
Science	87	0	Crit Fail	96	Right Hind	91 - 100	130	Items	Amount	Value	
Firearms	89	0	Rad Resit	5	Head						
Sneak	104	15	Pos Resist	5							
Speech	87	0									
Survival	88	0									
Unarmed	103	15	Exp value	2000							
Armor	Natural		effects								
Hide	DT	12									
Weapon	melee	Condition	AP	15	Ammo type						
Bite	1.5*STR+	good	Ammo Cap		Ammo mod						
Weapon	melee	Condition	AP	20	Ammo type						

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Claw	2*STR+	good	Ammo Cap		Ammo mod					
Balefire Phoenixes		Threat:	Yellow		HP: 50 + (END x Level). AP: 25+(AGI*3)			Traits & Perks		
Type					5 SPECIAL POINTS one Tag skill			MoUS	Mod STR & DT=2*Size End=Size	
Level	STR	PER	END	CHA	INT	AGI	LUCK	Reincarnation		
10	3	6	4	6	6	7	5	Innate Magic		
Barter	48	0	HP	162	Part	D100 hit	Limb HP	Resiliant (3)	add 25 HP per rank +25 master	
Battle Saddles	46	0	AP	51	Head	01 - 10	81	Magic Resistant (4)	15% per rank to resist magic	
Explosives	48	0	Movement	45	Torso	11 - 50	81	Exotic Body	(all;fire)	
Lockpick	48	0	Versatility	3	Left Wing	0	81	Flight (3)		
Magic Weapons	48	0	Potency	2	Right Wing	0	81	Swift Attacker	adds 15 AP	
Medicine	48	0	Strain	160	Left Fore	51 - 60	81			
Melee Weapons	45	0	Size	-1	Right Fore	61 - 70	81			
Mechanics	48	0	Crit Suc	5	Left Hind	71 - 80	81			
Science	48	0	Crit Fail	96	Right Hind	81 - 90	81	Items	Amount	Value
Firearms	49	0	Rad Resit	3	Misc.	90 - 100	81	Ammo		
Sneak	49	0	Pos Resist	3						
Speech	48	0								
Survival	46	0								
Unarmed	46	0	Exp value	1000						
Armor	Armor type		effects					Notes on Armor		
	DT									
Weapon	Weapon Type	Condition	AP	15	Ammo type			Notes on Weapon		
Claw	Str++		Ammo Cap		Ammo mod					
Weapon	Weapon Type	Condition	AP	20	Ammo type			Notes on Weapon		
BaleFire	15+		Ammo Cap		Ammo mod	Incendiary, 20ft cone		Add 20 radiation plus 10 rads per turn for effected area		