

Friendship... friendship never changes...



The tabletop RPG

## Disclaimer: (here to stray throughout the beta apparently) Btw, best viewed downloaded

To those that only thinks a RPG should involve killing and combat, don't worry. I'm making an "American version" with no social skills, less logic, more merged skills (no sub-trees for weapons, speech etc), levels and the like. There will be quite a few adjustments in the rules, but mainly to fit for the level system.

Allot of things are still WiP, and sections are missing as can be seen.

For those wondering why the heck there are added skills, realism and a removal of levels, it's since the "progression system" is my favourite one. As goes for skills, I found it quite needed to add most of them (especially perform and craft) since there is no skill that covers the more social parts. Or "life before the wasteland". Like how Velvet can sing, Calamity knows how to tailor stuff, Homage and Xenith can cook (and how Glory can't... or well, in her own way) or how Scotchtape can do plumbing and the like. And merging those into "survival" or "repair" doesn't make much sense as: 1: It would make them way wider then they already are. 2: Everypony would be about as good on it as somepony else. 3: You would not be allowed to specialize or become better with just one subject. 4: With said "huge merged skills". It would mean I would instantly be super awesome at knowing EVERYTHING about the wasteland if I were a chef in my stable, seeing how cooking is survival. Or another case: Easily construct and repair weapons, tanks and power armour since I'm good at toasters.

That is also a reason why I went back to the core Fallout rules in many areas from how I've got it describes, if I took 3 and NV. I would be trying to convert a FPS into paper. And all rolls ever done would be to hit with a attack. As everything else would just be a number, or a "required rank". Not to mention the "made in concrete" damage table. "I shoot you in the leg, you take 12 damage. I shoot you in the stomach, 12 damage. I shoot you in one wing, 12 damage. I shoot you in the ear, 12 damage... times two, since it was in the head!"

And for those wondering why certain skills have been added or other things have been altered: Ripping the system straight out of Fallout would work in theory, but it is made to be a single player game with no interaction between players. And that doesn't work to well in a RPG. And why a d100 system and not a d20? It was the more simple system to apply. As if you got 47 in a skill, you try to roll bellow 47, simple as that. Adding a d20 and trying to balance the % around that would just be more complicated. (or well, it would be simpler technically, but less accurate)

And on a side note, I am sorry, but all current weapons in the game are near the last page of this PDF, along with the first test enemies. They've been tested twice and are semi-balanced so far.

# Measurements

For simplicity, I will use "meters", "kilo" and the like to pronounce weight and length. This could just be temporary, but I will also include the "real" measurements" that exists in the FoE universe for comparison.

A hoof: A hoof is about 15 cm

A pony-length: Is equal to around 1 meter, 100 centimetres, 10 decimetres.

A mouthful: Around a cup, 2,3 decilitre

## The GM

On a small side note regarding "ponyfied stuff", there is another thing that is changed: The game/dungeon master as many know them by are known as "Over-mare/stallion" in the FoE-RPG. But may be referred to as GM or DM if you feel more comfortable with that name.

The term "It's magic, I ain't gotta explain shit" (aka: GM's always right) can be casually used to explain certain events or GM interventions to save a story or GM discretion. It is recommended to use only when absolutely necessary. GM's that utilize this to often tend to have very stale stories as they only have one way to go.

## Dices:

The primary dice using in this game is the D100. However most of the other types are used as well. The D20 is used for most effect rolls (mainly in combat), the d4 for some damage, raising skills and certain effect (and attributes). d6 for most weapons, d8 and d10 for the more lethal weapons and so on. But mostly the d100. Any mention of a ex "+5" means directly to the skill. Ex: You have 41 unarmed and get a +5 bonus, making it a total of 46. If it however mentions a "%" behind it, it indicates that it either should be raised by the percent stated, or that you should take a certain percent of a certain something.

If it for example would have been +5 % on the above example, Your unarmed would have increased by  $41 + 5\%(+2,05) = 43$  (rounded down). Now for the other example: If you would gain health equal to a percentage of an attribute instead, lets say your strength for hit points, and lets say you have 10 in it: 50% of 10 = 5. So you would have gained 5 hp from that. Seems simple enough no?

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## (Sorta accurate (not) atm)

Also I do not claim ownership for any of the art displayed in this PDF, it's mainly just here to add some colour and detail to this whole handbook. If you own the art, or know the owner wouldn't want their art to be shown, please just contact me and I'll remove it. This is done for non-profit fan pleasing only. Also, it's mainly based on Fo 1,2 and tactics. (and the Fallout RPG ofc) Not on3/Nv (Contact me on: [Kattlarv@live.se](mailto:Kattlarv@live.se) or [@gmail.com](mailto:@gmail.com))

# War? Fear? Death?

## *We Must Do Better!*



# MINISTRY OF PEACE

## Optional rules:

The following rules, chapters and notes can be ignored/changed if you want a strictly more "Fallout" feeling. Technically, you can choose to ignore most of the rules except the more core and vital ones (go figure which those are.). Those are the ones seen in game for most Fallout games. But as said, you can pick and choose whichever pages you want to include or not (apart from the core), or change them slightly to match your taste. However, if you remove all but the core, then well. You might as well just play Fallout: The tabletop RPG and replace "human" with "pony". Although, it lacks the rules for magic, flying etc.

**Attributes:** Wits was added to have a second mental attribute, reflecting that despite being smart, you could lack experience. (Like the classic "barbarians doesn't need intelligence, but wisdom is required to be a good leader") Wits can be changed to Intelligence/Perception if so wanted, making it entirely "SPECIAL" once more.

**Friendship points:** These works pretty much like faith points in 40k. Just with a different flavour, and they are stronger the more friends you have in your party (up to a certain degree). If you want to drop the whole "small miracles" things such as burning a point to not die, then feel free to. It just adds more caution for the party, knowing they are just fragile little ponies, in a big harsh wasteland with no supernatural (\*cough\*besidesmagic\*cough\*) powers to aid them.

**Skills:** As stated above, most skills can be removed for a combat only focused RPG. And merged for simplicity. Small guns can be made into a single skill without the sub-skills. And two other examples are "first aid" and "doctor" can be merged into "medicine". Intimidate, diplomacy, bluff and seduction can all be made into "speech", if really lazy.

**Degree of success:** This being another additional rule, it can be used on it's own, to replace conditional modifiers, or be removed in case of conditional modifiers. Unlike most of the others, this one has the least effect of them all. In theory, it can be utilized to play a quite big part of it all.

**Stamina:** In quite several RPG's, your character can't get tired or exhausted. If you cba to keep track of your characters remaining stamina, then skip this rule and just go with "unlimited energy".

**Fear:** Unlike many games (and Fallout itself), your character has a sort of "mental stability" pool in this RPG. Doing things like peeking up from cover when someone is bathing said cover in lead is not something anypony with common sense would do. So a will save is needed to do so. This rule can be ignored if you want to play completely jaded characters wit no self-preservation instincts whatsoever. Like the common action hero.



# Character creation: 5-21

## Primary attributes:

You start with 5 in all attributes and you have 6 points to distribute among them. You also have the option to lower attributes to raise another on a 1 for 1 basis.

No attribute can go above 10, and none can go under 1 at this stage of character creation. (some races can be exceptions) If a attribute is changed due to any reason, it affects your stats, saves, skills, hp and anything else they might affect.

## Race:

Choose one of the 3 standard races available. The choice may have notable impact on what your character feels like, no matter what role you decide to focus upon. So take your time and make sure you truly have an idea of what you want to play before you take your pick.

While all races can do almost everything, some are simply just better at it due to various reasons.

(Which off course is why you never choose the best race for your idea, challenges is what makes things fun!)

All of them have also been attempted to get a balance, so no race will be the "master race" everyone will strive to play for the sake of power play. You are supposed to choose a race for the sake of wanting to play it, not for the bonuses and adjustment that said race receives. Though if your greatest wish is to be able to fly, Pegasus is probably the way to go.. Unless you're the kind who likes next to impossible challenges!



## Perks:

Placeholder.(We got ~99 of the buggers xP) Normally get to pick 2, earth ponies can get 3. Up to OM.

## Traits:

Placeholder (but they're complete)

## Virtues:

You may choose one virtue, and depending how you feel your character will be, may also disregard or alter the abilities granted from each one. (The overpony has final say of what you may change) You may however not try to remove the backlash just to take the perk from a virtue. These are just the primary virtues however.

You can also choose "Indifferent/Neutral" as a virtue.

This often grants the option to take a +5 bonus to any check, but a -5 to an opposed or fitting one as a counterweight to it.

You can also create your own virtue (as long as it makes sense).

You can also have a "corrupted" virtue, a twisted version of it's original form and purpose. A corrupted virtue strives to do what it's "intended" to do, but in a twisted way. (often in a selfish, "short term gain" manner, but can also be in a "end justify the means" way)

The overpony has final say of what you may and may not do

# Character creation:

(Rule section for hire)

## Carrying capacity:

For each point of Str you have, you can carry 12 kilos plus an additional 12 kilos, assuming you have room for it. To determine your carrying capacity, take your strength score times above mentioned, and then use the following table bellow to determine your maximum load you are able to hold without getting penalties due to weight.

Light load: >20 % (0 %)      Medium load: >50 % (-5 %)

Heavy load: >80 % (-15 %)      Push/drag: 250 % (-25 %)

Encumbrance: >100 % (-45 %) Max up to 135 %, can only walk. Can carry up to 160 %, but then is completely immobile. As well as suffer an additional -20 % penalty. (65)

(You may risk crippling yourself if you carry encumbering weight for too long without rest.)

Some equipment may increase your total carry weight, such as a cart, power armour or the like.

## Skills:

Skills is what your character excels at, you start with 5 tagged skills, (3 primary, 2 secondary) you may freely choose these however you like. Training in a skill grants a +15 bonus(+7 for secondary) to it. (EP's get extra skills, noted in skill chapter)

## Improving skills:

Improving skills is done by using them. Any skill you earn a mark in has the potential of improving when you next rest.

There's two ways to mark skills.

First. You get to mark the first skill you succeed with in each game session.

Second. If you roll under your value for the skills primary attribute, you may mark the skill. If the skill is connected to your cutie mark. You need to roll under your value+5.

(So if rolling for a int based skill and your int is 5. You need to roll 5 or less. 10 if it is related to your cutie mark.)

Note that the OverPony may outrule marking if he feels it silly.

No marking for ducttaping your bag to improve your repair skill as the first thing you do each session or punching a pillow repeatedly to improve your unarmed.

Whenever you get a decent amount of sleep, setting up camp and/or resting with a few hours watch suffices, and you have a marked skill. You may roll to see if you truly learned something from it. Roll 1d100, if you roll above your skill, you've learned something! If the skill is connected to your cutie mark, you get +10 on this roll.

A normal skill is improved by 1d4. A secondary tagged skill is improved by 1d4+1 and a primary tagged skill by 1d6+1.

Also, if your skill is connected to your cutie mark. You increase your skill by 1 additional point, along with increase the die size by one. So a normal skill improves by 1d6+1, secondary by 1d6+2 and primary by 1d8+2.

# Character creation:

## Movement speed:

Your movement speed is determined by taking 10 % of your Strength and 10% of your Agility and add them together. The samples of the previous pages assumes your character have 5 in both of those, leaving you with  $0,5+0,5=1$ , this is how much you, at most, can move per spent action point (when walking). This amount is adjusted depending on what move action you perform. Canter in combat is x3 of your move, and gallop is x5. Also, when in motion, you gain a temporary bonus to your AC equal to your movement, plus the number of squares moved, but a penalty to other actions and PER based checks. (Scales the following: Walk: +1 -0,5. Canter: +1,5 -1,5. Gallop: +2,5 -3) So say you have 1 in movement, you move 4 squares, your AC is 4/6/10 higher for that round, but you have -2/-6/-12 to other checks. (Except for jumps, defensive rolls, any type of charge, yelling a battle cry, crying in terror as you run for your life, preparing to hurl something, slide beneath an obstacle, attempting to use a vertical structure as a place to run or firing wildly in no particular direction for no reason.)

If you for example have 6 in both these attributes, your result would be 1,2. Movement is not rounded up or down, what this means is that every fifth AP you go an additional step. First AP you move 1,2 squares, second 2,4, third 3,6 fourth 4,8 and fifth 6, making the fifth and sixth step at the same step. (if so desired) While someone with 4 in both would have 0.8 in movement. (though, as long as you move at least 0,5, you can move one square per round, as long as you only move one square that round. Aka: Five hoof step.)

Flight works in three stages. Stationary, moving and "running". You can advance from one of these to the "adjacent" one. (same goes for ground speed) You can go from 1 to 2, from 2 to 1 or 3, and from 3 to 2. Your speed in "stationary" is none in combat as you just focus on hovering. (outside of combat it is your regular movement speed) Your movement speed is x1,5 of your normal speed. "Canter"/Soar is x4 And "running" is x7.

## Levels and XP:

There are no levels in this game. Might sound unusual being a Fallout games, but perks, traits and the like are purchased with XP, and skills progress naturally on their own as they are used. So punching things in the face no longer teaches you rocket science.

XP is gained as a character progress RP wise as a whole, not just from killing things to death. And OM's may ofc quirk the amount gained, or give out "quest perks" if they so desire, like with all games. If the thought of no levels put you off, you may just take the original Fallout PNP book and use it's leveling system, removing a couple of rules from this, and presto. Otherwise, how no levels works will be explained later in this chapter.

## Hit points:

Anypony goes down with enough damage done to their body but not everypony can handle the same amount of exertion on their body. Important: As said: unlike many RPG's, or the original Fallout, your HP does not increase "naturally" in any means, as there are no levels. One of the few means to get more is by perks or certain procedures. This is to represent that yes, you might get stronger per say over time, but that does not an excuse for being able to take a shotgun through the brain, being run over by a tank, twice, or having a armed grenade go off after being shoved up your ass. So there is no "Ah, new level, now I can take another arrow in my eye before I die!"

Keeping track of the damage each part of your body sustains is a large part of combat. Losing a limb, mid-combat, could prove very lethal. HP however is not solely your "blood", it's part fatigue, part willpower and the like. So taking "damage" is not just that they are "wounded", it's that they also get worn out, tired, discouraged and overall battered. All damage you sustain is not automatically lethal either. You can take anything either bashing or lethal.

To figure out the HP of each part of your body is done through the following way; First, calculate your Total HP. Take your doubled endurance and add your strength and will, then add 15. ( $END \times 2 + STR + WIT + 10 = THP$ ) Average THP is 30. Then, figure out each body parts toughness by taking the appropriate dividing number, as follows:

Head, divide by 2,5. ( $THP/2,5$ ) Avg: 12

Torso, divide by 2. ( $THP/2$ ) Avg: 15

Limbs, divide by 3. ( $THP/3$ ) Avg: 10

Once one of your body parts has sustained their HP in damage. They will more easily start sustaining critical damage, which will be handled in a later chapter.

In addition, at the start of each combat, if the character has had an extended rest, and/or overall is in good shape; you add half your Agi and End (Avg total: 5) combined as temporary HP. This is to represent that you normally can take a little before you actually start to be more seriously harmed. (A light punch on the arm doesn't really hurt, but repeating it seven times in a row, and it starts to go somewhere) However, a character taken flat footed does not gain the Agi bonus, and a character that has taken damage (on the hit area) does not gain the End bonus. This is a cumulative condition, so both, one or none might apply. This is rounded off to the nearest number.



# Breathing life into your character.

## Names:

A pony's name is something peculiar. Almost all of the times, their parents have a revelation over what to name them. And thus they often will have a name that will later in life reflect their special talent or skill. No pony really knows how this work. But few questions, and even less considers it. It's magic.

## Mane and coat:

For "balance" reasons, your characters body colours will not affect how easy they are to spot, so to not hinder you from playing a certain colour or style. (unless you want to play "hardcore mode") Then you may apply bonuses/penalties for palette. Or if a player make snide remarks how silly it is they're not seeing their neon pink, platina blonde character against the black wall.

## Gender:

You characters gender, this does not affect their attributes, skills or rolls in any way. However, there are a few things your gender affects: When using skills like "Seduction" or the like it is affected by your targets preferences. Some perks are gender specific as well. But almost all of said perks have a counterpart for the other gender. (This is almost solely due to the different words for them, such as "he/she".)

Some things are gender based however (such as the ability to get pregnant, (du'h... or well, at least in the "natural" way.) but overall. About everything has the same effect on either gender or race.)

The mare to stallion ratio is ~65F-35M % however, so in this RPG, females are the biggest part of what you will encounter, kill and be violated by. The majority of the wasteland population is mainly bi/pansexual. (likely with a preference)

## Age:

The following attribute changes are applied to the age groups:

Foal: -2 to all Attributes. No bonus hp -1 AP +4 Lu (0-6, small size)

Filly/Colt: -1 to all attributes, +2 bonus to hp +2 Lu (7-12, small size)

Mare/Stallion: No adjustments. (13-30)

Adult: +1 to 2 attributes. +5 will, -2 fort+ref -1 AP -10 Init (31-59)

Elderly: -1 physical, +1 mental +5 will +7 hp -5 Init -1 AP (60-81)

Venerable: -2 physical, -2 th +1 in 2 mental. +4 hp. -2 AP (82-100+)

(Note that Luck does not count in as "all" as it's sorta it's own attribute. And the modifications apply to your "base" stats. This includes, and replace the "base hp", which is the "+15" added after the primary attributes. So ex: a filly/colt do not get PA+10+5, they get PA+5)

(Also, keep in mind these are the "starting modifiers, not what you gain from each age step. So no bonus or penalty follows from the previous age. All is removed and refreshed each step down, and applied to the base attributes.)

# Character creation:

## Action Points:

This is what you use in this RPG to perform actions, all and any actions are performed with action points. The amount of AP something costs depends on the difficulty of the task. Most actions or tasks has a mention by them of how much it costs to perform each one of them.

For example, on the page in which movement is covered, the cost for movement is described in AP. (ex: 1 AP for every meter (on average) when walking in combat) other tasks that are not mentioned is usually determined by the GM how much AP they would cost to perform. (ex: Asking how much AP it would cost to push that boulder out of the way, knock over a bookshelf or etc.) One way of measuring would be to "count seconds", or just to compare to other actions, measuring how much more difficult it'd be to perform compared to doing this or that.

While slipping into S.A.T.S is (in most cases) a free action, it tends to increase the cost of an action, or drain away of a S.A.T.S "charge". When S.A.T.S is recharging, it is unable to be entered, and could lead to you having to make rapid decisions in the heat of the moment. (It explains how you can spend ages making your moves in combat without getting attacked)

You start with 9 AP, and your AP is increased with  $\text{Agi} + \text{End} + \text{Wit} / 5$ . (rounded to nearest. If your result falls below 2,4 (before rounding), it turns into a penalty instead, but using the following chart: Compare your total before division to the following:  $11 - 9 = 0$ ,  $8 - 6 = -1$ ,  $5 - 4 = -2$ ,  $3 = -3$ ) You can as a minimum have 6 AP, and max 15. (Note that this is just the minimum/maximum starting AP. Perks like "Action Filly" can raise/lower it later in game as you progress)

Note: Drugs and similar that alter your stats, will affect your AP

## Overlapping points:

As some abilities costs more than you could possibly have (ex: most doctor checks) you can start an "overlapping procedure". Meaning you begin to make a check, but it will take more than one turn.

You can work in two ways when overlapping: 1/4 or 50+50. In the first, you make 20 % effect per step, except the last 25 %, you do 30 % on that one. (20-20-20-30) Or you can do it with 50 % in each checkpoint. (half of the effect halfway, rest when finished)

For example, if you are making a limb reattachment that costs 20 AP and you have a total of 6 AP, you could either start the surgery the first round, not having any immediate effect until your second round (with 2 points to spare, most likely used to continue the surgery unless ex: a grenade came into the vicinity and wanted to be intimate with your internal organs. Worth to mention: You can always cancel a "in progress action, but doing this, will increase the cost of the action by 1 for every round you are vacant, as well as a with a -2 modifier to your result. (Can cause you to have to re-roll, or semi-automatically fail)

Or you could use the other method, having a 20 % effect on your first round with 1 spare point If you are to heal ex: 20 hp with this, you would either heal 10 hp on the second round, or 4 the first, and 4 the second depending which method you choose. It all depends how much in a hurry you are. While the first method heals 10 % more, your patient may have already went off to become geography as you try your best in making them do the travelling on the above mentioned.

# Spirit/Mana:

Every pony starts with a mana or spirit pool, these are exactly the same. Only difference is where your character gains it from. Their heart and soul, or by focusing on the everlasting remnants of magic that flows through the world? You are free to choose, it is only a flavour choice to add to your pony. Your "Caster Attribute" simply is one of your attributes, with some exceptions. (such as luck, only a character with Derp Virtue can have it as their CA, but that's an exception) Keep in mind however that some spell schools are based around a certain attribute, so having a completely different might be less effective. In either case, EP can chose Str, End, Cha, Int or Wis. PP can choose Per, End, Cha, Int or Agi. UP can choose Per, End, Cha, Int or Wis as their CA. This is mostly just important to remember for Unicorns, as they use it the most.

Whilst PP and EP are unable to cast spells with this pool, they can use their dormant powers with it. PP can move clouds, resist cold winds and avoid being hurled away by strong gusts, whilst EP can search for plants, try to communicate with animals, keep warm at night and the like. The cost for these abilities is 1 for a minor tasks, 3 for moderate, and 5 for difficult. Each effect lasts for 30-15-5 minutes. Every hour your pony regains 1 point, when resting however, you regain 3 points per hour (max once per day), and when sleeping, you do not regain hourly, but 50 % of your total pool every 4 hours. Or 40 % every 3 hours, if interrupted during either of these sleeps, you gain the effect of a 1 hour rest, even if you've already used yours for the day. Some mixtures can also speed up or replenish your mana.

If you have spent all your points, you can use "echoes of harmony" which allows you to use 1 point tasks for another 8 hours before you must get at least 24 hours of (combined) rest that is not strained nor forced before it starts to regenerate again. When you are sleeping (or unconscious) however, you may not use any of these effects (unless you spend a friendship point). With that in mind, you can automatically "refill" a ongoing effect if you so choose in your sleep, but only with the pool you "started" with. For example: If you are an EP and have 10 points left, (that would be, you've not used any of it) you can choose to "stay warm" when you huddle up too sleep. Thus gaining a 10x30 min effect of not being as cold. So for 5 hours, you will suffer less from cold environments. After the 4'th (or 3'rd) hour however, you will have regained some points, but as you are asleep, you cannot spend any of them. (normally at least, FP can be spent like mentioned above.)

The starting pools for each race is the following: EP: CAx1+3. PP: CAx1,5+5. And UP: CAx5+8. While this seems cool and all, keep in mind that overcharging your pony (reaching 0) will leave them a bit melancholy as they regain their composure, this causes a -5 morale modifier to all rolls (ponies with laughter or derp virtue ignore this effect) If you wonder what kind of feats you may pull off with this pool, feel free to ask your GM, and if you have a likely reason to why it should work, then you should be able to perform the exchange of spirit/mana point for a effect.

While unicorn ponies might not have any direct "tricks" they can perform with this pool. Most of their spells are drained directly from this pool. So while they might not be able to do things such as stay warm, predict weather or find food. They can often learn spells that do similar. (Such as creating a fire, attempting to purify liquid etc)

# Spirit/Mana:

Some examples of what mana can be used for will be listed bellow for EP and PP. Unicorns will not get a listed example (apart from the one which all ponies can use, but the cost for UP is increased by 8 times due to faster mana gain) since they will have theirs mentioned in the chapter for magic, spells and whatnot.

All:

## Special conditions:

Special conditions: Some situations can cause a pony to “lose it”, break down or just fly into a fit of rage. It’s up to the Overmare if these situations should grant any bonuses, and/or penalties. But they should also be mindful to listen to their players. An example of such condition might be PTSD, drug withdrawal, intoxication (thought, later already has adjustments, one could add extra if they want) or rage. An example of such mood could be: Maternal rage. Ever heard the expression “hell hath no fury”? A fitting bonus might be to, in this example, give a female character, whose offspring (assumedly very young) is in immediate danger. Similar effects of an adrenaline rush could be implied, along with potential bonuses like +2-3 to all physical attributes, (temporarily allowed to break the limit, like certain drugs) around the same extra AP each round for x rounds, increased Th and all that. And an immediate, 20 point AP move towards their child in question. Or something like that. Just something to justify them flipping cars over when their child is endangered... (but like with FP’s, similar acts of bravery can be rewarded, even for free if the GM thinks it “fits”, to any character, regardless of gender. Except for you Bob, you’re a douche.)

## Friendship points:

Adds or subtracts to certain rolls depending on the rank with each pony of it. You can have a maximum number of friendship points equal to your Cha mod, plus  $\frac{1}{2}$  your companions/followers, (max +3),  $\frac{1}{5}$  of your friends (max +3, min characters that are at least friendly or better towards the PC) +2. You regain/earn these points by being true to your virtue.

For example: Universal point gains are from: comforting a friend that have suffered greater physical or mental (or both) trauma (ex: been raped), save another pony's life (either by killing their assailant, making them survive or by taking the blow), note: for this to count, they must have either been helpless, dying or unable to avoid it by themselves in their current condition. (ex, stuck under debris when a raider was about to unload a shotgun into their face) Also, the damage from the hit must have been able to be lethal. You can also gain a point by sharing a special, tender moment with a pony of a least 3<sup>rd</sup> friendship rank. (exceptions can be made by GM if they see fit for ex: using it as a viable and fitting act to comfort somepony) Being a hussy is not the same as being a friend. (This applies unisex)

Custom points are awarded for acts that reflects your virtue: Such as ex: For generosity: Give away your last water to a thirsty pony, despite needing it yourself. Honesty: Tell the honest truth about something of grave importance, despite it not seeming to be a good idea. Laughter: Make somepony smile and bring some cheer back into their gloomy life after something ripped the joy away from their life. (Note: Every virtue can get from every other virtue's "things" [except from most of Derp and Awesome's], but it is easier to get from your own virtue's tree)

## Hints and tips between players:

While you are allowed to discuss tactic and the like between each other, (most of the time, presuming you went over it prior) you are not allowed to interfere when they are about to do something stupid. If you know your ally is about to get you all killed or in danger, you may plead to the GM, and they will make a roll to see if the players character knows this would be stupid to do. Some few friendly hints might slip out depending on the characters attributes. Also keep in mind, a character with below 4 in a attribute is considered to be quite... feeble in that stat. You are not allowed to even give simple common sense tips to someone with bellow that in Wis. Difference between Wis and Int? Wis is your knowledge IF it would be stupid. Int is your raw intellect, your ability to make quick, snappy decisions. Also worth mentioning: A character with the Derp virtue are in their own world, they don't think like normal ponies. You're not allowed to hint these players either.



# Friendship points

Friendship points (FP) overall represents the hope, willpower and "inner fire" in a character, their will to keep going, what keeps them steadfast in the face of danger or great odds. As long as a character got a FP, they have hope. Certain devastating events might rob a character of a point, or in severe cases: several. A character with no points left can be seen as in despair, having lost hope or just simply not knowing what to do.

FP's can also be spend to perform certain tasks, such as allowing a re-roll, automatically stabilizing from a minor or moderate wound, gain a tip of what to do and the like. A spent point can be regained relatively quickly, while a burnt point takes time to regain, along with lowers your maximum amount of points you can have.

A pony with no points left have to re-roll to confirm a critical a second time, and is not allow to do the secondary roll to "confirm" a fumble, it is only done to see if they fizzle exceptionally bad, and only receives half the effect of any morale boosting effect due to the lack of their "spark".

Points can be "burned" instead of being spent, this reduces how many points you have. If you have a total of 4 points and spend one, your new total is 3/4. If you instead burn one, it's 3/3. Or if you in that scenario spend one, then notice it didn't help, you burn on in a desperate attempt to still succeed, the result would be 2/3. More than one point can be spent or burned at a time for a culumunative bonus. You can also burn a point of you have no left. (such as 0/4) However! It will cost 1,5 points to do so. This score is not rounded up or down (except when you regain a lost burnt point or the like) Half points function similar to normal, but with the obvious effect of doing half the use. (and in terms of being used for ex: a re-roll, the re-roll is made with a -20 penalty. (or the removal of a bonus. It might be a higher or lower penalty, depending on the given task. A neigh impossible for example might only impose a -5 penalty.)

On average, the points gained from spending a point to add on a roll is equal to how close you are with friends, along with giving a slight bonus depending on your maximum number of FP's you can have, generally around +1-4 (depending how well you know them) to the bonus for each friend over 2 you have. So, if you have 4 followers, and are relatively good friends with each, your a bonus would be around 17-23 added to your roll, (general min being around 4, and max 40, circumstances can apply) so in terms of spending them to add, you gain ~+17 to any roll you make after spending a point. Burning a point in the other hoof, doubles the final result (Or makes it 30, whichever is higher.). It also allows a player to get out of more dangerous situations, like stabilizing (temporarily for an hour or so) from a mortal wound, automatically cause an attack against them to miss, (unless it was an exceptional hit, or literally impossible to avoid), make an automatic hit (no degrees of success, just a hit. can be altered like normal) turn a critical into a normal hit (or vice versa) and the like. Or both be allowed to do one additional re-roll, and get the normal "spent point" bonus to a roll. (yes, that would mean a total of one roll, then a re-roll, picking the latest result. OR three re-rolls, no bonus, pick one of the results.) The total bonus for any roll done this way is done before the point is removed. (as your "total" number of friends is temporarily lowered.)

# Friendship points

Friendship points can be used for a wide variety, as seen in a couple example in the prior list. Below is a list of other uses that FP can be used for.

Interventions:

A pony (and other creatures) can spend friendship points to assist an ally, underneath are some examples.

Movement: A pony can spend (on their turn) or burn (on another's turn) to instantly gain a number of AP to move (and do other actions, some might be limited by the overmare) for. The amount gained is decided on the friend they are trying to help or reach. The movement however must be either in the direction of their companion, or towards something that can help them. (like the control panel to stop the convoy belt to the rock crusher) If spent on another's turn, it works the same. However, they can be used like that reflexively to interrupt other's actions. such as the classic "throw themselves in front of another". The GM may in more "complex" situations demand a reflex save, which, additional FP's might be spent or burnt to affect. In some situations, the GM might decline a player to use this ability, (such if there is a stubbornium wall between the two, where they have no chance to know if the other is in danger, it could still be used if they have a good hunch or reason to believe they are in danger however.) or limit the use per round. (as someone with the right combination could move between 25-36 AP or more worth of movement in just one turn, in ADDITION to their normal movement. And the sheer power of friendship cannot break the laws of physics or logic... or well, most the time... but that one time was an exception!) Overall, this use can be seen as a surge of adrenaline, or an overall rush to try and aid their loved ones, represented in that one's the character care more deeply about, the character can give more effort to aid. (like, 5 points for a friend, 10 for close friend or family, or 15 for a significant other, etc)

Re-roll, or boost:

You can spend a point to either get to re-roll, add a certain number to your result based on your relation, or DOUBLE that number if spent before you roll.

Slightly alter a scene:

Considering it's quite common in both Fallout AND MLP to more or less have plot convenience, this makes enough sense to include. Basically, if you wish to slightly "alter" a scene, you can try and come up with something that could be there by plot convenience. (Overmare has last say, this is more of a "extra tool", it won't always work, but it could. Sometimes perhaps cost more than one point too, depending what you want to get.) Like, say you're captured by Bob the raider and his crew, they lock you in a cage, and things seem pretty dark. After they conclude there doesn't seem to be any visible way out after they have a look around. But then, the toaster repair pony of the group goes "Wait! I don't suppose there might is a chance there's a impromptu lockpick around here?" And if there's none intended for the scene, by spending a point, there could be. Like, that convenient radroach scurrying by, just so happening to have a rusty lockpick shanked into it's lower spleen... or perhaps a fresh, full entirely new set happens to be lodged in it's eyebrow if they spend 3, or something. You get the point. Depending on GM, other alterings may be allowed. Like, a ~10 luck char might be able to spend a point for a "Bob's gun is totally out of bullets, or it just so happens to jam right now or something!" altering. If the GM would allow.

# Friendship points

Below is an example of what can be done by burning points:

"Barometer stared desperately back and forth between her desperately fleeing friends and new found family and the shining speck on the pre-dawn horizon that spelled their doom. She stretched her electric blue wings. While she could easily escape the balefire missile, being a particularly fast flyer, and maybe even take one or two others with her it would still leave hundreds dead. These ponies need a miracle, she thought morosely. Her gaze lingered on a pair of foals, one unicorn and one zebra, holding each other and crying in a back alley. Their parents had probably just fought each other to the death not an hour earlier, but that didn't matter at this point. All around the azure pegasus zebras, griffins and ponies were putting aside their animosity for a few final moments of comfort.

"No," she said under her breath. "They don't need a miracle, they need a hero." The weather pony pulled her ratty, yellow mane out of her face and tore off her cloak revealing a cloud and lightning bolt scar on her flanks. "And now they have one!" The pegasus transformed into a luminescent blue streak, rocketing towards the physical embodiment of death. "I'm so sorry Wind Gauge, it looks like you will need to find the rock without me."

A shining, blue jet stream corkscrewed around the missile's inky black smoke trail, pulling down wisps of the cloud curtain. Soon the doomsday weapon was completely enveloped in an azure cyclone that looked as if Luna's hoof had reached down out of the heavens and plucked up the profane device.

As the twister bent itself towards the sky a flash of green appeared at its base, burning through the cloud curtain like a flaming blade.

Barometer could feel her insides twist and rupture under the assault of the necrotic radiation and her coat ignite in emerald flame from the balefire spiraling its way up her tornado. She simply clenched her eyes shut, her tears of blood vaporizing into a crimson mist. She turned towards the open sea.

"WE ARE THE GRAND PEGASUS ENCLAVE!" she yelled with the last of her strength as the megaspell blast reached her tail. "AND WE WILL SAVE YOU!"

A drill of pure magical flame tipped by a burning star pierced the ocean's surface, sending clouds of steam into the air.

Celestia's loving light shined over the town, unobstructed for the first time in over two hundred years.

It was over."

# Primary attributes: In Fallout Equestria are the following:

**Strength:** Your carry capacity, melee damage, partly affects your hp. Also plays a role in how well you can brawl. As well as your endurance and Th at times.

**Perception:** Your ability to spot, listen and overall notice things. Also used for precision aiming and called shots. All the senses are in this attribute. (Smell, sight, hearing etc)

**Endurance:** Your ability to endure physical (mostly) strain, damage, adds to your stamina, and affects your hp the most. Also affects your metabolism, resistances to harmful effects (like toxins) and healing rate.

**Charisma:** Your charm, looks or ability to say just the right things. Also your ability to randomly obtain tomatoes... (if combined with the bard talent tree however)

**Intelligence:** Your overall book smarts, intuition and knowledge. (Your short term decisions rely on this attribute)

**Agility:** Your overall dexterity and flexibility. Kind of affects the most of all the abilities. Many skills, ranged weapons, your AP's, initiative and the like are somehow affected by this stat. Also helps you mitigate damage.

**Luck:** Your overall flow of randomly being at the right places at the right times. It is also your critical chance. (Not only attacks can be "critical". Social skills and the like can be "flawless".)

**Wits:** Your common sense, ability to make rapid and speedy decisions. And the ability to decide whether or not that will be a good idea. Adds to initiative a little. (Your long term decisions and deduction rely on this attribute)

**Modifier:** Your modifier in these are often 1/3 of your attribute. Mods mainly play their part as things used for the talent tree's, but there are quite a few things beside those that use your mod. Not to many however.

If a score should happen to reach 0, the following would likely occur: Str = Your body goes limp, and your muscles doesn't respond. Per: Senses giving up (blinded, and the like) End: Your organs failing (aka: you die within minutes) Cha: You enter a catatonic shock, cradling back and forth. Int: You space out, babbling incontinently. Agi: Your body goes numb and you cannot control your motor skills. Luck: Only one that doesn't leave you in a helpless state. You are however unable to crit, your fumble chance is doubled, and you can no longer use FS points to be saved by karma. Wit: You slump over in a coma. All mentioned (except luck) leaves your character in the "helpless" state. Ready to be violated. (or perhaps helped if you're lucky)

**Attribute multiplier:** Your stat multiplier can't normally drop below 0. If your multiplier is 0, you can still succeed on 1-5 (or whatever your luck is), assuming you are able to perform said task. Without a way to see you be unable to do succeed even on 1-5. Thus, you would be able to get a -1 modifiers. making it an impossible task.

# General attribute check: (Also saves)

A general attribute check is done by multiplying one of your primary attributes with a different multiplier depending on the difficulty of the task. General attribute checks are done when there just isn't a skill to cover the task, (like swimming) or if you lack said skill that would be similar too it. (Keep in mind that checks can "crit" and be botched as well)

Below is the multiplier and some examples: (Generally add +10 to the final result after multiplying. Situational/conditional bonuses/penalties are also often applied. How long you spend on it can also help affect it)

Simple task: x7 (Doing a regular task such as opening a lock or the like, but in a stressed situation, or anything above a mediocre task that doesn't require a roll)

Easy task: x5 (Doing a easy, yet straining task, such as pushing a boulder aside, or figuring out if you really should drink that water, I mean, it's just green and glowing...)

Moderate task: x4 (Doing the above mentioned, but with a shorter time to do so, or when facing a bigger problem, such as a larger boulder, or trying to keep outrunning a pack of rabid ghouls that just can't take their minds of having you for dinner... it has to be something about your mane... or was it something you said?)

Difficult task: x3 (Doing either of above in a either shorter period of time, or while injured. Or facing a more difficult task, such as trying to keep a roof from caving in in a smaller space, such as a house or so. If the weight counts as heavy for you, then this is you're rolling against.)

Neigh impossible: x1 (Doing something you are very unlikely to succeed with, such as bucking down a fortified door, solving a rubik's cube in less then 3 rounds, tumbling down stairs with back flips etc. Do keep in mind you must still have the stats and/or gear required to perform the task. Some things just simply ARE impossible. No matter if you rolled a natural one, you CANNOT push that 5 ton steel door open, (unless you're somehow playing something, on in a vehicle with the required Str) or leap those 40 meters (without wings) etc.)

## Saves:

Your attribute saves works very similarly to how a attribute check works. Only difference being how your count the "attribute" in this manor. (as well as a +5 instead of +10 to the result) This is done by taking 100 % of a primary attribute, and 50 % of a secondary. (You chose which one is which of these that is primary, respectively secondary for each save.) **Fortitude:** Strength and Endurance. **Reflex:** Agility and Intelligence. **Willpower:** Wits and Charisma. **Luck (Aka: Fate):** Luck and Luck. (Yes, you read that last part right. On OM discretion, it can be Lu and Per... Karma modifier might be applied) These are rolled just like a normal D100 roll and are used for things such as avoiding knock down, fear or dodging sudden impacts your AC won't save your from. Such as some traps and many falling objects. (Note: EP's +7 will is added AFTER the total sum, it is not multiplied along with your base save)

# Confirmation rolls:

If you roll 1-5 or 96-100 (or your current Luck) on a skill check, you have a chance of being able to more expertly succeed, or drastically fail. Attack and social checks work the same, to get a critical/flawless you have to roll under your luck. Or it's opposite to get a fumble/botch, but in both cases, you roll a confirmation roll. This is to partly have it possible for characters with no skills in a certain subject to still succeed, but more likely for someone with training in it to do it properly.

The confirmation works like this: First you roll the regular roll with all the bonuses and penalties you might have. Then if you roll any of the mentioned numbers (or under your luck for attack), you make a second roll with the same adjustments (unless you have a perk that says otherwise), if you roll under, and cleared the first roll, you succeed extraordinarily, getting to roll on the table for a critical/flawless roll. Sometimes your GM might prefer to make up something instead, if they want to come up with a more descriptive way to explain how well you succeeded. (For example, some situations might have specific elements terrain, setting or objects they'd want to utilize. Say you'd score a critical on a injured enemy, and even the base damage would kill them, and you are fighting in a still operational and working lumber factory, and there's a wood chipper a few hoofs away. Your GM might twirl their moustache (mental or physical, every GM's got one) and decide that the enemy flew into the wood chipper, painting the scene with blood and gore. This would ofc ruin the loot they might have had, so keep that in mind GM's. (it could magically fall off in the hit)

If you however don't succeed the second roll, you still manage to complete/fail the task (if able. Also even if you get to double your stat with a succeeded roll, but it does not become high enough to ex: Lift 200 kg, then no, you are not allowed to do that. Like said in other RP's *"Even if you get a natural 20, you are NOT allowed to swim up against a waterfall"* it's that simple... unless you're like, a drugged up seapony or something I guess...)

Rolling a fumble/botch works quite identical, but applies to rolls of 95-100. Then confirmed if you roll above your score (with same modifications) Failing this roll also has a greatly increased chance of an equipment breaking if any was used (such as a crowbar, lockpick your you). If you manage to "save" your fumbling, you still fail and suffer additional consequences to whatever you were doing (unless it was very, very minor). If this was an attack however and you failed, you have a chance of hitting yourself or an ally, getting a weapon jam, malfunction or the chance that whatever you are using will break or cease to function. You will just have to take a roll on the mishap table and see. There is one for combat, and one for "out of combat" situations. Most are balanced to function for every task.



## **Degree of success: (And different critical types. Optional)**

You can not only succeed, but you can do it well. Some tasks require a certain amount of DoS to succeed to their fullest, in other cases it's just how well a character succeeds. Cinematic moments you know? Does Bob only barely managed to hit that radroach, or does he do a flip over it, swing around mid air and gracefully smash it's head in like a boss?

For every "10" (or perhaps 8-10 if your GM feels nice) you roll under your current (unmodified) skill you gain 1 DoS. For each DoS, you improve your result by one (or a fitting amount). Like, doing one more damage per degree, bigger discount and the like.

(optional: you can also count any "double number" as a "stunt die", such as 22, 55 and the like. Do note however, you MUST still succeed with your skill. This rule does not apply if you fail with the check. Stunt dice is just meant to add flavor with some "exceptional success" thing. Like, allowing the player to get a free move or the like to make something a bit more cinematically awesome.)

Also, no matter the skill (most of the time, there's always exceptions) a natural 1-5 (or whatever your luck happens to be) is always a hit/success, and 96-100 (3 % is the lowest (10 luck+) and 8 % is the highest chance to fail. (1 luck) modifiers depending on what they are doing might be applied however to change this chance, but the "standard" values given by luck wont go above those) is always a miss/failure. There are a few cases where this doesn't apply, but for the most part it is true. Some exceptions would be: Trying to impale a manticore on a rusty spoon. You need to be able to logically do at least ~30 % of some-things either maximum DR or skill check to be able to pass such test.

A recommended optional rule is however that a character needs at least 50 % of the "minimum skill required" to operate something for it to work. So to stop players from possibly constantly trying to "get that 5 % (or whatever their luck is) on a skill check they don't have far from enough knowledge to attempt putting their hooves on. Since if you have 9 in repair, the chance you somehow knowing how to repair a tank is very small.

# Virtues:

There are 6 primary virtues in this game: Kindness, Honesty, Laughter, Generosity, Loyalty and Magic. There is also the two less common elements: Awesome and Derp. A character can have no virtue, choose to have it "dormant" (pick later) or simply roll for it. Roll a D10 (1 and 10 is "indifferent/neutral") and from 2-8, pick the virtue that has that place in this list. You can also let your GM choose your virtue. Making hidden modifiers to certain tasks, and rewarding your friendship points when you are true to your virtue. This can be interesting roleplay as you have to discover what kind of pony you are. You can also as stated create your own virtue. It can either be corrupted or true. (A virtue starts to become corrupted once you reach negative karma) Keep in mind however that it's quite rare for a pony to be an embodiment of their virtue. If you have say, generosity, your "sub-virtue" might be sacrifice, one of the nobler parts of generosity, giving off yourself so others won't have to. Suffering in their case. Anything can be a virtue really. Curiosity for one. Although that falls into the later category of indifferent/neutral virtue. (Those are really just a name for "the rest of them". But those 6 are the ones that form the element of harmony, that shines most bright of ponykinds virtues.)

However, do keep in mind it's very unlikely for a regular pony to be the embodiment of their virtue. They all have the possibility of a shining torch of it inside them indeed, but very few are that "beacon of light" of their own virtue, and many need a spark for that fire to ignite.. However, while it's not needed to have one, it can add some flavour to your character. Your GM must approve of your customized virtue however. Or let you all start blank and grant you a virtue they made later in game. Try to keep it balanced however, most virtues should come with a small skill bonus and a little backlash in another skill. For RP purpose, starting off blank, but with a aim on a virtue can be a good way to interact with your character. For example: If you'd have a character that is constantly kind, comforting others. They could earn a element within kindness, such as "solace" as their virtue. It would do the exact same thing as kindness gameplay wise, but have a bit more detail and personal touch to it.

(A corrupted virtue is when a character focuses solely on a single aspect of the virtues. Doing this doesn't have to twist the nature of the virtue, it can also just become really "intense" focus on it, but it tends to warp it into a twisted reflection. For example: Corrupted kindness might see it as a kind act to snap the neck of a newly orphaned foal to spare it a life without parents. Or save somepony, then walk away, not thinking off that they might need help beyond just having something killed. Generosity might see it as generous to arrange a "accident" for a group of ponies of lets say 5, with only food enough for 4 for the trip they need. Thus removing one of them (the least needed) and thereby saving the others from the problem of starving, or dragging their sick friend along, slowing them down. Or enslaving others to make the life easier for a larger scale. Quantity over quality. Honesty might without hesitation tell the guards of a town she knows where the thief that stole food to feed her starving foals are hiding. Even knowing it would get her killed and the foals thrown out of the town to fend for themselves. Since "it's the right thing to do".

Laughter might become morose with morbid jokes, or "take out" the "grumpy pants". Or seeing it as their duty to make everypony happy, all the time. Laughter doesn't mean never being sad. It means doing your best to bring joy to others and lift their spirits, even when you yourself aren't feeling so great. Loyalty might turn upon themselves, or get tunnel vision, even become racist. (Some Enclave are a quite good example of that) And magic, being the technical incarnation of friendship. It tends to morph into selfishness, become power hungry. Everyone should treat you with the respect you deserve, but you don't owe anyone anything.

Players are more than welcome to come up with their own virtues with pro's and cons. Or something else to them.

**Kindness:** "Sharing kindness"

Your inner kindness and empathy grants you a better understanding of how ponies work, making it easier for you to try and empathise with them. And you have a +5 modifier on social interactions where you try to comfort somepony, your empathy skill or trying to prevent violence from happening. Overall: When just trying to be kind. You however suffer -5 when trying to be rude in similar situations. (unless when pissed off beyond reason)

**Honesty:** "Faithful and strong" Your inner honesty and pride helps you staying true to yourself and stalwart in times of need. And you gain a +10 modifier to discern when someone is lying, and a +5 to all attack rolls to deal with some dishonest lying bastard. You however suffer -15 when you attempt to lie about something of grave or less importance. You can still tell small white lies, or try to "go around" the truth for smaller subjects without any penalties however.

**Laughter:** Your inner joy and playfulness makes it harder for you to lose your spirit, and makes you a bit more of a goofball. In addition, you have a +20 bonus to morale due to your cheerful manner, as well as a +5 modifier when you attempt to cheer somepony up. But -10 when you have to be serious or grim or when you have to do something really boring. (There are exceptions ofc, having high empathy combined with laughter doesn't make you as jaded as low empathy or social skills would do. Depending on the character ofc. You don't automatically try to go and crack something as "You can always make a new one" to a parent that just lost their foal, it's just that you are just likely to not want to go there. You don't suffer penalties on trying to condolence somepony. (depending on character) You can offer silent support.

**Generosity:** Your inner generosity and passion makes you more versatile with your monetary possession. You are also adept at haggling, granting you a 7 % increase when selling, and the same amount reduction when buying. This may not pass the price below or above it's value for purpose of scamming. Your gifts are also somehow more efficient, each gift you give has a 15 % increase in effect. You must however always give to those which needs help. Or suffer from minor up to terrible guilt if anything bad escalates from your lack of helping those in need.

**Loyalty:** Your inner loyalty and determination grants you +5 bonus to any action you make to aid an ally. You are however unable to properly leave somepony in dire need of your assistance without a successful will save, and even then, you will suffer from thoughts of your selfish betrayal with a -10 to your next action. (This does not count for those you do not know, but even then, you need a simple will save to be able to simply leave somepony. You do however not suffer the penalty if you leave them in order to help them. Such as running for help.) Save might be harder depending on situation. Do mind about all other virtues or those without a virtue need to make roll on situations like these as well. One example would be to try and casually walk away from seeing and hearing a foal get raped while your character easily could stop the offender would be such situation every non-heartless character would need a hard roll on)

**Magic:** Your inner magic and spirit makes you able to embrace your magic more efficiently, you gain +10 when it comes to using your race's initial magical power. (spells are not included, (many telikinis checks however are, but at a +5 instead) you however gain a condolencing +1 bonus to that) And you gain another +5 bonus to focusing on tasks at hoof which requires delicate or precise handling. (With or without the use of a horn, all races can have this virtue as it overall represents friendship as well. And everypony\* (technically) are capable of friendship to a certain degree. It's not just the raw capability of making friends, it can also be the desire, or adaptability to accept others for who they are)

**Awesome:** Your inner awesomeness and radicalness sadly grants you a +15 modifier on rolls that include you keeping "your cool". (such as not freaking out from being startled, or a bluff check to make it seem like you "planned to do that". Other modifiers may of course be applied.) You may also charge an enemy head on, (what weapon you are using doesn't matter) adding 1d4 damage as well as taking  $\frac{1}{2}$  of a d6's damage yourself. In addition, if you succeed in doing something where you had the odds against you, you may use this to seize the moment, temporary ignoring a status ailment that is affecting you for one round, the effect goes back to normal next turn. (You have to be physically able to ignore it. Being impaled, or missing a limb might be hard to ignore... unless you'd be heavily sedated or something)

**Derp:** Your inner... I honestly have no idea, but you are granted use of the secret "Monocle" skill as well as a +5 modifier to your everything whenever your roll 42 for the next 1d6 rounds. You can also use your luck as the stat for one, and only one trait's required attribute score. (ex: instead of either score mentioned for the trait: Die hard) In addition, you are also able to use your luck as the secondary attribute for one of your saves as well. Note: Secondary, not primary. (except for luck) However, you have a bad habit of spacing out at times. Every time you fumble or botch a roll. You need a moderate [insert most average save] save, or suffer from Derpitus (staring off blankly trying to grasp what just happened) for the next round. You can still do saves, but with a -1d3d10 #notwurf penalty. May the muffin be with you.

Earth ponies are by nature pretty normal in their behavior, they tend to lean more towards good natured, but come in all forms and shapes.

**Races:** They also tend to have the most of the "larger built" ponies of the three.

Earth ponies: One of the three common types of ponies in Equestria.

What they lack for in wing and horn, they make up in endurance and adaptability. Earth ponies are much more proficient when it comes to growing crops and dealing with earthly matters

Despite the hostile wasteland, earth ponies have managed to colonize most less radiation infested areas.



**Racial features:**

**Sturdy:** +3 to your THP and +7 to willpower.

**Adaptable:** +2 points to spend on attributes. Or +1 on two rolls, and your racial maximum score is increase by 2 for 1 (or 1 in 2) attributes.

**Buckle up:** Add 5 % to your maximum carry capacity after you count together your attributes and perks.

**Versatile:** +2 secondary trained skills and increase maximum traits by 1.

**Iron clad:** Roll a d6 instead of d4 for your unarmed.

**Natural Empathy:** Gain a +50 instinctive bonus to the cultivation profession. Along with reducing the growth time for crops with 90 %.

# Races:

Unicorn ponies tend to lean more towards being slightly more "sophisticated" than the rest, they often are more tidy and gracious than their counterparts. But as with the rest, variations are not unheard of.

Unicorn ponies: The other ground dwelling type of pony that occupy the blasted surface that once were the flourishing land of Equestria.

Being the only ponies that willingly can focus their inner magic through their horns, they've come to use their magic as more than a handy utility and more a necessity for survival. While they have had to use it a little differently than before, most unicorns have adapted to this quickly.



## **Racial features:**

**Horn:** Gives you a 1d6 gore (pie) attack.

**Magical aptitude:** You gain the option to choose from several magical techniques and spells.

**Alternative appendage:** You are able to utilize your telekinesis for most tasks that normally require a Agi or Str check, you may swap 1 of your primary caster attribute against 1 Agi/Str in a skill to determine the result. (Ex: On small guns, you could make it x3Agi +1 CA instead of x4 Agi)

**Point of interest:** Regain 1 mana per round (unless you suffer from a burnout.)



# Races:

Pegasus ponies often lean more towards being brash and a tad bit more impulsive than the rest of the ponies. Some even tend to have a bit of an ego problem, but at times, they can also live up to their claims. But there are always exceptions, some pegasi even prefer to live on the ground as opposed to in clouds.

Pegasus ponies: While mostly absent from the ground of Equestria for several decades, a few pegasi have popped from time to time over the wasteland.

The great majority of these are "Dashites", Stable dwellers that crept out recently, or offspring of either of the mentioned above.

While the skies are not as friendly as before, they still take pride in their flight.



## Racial features:

**Wings:** Grants the pony the ability to soar through the skies with possibilities of greater than normal speed. (does not work when they are crippled, removed or impaired of course)

**Daring:** Able to get a temporary +5 bonus to one skill in exchange for -5 to the next ("proper") skill used afterwards. Can only be used once every 1d8 rounds. (May stack with other effects)

**Lightning reflexes:** Gain an additional +2 to your AC.

**Weather manipulation:** Pegasi can treat clouds as solid objects if desired, as well as drag them around or tinker with them a bit.

# Anatomy

For the sake of just having these rules, they will be included. Like a wise man once said "Without rules, they'll go about killing, pillaging and impregnating my world" so, lets at least have rules for how that is done.

**Hunger:** Unlike the older Fallout's, or the newer ones without the option, your character needs food and water... or at least something that is similar enough to it. (Ghouls do not need to feed, but can. Cyberponies also need power to stay functional)

**Sex:** Seeing how we all are adult here... or at least should be a bit into our teenage years, this topic shouldn't be so flabbergasting. After some consideration, I've decided to go with the following rules: Mares in this world will have "seasons". And no, before you go there: They do not become sex craving crazy mares in this period of time... well, maybe the raiders do, but that's beside the point here. They just get a slight desire to reproduce. The equivalence of ex: Seeing a piece of candy over there you kinda like. You don't need it, but it'd be nice to have it. To determine what age your character would be starting to get in her first heat. (aka: become sexually mature) And do note, this is only done if you aim to play younger than 16.

If so, then roll a d4 (+/- 1 if you or the GM feels like it) and add 9. This would put your character in the age span of 9-14. Male character roll the same mentioned but add 11, resulting in 11-16. However, I personally hope to Celestia that you will not have to use these rules... or plan to... In either case. A mare is in season for ~3 months. To determine which, roll a D12, and add 2. These 3 months will be it. The chance of pregnancy is the following: If in good condition and health. Make a hard roll against End, +15. If in somewhat rugged condition, not properly fed. Make a hard roll against End. If badly messed up and starving, Make a neigh impossible roll against End. For example, a healthy mare with 10 in End would have a 45 % chance in the first example, while a mare with 5 End would have a 15 % chance in the second example. And a mare with 1 End a 1 % chance in the last example. Magic, chems and "other" things can increase or reduce this chance as well. Or even remove it outright. While some herbs, magic or chem could also increase it. And in case of climax, the % total is doubled. Because anatomy. And speaking of which: If a mare gets pregnant, they can chose to terminate it within the first 2 months with biology, bitches.

**Orientation:** This is entirely up to a player to decide (or GM for NPC's). There are indeed traits that "makes" your character one way or another. But to not force someone to pick a trait, you can be this or that without it. It will however, not grant any bonuses for it. And if just lazy, or having hard to choose for a NPC or character. Roll a D12, then use the following: 1-2= Gay 3-6 = Bi 7-9 = Pan 10-11 = Hetro 12 = Asexual

**Lifespan:** A normal pony could expect to live around 90 years (+/- D10) depending on how healthy they lived. In some rare occasions, they can get even older than that. Stable dwellers in a stable could usually live up to that age, while in the wasteland, most would suffer -3D20 years due to radiation, hazards and malnourishment. Cyberponies and ghouls can expect to live for alot longer due to well... "augmentations". Cyberponies rely on technology to keep themselves alive. And ghouls simply just... "live". They however require a small dose or radiation to keep themselves "living". Robots can stay functional as long as they got power and haven't corroded. Or core breakdown. If they run out of energy, they could simply swap to a fresh source and keep on rolling. Assuming they'd have something to help them swap. (Also, pregnancy lasts ~11 months for ponies)

# Common builds. (aka: "Classes")

## Meet the Medic:

Key stats: Wisdom and Intelligence. (plus an additional depending on talent)

Recommended trained skills: First aid, Doctor, Empathy, Lore, Science.

Useful talent trees: Martyr (+end), Mender (+cha), Field Physician (+agi)

Play if you want to: Help others, not rely on violence to solve your problems.



# Common builds. (aka: "Classes")

## Meet the Soldier:

Key stats: Agility or Strength, (ranged/melee) Endurance and Perception

Recommended trained skills: Guns (any type), melee or unarmed.

Useful talent trees: Bruiser, Gunslinger, Demo-mare, Heavy weapons mare.

Play if you want to: Kill stuff, be able to take a few hits. Rely on violence.





# Common builds. (aka: "Classes")

## Meet the Scout:

Key stats: Agility or Strength, (rng/mle) Wisdom or Intelligence and Perception  
Recommended trained skills: Small Guns, melee or unarmed, outdoorspony, traps, throwing, Gambling and sneak.

Useful talent trees: Ranger, Gunslinger, Survivalist, Improviser, Shadow.

Play if you want to: Be able to get around problems, or dispose of them other than a head on tactic. Or just lurk in the dark, hoping the enemies will go away.



# Common builds. (aka: "Classes")

## Meet the Specialist:

Key stats: Intelligence, Wisdom and Luck. (often Charisma/Agility too.)

Recommended trained skills: Small Guns, Science, Traps, First aid, Lore, Sneak, Steal, Lockpick and Repair.

Useful talent trees: Improviser, Shadow, Menace, Technician, Scholar.

Play if you want to: Be similar to the scout, but you go all in on either infiltrating, or knowing tons about stuff.



# Common builds. (aka: "Classes")

## Meet the Performer:

Key stats: Charisma, Intelligence and Wisdom

Recommended trained skills: First aid, Barter, Oratory, Gambling, Lore, Lockpick, Science, Repair, Pilot and Empathy.

Useful talent trees: Socialite, Bard, Manipulator, Technician, Scholar.

Play if you want to: Interact with other ponies, use your mental capacity instead of brute force. Lead your allies into battle instead of being led. Alternatively, try to come to a peaceful solution. Or lead them into a trap through trickery.



# Cutie marks:

The cutie mark, a almost always important part of a pony's life. It shows what they are good at, which skills they exceed in. Your characters cutie mark (even if it's been torn/melted/blasted off or otherwise removed) affects some things about your pony. It can range from anything from attribute bonuses, skill increase or access to a new ability. Sometimes you need a certain cutie mark to be able to access certain things. For example, a unicorn with a medial cutie mark will have a natural talent for spells within the healing school, average for entertainment spells but difficult with battle spells. Some schools are related to each other, and same goes for cutie marks. For example: If you have an apple cutie mark, you could still with ease handle pears. Not as good as apples, but you'd have a knack for it. Likewise it is with spells. Anything that branch together, you'll have partial bonus from your cutie mark on utilising. More about spells on the spell chapter however.

When it comes to cutie marks. You are pretty much free to pick whatever the hell you want and take a bonus that makes at least a bit sense. Like with virtues, if you want a "big bonus" from your cutie mark, you'll have to take a flaw or backlash from it as well. However, the marks are allot more versatile than your virtue, skills or even your attributes as it can cover pretty much anything. Want more luck? Have a clover cutie mark. Want to be better at rifles? Have a rifle cutie mark? Want to be a prostitute? Have a... I'm honestly a bit unsure about this one... but the point being: You can pick about anything as said, just try to have it makes at least a little sense. Like, a cutie mark of a narwhal giving +5 to your gambling, pilot or doctor skill wouldn't really make any sense essentially. What you are talented at, should usually be easily recognized on your flank to a degree.

If you're wondering exactly how "strong" a cutie mark would be, follow this simple guide: When it comes to skills, ~5-10 would be sufficient. Depending on what type it is, most combat ones would get +5, while many social or "etc" would get +10. ("simpler" skills such as perform can get +20) This would stack with a tagged skill. Or you could simply make yourself trained in a skill. (will count as primary tag, 15) However, if you choose a skill as your cutie mark, also increase the die you roll to increase by 1 size, as well as a +5 to your confirmation roll if you get to increase your skill. And when it comes to "other tasks" your cutie mark might do, you can simply invent some, such as "once per x or ever y, take reduced damage from z". (declared before damage is rolled ofc) So basically, they can be similar to perks. But as a whole, a cutie mark can do all this and that. It's genrally up to your OM what you decide to settle for. Try and discuss what you want your mark to do, unless going for a somewhat "traditional" mark.

Also, a word of advice: seeing how a cutie mark can tell alot about somepony, It is often a good way to notice/be noticed what kind of quirk/talent others/you posses. (ex: pony with a soil/vegetable mark is likely to be assumed to be a farmer)

(random thought, have cutie marks give a +5 to a skill as a whole, along with some "specialization" or unique knowledge in said area? Or perhaps +10 to a subgroup (or 2 specializations in a sub group, possibly in two different skills) or a +20 to a single specialization within a skill.)



# Traits:

Traits are kind of similar to perks. They are basically perks with the exception that you can only take them once you first create the character. So basically they are "birthright" perks. Things that fundamentally change your character on a more possibly biological level than a perk or other "talents" (usually) can do. You can have 1, 2 or 0 trait/s, but never more than 2. (Normally. There can be exceptions of course, but unless it's something really important to help a story or campaign with. Stick with the basics.) Almost all traits have a perk and a drawback. The few that doesn't are often either "cosmetic" or affects preferences.

A person may also roll their traits, this is done by a d100 which is rolled the desired amount of times. (but not more than maximum) Simply re-roll (or flip coin for nearest) if you cannot have the trait.

## **Oral Expertise** (Aka: One hooper) 1

You excel at using single-hoofed/mouthed weapons, but two-hoofed weapons cause you a problem. You have a 20% penalty to hit with two-hoofed weapons, but get a 10% bonus to hit with weapons that only require one hoof/mouth.

## **Fast Metabolism "Living" only (ghouls/robots excluded)** 2

Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster. You get a 2 point bonus to Healing Rate, but your Radiation and Poison Resistance start at 0% (racial modifiers are added later).

## **Chem Reliant Organic only (ghouls can have this)** 3

You are more easily addicted to chems. Your chance to be addicted is twice the normal chance, but you recover in half the time from their ill effects.

## **Chem Resistant Organic only (this too)** 4

Chems only affect you half as long as normal, but your chance to be addicted is only 50% the normal amount.

## **Cherchez La Filly** (Aka: Fillyfooler) **Mares only** 5

You deal +10 % extra damage against other females.

## **Confirmed bachelor** (Aka: Coltcuddler) **Stallions only** 6

You deal + 10 % extra damage against other males.

## **Ace** (aka: Pony amoeba) 7

Your character is immune to seduction checks, but also suffers -20 in any attempt to make one. In addition you also have it 30 % more difficult to use a certain "perform".

## **Bruiser** 8

A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your total action points are lowered, but your Strength is increased. You get a 2 point bonus to Strength, but loose 4 Action Points. You also gain an additional +6 THP due to your bulkiness.

## **Small Frame** (Aka: False jail-bait) 9

You are not quite as big as everyone else, but that never slowed you down. You can't carry as much, but you are more agile. You get a 1 point bonus to Agility and AC, but suffer -3 to your THP due to your slim stature. In addition, your carry weight is reduced by 22,73 kg (or 50 lbs) as well.

## **Finesse** 10

Your attacks/performance show a lot of finesse. You don't do as much damage, but you cause more critical hits. All of your attacks/interactions lose 25% of their damage/effect (after reductions are made for Damage Resistance, etc.) but you gain a +10 bonus to your Critical/Flawless Chance. (you may choose so it only applies to one or both of combat/social)

# Traits:

## **Kamikaze 11**

By not paying attention to any threats, you can act a lot faster in a turn. This lowers your Armor Class to just what you are wearing, but you sequence much faster in a combat turn. You have no natural Armor Class (Armor Class is therefore 0 regardless of Agility). You must wear armor to get an Armor Class. Your sequence/initiative gets a 8 point bonus. And you also deal 10 % more damage. But also take an additional 10 %.

## **Heavy Hoofed 12**

You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical, but you always do more melee damage. You get a 3 point bonus to Melee Damage, but your criticals do 30% less damage, and are 30% less likely to cripple a limb or cause unconsciousness.

## **Fast Shot 13**

You don't have time for a targeted attack, because you attack faster than normal ponies. It costs you one less action point to use a weapon. You cannot perform targeted shots, but all weapons take one less action point to use. Note that the Fast Shot trait has no effect on HtH or Melee attacks.

## **Bloody Mess 14**

By some strange twist of fate, ponies around you die violently. You always see the worst way a person can die. This does not mean you kill them any faster or slower, but when they do die, it will be dramatic. Just how dramatic is up to the Gamemaster. Generally, this means you are just allowed to roll on the overkill table, even if they did not get overkilled. A GM can choose to use the environment instead to utilize this effect instead of a roll on the table.

## **Jinxed 15**

The good thing is that everyone around you has more critical failures in combat. The bad thing is: so do you! If you, a member of your party, or a non-player character have a failure in combat, there is a greater likelihood the failure will be upgraded (downgraded?) to a critical failure. Critical failures are bad: weapons explode, you may hit the wrong target, you could lose part of your turn, or any number of bad things. Failures are 50% more likely to become critical failures around the character or anyone else in combat. (In game terms: you can only roll against ½ of a skill to save a fumble. Ex: With 60 in a skill, you'd roll against 30.) In addition, the chance to score a fumbled is doubled (can exceed the max)

## **Good Natured 16**

You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but First Aid, Doctor, Speech, and Barter are substantially improved. Those skills get a 20% bonus. You get a 10% penalty to starting combat skills (Small Guns, Big Guns, Energy Weapons, Unarmed, Dmg spells and Melee Weapons). This is a one-time bonus.

## **Hung like a... Ponies only (Aka: Sex appeal) 17**

You've got the "right" stuff. This trait increases your chances of having a good reaction with members of the opposite sex. Unfortunately, this trait tends to annoy members of your sex. Jealous twits. When interacting with members of the opposite sex, you gain a 1 point bonus to Charisma for reactions only. When making Speech and Barter rolls, you gain a 20% bonus for each. When interacting with members of the same sex, you have a 1 point penalty to Charisma for reactions only and have a 20% penalty to both Speech and Barter rolls. (If wanted, this trait could be changed to apply opposite effects instead)

# Traits:

## **Mare of the moon** (Aka: Night Pony) 18

As a night-time pony, you are more awake when the sun goes down. Your Intelligence and Perception are improved at night but are dulled during the day. You get a 1 point penalty to these Statistics from 06:01 to 18:00, and a 1 point bonus to these Stats from 18:01 to 06:00. Note that the bonus cannot take IN and PE above the character's racial maximum or below the character's racial minimum.

## **Skilled** 19

Since you spend more time improving your skills than a normal pony, you gain more skill points. The trade-off is that you do not gain as many extra abilities. Hence all perks have their exp cost increased by 25% (Rounded up). You also start with 20 additional freebie points and a one-time bonus of +4 to your skills when you begin the game.

## **Gifted** 20

You have more innate abilities than most, so you have not spent as much time honing your skills. Your statistics are better than the average pony, but your skills are lacking. All Stats get a 1 point bonus, but all skills get a -8 penalty and you receive 20 less freebie points. (can be counted as base or mod)

## **Glowing One** **Ghouls only** 21

Extreme radiation exposure has left you glowing in the dark. Your glow eliminates modifiers from light in combat for both you and your enemies up to your End+7 squares/meters. In addition, you gain a +50% bonus to Radiation Resistance, but everyone around you takes 10 rads per hour. (Look up damage and death for further explanation)

## **Tech Wizard** **Nerd only** (dorks and geeks are acceptable too) 22

You spent your formative years hunched over a bench learning all about the way things work. The trouble is that you've ruined your eyes! You get a +10% bonus to Science, Lore, Repair, and Lockpick skills, but you lose 1 Perception.

## **Fear the Reaper** **Ghouls only** 23

You have cheated death! You gain perks as if you were a living pony, but you are now on death's short list. This means that once every 2d4 days, you must roll a easy (x5) check against your Luck or wake up with 13 % hp left, and cannot heal by any means that day.

## **Vat Skin** **Mutants only** 24

Other ponies find you hideous to behold and disgusting to smell after your "dip" in the rainbow goop. The good news is that you gain a +10 bonus to your Armour Class thanks to your extra-tough skin. The bad news is that everyone within ten hexes of your location, friend and foe, suffers a 1-point penalty to Perception (you are unaffected).

## **Ham Hoofed** **Mutants only** (Comes with a matching jaw) 25

Genetic engineering (or dumb luck) has endowed you with huge hoofs. You get a "free" tag skill in Unarmed, but you suffer a -15% penalty to Small Guns, First Aid, Doctor, Repair, Science, and Lockpick Skills (these numbers can go below 0% successfully increasing fumble chance by each bellow 0)

## **Domesticated** **Male only** 26

You have undergone extensive house training and have developed an above average Intelligence. Your Int is raised by 1, and can even go above your racial maximum, but you get a -3 penalty to any Melee Damage, as well as not getting the +10 to your will saves. As well as your self esteem.

# Traits:

**Rabid Mutants only** (or severely messed up tainted victims) 27

You are a half-crazed, feral killing machine. You are not affected by crippled limbs (blindness still affects you normally. And do note that you only ignore the penalties caused by pain with this. If all 4 of your legs are broken, you cannot run), and every time you kill an opponent in melee combat, you get 5 more APs that round. Chems, nor healing (including healing potions) have no effect on you. Not even restoration talismans.

**Tight Nuts Cyberponies only** 28

This casing and parts was built to take the knocks. You get double the base Damage Resistance to any attack that hits one of your modification, but you gain only half the Hit Points back from repairs done to that part.

**Targeting Computer Cyberponies only** 29

You have been programmed with an on-board targeting computer. All attacks cost 1 extra AP to perform, but you can always add +12% to your chance to-hit.

**Beta Software Cyberponies only** 30

You have been equipped with an experimental operating system and peripherals. You get 2 (1 if using simple system) extra Tag Skill, but whenever using ANY tag skill, you must roll against simple (x7) Luck +15 or suffer an automatic failure and, in combat, a loss of all APs for that round.

**Built to Destroy** 31

The flamer that burns twice as bright burns half as long. You disregard all safety for your weapons durability, causing all weapons have +3% chance to Critical Hit, (can go over the "maximum") but your equipment has 20 % less hardness, and instantly breaks at 0 durability. (assuming they have above 0, items with 0 ignore this)

**Claustrophobia** 32

You have a fear of enclosed spaces (probably because of the mutants that live there). You gain +1 to SPECIAL attributes when outside, but suffer -1 when indoors. (This cannot go above racial maximum, nor below)

**Cleptoma- I mean scavenger** 33

You gain + 16 kilo to your carrying capacity, but suffer a -1 to all attributes any time the weight you're carrying drop below 50 % of your max. They're your precious... you need it...

**Hot Blooded** 34

When your health drops below 50% you gain +20% more damage, (on damage it can logically be applied) but you also suffer -2 to your Agility and Perception attributes. But who needs those anyhow? You are awesome!

**Slow but purposeful** 35

You're a bit slower than everypony else, but you get there. Eventually. All your (choose which: you can have all, both or just one) attacks, skills check and attribute checks takes/cost 30 % longer/more (min 1, max 6) to complete, but you get an additional 5 % chance to succeed for each extra AP it cost.

**Widowmaker** (aka: Black widow) **Mares only** 36

In combat, you deal 10 % more damage to the opposite sex.

**Marederer** (aka: Lady killer) **Stallions only** 37

In combat, you deal 10 % more damage to the opposite sex.

**Even the kitchen sink** 38

You are not picky when it comes to your sexual prowess. You gain +15 to seduction skill of either gender or race. But suffer -10 to sensing motive, searching for concealed weapons or the like due to easily being "distracted".

# Traits:

## **Last Stand Minimum 4 End (+GM approval) 39**

If you're going down, you're taking them all with you! Through mutation, engineering or magical experimentation. Your body contains a tumour/container/talisman that will cause your corpse to go up in a gory and possibly colourful explosion. This explosion will deal 2d4d8 damage (roll 2d4, then roll that many d8's) in a 1d6 area explosion (one square in every direction) this will go off 1d10 rounds after your character dies. It will hit friend, foe or Bob alike. If you are able to be revived within this time is over, there is still a 10 % chance it will go off. The damage type of this can be of any type (fire and acid will however do 30 % less initial damage as they also place ongoing damage on their targets) DR applies as normal on this. After this have gone off however, your character is stricken by a severe case of being dead. And no attempts can be made to resurrect them. Not even harvesting their brain and dropping it in a conveniently placed brain jar would save them. On a side note, there is a 5 % chance your character will explode twice, for a 50 % reduced secondary damage of the original one after ½ the first time.

## **Iron Stomach Biological only 40**

Either through genetic engineering, mutations or just very odd evolution your character can eat meat without suffering penalties for it. In addition, they only take half the radiation from eating irradiated food. However they cannot benefit from digested bonuses, such as being "well fed" eating food that grants bonuses and alcohol only grants half their normal effect. Both in terms of being drunk, and what said "benefit" would do.

## **Mastermind Minimum 7 Int/Wis 41**

You add one extra DoS each time you succeed with a non-combat (basically any non-weapon skill) roll. But remove one each time you succeed with a combat roll.

## **Like a boss 42**

As long as your character is on the upper side of a combat, social interaction or skill check, they get +3 to all their actions. But as soon as they're on the side with the least advantage, or fails a check, they get -6 to all their actions. (till the tides turn, or they succeed) The only thing unaffected are saves.

## **Zen Mastery Minimum 7 Wis/Per 43**

As long as you keep a neutral karma and aren't under the effect by more than one bonus or penalty. You get +4 to all skill rolls, saves and the like. (both good and bad) However, so does everyone and everything else when they roll against you.

## **Lucky Star 44**

Critical hits/flawless rolls became 50 % more likely to succeed. These are generally good things, you execute a stylish conversation where about everything goes in your favour, your weapons find just the right way, ending an enemy slickly. However, sadly, everyone else also soaks in your good luck. Even enemies. If you have ex: 60 in a skill, you roll against 90 to confirm the roll. No matter how high it goes however, you still fail to confirm if the result is within your character "fumble range". (which is determined by their luck.)

## **Mind over body 45**

Your character suffers no penalties for disguising or acting like the opposite sex, and they get a bonus +10 to empathy with both genders among other ponies. You however get -10 to one of the following: Intimidate, Bluff or Diplomacy.

## **Brilliant Planning 46**

You use your Int or Wis instead of Agi to count your AC (same restrictions still apply however) and any social interaction or action costs one AP less. (min 0) Which means you can have use a 1 AP talking action as a free action instead. But anytime you are taken by surprise, you suffer -10 to any next roll or save.

# Traits:

## **Friendship is Magic 47**

You relish in friendship, you live for friendship. So much that it has mysterious effects on you! As long as you've spent the majority of the past 8 hours in the company of friends (no they do not need to sleep in your bed or follow you to the bathroom, you can even go for a quick jog without them! Max 30 minutes though!) All your regenerations (HP, Stamina and Mana (If you're a UP, otherwise spirit) are increased by 50%.) However, if you are without friends for more than 8 hours. Your feelings of neglect and loneliness starts affecting your will and all your regenerations decrease by 50%.

If you spend more than 8 months in neglect, your face melts off, revealing the truth that you are forever alone. You fade away to become a symbol representing loneliness and sorrow. You however, are not remembered, by anyone, ever.

## **Lone Ranger 48**

You are the lone stallion upon the hill. The mysterious pony in the corner of the tavern. Your weapon is your only friend because it doesn't demand you speak and you, you're the silent type.

As long as you are at least 10 squares from any friendly or neutral being. You get a +10 bonus to all combat related rolls and a +5 to all non-combat, non-social skills when alone. However if anypony of friendly or neutral attitude breaches this 10 square sanctum, you suffer a -10 penalty to combat rolls instead. You also suffer a -5 penalty to all social interactions at all times. You prefer to only break your silence when you grunt and nod.

## **Far too Brave (aka: jaded) 49**

Your bravery knows no bounds, since you are far too brave for boundaries. You re-roll all failed fear checks. However, being far too brave, you may not flee -any- encounter unless you first fail a fear check. (Or have a damn good reason to)

## **Born Loser 50**

You are on a mission. Your relatives are having a party - they at last get rid of you, the one who can damage even a solid metal ball... Everything bad happens to you - all failures are critical ones and you must add 20 to your roll on the critical failure table.

Everything involving you just tends to happen somehow badly - you always take minimum possible damage from hits, radiation, poisons etc. Traps may break down instead of harming you, (GM discretion) mines will be dud... If someone wants to backstab you with a knife he will probably fall and cut himself. On the other hand a falling meteor will surely land near you, and when you don't have 100,000 of matches better do not even think of making a bonfire... It involves only you e.g. a burst from minigun may hit 3 persons but only you get minimum damage from each bullet (in this case 6 -> 5 from minigun and only one from usual 1d8 caused by 5mm ammo). You cannot have the Jinxed trait if you chose this one.

## **Combat Frenzy 51**

You like blood and killing so much that you just can't stop and no one is safe from you. Each time you kill something or someone you must roll for your INT if you fail you go into a frenzy – all actions cost you only half (round up) action points but you may not take aim and must use burst fire if possible with current weapon and if not the character must draw such a weapon (unless there he/she has no such weapon in inventory). After you kill someone you may test at your Int -1 to see if your frenzy passed. You may test once more after another kill, this time at Int -2 and so on. If none of the rolls succeeds, you fall unconscious as soon as your Int reaches 0 (this will never happen if you have Int of 3 or less it will fall to 1, and this will be your chance to stop attacking everyone). You'll attack enemies first, but when they are dead your allies will also become targets.

# Traits:

## **Regeneration Ghouls only 52**

The radiation has somehow affected your healing processes, which proceed much faster than they should. You regenerate 1 hit point a turn even if not resting up to your maximum hit points. However when your hit points reach zero you still roll to stabilize, and if you do not die, your regeneration is temporary disabled until you recover as normal... The bad side of this is that your normal ghoul's radiation resistance is gone (RR of 10% only). Damage from fire, acid or energy weapons cannot be regenerated.

## **Sympathetic Living only 53**

You just can't look at other people's poverty, sick animals etc. You will never refuse an aid for help and will always help someone or something that needs attention. Your karma grows twice faster than normal.

## **Talented Living only 54**

You are a talented artist (choose any art you want, you gain a +13% bonus in this, and you may earn ~50% more than average from, depending if the place or person you are working for or selling too can afford it). It may help to do a living, but remember, there are no art galleries on the desert.

## **One Shot Wonder Stallion only 55**

You gain +11% to slugs/single projectile weapons but you also have a -40% penalty when it comes to a certain perform. And a -20% to situations that could

## **Early Bird 56**

You've made a habit of watching the sun rise. You get +2 to each of your SPECIAL-W attributes from 06:01 to 12:00. You however have -1 to all SPECIAL-W attributes from 18:01 to 06:00.

## **Red Scare 57**

You are paranoid in the extreme and think that everyone around you may be trying to do you in. You get a +1 bonus to perception but a -5 penalty to hit.

## **One in a Million 58**

You're not particularly lucky or unfortunate, but when lightning strikes, it strikes hard! For the purpose of critical hits, your luck counts as 1, and 10 for the purpose of fumbling. The result on the critical/fumble chart is bumped up +30 points in severity.

## **Trigger Discipline 59**

You take more time aiming your shot than most. You gain +20 chance to hit with guns and energy weapons. All attacks with these weapons cost 20% extra action points (minimum +1).

## **Arrows for Words 60**

The pen is mightier than the sword? Yeah right. You gain +10 to a ranged weapon skill category of your choice (small guns, big guns, energy weapons.) at the cost of -10 to all speech skills (Bluff, Diplomacy, intimidate.)

## **Feral Foal 61 (Non-Stable organics only)**

You grew up in the heart of the savage wasteland. You are swift and powerful, but you tend to shun the company of others. Your Throwing Range is Strength \* 4 (instead of Strength \* 3), each turn of running requires one less action point and you have an additional 10 % stamina. You however have a -2 penalty to charisma.

## **Loose Cannon 62**

From frag grenades to throwing spears, you can throw weapons for one less Action point. You can only throw weapons  $\frac{3}{4}$  of the usual distance.

# Traits:

## **Mightier Than The Sword 63**

In your case, the pen IS mightier than the sword. You gain +10 to all speech skills (bluff, diplomacy and intimidate) as well as seduction and any craft, at the cost of -5 to all attack rolls when using weapons of any sort.

## **Social Chameleon 64**

You want to be in the company of others and you excel at long conversations and deep discussions, not because you know what you're talking about, but because you enjoy talking! Choose CHA or INT to be your dedicated attribute. You get a +10 to all social rolls and you can perform the aid another action without actually having the appropriate skill as long as you succeed with a dedicated attribute check (Difficulty determined by the overpony, depending on the situation).

It's easier to help someone cook food than to construct a balefire bomb.

You just don't want to stop talking though. Because of this, all saves against social skills are 1 step harder (For example from simple to easy) and you suffer a -15 penalty to all contested social rolls you didn't initiate.

## **Wild, Wild Wasteland 65**

Wild Wasteland unleashes the most bizarre and silly elements of post-apocalyptic Equestria. Not for the faint of heart or the serious of temperament. Players with this trait tend to come across bizarre and strange events at DM discretion. Perhaps they come across the remains of the Cyberpony Pony Stark? Maybe they find one of the books in the Fallout Equestria series? Or they could stumble upon a friendly canine named Dogmeat? This trait generally can give the player some "unique" items, but can also be dangerous at times. If a player rolled this trait by choosing to roll one or more of their traits, they are allowed immediately make an additional roll using two d10, taking the number they get and swapping place with the second number they roll. (If you first roll 2, then 8, your result is 82) This increase their number of maximum traits with 1.

## **Four Eyes 66**

You spent your youth hunched over a monitor and as such have ruined your eyes. Your base perception is lowered by one when not wearing glasses. You do however get +2 to your perception when you are wearing glasses however. Even sunglasses.

## **Mare-Do-Well Mares only 67**

You have made a habit of helping those who can't help themselves. You gain +10 to all roles when you help someone whom is in the "helpless state" (See primary attributes for more info.) However, if it is possible to provide help to somepony who is "helpless" and you don't want to, you will have to roll a moderate will save not to rush over and help them straight away, even if you plan to in the near future. note: you do not have to help enemies with this trait, only neutral, friendly and otherwise non-hostile "enemies" (such as a raiders foals) is affected by this.

## **Absolute Direction 68**

You can always tell where north is no matter what happens. Also it's almost impossible for you to get lost. (except perhaps in books... those clever little buggers)

## **Bad Natured Living only 69**

School never interested you. You preferred action. Skills of Small Guns, Big Guns, Energy Weapons, Unarmed and Melee get a 23% bonus but all others (with perhaps a few exceptions) suffer 12% penalty.

## **Bad Sight 70**

Something is wrong with your eyes - And somehow, not even glasses are helping. your PE is down by 2 for purpose of sight. You also cannot take any sight related perks, e.g. awareness (even with glasses as said). On the positive side your PE is up by 2 for smell, taste, feeling and hearing.



# Traits:

## **Destiny Living only 71**

You have a goal of some kind that you are going to achieve during your life if you want it or not... Maybe you'll become

The Saver of The Earth or The Most Evil Character Ever? Who knows?

When you choose this perk GM should determine what your destiny it but he mustn't inform you about it. Then during campaign he should add adventures that will eventually lead to your destiny – whatever shall it be...

## **Enclave Citizen Pegasus only (VERY rare exception at GM discretion) 72**

You were born in the Enclave. You must take this trait in order to play an Enclave character. Your outdoorsman skill is 30% less, you are prohibited to show anything that would somehow reveal the existence of the Enclave to “outsiders” and all high tech equipment is familiar to you so even with low science you are able to operate a computer or repair a robot (of course as long as malfunction is not too complicated – you won't be able to repair a top of the line's robot's mainframe with science of 20). Effectively, you can always count your science as 50-100 % more than it actually is, depending what you are trying to tinker with. (Requires DM approval)

## **Faith Organic only 73**

You believe strongly in something, be it Celestia, the goodness of the soul, your own moral code, the flying spaghetti monster or Gaggalor, the undisputed ruler of cabbage in the galaxy, it's up to you. This however may lead to people disliking you, if they do not share your belief or mindset. Whenever you “meet” someone new, (aka: beyond the “hi” part, or if they've heard of your unusual excessive belief) they will perceive you as one step worse than normal. IE: if someone would normally treat you as indifferent, could see treat you as unfriendly instead. Two steps if your beliefs directly go against each other, and five steps if you meet another char with this trait, with a different belief. (chars never go “over/under” a logical reaction however. A NPC won't go offensively hostile in the middle of town just because they dislike you for example. However, thanks to your strong belief, you may re-roll up to 3 dice a day (GM should only deny for very specific reasons.) as you're so certain something supernatural is on your side.

## **Mounted Weapon Mechanical only 74**

You have a built-in weapon (assault rifle or similar of your choice. Your GM are allowed to deny particularly strong or over the top weapons.) with a internal ammo store (twice the maximum amount for particular weapon). This gives you +10 modifier to the initiative sequence but on the other hand it makes you a bit heavier, reducing your action points by two.

## **Personal Enemy 75**

Someone did something very bad to you: killed your loved one or something even worse. You hate them and all that is related to them, you would do anything to avenge your loss. Each time you deal with that person or do something in order to find him/her all your primary stats go up to 10 and all skills go up to 100% (unless they are higher). After you finish that someone off, this trait gives nothing but still you cannot chose another one instead. When something is linked with your enemy is up to GM. GM should create a separate character as your enemy.

## **Radiated! "Living" only 76**

Well you were born “a bit radiated”, but you are not a ghoul (however you are still far from being beautiful). All of your primary statistics are down by 1. You don't acquire any more radiation and everything that hits by you in close combat acquires 20 rads. Additionally your healing rate is increased by 3. In addition to those two things, radiation has somehow affected your brain and you learn 50% faster than “prime normals” (You start with an additional 50 freebie points, and gain 50 % more from skill books, rounded up)

## **Rambo Ponies, ghouls and mutants only, Int 3 77**

Somehow bullets miss you. Even when you stand in front of a horde of super mutants with miniguns they probably won't hit you. Anyone shooting at you can get a maximum chance of 30% to hit with firearms, no matter what. The bad side of this is that your INT can't go over 3 (even when using drugs, magic or medical IQ enhancing, you cannot take Gain Intelligence perk). Though luck. Also, you somehow also think your reflection (seen in mirrors or liquid) is your arch nemesis, and will treat this as a hostile target. (You may occasionally avoid conflict with them in ex: a crowded bar, near heavily armored guards or the like, if neither of you seem to be willing to make a move due to the high chance of both being unable to get a clear shot or the like, getting taken out by the guards, too many civilians or just overall the chance of taking their nemesis out is too low with a high risk.

# Traits:

## **Combat Instinct Biological only 78**

You know what your opponent is going to do next. You don't know how - you just know. Your modified armour class is doubled. (or up to) You must see your enemy for this trait to work. On the other hand you always assume a defensive position and allow your opponents to act first you always act last in the combat, regardless of the initiative sequence.

## **Coward Living only 79**

You don't think it's worth dying in a combat. It's better to run for your life. Whenever your HP fall to 1/3 of maximum you must escape from combat – you may do so at double your AP, but you can do nothing except running and you drop anything you were carrying in your hands (or even your backpack if it's particularly heavy). Also in all situation that require bravery (e.g. entering a dark cave), you will rather do something else. If forced to do something that scares you negative modifiers should be applied. On the other hand when somebody chases you into a corner your combat skills, basic damage resistance (if any) and melee damage are doubled (but your AP is normal).

## **Doubled Vital Equipment Cyberpony/Mechanical only 80**

You have two sets of vital internal machinery. This makes you able to sustain more damage but makes you less agile. Your starting HP is increased by 70 % but your agility is lowered by 2 and your carry weight is lowered by 30 kg.

## **Empath Living only 81**

Due to radiation that twisted your mind you are able to feel other people feeling much better than others. You instantly gain Empathy perk but lose 1 point of intelligence.

## **Genius Living only 82**

Learning never was a problem for you, even more – you love it. You can choose two additional tag skills at the beginning, but you can't take this trait unless your INT is at 10 (or racial maximum) however, every 4'th time you would get a new perk, you have to skip out on one. You also cannot take the Tag! perk.

## **Hideous Appearance 83**

You are awful - most normal people can't look at you without feeling sick but you are also much more terrifying in combat. And, oh... Forget having a filly/colt friend... No one will initially react at you better than "neutral" but your enemies have –30% to hit you in close combat due to your appearance. This applies only to creatures of your race and species. (halved when facing another race or species that CAN be repulsed. Most robotic or non-sentient creatures do not care.) And social skill other than intimidate suffers a -20 as long as someone has to look at you. (and as long as they would actually care as said)

## **Mathematical Abilities 84**

You can count faster than others. And you do it with little risk of mistake. It's easy to say for you that there is a group of 176 brahmins standing over there. How have you done this? Easily! Just counted their legs and divided by 4. ☺ Game terms; your character has a lot easier to count overall, rarely ever makes mistakes, and unlike other character, actually can (easily) estimate the exact number on things. So instead of "between 15-25" they know it is ex. 18.

## **Merchant 85**

Bartering is in your blood. You always know what to say to get the best price. Your barter skill is up by 40% but your steal, computer (only "hacking") and lockpick skills are lowered by 20% as you don't consider stealing as a way to claim something – everything can be bought... It's a one-time bonus.

# Traits:

## **Lucky Break, Hard Shake 86**

You may at any time, subtract 20 (ex, if you roll 40, remove 20 from 40, leaving you with 20. This is now what you rolled) to any of your skill checks or saves. (this can't be used for damage or the like.) The GM may however at any time after you have done this, add 20 to any of your rolls. (same scenario, your result would have been 60) It must however be the same "grade" as the check or save. (ex: if you give yourself +20 to a hard will save, the GM can then only do this for another hard save. It does not however have to be the same type of save. Same goes for skills. If they had +10 on the check, they may at most differ 5 on the given bonus or penalty. In this case, +5 or +15.)

## **Impetuous 87**

Your brazen manner in melee inspires your allies to fight bravely. You give an amount of allies (max equal to your amount of FP) a bonus to hit in combat, along with against fear checks equal to your Charisma score as long as you are within sight, and near the enemy. You can however never wear a headgear, they totally cramp your style yanno?

## **Ascetic 88**

Whether you had a particular upbringing, was taught a stern moral code or simply had it tough as a child. You learn the importance of focus and patience. You have a +5-10 (depending on skill) when you roll for increase, along with a Wis+Lu % chance to increase it by an additional 2 whenever you succeed. But, you never forget your hard, frugal lifestyle. Whenever you find something, you always leave 10 % for someone less fortunate. (assuming it's a place people can come to, if not, you can take all, but will donate it next time you reach a town, or encounter someone in need.) This applies to everything from food, to caps to ammo. (again, assuming it can be, you would not for example: leave food to rot near a newly emerged radiation leak. If you can leave it behind however, you will. However, this trait will only work as long as your party members doesn't interfere with your practice. If you leave ex: 10 caps from your share of 100, and Bob takes those 10 for himself, you won't get the beneficial effects of this trait. No cheesing!

## **Animal Friend 89**

You get along especially well with "lesser sentient" beings so to speak. Most animals (such as radroaches, wolves, rats, bloatsprites or noplisar) usually won't attack you on sight, and might even leave your "pack" alone, depending on the situation. Or in rare occasions, might even come to your aid. You also gain a 40+ bonus for (almost) all interactions with animals. However, you are a bit less suave when it comes to more sentient beings, and suffer -10 to (almost) all social interactions. Along with being much less keen on attacking animals unprovoked, or for no good reason. (making accessories out of their carcasses does not count)

## **Foal at Heart 90**

You never really grew up in more than one sense. This has lead you to having easier to connect with minors and others with equally adolescent mindsets, giving you a +20 % bonus to social and overall interactions with children. You however have harder to take things as serious, and have a slightly lower attention span. You have a -5-15 (depending on how boring the situation is to you) penalty on "serious" matters, and overall conversations with adults, as they just don't "get you". You also have a -1-3 to your initiative sequence roll, depending how distracted you are at the time.

## **Bobathorian Heritage 91**

You are a direct descendant of the stoic Bob family. Having Bob's... or Bobette's, (depending which time period you are in) blood coursing through your veins, grants you a +2 to any chosen attribute. (cannot exceed racial maximum by more than one) You then reduce the chosen attribute by 1, along with one other attribute of your choice. In addition, you get a +4 vague bonus in social rolls with anything sentiment that goes by a name that contains "Bob" in it.

# Traits:

## **Renaissance Mare Organic only 92**

You're a connoisseur of the arts and a deep thinker. You are willing to give new ideas a go, but all your high-brow intellectualism doesn't mean much when you get punched in the face. You gain a +1 to Intelligence, but a 10 point penalty to unarmed and melee.

## **Thick Skin Organic only 93**

Your skin is unnaturally calloused, more so than that of your peers. Add 5% to all damage resistances and 2 to your AC, but you have a thick head as well and suffer a -1 penalty to Intelligence and -10 penalty to your Lockpick skill.

## **Brown Noser 94**

You're as effective as a vacuum when it comes to sucking up. Be it through suave manners, or whatever your method is, you are efficient at getting people to like, or at least, not dislike you. In general, you are met as one step above on the reaction scale. Someone normally indifferent to you, might become friendly. Do note that this does not work for everyone, some even despise your kind. Your constant aim for being liked however comes at it's price; almost no-one takes you seriously. Limiting your overall influence in general. Sure, almost none dislikes you, but none takes you for anything special either.

## **Cult of Personality Cha 8 95**

People will always view you as indifferent/neutral, no matter what karma or reputation either you or them possess.(If possible) This trait CANNOT be taken in combination with any trait or perk that affects how people react to you. Otherwise, about any character can have it.

## **Place at a Time 96**

You have a habit of being at certain places at certain times. You gain +1 Luck, and have a higher chance to avoid being hit by debris and the like, but suffer -15 to speech. As you tend to end up a little too inexplicably having been the only one to have gotten out of that situation scot free. Almost, as if you were aware of it...

## **Thick Fat (Fluffle) Living Only 97**

Your coat is thicker than most, giving you greater resistance against heat and cold, proving a 20 % resistance against such hazards. Your coat however restricts your movement a little, lowering your speed by 10 %, along with soaking up water more than it should, increasing your weight by 5 kg whenever you are drenched or emerged in water.

## **Defeatist 98**

You are quick to bail once things hit the fan. As long as you are relatively above 50 % of your THP, you have +1 to all your attributes. But once you drop notably below 50 %, your attributes drop by -2. Your confidence quickly comes and goes, and so does your performance. (while around 50 % like say: 47-53 % your stats don't increase, nor decrease)

## **Eye for an Eye 99**

Through some strange twist of fate, you seem to always end up getting even with whatever happens to you. Karma really seems to be a bitch when it comes to what happens to you. Whenever possible, if you suffer from a critical hit, or extended trauma of any sort, it will be halved, then boomerang back at the one whom cause it. If someone shots you through the knee and shatters the bone for 21 damage, the damage will be set to 11 (rounded as fairly as possible, ex: if one would fill out their row, but the other one wouldn't on 11, the result would be 10) instead, and split between both parties. As long as it could be done in some way. (like, the bullet ricochets off a rock into their knee) Only problem is... this applies to what you do as well. And this rule doesn't just apply to combat. If you scam someone, or get scammed, you will end up being scammed, or scam back. In some case it might not be the same character to give the "revenge", but if possible, it will happen. One way or another. It's gonna getcha.

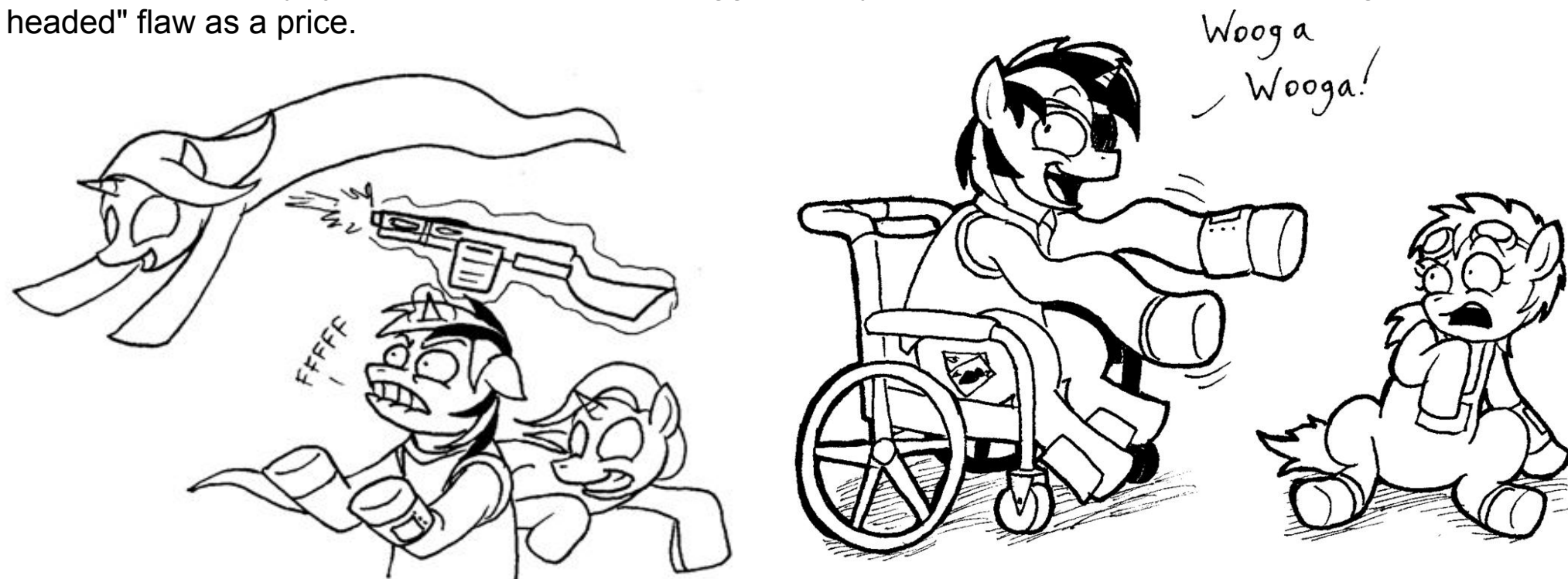
## **Bastion 100**

You have 25 % chance less to be knocked over, along with being able to carry 5 kg more and gaining a 5 % damage reduction, when standing still, and 20 % whenever you are knocked down, or otherwise are "helpless". You are however slower than most, and suffer -1 Int, -3 to initiative sequence and -2 AC due to your stationary position.

# Flaws/Drawbacks

No pony's perfect. Flaws are an optional part, just like traits. However, unlike traits. These rarely do any good. These should only be taken by players that want more of a "role-playing element". It is not recommended to have a flaw if you are an inexperienced player. There are 3 ways to get drawbacks. First it choosing to take one. (you may not have more than 2 flaws at the start. At least, it's not recommended. The total maximum you can get is 5. Most flaws can be "cured" sometimes through roleplaying, like addictions can be fought off or purged. This will however take time and likely money to get through. The second way is to roll for one. This can be done in 3 ways as well. Either a d100, a d20+x or xd20s.

First method is the simplest, but can result in anything. Second method lets you roll within a certain "degree" of flaws. Only a d20 lands you in the flaw area. d20+20 within the drawbacks, d20+40 within complexions, d20+60 within syndromes, and d20+80 within derangements. The third method is to simply roll 1-5 d20's. This will however remove the first 1-4 flaws. But allows for great variation of what you might get. Just remember, it's no easy task to play some of these. And the last way to get a flaw is to have it "rewarded" to you by the GM. If they deem you "worthy" of a flaw, they can give one to you (if you decide to play with flaws) For example, someone that always jumps to conclusions, is trigger happy and never waits to reason could get the "Hot headed" flaw as a price.



- 1: Shy: You are not as socially adapt as other ponies. Each time you meet anyone new, you must make a simple will save to dare and speak with them. If you fail, you suffer -20 to all social interactions done with this person. If you succeed, you only suffer -4 until you've been able to spend at least 30 minutes with them.
- 2: Tardy: You like to get things done in your own pace. You suffer -4 to your sequence, as well as any rushed actions. In addition, anything long term takes 4 % longer for you to do. (such as reading, repairing, tinkering)
- 3: Jaded: You're just not as bright as the rest of us. You suffer -4 to all tasks that require you to think or concentrate. This doesn't however affect very simple tasks or trivial tasks. You do however get +5 to will saves to look up from cover. But if you fail a save with more then 20, you look anyhow, and suffer -3 AC until your next turn.
- 4: Hyper: You have a problem with waiting, for each round you has to sit and wait, you suffer -1 to any save to not "do something". (stacks until task is done) Once every 7'th round, you must make a simple save appropriate to the task (often will) that you are trying to not do. If you fail, your character leaps into action of whatever they wanted to do. (you can spend a FP to avoid doing this however) You do however get +3 to your sequence due to this.
- 5: Weak willed: You are more easily persuaded by others, you do not get the +10 bonus on will saves you would normally get. And you suffer -10 to speech checks when trying to stand up for yourself or counter an argument.
- 6: Feeble: You are unathletic and uncoordinated. You suffer -5 to all physical general attribute checks.
- 7: Close minded: You have a hard time seeing the big picture. You suffer -5 to all mental general attribute checks.
- 8: Frail: Due to your weaker muscle structure, your total HP is reduced by 2.
- 9: Inattentive: You got your heads up in the clouds... those big grey, fluffy... what were we talking about again? Oh hey, look a spritebot! Your suffer -10 to all Per checks and -3 to your sequence.
- 10: Meager fortitude: Each time you have to roll against keeping your composure (nausea). You have a 20 % chance (roll 80 or lower) to suffer from the effect of 11-15 on the aliment table whether or not you succeed.
- 11: Murky eyes: Your vision is a but obscured Each time in combat you attack against someone with concealment, roll twice and take the worse of the two results. (this may only affect every other roll)
- 12: Noncombatant: You're not just very good at hurting others. You suffer -5 to all close combat attack rolls
- 13: Pathetic: You are much weaker within one area then you normally should be. Roll a d8, and the number it lands on according to the SPECIAL-W will be reduced by one multiplier when making general checks for that attribute. Ex: On a 3, your End checks will be reduced. A simple would be x6 instead of x7. Easy 4 instead of 5.
- 14: Weak bladder. Each time you have to roll against being frightened (fear). You have a 20 % chance (roll 80 or lower) to suffer from the effect of 11-15 on the aliment table whether or not you succeed.
- 15: Poor reflexes: You often zig when you should have zagged. You do not get the bonus +10 to your Ref saves.

16:Vulnerable: Your do not excel very well at defending yourself, you suffer a -3 penalty to your AC.

17: Shaky: You just can't help it, but you shake quite a bit. You suffer -5 to all ranged attack rolls.

18: Unreactive: You tend to space out. You suffer -9 to your initiative roll, and may never be first in the initiative sequence.

19:

21: Sluggish: You are a bit slower then others, you move one square less then others every time you move. This means you have to spend at least 2 AP to move one square. And a canter takes you only 2-3 squares.

25: Oversized ego: Due to some strange turn of events, your character always refer to themselves in third person. Any time they'd be forced to do a "degrading task" for someone as great and powerful as them, they suffer a -7 morale bonus to all skills for 5 times as long as the task took to perform.

29: Sterile: Your character is sterile and is unable to reproduce in a normal, biological way.

31: Lighting sensitivity: You have it hard for sudden changes in the lighting, if someone turns on a flashlight or similar light source in a dark room, you suffer -10 to -50 to any check that requires you to see, depending how bad the thing that broke your sight was, a suddenly turned on flashlight in a dim lit room would be -20, in a dark room -30 and in a pitch black room -40. This lasts for 1d6 rounds. You also take 50 % longer to recover from anything that "attacked" your sight, such as a flashbang.

41-48: Sexual abnormality: Your character strives from the norm when it comes to their... preferences in partner. This will either overwrite a trait (it will still grant it's bonus, perhaps a bit changed however if GM desires) that affects your characters attraction, add to their list of appeals, or warp an existing one to fit their new taste. Roll a d20 to determine your characters new sexual appeal: 1: "Please sister, I incest.." Your character is attracted to family members (fun for the whole family?) it can be siblings, parents or both. If your character has no living family, you have to re-roll. 2: "I'd like to do a tree..." Your character is a dendrophile, perhaps it's because they're all hard as wood? 3: "You just don't understand!" Your character has a fetish out of the ordinary, like rather creepily affectionate about something. Roll a d10 to determine what: 1: Hooves. 2: Mane. 3: Pegasi wings. 4: Unicorn horns. 5: Cutie marks. 6: Earth pony ears. 7: Nostrils. 8: Tails. 9: Nipples. 10: That little part around the area where limbs can bend. ("armpits/back of knees) 4: [...] 9: "You're such a great listener... and what a selfless lover to!" Your character is a necrophiliac, there's just something that makes those lifeless bodies so dead sexy.

49-50: Incompetent: Starting at small guns, roll 5d8, 9d6 or 4d10. The result of the dice, you go down in the number of skills down in the list (including small guns), if you pass by outdoorspony, you start over at small guns again. (sub trees of medicine, speech and larceny are all their own separate skills. Ones you have to pick something in (such as lore or craft) the GM will chose for you, or if you suggest something the GM allows.) The skill it lands on, you will have a -50 incompetence "bonus" in, as well as double the fumble rate (can pass over maximum, stacks with other effects) but your character still thinks they can perform the task. Say you roll 7, that would result in them being incompetent in first aid.



61: Feel no pain (CIPA): Your character is unable to feel pain due to a genetic disorder. This eliminates any penalties caused by pain, it however does not make them immune to fear or nausea. Or broken limbs, only penalties caused by any kind of pain is ignored. You however get +25 on fear saves as your character generally doesn't fear anything but death. After all, all they know is that their limbs can bend funnily and blood can spurt out. It just never hurts. They can feel tried from it however. And do note only pain is removed, they still have normal senses otherwise, so delicate tasks such as SoH is not impaired. They however suffer -15 to fort saves against temperature changes as their body also lacks the ability to feel heat or cold. Due to this, your character also only know whether or not they are above, or bellow 50 % of their HP.

65:Mute: Your character was born missing their vocal cords. They cannot speak. However, they can mouth sentences that can be read by anyone that knows how to read lips. They are also fluid in sign language and write twice as fast as normal ponies. "Speaking" however costs twice as much AP as you have to gesticulate. Nothing words cost 50 % more as it takes your character longer then normal to form sentences. However, the good part is that they are immune to killing joke's effects as they've never said anything it can play it's cruel joke upon. This however doesn't stop the vines from trying to entangle the character. They are also immune to the effect of becoming mute after their tongue is cut out.

72: Infamineable: Due to a defect at birth, your character never knows when they are full, or hungry. They only suffer half the effect of starvation. But will starve as the exact same rate, they just don't know it. They just feel more and more tired. It is possible for the character to overeat, depending how much they'd eat, they could either (roll d20, all effects varies depending how much they consumed) 2-8: Throw up, suffering the consequence of the ailment, nausea mishap number 81-85. 9-15: suffer the penalties for starvation for 6 hours, (while not starving for real ofc). 16-19: Become incapacitated for 1 day, as if you have had your torso crippled. 1 or 20: Your stomach risk bursting, roll a fort save based on how much you ate, lowest being simple, highest being hard (neigh impossible is possible, but would require ALLOT of overeating). If you fail, your stomach ruptures and your character suffers extreme pain and is constantly halfway down the condition track (or lower) and will die within 6d6 hours unless treated for internal bleeding by a doctor check, healing both or restoration crystal. (simple magic will not suffice due to all the content spilled into your stomach) if you succeed however, you suffer all above penalties. (apart from this one ofc)

78: Blind: Your character is blind and cannot see. They suffer -60 to any action where vision is required (however, if they somehow can have knowledge of what they are doing without sight (such as knowing how a mine is build in detail, how to massage someone on the correct pressure points or hacking a terminal, knowing exactly where all the buttons are, and having someone else being your "eyes". You do not suffer any penalties, it however takes between 50 to 300 % longer then normal. You are however immune to flash-bangs (and similar effects) and the cripple "blindness". Also If you have good hearing (Per 8 or higher) you are able to pinpoint a enemies "general direction" and you only suffer -15 for attacking in their direction. (6-7 Per gives -25, 5 gives -31 bellow gives -40. 11-12 is -5 however) However, your range is 50 % shorter then granted from the normal Per table. And if an enemy is further away then  $\frac{1}{2}$  your Per squares, you have to roll a d6 to hit their square (varying between 5-6 to 2-6 depending how far away they are. GM whim.

91: Terminally ill: No doctor is sure what exactly is wrong with you, but you are far from as healthy as any other pony. Some think it's a miracle you are still alive. Your maximum HP pool is reduced by 50 % (rounded up if your pool is below 20, otherwise down if possible) and your the time for your healing rate to work is doubled. If there is a cure to this, it is unknown to you. Maybe a healing both or restoration talisman would be able to fix you? Sadly, neither of those are any easy to come by... (up to GM to decide what can cure this condition, if anything)

95: Haemophilia: You gain twice the amount of wounds you normally would whenever you take damage which causes wounds (basically, the rate you gain wounds is cut in half) and you always heal two less wound each time you are treated. (min 1) In addition, you do not get the death save bonus for only having up to 3 wounds.

98: Osteoporosis: Your body limbs are twice as likely to be crippled, and your physical attributes count as 2 lower than they actually are for the purpose of skills, checks and requirements. The only thing unaffected is the death saves. Any attempts to improve your skeletal durability will require twice as much effort, and will only bring it up to "normal" level instead of a beneficial one. (replacing it with a bionic/mechanical skeleton will however give all the benefits. It will however be 30 % harder to perform the exchange. (Unless said strengthening is done)

100: Bulletproof: You are bulletproof. Your character is immune to fear from being pinned down or shot at since they know they are invincible. It will take a near impossible will save to retreat from combat, and you are not allowed to see your characters HP. Anyone using awareness or first aid/doctor/outdoorspony to examine your wounds will only get to know if you have close to 30, 60 or 90 % of your HP.

# Skills: Tools of the trade (You start with a base score in all skills calculated over at page 38)

When it comes to skills, you start with 15+(Intx3) freebie points (important to note however: You also can buy other things for these points, such as spells if a unicorn) to spread out across them all. You may however only increase a skill equal to your attribute score in them, plus 5. For example, if you have 10 Int, you may max increase an Int based skill with 15. Skills that have a split attribute score, counts as the first mentioned for the purpose of skill bonuses, if this would be First Aid for example. You would add your Int to it. However, one important note in this is: If your skill has a sub-tree in it, the further training goes in on only one of them as you spend time specializing with ex: one weapon type. If you choose to raise all 3 in a sub tree, you can do so for a cost of 2,5 (or 1,5 if it's split training, such as Perform: Dancing/Oratory) per 1 rank in each. (rounded up once you have raised it to the point you are either satisfied or you've reached the maximum) Your starting skills may not be raised higher than 85% (specialisation bonus included. If starting+tag score would be higher than 85, it may exceed the limit)

( However, no skill may exceed over 100 on a newly created character. Including traits, tags and perks. At least, it is not recommended)

If a skill has equal amounts of an attribute in them however, you take half of each, and round over to nearest whole number. Ex, Unarmed: If you got 9 Str and 5 Agi it would be 9 and 5, so the score would be 7 in that case. This can be important to remember.) A GM might also decide to just use the "primary attribute" (first mentioned) as the only one to count to lessen the fancy mathematics to muddle the issue. Or they can choose to divide it up even more (ex: First aid: 66,6 % Int, 33,3 % Wis. If they'd be that evil now that is. Remember: They are only playing their alignment.

Having training/tagged in a skill will give you a +15 bonus for primary, and a +7 for your secondary (+18 to primary if EP, and +10 to your two extra bonus skills) and allow you to roll a +1 die size when rolling to increase in that skill. (d4>d6>d8>aso) Things that are not covered within a skill you can either make an attribute check upon, relocate it to a existing skill since "it makes sense" to have it there. Or just decide that a player should not be able to do that. (although, this should be done carefully. Freedom to do whatever the buck they want is an important part of RPG's. If they want to try and have intercourse with a heap of radioactive bones, let them. But make damn sure they'll suffer the consequences.)

Skills below marked with "" means there is either a sub-tree of the skill, or a specialisation you must pick. You can "split" a training however. Gaining a +7(9 for EP) bonus to 2 skills in the same tree and the increased die on both. (They will for the record be raised simultaneously so to not be to much of a pain) Tagging all 3 raises it with 4 in each (5 for EP) and has the same mentioned effect as above. Every skill might be focused in a certain specialization with the freebie points even if they normally don't have a sub tree. For example: While empathy doesn't have a required "path" to pick. You can choose to spend points in raising it to only affect ex: Mares, unicorns. Or another species, such as griffon or zebra. This will increase the amount it's raised by 50 %. (8 points would become 12, 12 would become 18 etc) Delving even further within a skill such as: Female zebras or juvenile griffins would double the points spent. (5 would be 10, 10 become 20). Keep in mind this bonus however ONLY fully applies to the specific subject chosen (for balance reasons). So if you would have spent x2 in single projectile: Shotguns, combat shotgun. You only get the bonus for that type of shotgun. (However, for the purpose of making sense you gain 40 % of your total spec points towards similar subjects of the same category. Ie: other shotguns in this case)

# Skills: Tools of the trade

Raising your current rank in a skill work the following: When you roll to use a skill and succeed, you count as having a success in said skill. Under 50 (specialisation or perk bonus not included) in a skill, you only need one success in a day to get to try and roll for a increase in it. If you roll above your current number in the skill, you get to raise it with a dice (usually a 1d4) and then increase it with the result of the dice. Tag skills profit from getting to roll a d6, as well as having their Int mod as the minimum number this skill can be raised. In addition, tag skill also have a +6 on confirming a roll to raise your skill. Once above 50 ranks you need 1 successes of a "hard" skill check, (ex: disarming a active lethal bomb, taking a long range shot with only once chance to make it or clearing a difficult negotiation) 3 average (disarming some semi-lethal traps, taking some challenging shots at mid range or striking some good deals with someone) or 5 easy tasks. (disarming some stray low-power mines, just hitting something or doing some barter without losing too much profit) 80 and above, these numbers increase to 3 hard, 7 moderate and 12 easy. You get to roll to increase skills after sleeping for at least 6 hours (or a 24 hour period since first mark in worst case) Mark the box with a "X" if you get to try and raise, and fill the box if it was a crit.

Getting a critical/flawless roll however count as all your needed rolls for the day and grants you +25 on your confirmation roll to raise your skill. A fumble/botch however cuts your current progress, and you do not get to raise it that day, even if you have the required amount. Instead you'd have to wait until the next day. You can still collect more successes however (if above 40 and need more then one) but only to the maximum limit. Once at ex: 3 average success on a 40+ skill. It stays at 3, and once upon raising the skill, all progress in any of the others 2 categories are reset as well. Only exception is if you have all required rolls, then get a critical/flawless (not that you do not have to "confirm" these with the second roll, if you do confirm however, the bonus increase with an additional 20 to confirm if you get to raise it or not.) roll, then you will get to re-roll if you failed to get an increase with a +10 bonus. If a character has failed 3 raises in a row, they get a +50 modifier for all rolls to increase (stacks with any other bonus) until they get to increase their skill, then it goes away.

A character can also practice to gain access to a skill increase. Simply ~5 minute tutorial/explanation ranks 1-15, Around 30 minutes of practice/performing the task when around 16-40 ranks. 2 hours for 41-70 and 10 hours for 71-95. Cost for any materials that might be needed to use will have to be supplied. GM will have to deem what would be a "required" amount. Items will take durability decay as normal. Reading a book on the subject will count as a "unconfirmed critical" (+25) as well as give +5 in addition to any result whether or not the raise was a success. Characters with more than 75 in a skill may not learn anything from a book. And if raised to above 75, the maximum rank they can gain is 80. A character can reach more than 100 in a skill. For advancing above 100 the character has to roll above "100-Primary attribute for the skill" So for example a character with 10 Agi would need 90+ as a result to increase their skill in Small guns further (said rule also applies once a character pass over 90 with a skill, assuming their attribute is higher than the normal result. A character with ex: 93 first aid and 2 Int would be allowed to roll against 93 instead of 98.) All bonuses of flawless/critical still applies after 100, but they are cut in half. Since it is hard to master perfection after all. (Specializations does not count towards the current rank as noted)

# Skills: These are the available skills you may use.

- Small guns\*:  $5 + 4 \times \text{Agi}$ 
  1. Slugs/Single projectile
  2. Rifles
  3. Automatics
- Big guns\*:  $0 + 2 \times \text{Agi} + \frac{1}{2} \text{Str}$ 
  4. Heavy
  5. Gatling
  6. Flamers
- Magical Energy weapons\*:  $0 + 2 \times \text{Agi} + \frac{1}{2} \text{Int}$ 
  7. Beams
  8. Spheres
  9. Goop
- Unarmed:  $30 + (1 \times \text{Agi} + 1 \times \text{Str}) \times 2$
- Melee weapons\*:  $20 + (1 \times \text{Agi} + 1 \times \text{Str}) \times 2$ 
  10. Blunt
  11. Piercing
  12. Slashing
- Throwing:  $5 + 3 \times \text{Agi}$
- Medicine
- 13. First Aid:  $5 + 2 \times \text{Int} + 2 \times \text{Wis}$
- 14. Doctor:  $0 + 1 \times \text{Wis} + 1 \times \text{Per}$ 
  - Lore\*:  $5 + 2 \times \text{Wis} + 1 \times \text{Int}$
  - Larceny
- 15. Stealth:  $5 + 3 \times \text{Agi}$
- 16. Lockpick:  $5 + 2 \times \text{Agi} + 1 \times \text{Per}$
- 17. Sleight of hoof:  $0 + 3 \times \text{Agi}$ 
  - Traps:  $5 + 1 \times \text{Per} + 1 \times \text{Agi} + \frac{1}{2} \text{Int}$
  - Evasion:  $5 + 2 \times \text{Agi} + \frac{1}{2} \text{Luc}$
  - Science\*:  $0 + 4 \times \text{Int}$
  - Repair\*:  $0 + 3 \times \text{Int}$
- Pilot:  $0 + 2 \times (\text{Agi} + \text{Str}) + \text{Per}$
- Perform\* (Any):  $5 + 3 \times \text{Cha} (+?)$
- Profession\*:  $0 + 3 \times \text{Wis} + ???$
- Craft\* (Any)  $0 + 2 \times \text{Int} + 1 \frac{1}{2} \text{Wis} (+?)$
- Empathy:  $10 + 2 \times \text{Cha} + 1 \times \text{Wis}$
- Speech\*  $0 + 4 \times \text{Cha} +$ 
  1. Bluff:  $(+1 \text{Int})$
  2. Diplomacy:  $(+1 \text{Wis})$
  3. Intimidate:  $(+1 \text{Str})$
- Barter:  $0 + 3 \times \text{Cha} + 1 \times \text{Int}$
- Gambling\*:  $0 + 4 \times \text{Luc} + 1 \times \text{Int}$
- Outdoorspony:  $0 + 2 \times \text{Wis} + 1 (\text{End} + \text{Int})$
- **Hidden skill:** (Monocle): ???



# Skills: In depth of each skill.

## **Small guns:** (Avg: 25, Physical)

This includes all smaller hoof or mouth held (and telekinetic) weapons that counts as firearms. The first section covers the following: Pistols, shotguns and any minor contraption such as the dartgun. (some non-firearms counts to, such as slingshot, crossbow and bow. The chance you'd find, or even use these are quite slim however.)

The second section covers rifles, carbines, snipers and any other long range (often) single shot weapon. As long as it's more "aim" then "fire", it belongs in the 2'nd section, otherwise it's the 3'rd.

The third section covers anything "small" with a rate of rapid fire such as automatics, SMG's, Uzi and the like. If you are unsure if your weapon would be 2 or 3, just compare the amount of bullets in the magazine to the weapons ability to fire accurately.

## **Big guns:** (Avg:12, Physical)

Almost all the weapons in here require a battle saddle to use. At least if you plan to haul them around and fire somewhat accurately without penalties up the flank.

The first section covers any heavy, single (often) shot weapon such as rocket launchers, anti-tank guns, anti-air, etc.

The second covers the heavy stuff that prefers to perforate and barrage with tons of lead in rapid succession, such as: gatling guns, miniguns, pretty much anything that can dish out more than 2 shots per round. (speaking both of ammo and turn wise)

->The third covers anything that spews fire, or any sort of non-solid, non-magical material. (althou, you may still use magical ammunition ofc)

## **Magical Energy weapons:** (Avg:12, Phy+Men)

Perhaps the most feared of the weapon types (at times), mainly due to the fact that you can't put a bandage over being turned to ash or sludge. These weapons are either enhanced with spells in gems, crystals, talismans and/or powered by spark batteries. Almost all ME:W are constructed or had aid by unicorns. Some few by zebra incantation or earth pony intuition.

The First section covers the most well known type, lazars, beams and overall, any fast moving stream of light. Railguns fall into this category as well.

The second category covers the often slower moving orbs, sphere and other particle canons. As long as it's somewhat cylinder shape and likely prismatic, it goes under here.

The third and last one is "goop". This might sound odd, but this is really the best name we got for it. When you fire a gob of wibbly wobbly, slimy wimey... stuff that does... things, it's a bit hard to exactly file it under a category. If your weapon shoots, sprays or spews anything that is not a beam or a sphere, it should likely be in this category.

On a side note, melee weapons that are magically enhanced gets a 5 % (of total) synergy bonus from this skill.

# Skills: In depth of each skill.

## **Unarmed:** (Avg: 50, Physical)

This covers all hoof to hoof brawling, bucking and pretty much whatever you can come to think of. Want to bite something? Use unarmed. Anything you do with your body (with the intention of harming other things) goes under unarmed assuming you are not using any aid. Then it would be melee. Any part of your character can be used to attack with like stated, however, you might get a few penalties depending which part, and on the situation. If you try to slam your hindquarters down on somepony's face, it would be penalties unless they'd be prone on the ground right behind you. (not recommended to use against UP)

## **Melee weapons:** (Avg: 40, Physical)

This covers any and all blunt, sharp, triangular, floppy and/or flail-able objects your character could get their hooves or mouth on... or in... and to not make it to complicated, both light, medium and heavy weapons are accounted for in the same "training" to avoid to many skills. The first category covers anything not directly pointy such as bat's, pipes, maces or the like. If it has more chance to impact and break bones then cut open the skin. It is likely a blunt weapon.

The second covers stabby, but not choppy weapons such as daggers, spears and the like. Weapons that rend and tear, but just aims to puncture skin or slash arteries goes under this category.

The third covers the slice and dice department, anything that can gut or disembowel with relative ease are in here. Swords, axes cleavers, you name it.

## **Throwing:** (Avg: 20, Physical)

Anything you want hurled away from you, into something or just want to see how long you can make it go. Is covered by throwing. For simplicity, despite it being different to toss, every item goes under the same skill when it comes to throwing. Whether it is a dagger, grenade or horseshoe, you toss or hurl it with throwing.

(can cover both tags in one if GM desires, normally separate)

## **Medicine:** (Avg, FA: 25, Doc: 10, Phy+Men, varies)

This section covers the healing skills First Aid and Doctor. First aid is the more simple of the two and covers how to apply bandages, set up leg splints, stop bleeding with pressure wraps and overall treat minor wounds. Pulling out and treating minor weapon damages can be covered with first aid, but also survival in some cases. Such as pulling out a dagger, stinger or even arrow. For the more heavy duty work, you need the doctor... skill. It covers any surgery, major lodged object (such as an axe lodged in your ass) or overall sowing back limb or the like. Even if healing can be used for these things. You generally need to have the limb at least back against the rest to be able to re-apply it. As and said, you might run out of healing items, but you're less likely to run out of your doctor. Just like a bandage compared to a healing potion. Even if the healing potion is better and generally more versatile, the bandage can always be relied on, and has more practical uses. It also doesn't become mostly useless once the magic runs out, nor shatter as easily.

# Skills: In depth of each skill.

## **Lore:** (Avg: 20, Mental)

Lore covers about all knowledge skills crammed into a single skill. Whilst knowledge of medicine and engineering are ofc in the medicine and repair skill. Having it as your trained knowledge would give you access to more advanced detail. For example, having medical research as a knowledge as a lore skill, you'd have access to more complex operations earlier, or more unique ones perhaps unavailable to those without the knowledge. For example, if you and a friend both had doctor as a tagged skill, same rank. But you had medical science. You would have a much greater knowledge on exactly how long a sedative might last, how long an operation would take. Or even how to do something they couldn't, like a sex change operation... although, how and what exactly you delve into is up to you. Below is a more deeper explanation to what kind of knowledges you may take and what benefit it would give.

**Medical Research:** The know how of how medical spells and drugs work, as well as certain procedures. You gain expertise within an area of medicine (ex: Surgery) which grants a +10 bonus within that certain procedure. As well as the ability to perform two unique operations (ex: sex change, lobotomy) someone without this knowledge would just "know" how most things work. You 'd both know what that drug does. But you would know it's chemical components and how long each dose would last. Or what something as rare as a rejuvenation talisman would be. As well as how it would work.

**History:** You have delved deeper into Equestrian history. You know who the ministry mares were, how the war started as well as general knowledge of society before the downfall. Now, you might say that this would be something everypony would know. Well, it isn't very few actually too the time and effort to learn about civilization before the megaspells, or the war even. Mainly since it is the past, and of little use to you now. ->

-> As you can imagine, knowing how long gone machines and laws worked and were is not something considered common knowledge now a days. With history, you get to specialize yourself in a subject, such as the war, zebra culture or pony civilisation. For the chosen category, you get to roll against lore times 1.3 (max 95) to know about something regarding the matter. Other history topics apart from your core tag gets a regular x1 roll against Lore, but with a -8 modifier to it. Keep in mind, due to being so broad, you know know the more basic things. Say you picked zebra culture. You would know exactly what that zebra just used for alchemical concoction, or that that mare is using the fallen Caesar style. You do now know more then "it makes them able to walk on walls" or "it's a mix of defence and offence, lethal or sub-dual, likely very dangerous, avoid confrontation if possible". You can pick anything "historical", just keep in mind you only get access to more basic, blunt knowledge. You could ex: Know what a security robot's purpose is, and have a hush about weaponry (ex: Gatling guns). But not which calibre, or ammo per clip It's up to the GM to decide which history tags that are allowed or not, (new ones can be invented) but the most common basic ones are: Equestrian History, Zebra Culture, Military Warfare and "Modern" Culture.

**Knowledge:** Similar to history, or a skill such as repair. This only covers the "know how". You can pick three knowledges of about anything within a certain area (ex: Pistols, sky carriages, herbs, reproductive organs, demolition) and would gain an exceptional knowledge about said subjects. But just the theoretical. Even if you know every calibre, capacity and range for a pistol doesn't make you able to shoot it if you've never touched one before in your life. You however gain 10 % ->



# Skills: In depth of each skill.

-> (rounded down) of your Lore to any skill check about said item within your knowledge. Ex: If you have 45 lore, you'd get +4 to repair checks on guns, or to fire one as you can calculate the velocity of it more accurately. About anything can be selected as a "knowledge", assuming you could somehow have obtained it. If you are unsure of a subject to pick, just ask your GM if you are allowed to take it. Just keep in mind, while knowledge applies to all subjects within one branch, it's very limited to that branch only. You cannot take "small guns" as a branch, it has to be a specific gun, such as pistol or rifle. Or, you can take a large branch. But then the DC's would increase significantly, and you wouldn't auto-pass most checks. If you take "medicine/toxins", you pick a branch, ex: sedatives. Pretty much every single skill can be affected by this bonus (your GM would have to decide which would be illogical to add it to) If you wonder how you can have a knowledge in something you already know. See it as the difference between a fan and a nerd of ex: football. The fan might know all the team members names, but the nerd could know their favourite colour, where they live, middle name and etc.

**Languages:** This is for if you want your character to know more than one language. Some available are zebra, griffin, buffalo, binary sign language, lip reading, equestrian (ponies start with this) or morse code. You may pick one each time you take this skill. Ranks in lore: 1-25 (roll lore+20 to speak/listen, heavy accent), 26-50 (accent), 51-75 (clearly understandable, 76-100 (fluid speech).

**Arcana/Magical research:** This covers everything from spells, talismans, trinkets megaspells and whatnot. And before you think all unicorns have it, then you are wrong. Just because they can harness and cast spells doesn't mean they know which school or enhancement it belongs to. Or in a simple way to explain all the "knowledges": Do you know how to drive a car? If so, then do you know it's built? How all the parts work? What the chemical reaction on the fuel is? No? Then stop thinking your character should. They point their horn, focus and stuff happens. If picked you get to choose a study of magic to delve into. Unicorn spells lets you discern the different schools, and the average a unicorn should be

-> able to last doing certain spells. And not to mention: what the average effect is expected to be (ex: normal levitation weight) Enchantments lets you know which types of talismans and gems there are. You don't know how to use the more advanced ones (unless you got the skill for that to) but you know what they do, how many charges and what they look like. Incantations (Or Zebra voodoo/hex) gives you knowledge about zebra brews, trinkets and the like. Basic skill is still required to used them. You don't know how to prepare or brew them however. That requires alchemy. (it's a craft) And finally there's super-naturals. Similar to the knowledges about them. This also cover the usage of them. What counts as "super naturals" are the magical effects of certain animals (not the animals themselves apart from their magical ability), the majority of lesser magical, and rare artefacts that simply just doesn't fit anywhere else. While it might be the least "overall used". of them all, it is the most powerful. You even posses limited knowledge about the stars. Only Celestia knows how you obtained it. Like with all "Lore" knowledges, you do know "general stuff" about lore if t's tagged. But just simple outside your chosen direction. (To compare to D&D: You can clear up to DC10)

**Larceny:** (Avg: SoH: 15 LP: 20 ST: 20, Physical)

## **Sleight of hoof, lockpick and Stealth:**

These are actually not a combined (can be, not recommended) skill. like the weapons, or Speech skills. The only reason the "thievery" skills are piled together is since if you have all 3 trained, you can raise all of them with the reduced cost of doing so. (2,5 for every 1 point in all) SoH is pretty much steal in all it's ways. But is now also used for making manipulative moves, or card tricks. (Relevant skill would need a tag to be used without penalty. Gamble for card tricks etc.) Lockpicking is well... it speaks for itself You use it to pick locks open. Stealth is used to hide, sneak and generally avoid detection. Can be "passive/ongoing" while doing other tasks. Such as lockpicking. Penalty might apply.

## Skills: In depth of each skill.

### **Traps:** (Avg: 17 Men+Phy)

It's a trap! And this skill is just what you need to get rid of it. Traps is used to disarm any potential trap (apart from the certain ones you might encounter in a brothel) you might come across. Some traps are simple, others are not. Traps have a unique skill choice to it, when you specialize in traps (raise with freebie points) you can choose to instead focus on a trap type, and raise that trap with x2 of your freebie points. Your overall skill with traps will not raise however. The specializations you can delve into are the following: Demolition (mines, grenades etc), Complex trap (advanced electrochemical ones, "simple" ones with 10 or more trigger mechanisms, ie: strings goes off there, snaps that down, causing that to...-) or Disguised traps (ones hidden in drawers, concealed to look like something else) A character with traps tagged gains 20 % of their total skill as a passive bonus to their perception to look out for traps. (Spec included for this bonus, but just for spec. You may only have one spec.) You raise your skill as normal whenever you may raise it. Any spec bonus increases along with your skill. It just counts as x higher.

### **Evasion:** (Avg: 17, Optional skill)

This is a newly added skill, and it might be a bit confusing to what exactly it is to some. Evasion works like a sort of "full time evasion". Your character spends their turn doing combat rolls, going zigzag and generally trying to be as elusive target as possible. If you managed to succeed with your roll against ->

Evasion, your AC increases by the 20 % of your skill. (min 5) Plus an additional 5 % for each DoS. (counting as whole %, 20>25>30>aso) You count from your skill total as a base. Ex: If you have 40 and roll 10, you take the difference between the two, 30, and then take 20%+DoS, in this case 3 DoS so it becomes 35 %, so your AC would increase by 14 (round up/down to nearest) until the beginning of your next turn. a flawless result would give you 100 % your skill in it, as well as a guaranteed (if possible) dodge from the next attack. If you fail, you still get to move and any cover your movement might have given. If you fumble, you decrease your AC by 30 % of: Your skill -100 (ex: 40 evasion - 100 = -60 = -18) as well as fall prone. Using Evasion however costs 4 AP minimum and you may move with a 50 % increase to AP, you may however move for all the AP you spend. 4 AP for the base costs will take you 2 meters for example. 6 would be 3. There is also another use for evasion: You make roll against Evasion x1,5 (ex: 30 would become 45) to "tumble". Tumble costs 2 AP at base, and each extra AP gets you 75 % of the distance of a normal movement (0,75 meter, so 4 AP would be 3 meters/squares) tumbling works similar to evasion, but instead of just wildly dodging, you try to slip past a anticipating enemy. The extra AC+AP works just like evasion, but only against the enemies you declare to try and tumble past.

## Skills: In depth of each skill.

### **Science:** (Avg: 20, Mental, at times Physical too)

Science is the skill for working with arcane and mechanical devices, and overall science stuff such as general biology, chemistry, geology, machines and inventing/teaching, as well as how intuitive your character is. When you select science, you can choose from pony engineering, arcane science, education or terminals as your "thing" (worth to know however: If you have the right science and craft, you can create certain things, such as power armour. That is, if you'd somehow be lucky enough to come across the schematics, material and everything in between. But do note: Even you you can put things together, only EP can create the required engineering parts, and only UP can create the talismans and spell matrix needed. Pegasi can make cloud interfaces as their "racial" tech) Choosing engineering or arcane will give you 30 % bonus of your total skill to one, and a 20 % penalty to the other. Education will give you 25 % bonus to all the sciencey stuff, but -10 % to the other 3. (only the 10 % to terminals is only for hacking) No DoS penalty however. Selecting terminals will give you 10 % bonus to using terminals. Selecting one of them is needed to understand the more complex devices. You can still use the "simple" things for all of them, such as knowing how Pipbucks work, how to hack terminals and whatnot. But you'd be unable to ex: build a sprite bot solely from scrap without a schematic (lacking one would however give penalties, unless you picked knowledge: Sprite bots, in this case) would require engineering as your chosen science path. Someone with arcane would both need a schematic, and more time to complete. Both could however easily figure out where the maintenance hatch would be located however. Your DoS always counts as one higher within the chosen subject, and one lower within the opposite. Terminals has 0 bonus or penalty to the two types, but an extra DoS when it comes to hacking terminals. This means a failure

with up to 10 would not count as a success, but rather a "stalling". You would not ex: risk being locked out or blowing the thing, but you would not succeed either. See it as a stalemate. You can also specialize to become a "technician" with a subject, lets say: Pipbucks. Doing this gives you 50 % extra of the freebie points your spend like a normal sub-specialization, but yet another half DoS. (meaning you can fail but a marginal of 15 before you have to risk about harsh failures. This bonus only applies to the chosen subject however just like other specializations. In addition, 10 % of your total science skill can be added to your "passive" common sense roll. (ex: 10 Wis, easy check = roll under 50. With say, 50 science it would be 55) This bonus increases to 40 % of your science if you spend time researching and investigating a place. Lets say, you've spent time discovering there's raiders here, they've used mines and explosives so far. That would give you the deductive ability to figure out (hidden GM roll unless stated you want hints from your character) that simply entering through that door would likely not be a good idea since it might be trapped. This stacks with the "trap sense" gained if you have traps tagged. All these bonuses are ofc disregarded if your character is in a panic. Science also can serve as "first aid" for robots/machines. But as said, only "first aid". You need repair to use the "doctor" skill on robots. What a character can deduct and find out using "Education" us up the the GM. But generally, they can find gold with it (geology) if they'd spend enough time, and there was any in the area. Choosing to specialise in one of the education (science stuff) will make your character a professor in the matter, granting a whooping 200 % extra bonus to the freebie points in that subject alone. You are now qualified to pester others with stuff they likely don't know. (nor care about)

## Skills: In depth of each skill.

### **Repair:** (Avg: 15, Men+Phy)

The sacred art of putting broken things back together, or maintaining an item's durability. However, unlike normal Fallout, just because you spent your time in the stable/wasteland as a toaster repair pony doesn't mean you automatically know how to repair guns, armour or military battle-cruisers at a whim without ever even seeing one before in your entire life. Now, don't worry about not being able to repair these at all. Upon encountering a new object, you make a Int check (varying difficulty depending on the object) + 50 % of your Repair skill to disassemble and tinker around with it to figure out how it works. If successful, you have learnt the basics of how these things generally work. It will however take a regular Repair check to reassemble it again. If you fail either the first or the second, you break the item and just have no idea how to put it back again. If this was done on the first roll you lose 80 % of the parts and do not gain knowledge of the skill. But get to use 15 % extra (50>65>80>aso) of your Repair skill the next time you try with the same type of item. If it was on the later attempt, you only lose 35 % of the parts. And for simplicity, if you carry scraps for weapons and etc, just write ex: "pistol parts/scraps, 35 %" instead of all the damn parts you'd otherwise need to write down. Scrap metal (or whatever the item is made out of) is a general component you can use for about anything. But it may not be more than 40 % of anything (calculated by an item's weight. If it's 100 lbs, 40 lbs may be made of scrap) but each 10 after 15 will reduce it's maximum ->

durability by 1. You may never create entirely new items with Repair from scratch, unless it's simple a contraption, such as the home-made dart gun or improvised mine. (Or you have the required knoweldge) Their durability will be your DoS +1. With a maximum of their noted durability. (On a flawless roll, this can go one step above the mentioned durability.) when you pick repair, select an area of expertise to know from the start, such as weaponry, armour, robots, contraptions, devices, talismans, power cores. Some of the categories in Lore can grant you access to more areas, as well as the expertise bonus when working with them. You can also use repair as a "doctor" skill for robots and machines. If you had science as well, your DoS counts as one higher. (only if you succeed however) As well as a 10 % synergy bonus of your total Science skill.

### **Pilot:** (Avg: 25 Phy+Men)

This actually covers about all "vehicles", such as carries, sky-wagons and the like. While no skill is required to pull a cart, skill is needed to manoeuvre said cart with grace in the middle of harsh terrain or a fire fight. However, for more advanced vehicles such as tanks and armoured air based contraptions, you will need to have pilot trained. You can select horse-drawn, aerial or vehicles as your known type to handle. This will get 100 % extra of your freebie points. A character without this tagged can still attempt to drive/pull a vehicle, but unlike a trained pony, ->

## Skills: In depth of each skill.

-> they would need to roll for simply moving the damn thing. A character can "learn how to drive" after a few attempts, or after reading a manual. This will not give them any bonus (apart from increased skill from the manual) to driving, but they will not need to roll every single time they try to simply move the vehicle. But still needs to roll against making evasive actions or avoiding dangerous terrain or bad weather. The only exception in this is the "horse drawn" category. Anypony knows how to pull a cart. Maybe not how to strap in, but it's not too hard to figure out. All races can actually train in aerial. But without the right contraption, spell or talisman they can't fly, so it'd be a bit pointless. Also, all Str is exchanged for one Per+Agi when it comes to piloting vehicles or contraptions that your character doesn't have to directly manoeuvre.

### **Perform:** (Avg: 25, Varies)

This skill covers anything creative your character might do. Such as: Dancing, singing (oratory), comedy instruments, juggling, "intimate services", weapon drill, and the like. This is one of the more social/RP heavy skills as (apart from the drill, you can't really use any of them in combat, and Sleight of hoof is more useful for that task) You can however possibly earn some caps using perform. Putting on a show in the hope for some spare caps from your audience, or maybe just some food in exchange. It can also be used to possibly change the attitude on some non-hostile (sometimes hostile too) sentient creatures. For example, you could use Perform: Comedy to say something smooth

and funny to lighten the mood instead of a diplomacy check. Or get away with being "travelling [insert name here]". In worse case scenario, maybe convince some slavers that you would be a lot more useful to them "in some other way". Such as entertainment, like singing. Most perform also have synergies that can boost other skills by 20 % of your perform. Oratory can boost any speech skill as you can adjust your voice more efficiently. Dancing to evasion as you are quick on your feet. And comedy could help on diplomacy, barter and bluff as you could ease your way in with some jokes. (assuming the counterpart has a humour) A player could pick about any perform they can think of, as long as they have a way to have learnt it. Perform also gets a x2 bonus from a "related" attribute. Oratory is likely for more Cha, dancing likely gets Agi, comedy could get Int (witty) or Wis (clever) or a mix of both (one of each). As it's the player that has to choose what (if any) perform they have, it's the player that gets to choose what bonus to add to it. As long as it makes sense ofc.

### **Profession:** (Avg: 20, Varies)

A profession is mainly a "background" skill. Your character can have virtually ANYTHING as a profession, assuming there was some way to work as it in their stable (or in the wasteland if born on the outside), chef, security, pipbuck technician, salespony, prostitute, rubber duck ->

## Skills: In depth of each skill.

-> craftsman, monocle polisher, masseuse or dancer. Like perform or craft, you can roll against this to make long (-er then kill, loot) term profit of a job. You can roll directly against profession with a +25 % (rounded to nearest) of your profession to your profession (ex: with 50 profession you'd get to roll against 63) to "do your work" and earn pay accordingly. (up to GM to decide if said place would be hiring, what they'd pay and the like) In addition to being a "safe" way to make money.

In addition to simply being that awesome, profession gives a 15 % of it's total value as a passive bonus to anything related to your profession as well as + to your DoS. (no, professional "shooting things in the head" is not a profession. But you can get a 5 % of total skill as a bonus if you yourself modified the weapon you are using if ex: gunsmith). This bonus doesn't end just at things related to the profession, it even includes things just containing the profession at times. Ex, if you are a rubber duck maker, you would get the bonus if you used a rubber duck to make a bomb, or if you were trying to sell a rubber duck (only for the duck however) or using a rubber duck as an improvised weapon. You also get to add 1 fitting Attribute to your total value of profession. Carpenter could get Str, singer could get Cha, doctor either Wis or Per and toaster repair pony could get Int. GM decides what makes sense adding.

**Craft:** (Avg: 22, Usually Phy+Men)

Similar to perform and profession, as well as repair. For those wondering the difference: Craft goes solely on crafting stuff. And unlike repair, you can make stuff from scrap with this. With repair, you would know where every part of that gun would fit (assuming you

would have the knowledge about guns) to make it whole again, but with craft, you could create said parts. You'd know how, as long as you'd have the tools. You can craft gear, weapons and equipment using up to 80 % scrap/leftovers with no penalty. (as long as you have proper equipment for it) If you tag focus within an area, you can use 92 % and 1 extra DoS, and if you tag focus solely on one item, you can use 111 % (you reduce the cost by 11 %, 100 lbs would cost 89. Would still come out as 100 lbs. Don't ask me how that works, it's magic, I ain't gotta explain shit!) and 3 extra DoS. (in addition to the normal extra skill point bonus) Example could be: Craft: Weaponry, small guns > pistols, > revolvers. Or Craft: explosives > grenades > frag. But seeing how you'd miss out on a lot of crafting other stuff, it would be quite a sacrifice to make, but DAMN would you be good at making that one item. You can choose a craft of almost anything. Things are however rounded up into "categories" (such as weaponry: small, big, energy. Armour: light, medium, heavy. Alchemy: Potions/poisons, poison, concoctions (acid and etc) and the like) Ones that are allowed to be in "wider" categories without sub trees are more "harmless" crafts, such as masonry, composing, painting, jewellery weaving/tailoring, locksmithing and the like. (some crafts give 15 % synergies to relevant skills. Ex: a locksmith gets a bonus to lock picking, and the synergy from profession: locksmith would

## Skills: In depth of each skill.

-> actually stack. But keep in mind that would demand 3 of your tag/trained skills. Likewise would a Lore: knowledge: locks grant an additional synergy bonus, but that is 4 skills. And your character would seem to have severe lock fetish/fixation/obsession... Also, just like profession and perform. You get a bonus +1 attribute to your craft score in a relevant attribute.

### **Empathy:** (Avg: 25, Mental, occasionally also Phy)

While it generally works as overall compassion for others, this skill also doubles for discerning if someone is ex: lying. In other words: It works like "sense motive" as well as... empathy. This skill however is one that can be rolled by your GM to make sure you'll do horrible mistakes by having low empathy and tossing you into "will those attack? Is she going to stab me in the back once I turn around? Can I trust that pony?" situations. A character with high empathy is likely to "guess" right on said questions. This can be a very useful skill for those with a low player intuition and deduction. As you can simply ask the GM what your character thinks. There can ofc be penalties or bonuses applied to these rolls. Thus the ones you get to make yourself might have failed or succeeded, even if you currently think you made it. But overall, the GM shouldn't keep to many empathy rolls hidden. Especially not if a character has tagged the bloody skill. But dramatic moments can be recommended to make hidden rolls for. (like how a traps roll can be made hidden). In either case, on a good success, the character knows the intent on a target, on decent succeeding, the character might have a "hunch" of what is implied, but is not sure. ->

Getting 5 over or under leaves the character with a "I dunno". Slightly failing gives them the wrong idea, or that they don't have the slightest idea. And failing big time gives them the that intent of the target is the opposite, or far from the real deal. The other, "main" reason with empathy is knowing what someone wants or desires at the moment. If unsure of what a NPC (and sometimes player) wants, you could make an empathy check to find out. But when it comes to player characters (And NPC's at times) they need a reason to "suspect" something, just like with sense motive. A GM can make hidden rolls for each new character the character meets (if tagged) to avoid overuse of the skill. A GM must however inform the player if they rolled a flawless check. (this can wait till after the possible situation is solved ofc) In either case, if the character is successful they can figure out what might be wrong with, or bothering the character. Knowing someone would want a hug or simply be left alone can be incredibly useful at times. Since doing the opposite of what someone wants can prove bad for your health. You can simply have Empathy as a skill, or specialize on your compassion or suspicion senses. whichever chosen will grant a +12 bonus as well as a -8 to the other. You may also specialize in a race, age or gender (ex: ghouls, foals, males) with your empathy. Granting 50 % extra points for the chosen sub-skill, but none for it's counterpart. Or pin-point even deeper picking up to 2 descriptors (ex: female, zebras) would double the points spent. But reduce them to 40 % of the points spent if only one of the two descriptors is applied to your current target.



# Skills: In depth of each skill.

**Speech:** (Avg: 20, Mental, occasionally also Phy.

Optional: Let players pick a sub-tree)

**Diplomacy, Bluff and Intimidate: (also, seduction)**

Your knack of saying just the right things in the right moment and the like. There is also an additional skill attribute bonus to each of the skills, when you tag the Speech, you pick one of them. Doing this will give you the last attribute bonus in that area. The other 2(3) will not get their bonus to them. Diplomacy (+1Wis, or per if not using wis) Intimidate (1+Str) and bluff (1+Int) As for regarding seduction: Since I don't want to have to many sub tree's in each skill, seduction branches out from any of the above 3 mentioned. Diplomacy leans towards romance and tenderness, bluff towards smooth talking and flirting, while intimidate goes for more brash and frisky manors. Seduction however only gains points from skill raise and not the training (+15), unless you choose your training IS in seduction. In which you may trade any of the other 3 out to gain it in seduction instead. It can also be the target of perks that goes on your speech skill, as well as a "skill training split". This is an exception to all other skills to which have the opposite effect. (Seduction as a raw skill is Chax4)

The above mentioned are to be used in more "heated" moments, you may still threaten somepony or ask somepony to put the gun down without having to rely on an skill check. (You can ofc do so if you really don't know what to say. Usually simply by interacting with "other" characters, and depending how high your skill is, a GM might let you pass a check simply through good role-playing.) Most common checks (as mentioned above) would be a simple check if any unless the situation would be more tense. Most social interaction is done through talking. With that said, you can use a speech skill on another player, but they do not have to obey the normal rules by it. They however suffer the result all the same. Ex: On a ->

-> successful seduction check, the character would become aroused, flustered or flattered. (depending on DoS. Preferences can ofc either deny the result, or cause a penalty to the attempt) or if they'd be threatened to have a very undesired experience with a shovel, and said threat succeeded. They would be scared, but it would still be up to the player to decide what to do. However, one exception are possible "other results" If your character would botch a will save and start crying as the result from something. They can not ignore that result, although can freely try to ignore the fact they are crying.

Also, if you know as a player your co-player (or any NPC) is lying up their flank, but your character doesn't. You are not allowed to act on player knowledge. PC knowledge and character knowledge are two very different things. If you refuse to give ex: A foal over to the care of somepony you know is a murderer/rapist/bad cook/somepony that spontaneously bursts into song/slaver, but your character doesn't. And they genuinely seem like a good pony. You need to have at least a somewhat decent excuse/reason for your character to refuse the offer. (If they were trying to find a caretaker for the foal that is. Otherwise a reason why they'd reject the offer and want to keep it is not needed.) Any excuse is viable as long as it makes some sense. Heck, even that **you** would want to rape that foal instead is a viable excuse... however horrible that may be. While I can't stop you from creating your character however you want them, I sure hope your GM and/or your likely very low karma will stop them before they cause too much new problems in the wasteland. We have enough of those already, at least help fix some instead while at it.

## Skills: In depth of each skill.

### **Barter:** (Avg: 20, Mental)

The skill of trading. In the wasteland, currency is not commonly used. Barter will allow you to get more for less when trading equipment, weapons, and other items. A high Barter skill will lower the prices you pay for items you purchase, and increase the money you get for selling excess equipment. A good Barter skill isn't important if you're killing everyone, but it certainly is a valuable skill for the non-berserkers out there. Remember, trade will save the wasteland. There are actually 3 ways to use the barter skill, and one of them requires rolling. The first method is the easiest: When two merchants clash in verbal battle of whose wares are the best. You take their barter skills. If Bob has 13 in barter and Slartibartfast has 42 you take the one with the highest skill, remove the lower skill, then use the remaining % as the discount/cost increase. In this case, Bob would sell for 29 % less, and pay 29 % more for wares. The second way is more complex and meant for a single player game, thus making it incredibly hard to earn anything on your sales. For selling: Use the following formula:  $45\% + [\text{Barter} \times 0.45\%]$  x modifier. For purchase:  $155\% - [\text{Barter} \times 0.45\%]$  x modifier. The modifier is how much your current salesmare likes you. It is almost always 100 % it can however go up or down in 10% increments. If liked/disliked by the ones you're trading with. Effectively, every 5 skill in barter changes the cost with 2,25 %. The last method is an alternative version of the first one. The price starts at 95/105 %, you then roll your dice, and take the number between your roll and your skill, positive or negative depending on how it went. For example: if you have 40 barter, and the opposing merchant has 40 as well,

-> you roll 36 and they roll 48. You both count the difference between your skill and the result of the roll (+4 for you and -8 for them), you then cut that in half leaving you at the advantage with a 6 % discount and increased profit. (the starter -5 % not included) You can attempt to clash your wits together once more if you got a crummy roll, but the one currently at the top keeps 70 % of their "profit" (rounded to nearest) which would leave you with 8 % leverage if the merchant would decide to try for another match of the minds. (a maximum of 3 total rolls is recommended, also, for each re-roll, you could allow for the price to shift an additional 5 %. Making it more risky/profitable) So for example, if you would have lost the second negotiation with 6 %, you would still have 2 % advantage. Something dearly recommended to use however is the "skill maximum" that you cannot go above  $\frac{1}{2}$  your (or the NPC salesmare) barter +5 % (to make out for the initial difference we're using percent units, not percent on everything here by the way. So +5 % on 20 % would be 25 %) skill in sales difference. So with 40 barter, you could at most get 20 % difference in cost. (from the "original" 100 %, including the 5 %) The last method is recommended. Not just since I personally made it, it allows for the most variable play. Allowing normals players to occasionally get a lucky deal in. But without being shrewd merchants, it's never as big as the shrew merchants lucky deal. Speaking of luck, characters with Derp as a virtue use Lu instead of Int for this skill. And just to point it out: If using any of the 2 "non roll" systems, roll anyway so you can get to raise the skill. The roll does nothing. Unless you'd feel like mishaps can still happen in a trade.

# Skills: In depth of each skill.

## Gambling: (Avg: 25, Usually Men/Phy)

This covers a characters overall knowledge with games as well as luck with them. A character with high gamble tends to have luck on their side, or knows just how to cheat, or catches someone else cheating, or notice if a game happens to be dirty or rigged. This is one of the few skills that contains "everything". With gambling, you know pretty much every game possible. Gambling has a major use beside general gambling however, some NPC's are willing to gamble over their goods instead of selling or trading them. If you tag gambling, pick "your game" (blackjack, poker roulette etc) you will get an additional point multiplier of luck when playing that game. (x5 instead of x4) for free at no extra charge. Gambling works like this, depending what type of game: If you play a "single round, all or nothing" game you simply roll once against gambling, the one with the best success wins. If playing several round, roll one for each round, (3 times is recommended, no more then 5 should be rolled) then simply add together all results, and the one with the best result wins, same rules apply. However, it is a game with a stake where you ante, you take your result in % (ex: success with 34 gives 34 %) add it against your opponents, and you then win that much, +20 % of the stake. For example, if you succeed with 40, one opponents fails with 12 and the last one also succeeds, but with only 5. Your final result would be (40+12-5) +20=67 % of the stake would be yours. If you wish to cheat at gambling, reduce the score you are rolling against by  $\frac{1}{2}$  the Wis for each other player, (unless for those that knows you are cheating, and are okay with it) or by (Per+Cha)/2 if there's only one opponent. And you may then choose who wins, and how much. (up to your skill in gambling, with 74 you could choose to win 74 %, or loose if that would be your plan. If you fail to cheat, or someone have a reason to suspect you are cheating, they may roll an opposed roll against your result ->

-> (gambling or empathy: sense motive), and must get equally many DoS, or higher to what you succeed with (if you came 15 under, they need 1DoS or more to see through your charade. If both get the same DoS however. The one with the highest (roll d6) attribute of 1-2: Cha 3-4: Int 5-6: Wis is triumphant. The penalties for being caught cheating vary from place to place.

## **Outdoorspony:** (Avg: 20, Phy/Men) Aka: Survival

This is essentially everything the little colt and filly scouts got to learn when they went camping and whatnot, (except how to sell cookies so efficiently, they took that secret to the grave...) but post megaspell edition. This is your character's overall ability to know where to find shelter, nourishment and where to not find things that that want to splay open your chest cavity and lay their eggs in you... while you're still alive... in horrible pain. Your character can traverse the wastelands faster with the use of this skill. As they know where to head for the least risk of dangerous terrain or confrontation. (approximately 5 % faster per DoS) They can have a general knowledge of what plants and wildlife that could help, or attempt to mutilate them. You can reduce your chance to met random encounters by 5 % per DoS. And you may also find food and water for one medium creature per DoS after the second. (the first DoS finds for you, unless you wish to give your rations to someone else)

## **Monocle:** (Hidden skill. Avg: Technically ~50, ???)

You can use this roll once per day instead of any other chosen roll. First choose "lower" or "higher", then roll a d100. Then roll a second d100, and hope to roll under or above said number you choose before. If you are wearing a monocle, you can add or subtract from this number equal to your Wis or Cha score. No other bonuses nor penalties may affect this roll. Not even FP, which normally is allowed to affect any roll, result or effect. If you are perhaps wearing a fez, or other clothing or accessories the overmare see's fit you may be allowed to roll the 10 part of the d100 before choosing higher or lower.

PINKIE PIE  
IS  
WATCHING YOU

FOREVER!







## PipBucks:

*"What is a PipBuck? A PipBuck is a device, worn on a foreleg just above the hoof, issued to every pony in a Stable when they become old enough to start work. A blending of unicorn pony magic and science, your PipBuck will keep a constant measure of your health and even help administer healing poultices and other medicine, track and organize everything in your saddlepacks, assist in repairs, and keep all manner of notes and maps available at a hooftap. Plus, it allows you to listen to the Stable broadcast whenever you would like as it can tune into and decrypt just about any radio frequency. And that's not all. A pony's PipBuck generates an E.F.S. (Eyes-Forward Sparkle) that will indicate direction and help gauge whether the ponies or creatures around you are hostile.*

*And, perhaps most impressively, a PipBuck can magically aid you in a fight for brief periods of time through use of the S.A.T.S. (Stable-Tec Arcane Targeting Spell). Oh, and a feature not to be forgotten: it can keep track of the location of tagged objects or people, including the wearers of other PipBucks. So if a pony somehow got lost -- don't ask me how you could get lost in a Stable, but it does happen on occasion -- then anypony who knew the lost pony's tag could find them instantly. It can even be made to glow like a lamp."*

While many functions on the PipBuck are passive free actions. Some, like the S.A.T.S costs AP to use. Others can be activated through AP, or through willpower, depending on your model.



# Combat: 88-106

Below you will find the combat chapter, containing everything from fighting to condition to rules to injury and death



# Combat:

Critical chance: Your critical hit chance is equal to your luck. It is often mentioned as "5" due to it being the standard luck. There are some traits and perks that which will increase your chances to score a critical. As well as reduce it. You can also get a increase/down-crease in the critical damage in the same way.

Fumble chance: Your fumble chance works a bit differently. The following table shows how:

Luck:      1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12

Fumbles: 92> | 93> | 93> | 94> | 95> | 95> | 96> | 96> | 97> | 97> | 97> | 98>

So you can have a maximum chance of fumble by 9 % and a minimum of 3 %. There is ofc a few exceptions. The "jinxed" trait can double this number. As well as some situations might have a modifier.

Melee damage: (MD) Similar to AP, range and crit chance, your melee damage increases with your Str, use the table below to determine the result: (drugs/chems that affect Str increases your damage along with it)

Strength: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12

Extra MD: -2 | -1 | -1 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 5 | 6

As you can see, the general MD can be counted out through the following formula: "Str-5=MD". And when it comes to negative Str score, the only difference is that it takes -2 to give a -1 penalty (essentially cut in half)

## Combat rounds:

Each round of combat lasts around 6 seconds by default, this can be changed to fit individual GM's desires of how long each turn should take. The 6 seconds are representing the ~12 Action Points you start with, ~0,5 second for each action point. (S.A.T.S) is utilized on each player's turn, if possible. Mainly just to explain how you can stand stand and plan for quite a while before deciding your actions)

Damage Mitigation: (Natural DT)

Your damage mitigation is either your Agi or End mod, whichever is higher. Assuming it's allowed to be used. The one exception is that fall damage is based on your Str. But, high Agi characters, can have their dexterous capacity add in. (Or be based on Agi with perks)

End symbolises your sheer ability to take a hit, how much your body can endure physically. It's more akin to the classic scene where the "big" character just looms over another character, and said other character hits them, and the larger character just takes it, and usually, grins afterwards. This mitigation cannot be used against certain damage types (will be noted on the weapon if it bypasses), and ceases to function if you have over 50 % lethal damage on a limb, (after, it's included on damage goes past) as the "bulk" of that part has been worn out by then. Certain conditions, like high amounts of radiation might also remove you from being able to use your End mod in this manner.

Agi symbolises your capacity to get out of the way, or simply roll with it. It only functions as long as you are aware of the hit, or isn't exhausted in some form. And of course: able to move. A tied up, or paralyzed character might find it hard to somersault out of the way if

# Combat:

HP: As stated further down in this chapter. Once your T-HP or torso has taken a lot, or critical enough damage, you might need to make a roll to not die. Non lethal damage is counted in a different manner however. If you take subdual damage, this will be marked near to your current hp. If your hp bar matches or goes under your subdual damage count, you make a roll to stay conscious. Other damages you might suffer keeps ticking on however.

Body parts: While not equally vital as the torso, it's still nice to keep the limbs relatively safe. And unless a critical wound, having damaged extremities is just painful. Follow the following table for further information. (area 20 has doubled penalties from pain when the last 3 bars get filled)

Subdual damage: Each limb that has the last three parts of the bar covered suffer a -1, -2 and -4 penalty to all rolls, respectively. So ex: having a leg with one dot left, and one with two would be a total of -3. In addition, your movement speed will be crippled by the following: 15 % if one leg, 35 % if two (or 55 % if same side) 75 % if 3 and 95 % if all four. Non-quadrupeds have a different way of counting of course.

The torso and head does not give these penalties, but instead if they are filled out, you will have a chance to have ex: A concussion, be winded or the like. General penalty is reduced physical or mental rolls respectively.

Lethal damage: Have the same penalties as above, bar doubled. Or rather: Culuminative. If a limb reach the last 3 of the lethal markings, their penalties will be -2, -4 and -8 respectively. However, if a limb first was first given full subdual, then received even further subdual damage and sufficient enough to be made lethal, an additional -3 "kick the one who's down" bonus is granted to the penalties after ½ of the victims bars have been filled by subdual made lethal damage.

Severe damage: Starts inducing rolls on the critical table. In addition to giving an additional -1 per point of severe damage. The last 3 dots also give a +10, +25 and +45 on the roll of the critical table. In addition to having the limb unusable. But wait, there's more: If the owner of this limb was first beaten by subdual the entire bar, then by subdual made lethal up to the point it became severe, a stacking -5 penalty along with a +10 critical roll "beating a dead horse" bonus is granted to the current effects once the victims has ½ their bars filled by subdual made lethal made severe damage.

# Combat:

Despite there being hundreds of other things you could be doing, this is likely the one most people are looking forward to. Like stated before, combat in this system does not use "minor, mayor or move actions", only action points are used. (along with skills/perks ofc) The amount of AP you have to spend varies due to your agility and traits/perks. Your AP also refresh fully each round. Well, normally at least. Some conditions or attacks may drain your character of AP, or make it so she doesn't regain as much of them as they normally would. Being dazed, winded or sick are examples that can reduce AP.

Most ponies have around 12 AP (same goes for enemies). Movement takes around 1-x AP, attacks usually vary from 2-6, and tasks takes anything from 3-20 AP (depending on the task, there are 1-2 tasks as well). If you wonder how the hay you can do something that costs 20 AP, read up the segment about "overlapping AP" in the beginning of the book. There are several perks that changes your total AP, or the cost of certain actions. Fast shot being one of them. While it does reduce the cost by 1 AP per shot, you are unable to perform called shots. Which can be very vital at times. (Like, gee, I wonder what that brainbots weak spot could be)

The standard combat round lasts 6 seconds, 0,5 for each AP. (This can be changed by the GM's whim. You could even double the AP for "longer fights" each round.) Initiative is however rolled at the start of each combat. One important detail however is the "They came from... behind" rule. Since during a fight, the tide might be turned, and is likely to at least lean towards the opposite direction at times. (In short: This rule allows for Init re-roll if you manage to scatter/demoralize your enemies with a clever plan, or just way too many explosives...)

Some special "combat actions" may also be performed if certain prerequisites are met. Some of which are: Bullet time (aka: S.A.T. S), second wind, friendship point actions (such as "so much to live for), double time and delaying/preparing an action. (Such as "I want to shoot that pony in the face if they step around the corner" or "I want to hurl myself to the ground if that raider tosses a grenade in my general direction". You are not allowed to just delay your entire round and "intercept" however you see fit during somepony elses turn. You CAN however delay your entire round and place yourself after somepony that just acted, and be placed after that pony if your initiative was higher than theirs. Do remember this costs the same amount of AP to set up as if you'd be doing it "right now". You can also proclaim to aim on something you do not see, as part of a delayed action with a -10 penalty. Ex: "I'll aim for the head once she rounds the corner")

Regarding S.A.T.S: Most players are assumed to be Stable ponies, so we just assume they have a PipBuck. Each turn your players have time to plot and the like, S.A.T.S is the explanation of how they do that. With the time slowed down to a minimum, they have time to make their PC plans. Which will likely end in a catastrophe, which is to be expected. (their stats, skills and the like are also based on the same. Raider ponies are generally weaker, dumber and slower due to the wastelands harsh exposure to their bodies. This is just overall however, most raiders tend to have more muscles than the "average" stable dweller. They just have a higher average attribute count overall)

# Combat:

When making an attack in FoE, you can choose to just roll a D100 and see if you hit. Or use S.A.T.S to make a called shot to a certain body part. Or roll a D100, a D20 and D6. Making you able to swiftly pinpoint where exactly your attack hit (or would have hit if it missed) your target. It all depends how accurate you want to be with combat. One way is as said just to roll for it and let the GM decide where the blow was delivered. Scaling by the amount of damage it did ofc. Like, a one hit kill would likely be to the head, etc. A detail worth mentioning is whether your character THINKS they are dead or not. For example, if anything sustains more damage than 50 % of their HP in one blow, they make a simple for save to stay conscious. This fort (sometimes a will save can be utilized instead) save can however be triggered in other means. (such as hitting something living that would care to get hit in the back of the head with a sap or the like. Attacks like that can trigger a save without dealing 50 % damage however, up to GM) This will change to easy>moderate>hard>neigh impossible for every 10 % above 50 %. Effects and abilities that are triggered on death can be utilized here. But they can have no effect if your guess was wrong whether said character was alive or not.

For example. A Martyr might think their ally was just knocked out and attempts to heal them (one round after, since a martyr's healing usually happens before the damage) and spends lets say, 6 HP to heal their friend. But it then turns out said friend died from the impact of that hit, thus the action was done in vain. A character, nor ally is not allowed to know whether or not they survived a hit. (Unless they have a very snazzy EFS or other magical or equipment do-hicky) Normally they are told how much damage they took. If such attack that would slice off 50 % or more of a character's HP, you make a hidden Fort save for them, and if they manage to stay awake, you tell how much damage they took. Otherwise you just tell them the world went dark, and possibly cold for them. And any ally watching could possibly see/hear them go down. Now, some exceptions are as said if a ex: Medic would monitor them with a PipBuck at the moment and notice their life did not snuff out at that moment (but very likely flash as critical), these characters would get an exception to know if said character is alive or not. Assuming they also had a PipBuck which were linked with said other PipBuck. Otherwise a First Aid or Doctor check is required to figure out said thing. Or a somewhat harder perception check to see if they are still breathing. Which can be hard if they are clad in armour. Or if there's simply blood EVERYWHERE. And especially if you have no idea whose blood it is.

The other example would include a Ironmare's 5'th talent point. Which would automatically stabilize them from dying to unconscious. In both case of them passing out, or dying. They are not to know the damage they took, just that they prevented dying for either now, or a few more rounds (if the HP they take as damage by the end of their ability just leaves them on negative HP, they are automatically just considered to be a 0 hp and stable as mentioned before. If it goes above their negative HP limit, they must make a roll with equal negative modifier of the HP that went above their limit. (which would mean if they went over with 2, they'd have to roll a D20+2 to get under their End requirement. Anyhow, moving on: If a character with this trait would use this ability, just to find out that they only were knocked unconscious with 80 % of their HP left. This would still be considered as it was used for the day. Part of realism is taking a gamble, you can only guess if you'll be able to survive this, or can endure that. Most of the times however, it should be able to roll against ex: Wisdom to figure out if said wound or attack should be able to down your ally, or enemy for that matter. Not only PC can be knocked out cold.

## Combat:

Firing/swinging/throwing/generally using weapons: Like said before, firing tends to cost around 4-6 AP depending on the weapon. Some ponies might have gotten the idea that using two firearms might be a good idea, just keep in mind that such action increases the cost for an attack by the AP cost to fire each weapon. Then reduced by 20 % of their total cost. So if your attack is shooting with two 5 AP per shot gun, that would be  $2 \times 5 = 10 - 20\% = 8$ . So you would effectively need 8 AP to fire. Keep in mind that your accuracy generally drops by ~30 per attack if using multiple weapons. Depends on what you try to dual wield. Lighter weapons are easier.

As casually using 8 AP might be a bit much for a standard/low Agi pony to have, but if you still insist on using two weapons, while staying mobile. You can "overlap" your AP. If say, you have 10 AP, move for 4 shoot for 8. You will suffer a penalty to your AP equal to the AP spent above your remaining AP, +50 % (rounded up). So the next turn you would start with  $10 - (2 + 50\% = 3) = 7$  AP. Or say, shoot twice with both weapons.  $8 \times 2 = 16 - 20\% = 13$ . Which would result in  $3 + 50\% = 5 = 5$  AP. This can be repeated. You can drop as low as -1 AP. Having 0 or -1 AP will cause you to lose your next turn, as well as a -5/10 penalty to your AC due to fatigue.

Also, please do note that successive attacks do NOT count as "multiple attacks". So spending 3 AP to head butt an enemy, to then follow up with a 4 AP buck will not increase the cost by any means as it is a follow up attack and not a combined one. Depending how the first blow goes, you might even get a bonus for the following attacks. (such as knocking prone) The downside however, would be if you plan to buck them in the face to then slit their throat. But due to low Th, they'd be sent spinning, your second attack could cut through air. Depending on the situation, you could suffer up to -50 on your follow up blow if it's really bad. The GM will decide if a +x or -y bonus is required, (unless stated) and if so: How much depending on terrain and the like. However, if you you'd instead had reared up and flailed for a few hits, your next two attacks only takes a 90, then 70 % (70 % is the lowest) of the actual penalty for being so progressive after the other. (rearing counts as a multiple attack, thus followed by the multiple attack rule as mentioned before)

And if you do think that being able to dish out five melee attacks ( $2 \times 5 = 10 - 20\% = 8$  with the right perks and traits) is overpowered. I just have to remind you that a shotgun can easily do more damage. And have explosive rounds... melee can hurt like hell. And if they got that close to you in the first place, they deserve to try and pummel whatever they're against. Even if it was with sneaking up behind their target .

Running in with guns blazing it not always a viable tactic you know?

## Combat:

There is however a third way to attack. If you are using S.A.T.S, you may "line up" a sequence of attacks. without penalty, and with the same modifiers for all attacks. You can normally just line up 4 attacks, but that should be enough to keep you busy for a few rounds. However, to "slip into S.A.T.S" and line up attacks requires that you have enough AP to do so, or at least be close to. You will need at least to have 30 % of the first attack +2 for the cost to line up attacks. (Aiming in S.A.T.S costs 1 AP, lining up costs 2) So you cannot line up attacks with only 1 or 2 AP left just to avoid the drawback of overspending AP. Lining up is quite simple actually. Say you have 8 AP out of 10 left and want to fire a rifle 3 times in a row and that will cost you  $6 \times 3 + 2$  in total. Then you start shooting the first turn (assuming you have enough AP left), fire the second and third bullet the second turn and finish the sequence on the third.

There is two types of lining up. First is that attacks made in this way will "go off" as soon as the first AP is used, but it will hit only when the last AP is used. So even if your attack would be cut off after you fire on the second turn, your attacks would still hit (if they were a hit) on the third turn, even if your character would be dead by then. Or if your target is dead. The result of the attack would be solved on "your turn". Even if you'd be out of the sequence/initiative list. So it's a quite efficient way to ensure getting off your salvo/barrage, even if you'd faint or die during the second/third turn. (regardless which type used, a max 3 round S.A.T.S is allowed. And a maximum of 9 attacks.) In rare occasions, your line up CAN be interrupted. Like, if you get exploded, crushed or swallowed whole. (or your target gets out of range or somehow becomes un-hittable) But otherwise the arcane tech will make sure you give it your all. The bonus of firing like this is that you get a nice damage package. Having higher chance to break through DT or wear out armor as all damage counts as the damage piles up. The second type is simply having the attacks go off once the AP is spent. Bonus with that is more rapid damage, and potential killstreaks as you can more easily take multiple targets. As if you kill a target during a line up, a character can with a simple reflex save, (max 85) either stop attacking, or swap to a nearby valid target with a -5 penalty, and resume firing.

However, using S.A.T.S for lining up a attack sequence may only be done every 7'th round after you exited S.A.T.S. So two character using S.A.T.S to fire, but one only lines up 2 attacks, and the other 4. The first one will be able to slip into S.A.T.S and line up another attack 2 rounds before the other character. (assuming one took one round, and the other took a 3 round S.A.T.S) There are also ofc perks that will improve your S.A.T.S in some way. One important detail to mention however, whenever you use S.A.T.S to aim, your accuracy increase by 10 % (+10 to your roll) and there are several perks that can affect this increase, or even your critical strike chance. The base crit chance increase for called shots with S.A.T.S is listed down in the Combat: Hit areas.

"They came from... behind"

An attack made from behind, against an unsuspecting (or occupied) target that does not acknowledge your presence (or from an unseen attack made against you) gains around +5 for ranged and +10 for close quarter to hit, and the target is considered to be flanked/flat hoofed and does not gain their Agi to their AC. (like when prone, however, unlike when being (fully) prone, a target can use 50 % of their Agi if they are aware of your presence+location) This however barely affects those with little to no Agi, or with the kamikaze trait. Apart from the extra hit chance ofc. You are also able to wait and take aim for extra accuracy in these situations. Assuming you do now get discovered as you do so. If you are seen however, it's treated as opening combat and rolling for sequence initiative is in order. With various bonus or penalties depending on the situation. (Ex: Them sitting busy with a terminal would prove beneficial for you)

Melee: In melee combat, the following steps are taken each round.

1: Roll initiative

2: The one that won the initiative choose one action: Force, withdraw, move or stand firm.

3: Attack.

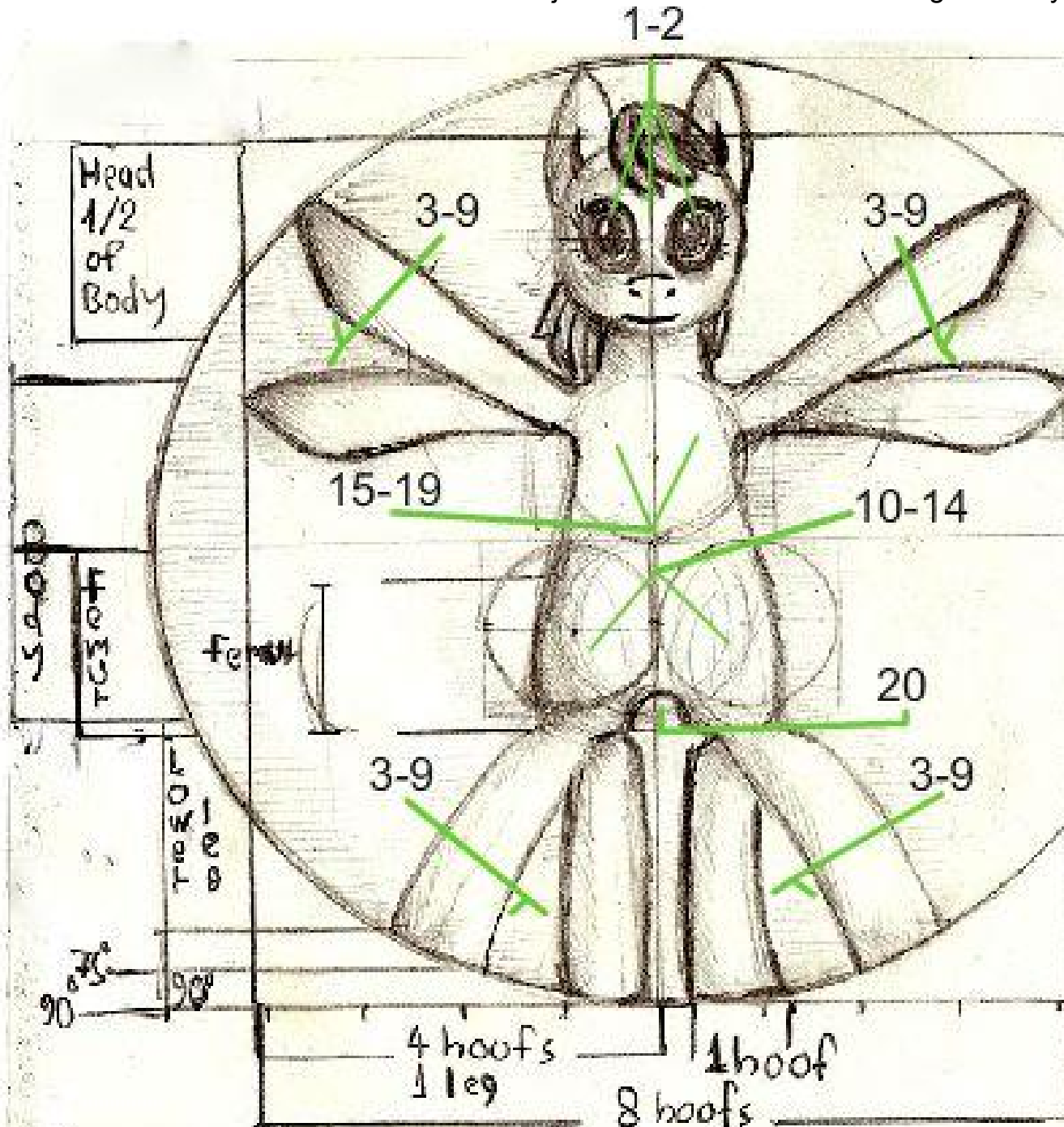
Rolling initiative is done at the start of each round, the combatant with the best initiative gets to choose the second act in combat. Depending on this outcome, either of the combatant (or more) might get a penalty or bonus on certain actions. Both may still take their turn as normal, this is just something that takes place each turn, but does not count as an action, nor cost any points. This is to represent that characters don't just stand still and wait for each other to batter on one another, and actually are "dancing" around each other.

Force: You or your opponent tries to force the other to move. This is often done by a roll against an appropriate skill, such as weapon, unarmed or intimidation. Some weapons or techniques will give penalties or bonuses, for example: If you have a spear, you will have a lot easier trying to force someone with a ex: dagger to move where you please. If you are subjected to a force, you can choose to do the following: Dodge, feint, opposed force or go with the flow. If you dodge, you might move yourself, AFTER your opponent moves, and if you succeed well enough, your opponent may not move after you. You may feint, which will cause you to move your opponent, but does not move yourself. You can attempt to force your opponent to move instead, either way one might get a bonus or penalty to attack or defence. Or you might be a wuzz and allow yourself to be moved, mostly avoiding possibly fumble chances.



# Combat: Hit areas:

How to: Roll a D20 (+optional D6) to determine the target location of your attack when making an attack at a random location. You can skip this if you want to save time, and just count all attacks as "hitting the body". (except for critical's perhaps)



**1-2:** Head, ears or eyes. 1, left/right eye, 2-5, forehead/nose cheek/jaw, (4 horn on UP) 6 left/right ear. (roll d2 if you can't decide left/right)

**3-9:** Legs, 1: Front left, 2: Front right, 3: Hind left, 4: Hind right. 5: Any front knee. 6: Any back knee

**10-14:** 1-3 Stomach, 4-6 flanks, (5 hits cutie mark) or 5 wings if PP.

**15-19:** 1-2 Torso, 3-4 chest and 5-6 shoulders/neck, (6 wing-base on PP)

**20:** Groin/Crotch (parts not mentioned, it's bad enough this area got hit in the first place.)

**SATS:** (Aka: Called/targeted shots)

The following shows the modifications for making called shots to certain body parts.

1-2 = M/R, -20/-40(+23/32 % critt) (head/eyes)

3-9 = M/R, -13/-22 (+7 % critt)

10-14 = M/R, 0/0

15-19 = M/R, 0/0 ( can choose to get +3 % critt and -6 to hit, aiming for vitals)

20 = M/R, -25/-45 (+16 % critt)

Using S.A.T.S costs one more AP then the action would normally. 2 if using heavy or burst weapon.

(Aiming for a target within an area increases the difficulty by an additional 50 %, ex: Head, left eye which, if using a ex. dagger would be -30)

Note: Headshots can deal 20 % more damage

## Injuries:

Unlike in many RPG's, your character can suffer from external to internal injuries. And unlike most RPG's, you can (usually) not instantly regain all your wounds by either A: Eating a sandwich. B: Drinking a potion with a questionable colour and/or glow. Or C: Having the character in a dress (often the one with the dress at least) poke them a few times and they're good to go. While these options may be available at times (apart from the eating a sandwich one) do not count on unlimited supplies.

While many of the different alignments are just temporary (such as being winded, knocked out, (although this one can last for quite a while) dazed, stunned, nauseated or etc) there is several that lasts for hours, days, and even weeks. Their penalties gradually reducing ofc of your character heals.. that is, assuming the obtained injury can heal on it's own.

A dismembered limb falls into the later category of "nope, it will not". If your character would happen to lose a limb, you have 3 options: (4 if your count dying due to trauma, blood loss or shock) Have a new limb re-grown with arcane technology, this is however **very** rare and costly. Find your cut/blown/shot/ripped/oozed/whatever'd off limb/organ, you can try to re-attach it either through magic or earth pony surgery (pegasi and unicorns can be surgeons too, but earth ponies invented it). Or you can attempt to replace it with a mechanical part. All of these are hard to archive, none of them are impossible. More about crippling in the combat chapter.

# Combat:

One thing that is partly rare in RPG's combat system is fear. And no, not the "fear" fear. But general fear for your life, self preservation. Is included in this system. If your character is pinned down behind cover, you must make a will save to dare peek up and shoot back. This is greatly affected by the combat circumstances. If you for example, are behind a rock, and one raider is firing badly towards you. It would be a simple (x7) check to peek out and retaliate. If you wouldn't have any cover, no save would be needed since then all you can do is shoot back. If you are melee based, no save is needed either to start rushing towards them. If said raider however would have a shotgun, or back up. The save for ranged would be simple, but for melee it would be an easy check (x5). If you got hit the same round (or the one before), and the hit took more than 30 % of your HP, your check becomes one step harder (x7 would be x6, x5 would be x4 etc) if an attack took more than 60 % of your HP, it drops by 3. (x7 to x4 etc) And if you saw an ally get severely hurt, (~40 % hp) it drops by 2. This can only drop below neigh impossible if you have no morale bonus or allies in sight. (Note: Some talent tree's give you a jaded or "fearless" ability taking away this so you are always entitled to a roll against your will save. The avenger for example gets a bonus to their will for every ally down for count)

One example of the above example is if you are the last standing (or breathing to be more exact) in your party, you are pinned behind cover in a puddle of your own mixed bodily fluids. You know there is a sniper somewhere around, and gunfire is hailing around you. Then a will save would not be allowed as your character is terrified and is not allowed to take any action involving attacking or moving from there (unless your cover is breached or a grenade is tossed within your line of sight). Characters that could ignore this rule would be either the mentioned Avenger or a 5 point Field Physician that failed their save to keep sane. The later mentioned wouldn't be allowed to NOT charge in screaming wildly, promising a free treatment of turning them inside out, using only a rusty spoon,

So, unlike many RPG's your character is not immune to pain or fear. Attacks that pass over your Th even has a chance of making your character faint, scream or lose control of certain bodily functions. Most common being stability as a sudden burst of pain through your leg would cause it to not bear your weight any more. Reflex saves can be used to regain balance from above mentioned. While Fortitude saves are for having you standing after a hard (often blunt) blow or pain that does not directly affect your limbs (being shot overall in the body) and Willpower is to refrain from screaming, snapping out of fear and the like. Difficulty depends on the amount of damage or situation.

(Also, worth a mention: Not all failed saves will require a roll on the ailment table . However, those that doesn't require can be given a "20 %" roll if said fail where to be botched. Such as: Peeking up to shoot from cover. Failing this normally just cause your character to refuse looking out of their cover. However, if they are being barraged by a gatling gun, then a failed roll would mean a roll on this table. It all depends on "what" they failed on as said. Simpler things doesn't demand a save if failed. Ex: Easy intimidation would just cause them to back off.)

# Combat:

During combat, there is more than one way your character can be harmed, below we'll explain about the different types of damage you can sustain. And the penalties it can bring with them.

**Aiming:** You can spend 2, 4 or 6 AP to aim. (using SATS to aim cost  $\frac{1}{2}$  the AP, but uses the charge of SATS) Aiming lasts until your next attack (or action that'd benefit from aiming), until you move or the end of your next turn. Spending 2 AP gives you +5 to hit, 4 gives you +15 and 6 gives you +30.

**Hit Points+THP:** These are your bulk in your "staying alive" defence. Almost all attacks deal damage to this part of your character, but some hits only damages other parts, or indirectly on your THP. Your condition is often not too affected by how much HP you got left in each limb as it mainly affects how battered you are. If you run out of THP however, you start to slip out of consciousness most likely. Subdual damage is one of the types that mainly does damage to both a limb, and your THP.

**Blood:** Your character is very likely to have blood in them. Some weapons causes big gashes, and sometimes does significantly less direct damage, but can cause your character to bleed out fairly quickly if not treated within a few minutes, or sometimes within moments. While ~15 damage from a well placed round might seem more dangerous than ~8 damage from a knife. Said knife can cause a gash that cause your character to bleed for another ~2 damage each turn. Which would quickly turn fatal. As you cannot "take cover" from bleeding like you can from being shot at. The speed your character gains a wound from is the following: Sla: Every 4 damage. Pie: Every 7 damage. Blu: Every 14 damage. Ene: - (most energy weapons sears the wounds shut, unless specifically stated) Exp: Every 9 damage. (Combined total across all limbs hit. Ex:  $12+11+7=30$  would equal a total of 3 wounds.  $9>18>27$ ) Bleeding damage is done to the THP, if you run out of THP equal to bleeding, (only counting bleeding damage for this) you have bleed out. You start to suffer blood loss at 60 and 30 % of your THP, giving a -15 and a -40 respectively.

**Wounds:** This is the amount of health you lose at the end of each turn. These are gained by as said above, be bleeding, be on fire, have acid on you and etc. A steady damage such as bleeding is simply marked with ex: "2" on your wounds area. While more vivid such as fire or acid is a added ex: 1d6. If you'd both be bleeding and on fire, you would take the following  $2+1d6$ . However, the good news is that fire can occasional cauterize gashes. For every 2 fire damage you take, you have a 70 % chance to stop a wound from bleeding. This roll is made after the damage each turn however, so even if you'd be lucky enough to close 3 wounds, (a ex: bleeding that does 3 per round counts as 3 wounds, so if you close 2, it goes down to 1 per round) you'd not get to feel the pleasure of this before next turn. Keep in mind that some effects like acid could open bigger wounds, increasing your current number.

**Mental:**

**Trauma:**

# Combat:

Condition track: Depending on how beat up you are, you can gain reductions to your performance, limits to what you can do, and mainly: A modification to all your actions and saves. The condition track is universal however. So somepony that has been beat up enough to be 3 steps down on it due to pain from ex: Burns suffers the same penalties as somepony that would have lost enough blood to be put down 3 steps. The main difference is how these interact between each other and your overall condition. While they both put you 3 steps down, you are not as likely to bleed out from the burn wounds etc. While your characters almost always passes out when it hits the bottom, this can be a mix of any kind of conditions. (Ex: 2 steps from blood loss, 3 from pain and 1 from toxins) One thing in common however is that, if you get put down all the way from a single source, you die. (with some exceptions. Non-lethal pain and sedatives are some of those exceptions. Your GM should be able to conclude what counts as "lethal" or not)

# Combat:

Stamina and fatigue: In combat, you have stamina alongside your HP. It can be used to avoid damage, perform stuns, or push yourself to do better. Unlike HP however, you do not drop dead when this reaches 0. You just become exhausted and start to gain penalties to your actions. And when it drops to equal - to your total Stamina, you might collapse in a heap with little to say about it. (Often a fort or will save will be allowed. Fort to move, and will to use mental tasks.) The amount of stamina you lose each round depends how much armour you have, your current state and your encumbrance. Wearing heavy armour and equipment makes your character tire faster than lighter or no armour at all. That said, less or no armour offers less protection however, like usually., it's a give or take situation like the rest. (You can also trade 3 Stamina to take 1 less damage, you can never go below taking 1 damage by doing this however)

The "cost" for actions are between 10-100 % AP. They cost depending on how straining it is. (Lazily using a terminal is not very hard, whilst trying to hold up a falling object while simultaneously being under fire as you try to use the terminal with one hoof would be) the result is then transferred into stamina loss. (you can have ½ a stamina) The GM decides how much is appropriate to lose on tasks not mentioned bellow. Attacking: For light weapons: 10-40 % AP (firearms and melee) Heavy weaponry: 60-100 %. Taking damage: 50 % from "regular" damage. 100 % from damage that hit a weak spot or passed threshold. And 150 % from weapons that are made to stun, incapacitate or otherwise take down (such as poison, stun and the like) Moving: 25 % from 1 AP walks, 50 % from trotting and 75 % from running. 125 % if you dash top speed for more than one round.

Also worth mentioning: For every "10" you pass in fatigue (negative stamina) you suffer -5 to all your tasks. 9 fatigue would be a -0, 17 fatigue would give -5, 22 would be -10 aso. And not to be forgotten: You regain your End mod +2 for each full turn you catch your breath. Otherwise it regenerates with ½ your End mod per turn. "Catching a breather" takes 5 full turns with no interruptions. And will require a Will save to stay focused if you are ex: Being pinned from being fired at. Or a Fort save if you are bleeding or bruised (<35 % HP, <50 % for a simple save). Difficulty will change depending on the conditions. Simply being covered in cuts and bruises would be easy, having shrapnel in you would be a moderate, being impaled a hard, and having a limb torn off, blood spraying out of the wound be a neigh impossible check. Another reason I'm mentioning this is due to the same rules apply for staying conscious as to receiving said wounds. With one exception: If the first one fails, you are allowed a second one, one difficulty above the first one (easy>simple, hard>moderate etc). If that one is successful, you are just nauseated. Otherwise you pass out from shock. Both effects lasts for 1d6-1 rounds (the later taking effect after said time. Lasting for either 6d6 minutes, till you die or until you get medical attention+some "encouragement". (ex: med-x)

# Combat:

Adrenaline rush: ~Once per situation, (depending how long it lasts and your current condition. It has to be logical for your character to be able to get it.) you can gain a surge of adrenaline. Temporarily boosting your Stamina, damage and the like. But will leave you more exhausted than you'd normally be (25 % extra stamina drained after the combat is over) The effect of using a "second wind" is the following: Gain 30 % of your maximum stamina, it also regenerates twice as fast 10 % temporary HP of your max pool. Your Th increases by 5, and you ignore the effects of fatigue and other minor ailments for as long as you are in your rush. This effect lasts for End mod times 3, + 1d4+2 rounds. During this time, actions also cost 20 % less AP to perform. And you get +2 to damage done.

Condition track: Your condition track is your overall current status. It can drop through several means, but all of them stack towards the common goal of making you in worse shape. However, one thing worth mentioning is that if you drop all the way down from some certain conditions, you are not just made unconscious, you are killed from it. One of these being blood loss. Even if you are at the bottom, you can still keep dropping (takes longer to come back, or could get you killed as mentioned above.) further down. It doesn't go lower then the bottom, but like said, it keeps stacking. But like I should have mentioned at first: As you start going down the track, you get penalties to almost all actions, depending on how far down you are. Talking is something that is not impaired the first few steps, and the capability to plot and think are about the last to go. Once at the bottom. You roll a Fort save to stay awake. It's a simple save, but with a -1 to the attribute multiplier for each stack above the bottom you have. You can re-gain up to the top of each track within the track each time you take a few rounds to take a breather. To take a step up to the next track, you need some kind of medical attention.

Sequence/Initiative: This is how the turn order is decided. You can either roll against Per x3 and then add either your Wit or Agi. The one with the closest marginal to their Initiative (or the only one/s that managed to roll under, or closest under) gets to go first in the sequence. Then the 2'nd closest and so on. (the ones that managed to roll under their Init goes first then the ones that were closest to it) The sequence order can be changed in various ways. You can steal someponys sequence by ambushing them on their turn (ex: Hiding behind a wall and choosing to make a delayed action of "jump them once they round the corner".) If successful, you swap places with them in the sequence. If you fail however, you drop 1d4 steps down the in the sequence. Another way to cause a re-roll of initiative, is if you manage to startle the majority of the combatants. Such of blowing up a... large explosive thing that catches everypony's attention. Character not startled by this can choose to keep their spot in the sequence. And the most simple way is of course to kill or incapacitate something, thus removing them from the sequence. Some few perks allows you to re-roll or make a new roll for init while in combat as well.

There is also a stationary way to use the sequence: Per x2 +  $\frac{1}{2}$  Wit/Agi+1d6. Highest wins, (Seq>Roll) rolls off on ties.

Range: You can shoot the following range in meters/hexes without penalties depending on your Per: (Str if using thrown)

Per: 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10

Rng: 1 - 3- 5 - 7 - 9 - 11 - 13 - 15 - 17 - 19 (Aso. Add 50 % of a long range weapons range to determine your range with one. such as the rifle.)

For each meter you are beyond your range, reduce your roll with 3 % from your hit chance. (ex: 3 meters away would be -9)

Point blank is within half your range and grants a +2 instead for each meter you are within. Note that not all weapons can get this bonus as some use other range.

# Combat:

Fighting back/Giving in: Sometimes, your character might find themselves in a pickle they just can't pick themselves out from. Whether it is being beaten, tortured, tickled, raped or groomed. You have 3 options (unless stated otherwise) to choose from: ("stance" can be changed, but takes one full round to go from one step to another. So going from struggling to submission would take you 2 rounds.)

1, "Struggle: You fight back whatever is trying to oppose you. Be it by force, persuasions or cunning." In this mode you are allowed to: Attack your offender or enemies, make opposed checks, negotiate and the like. And generally not take it. While in this mode, you take 100 % damage and exhaustion, but 50 % trauma and mental scarring.

2, Standby: "You stay put, not yet sure how you will react to the situation. Your senses are at their peak as you wait form any idea on how you will take it from here." You are in that "in between" situations, not entirely sure if now would be a good time to act, or if you simply should wait and see what happens. In this mode you are allowed to: Make most opposed checks, certain skill checks (such as perception to look around) and ask questions/plead. Both physical and mental damage taken are 75 % while in this mode.

3, Submit: "You try to relax and give in to their demands, it's not like you can do anything about it anyhow..."

You just let yourself to limp, try to "relax" and just endure it. They ought to stop sooner or later right? Preferable sooner... While in this mode you are allowed to: Ask questions/plead, negotiate and utilize certain abilities, perks and skills. (such as perform or craft). While in this mode, you take 50 % damage and exhaustion, but 100 % mental scarring

Also, depending on over how long time any of above would take. An additional - 30 % (units) can be swapped from the lowest to the highest with an additional +20 to the highest (50 and 100 % > 20 % and 120 %) as your characters becomes semi-adjusted to whatever they might be put through. If in standby however, this is changed to a -15, +5 % difference in either direction as you still just... admire the scenery.

Improvised weapons: Using whatever comes in handy might seem like a good idea at the time. An improvised weapon can be anything from a spoon to a rock to a plank. Using a imp weapon gives you a between -1-25 penalty to your attack, depending on your Strength, Agility or aptitude with the weapon. Most should be filed under "melee" or "throwing" however. The lowest penalty would be grabbing a perfectly fine stick and hitting somepony with. It's not really bad in any way, but it's not too good either. Ranging up to the worst could be a heap of metal left of a table you attempt to swing. One important thing with imp weapons however is their durability. As they are not originally made to hit things. They themselves take 20 % of the damage dished out. (instead of the normal 10 % regular weapons ake) And in some cases, this would be enough to break the item. Each time any items hardness is breached, it is lowered by 1 until repaired. If the hardness is allowed to drop bellow 0, it permanently loses ½ the hardness that goes bellow 0. (Hp is restored by repairing or tending to an item.) If an item breaks, it still does the damage (-1), and counts as broken afterwards. (half a stick can still be used with ½ the stats)



# Combat:

Delaying actions: Liked stated before, you can delay your action and act later. This works in 3 ways: The first is the most simple. you delay your action and act later. Using this you cannot "jump in" into someone's other turn, you can however declare. "I want to act after Bob" thus, you turn in the sequence list is moved down to after Bob. If you wish to keep your spot in the sequence, just acting later on this turn, you must spend 1 AP, and loose 3 on your sequence score. (ex, if you're first by a marginal of 7, you will be first by a marginal of 4 the next round. The second way is to declare your intent of an action. Such as "I will shot the first thing that rounds that corner" you will then get a interrupt action. (this only works when you have a clear element of surprise or clearly is prepared for it. Ex: weapon drawn and pointing.

For example, "I will shoot anyone that enters this room" in a room with only one door, you get to shoot at anyone entering from the door. If they'd instead crash in through the ceiling, that would take you off guard. You would still get to execute your action however, but only after the enemy that surprised you) Simply using your action on the others turn. If however, no-one comes around the corner, you will have wasted the ex: 6 AP it would have costed to shoot. If a ex: friendly target were to round the corner without your knowledge and you'd want to avoid blasting their face off (or an enemy tossing themselves around the corner to shoot you, knowing you are there), you roll a Moderate, Hard or Neigh impossible Reflex save, depending on the situation. If you succeed, you managed to not pull the trigger (or to pull before the enemy. The one that succeeds shots first, if both succeeds, both shots at the same time, likewise if both fail), but your action is lost unless you succeed with at least 1 DoS, in which case, you can spend an additional 2 AP to re-prepare. Making a prepared action will last until it is your turn again. And like said, if not used until then, it is lost. The last way is to put your character in "anticipation".

Lets say you have your gun holstered and your party's leader is trying to strike a mercantile deal with a group of "traders", but your character have reason to believe they are bandits opposing as traders. So you choose to "anticipate", this will cost 1-3 AP to "prepare" depending how ready you are (1 for drawn weapon, 2 for holstered "easy access" (relatively small) weapons and 3 for heavier weapons, such as machine guns or battle saddles, unless it's a "prepared" saddle, then it's 2 ap) and then if said "trader" would suddenly pull/levitate a gun out, you both make a roll for sequence, if they are not anticipating you to be ready, you gain +25 to this roll plus 5 for each extra AP you spent above the "cost". The base cost to prepare is not included. So if you have a holstered weapon and, pay 3, you get +5 from that. You can max spend up to 4 points this way. You can also spend AP to move (to strike with melee) but each square you move removes 5 to your sequence. (So, if they are not suspecting it, and you have to move 2 squares, and spend 1 additional AP to prepare, you would get your Sequence+25+5-10. So if you have lets say, 20 In Seq, your result would have been 40 to roll against. In addition, unprepared opponents only gets to roll against half their Seq. A example of a prepared opponent would be someone jumping around from said corner in the "interrupt action", knowing you are there. Or someone dashing from cover to cover, knowing you got your aim on them. In both cases, You'd roll for sequence, with any possible modifier you might have. The one with the best result shoots first. If the Seq is no more than 15 apart from each other, both attacks at the same time (unless one was above, and the other under their Seq. If both above and no more than 15 apart, same time. If both under and no more than 15 apart, same time. Otherwise it's the one with the best result.) The one that gets hit first will suffer half the damage they potentially took as a penalty to their own attack.

## Combat Threshold and Resistances:

Your threshold and resistance is what keeps your character (relatively) safe in the wasteland. Threshold is also known as damage reduction for a normal character, the best way to get DR is by wearing armour.

Resistances are a different matter. A character gains a number of resistances naturally, but most is gained from armour. Some races have increased resistances thou. Resistance reduces the effect (or/and damage of an attack by a certain percent instead of numbers.)

Some perks are also able to affect these stats. There is also a third type of protection: Fortification/Vigilance. This is added (well, more name changed) to make up for the lack of automatic RNG (random number generator) in a tabletop game. For example: you can get perks/augmentations that reduce your chance to cripple limbs. This is what I call "Fortification". Or "armour save", since some armours will give this bonus as well. This works like a normal save in pretty much all ways. Lets say you are 50 % less likely to cripple your limbs. Then roll against 50 with a D100 (or flip a coin), as long as you get under your limb will have made it, but you still suffer the damage. Some weapons will have improved limb breaking chance however, as well as some perks. You can really use any die, as long as it'd be close enough to the percentage you have to roll against.

You! Can't!  
Kill! Me!



## **Resistances**

Normal:

Energy:

Gas:

Poison:

Radiation:

## **Threshold:**

Your base Threshold is based on your End mod. Unlike the other stats based on a attribute, you cannot get negative Th... normally. You can have flaws that makes this possible, or certain spells or weapons. But normally this doesn't happen. 1-3 End gives a Th of 0.

## **Firing into melee:**

If you shoot into melee or is trying to shoot out from melee you suffer the following: (it works the following: first is the base % shown for you hitting your target, then a middle with "hitting both" and finally a last % with hitting "the other". The % changes depending on how much you succeed your attack with. ex: 35 from 50 would give 15 in marginal, lowering the chance to hit your friend/other target with 15 and increases the chance to hit your target by 15. If the initial stat was 50/50 the new result would be 65/35. So any roll under 65 would result in you hitting the right one. And any above would be hitting the other target. If more than one target, roll an appropriate sized dice (ex, 1d4 for 2 or 4 targets. assign numbers however you want) the % difference can max go up to 80/20 (unless critical roll, then it's a 95/5) the same effect applies to missing by up to 30 however (more than 30 is a miss on both characters) so a miss by 15 would have in the first example given 35/65 instead. When it comes to area/spread weapons (that has a chance of hitting several, but doesn't have to. Such as a shotgun, but not a grenade.) starts at a 40/30/40 and only half the score counts when it comes to changing the result. (ex, 10 under would become 5 and change it to 45/30/35)

Firing into melee:

Low accuracy/big spread weapons:

# Combat: Threshold

**Vital areas:** The damage threshold is what determines your ability to take a hit and still stand vigilant afterwards, if damage passes over your threshold, you start to take damage. As said, most of the time, your character needs armour to gain a good Th.

**Head, jaw, eyes and ears:** This is the place you'd want to avoid getting hit in the most, as you keep your you in it. Your head is one of the most vital and vulnerable areas. Like in most games and lifeforms. This is the one you should focus on protecting at all cost. There are of course less "important" areas you can get hit in in this area and still survive (such as eye, ear or jaw), this tends to cripple you in one way or another. (negative modifiers to hearing, sight, scent or taste.)

When shooting at the head, damage done increase by 50 % as stated. However, ears+jaw only adds 25 % extra and if you hit a unicorns horn, it only do 10 % extra damage. You however have a chance to "cripple" the "limb".

**Appendages, legs and limbs:** These are important to your body and most actions, but a preferable loss compared to ex: Your head. A broken head can heal, a cracked skull has less chance to. And on a unicorn on pegasus. Wings and horn is included in this category as well. While it might be good not to loose any of them (as it'd cripple your character quite a bit). You can work without them. A wingless pegasi can still tumble around with some grace, (maybe even glide a short distance if only one wing is busted/missing) and a unicorn can still muster up some telekinesis (after a day or so, the initial shock severing the connection for a while. You can make neigh impossible checks for perfect handling, or hard checks for 50 %'s effect Or easy for 15 %. But it drains 300 % more energy/mana to use). Earth ponies suffers a bit more than the others of broken legs however, as you would have guessed. But they also tend to recover the fastest.

**Chest, torso and stomach:** This part can be a bit tricky. Yes, you have allot of squishy organs in here. But there's also a chance it will just injure some muscle tissue or fat. And if a kidney goes, well, you got one left to piss yourself with in shock and pain of the loss of the other one. We have two of each organ for a reason you know? The parts that are more tricky to get hit in would be the lungs or lungs. As those tend to be a bit higher up on priority. However, you should avoid sharp objects+your abdomen. Disembowelment is a quite effective way for you to drop dead until you die to death.

**Your ponyhood:** While technically not as vital for your survival as the other organs might be. (Though, bleeding from this area can be severe) This one tends to be put higher than your head, or other parts in many situation. Sure you can walk off a broken leg, but would you really risk your nether regions to take a hit? For the sake of balance and gameplay. This area is the same difficulty to hit on both genders. And hurts about equally hard. The later part being quite accurate with real life if not the first was. While being generally hard to hit, and often just causing intense pain and agony, this is not really a viable area to target. Depending if you're a heartless bastard or not. Unlike the other areas. You need to be either: Behind, under or close-quarters with your target to aim directly for this point. (you can still hit it from the side or front with a long enough weapon, or piercing rounds if you are lucky however... and your opponent is not. If this is your #1 favourite target, you're a bad pony. Veery bad.)

# Combat: Threshold

## Piercing weapons:

Head: 60 % of your End + 20 % of your Str. 1-5 over Th: Suffer a -20 to your next action as well as -5 disorient modifier for the next 1d6 turns. 6-10 over Th: Suffer -30 to the next 2 actions due to severe concussion, and you may only move  $\frac{1}{2}$  your speed for the remainder of the encounter. 11+ over: suffer 25 % of the result extra damage as your cortex takes a direct hit in the lobe, as well as become incapacitated due to shock for 30 % of the damage in turns as you lay spasming on the ground, babbling incoherently, If you even manage so survive that is.

Torso: 140 % of your End, as well as 25 % of your Str. 1-5 over Th: Your have your wind knocked knocked out of you, for the next 1d4 turns, you will only regain 50 % of your total AP's, as well as being unable to run for the duration.

Groin: 50 % of your Str + 20 % of your End 1-5 over Th: You collapse in a sobbing/grunting/whining heap and roll around on the ground. You have -20 on all actions for 1d6 rounds, and you are only able to walk 1d4 meters each round (you must first get up from being prone to move the first round however). 11+ over Th: Before toppling over unconscious, you can swear you felt lighter someh- OH SHI-

# Combat: Threshold

## Bludgeoning weapons:

Head: 50 % of your End + 20 % of your Str. 1-5 over Th: Suffer a -20 to your next action as well as -5 disorient modifier for the next 1d6 turns. 6-10: You fall (if able) over in pain as you can hear (again, if able) your bones snap and the searing pain spreads throughout your body. You are immobilized for 1d8 rounds (- End mod, min 1) as you try to regain your composure. Until you properly can have your broken limb or crippled area properly treated, you suffer a -25 % penalty to speed, (unless it was a pegasus wing, in which case you are just temporary grounded until it have healed) and often a -20 penalty on tasks that requires the use of that part. (-10 for minor tasks, or if the injury was in the chest and doesn't directly strain it). You however suffer a -50 to checks when attempting to use a broken appendage directly. 11+: Double your assailants Str mod in damage, then immediately lose consciousness for x amount of hours. You also suffer head trauma and a fracture that will take equal to x (minus your threshold) days to heal. During this time, you suffer from headaches that causes a -15 modifier to most actions. -5 if treated with medicine or the like. If you survive that is.

Torso: 80 % of your End + 20 % of your Str , as well as 25 % of your Str. 1-5 over Th: Your have your wind knocked knocked out of you, for the next 1d4 turns, you will only regain 50 % of your total AP's, as well as being unable to run for a d6 turns.

Groin: 40 % of your End + 30 % of your Str 1-5 over Th: You collapse in a sobbing/grunting/whining heap and roll around on the ground. You have -20 on all actions for 1d6 rounds, and you are only able to walk 1d4 meters each round (you must first get up from being prone to move the first round however). 6-10 over Th: After twitching with your eyelid for a few times, your proceed with hurling up your stomach content for that day, before slumping down to the ground in a even more intense state then mentioned above. You miss your next 1d6 turns - End or Wis mod (min 1) as you spasm on the ground in agony. After that for 2d6 rounds, you can only move using one AP per round, and suffer -30 on all actions. For the remainder of the day after the encounter, you can't sit on your haunches, and suffer -8 to all actions that involves you having to move your hindquarters. 11+ over your Th: As your vision blurs out, you can swear that you both heard, and felt something that just *cannot* be any good...

## **Spells, techniques and styles:**

In the following chapter, we'll be mentioning (mostly) spells. But also techniques and styles. Each unicorn will start with some points to buy spells with. EP and PP however will not start with any technique nor style. Whilst UP and PP can learn any of the styles, it costs them x3 times as much. Likewise for a EP or UP to learn a technique. The majority of them are PP only however. Neither EP nor PP can learn spells however.

The difference of them? Spells are well... magic, I ain't gotta explain shit. Techniques are flight or manoeuvre tricks. And styles are fighting styles, such as the fallen Caesar. These are bought for your 100 freebie points (which you also purchase skills with). Unicorns get 30 additional "spell points" to start with. One freebie point is transferred into three "spell points". (same goes for tech and style) In some cases however, you can use a certain spell as a "substitute" or "lever". For example, you could use your telekinesis check instead of your sleight of hoof skills (assuming you have the right spell or augmentation for a spell), replacing one of the 1xAgi with your caster skill (Cha, Int or Wis). You must however keep in mind that this will illuminate your horn as you do this. You will however, not have to be in direct contact with the object. But unlike using a skill "directly".

You cannot use your horn "in the dark". If you cannot see an object, you cannot focus on it. (unless you cast is when you saw your target, then walked out of the room channelling said spell. Or alternatively, if you at least know quite well what to expect. Picking a lock is one of these examples. You can't see the tumblers, but you know how they work and where they should be placed. (this assumes you DO actually know about locks. Either by reading about them, or trying it with mouth and hoof first. If you have Lock-picking trained, your character is assumed to have done this already)

# Ailment Table

Below is a list of combat ailments your character can suffer: Fear/Nausea/Pain effects. Like the fumble, overkill or critical/flawless table, you roll on this. The major difference however is that these are all combined into one table, as well as that you roll on it even if you didn't botch the roll (you also roll if you do). If there's an additional effect that applies to a character from a specific condition, they will be in order (Fear first, then nausea, then pain) also, depending on how "big" the cause of the condition was, there are different effects as the following: (unless noted at the front as ex: -x/-y/-z) Failing on a simple roll will give you 20 % of the penalty listed. Failing on a moderate roll will give you 50 %, and a hard 100 %. If you fumbled on your save, your roll will go up one step on the result (20>50>100>roll two times).

And depending on the situation, a DM might apply a different penalty, or re-roll if they see the result as unfit. And just for example, the 1-5 gives -50 to your next action. If this would be on an easy save (such as a raider threatening to shoot your head off while standing 10 squares away, it would be 20 % of 50, so a -10 penalty. If they instead were say, 3 squares away, and got hit with a light hit on you, you'd have a 50 %, so a -25 penalty. If they were next to you, covered in blood, pressing the gun to your temple, you'd suffer the 100 % effect. Thus, -50. The re-roll for botching a hard save can be changed to 150 % effect in some cases.

1-5: You suffer -50 to your next action as you shiver/sway/groan due to your condition.

6-10: You get a -1/1/2 mod (from x5 to x4 etc) to perception checks due to fright/convulsion/stinging.

11-15: You empty x% of your bladder/stomach/lungs, suffering -20 to your ac for 2d4 rounds (if wearing armour/clothing that covers your flank, otherwise for this round only) and a -1 penalty to speed (first AP spent to move doesn't take you anywhere) / lose your next 1/2/4 turns vomiting as well as -20 to all actions equal to the rounds you spent throwing up. / cries out loud enough to attract enemies within 6/14/25 meters (easy Per check) as well as lose ½ your AP for the next 2d3 rounds. May only move once per round.

16-20: You slip and stumble landing on your face, you are now facing the ground. Take 1d6+2 damage (light and medium protects only ½ its value) You become prone and moving costs double for 1d4 rounds.

21-25: You are struck by a sudden rush of panic/squeamishness/agony, lowering your DoS with 1/2/3 as well as not allowing more than 3/2/1 action/s per turn for 1d6 rounds, and you are not allowed to advance towards any enemy in the vicinity. If possible, you must retreat from nearby hostile target/s.

26-30: You don't feel so good... you slump down onto the ground, fainting/blacking/passing out for 2/3/3d2/2/4-End mod rounds (min 1) you will most likely regain consciousness on the ground. (depends on situation)

31-35: Your you is not in good shape, suffer a temporary -1/2/2 penalty to all Attributes for 1/1/2d4/6/6 turns.



# Ailments table

36-40: You are struck by a sudden rush of panic/squeamishness/agony, lowering your DoS with 1/2/3 as well as not allowing more than 3/2/1 action/s per turn for 1d6 rounds, and you are not allowed to advance towards any enemy in the vicinity. If possible, you must retreat from nearby hostile target/s.

41-45: You get a -1/1/2 mod (x5>x4) to perception checks due to fright/convulsion/stinging for 1d4/6/8 turns.

46-50: Your you is not in good shape, suffer a temporary -1/2/2 penalty to all Attributes for 1/1/2d4/6/6 turns.

51-55: You become incredibly fascinated with the nearest object or space of thin air to your 1d4 (1: Left 2: Right 3: Front: 4: Back) and cannot move more than 5/3/1 squares away from it. During this time, you must roll under ½ of your skill in something to manage to perform said action. (ex: skill on 68 requires 34 or less)

56-60: You don't feel so good... you slump down onto the ground, fainting/blacking/passing out for 2/3/3d2/2/4-End mod rounds (min 1) you will most likely regain consciousness on the ground. (depends on situation)

61-65: Your body enters a sudden shock, make an immediate roll to not become unconscious/unconscious/dying with a 0/-3/+4 modifier. If successful, you lie paralysed for 1d4+1 rounds (no actions may be taken, not even magic.) Your character may attempt to speak however, but must roll against speech+30/20/10 to do so. No specialization, talent or the like may be used to increase this result. If you fail, the character just babbles incoherently. You may angle what direction your character happens to be spasming towards.

66-70: You drop your currently held equipment, and suffer -10/15/30 to actions for 1/2/1d4/3/10 rounds.

71-75: You slip and stumble landing on your face, you are now facing the ground. Take 1d6+2 damage (light and medium protects only ½ it's value) You become prone and moving costs double for 1/2/3d4 rounds.

76-80: You are unable to move faster than walking, everything costs x% more AP to perform and you lose your Agi to your AC. Your physical or mental attributes also count as 1/2/3 less for 1d8+2 rounds.

81-85: You empty x% of your bladder/stomach/lungs, suffering -20 to your ac for 2d4 rounds(if wearing armour/clothing that covers your flank, otherwise for this round only) and a -1 penalty to speed (first AP spent to move doesn't take you anywhere) / loose your next 1/2/4 turns vomiting as well as -20 to all actions equal to the rounds you spent throwing up. / cries out loud enough to attract enemies within 6/14/25 meters (easy Per check) as well as lose ½ your AP for the next 2d3 rounds. May only move once per round.

86-90: You suffer -50 to your next action as you shiver/sway/groan due to your condition.

91-95: Fuck this, you're out of here. Your character drops any currently held equipment and makes a run for it, you are not allowed to engage in combat by any means and you head the nearest cover or exit. If you are pinned down, grappled or somehow prevented to flee, you are allowed to make escape attempts until free. This lasts for 2/3/5 rounds, after you must make a easy/moderate/hard will save to snap out of it.

96-100: Roll a d2. 1: Re-roll on this table and increase the result by one % step. 2: Roll twice on this table.

## Overkill table:

This page describes a few deaths by critical hits to certain areas you may roll on if you'd want. Otherwise feel free to just make something up. These are just examples.

## Overkill table:

This page describes a few deaths by critical hits to certain areas you may roll on if you'd want. Otherwise feel free to just make something up. These are just examples.

## Critical table:

Below are example critical hits. A GM can make up their own if they see fit. As well as players are allowed to suggest their own. Which a GM can allow if they are good and fits the situation. A critical hit generally does 50 % extra damage (added before reduction) or 25 % if explosive crit. It stacks, not multiplied if it's in the head. So a critical hit in the head does 100 % extra damage. (40 % for explosive) If a effect you land on doesn't make sense, slide up or down to the nearest logical result. (Have critical hits deal same amount of damage, but on THP? Maybe an extra damage dice?)

## Critical table:

99-100: Choose one: Either pick any desired effect on this table, or roll twice, using both results. Re-roll if you land of this again, if you get two of the same effect, increase it's effect with 50 % instead of doubling it. (if possible)

## Mishap table: (combat)

This is the mishap table, roll here if a fumble/botch is confirmed. (GM's can make new ones up as well)

1-5: You get distracted as you think you hear a Spritebot and lose your concentration, in addition to failing whatever you were doing, you lose any progress you had made as well. (this removes any bonus from perks, morale or the like, and lasts till after your next roll)

6-10: You slip on a patch of wet something, you don't know how it got there as you can swear it wasn't there before. You take 1d4-1 damage (min 1, even with reduction) and end up prone.

11-15: You accidentally managed to do the opposite of what you were planning, hopefully this was not the worst time you could have lost your concentration. (if ex: attacking, you make a new roll against nearest adjacent target, if any, otherwise you simply lost your turn. If ex: hacking a terminal, you execute the wrong command. And if ex: patching someone up, you either apply the wrong aid, or heal the wrong part)

16-20: If you were using a weapon, it jams and the clip gets ruined, (if melee, you get it stuck in the ground/armour/wall, if you were using a machine, it lock's down, turns hostile or explodes.

21-25: You all but gracefully sneeze or break wind. Entirely losing your focus and any remaining AP. Any enemies within 15 meters (if open terrain) gets an average perception check to notice you if they don't already have. You may blush with embarrassment as a free action however.

26-30: Your weapon goes off before you are ready and you hit yourself for ½ weapon damage. And I do not care if you didn't have it equipped, or if it is a melee weapon, it goes off. Even if you are not wearing a weapon, your hoof goes off in your you. If you are lying immobilized with all legs broken, then a rock or whatever the hay is in the vicinity falls in your face for 1d6+3 damage. And that's final.

31-35: Bad clip/weapon slip, the ammo in your current clip was damaged and has to be ejected, ruining the whole clip for you (if it's more than 32 bullets in the clip, "only" 40 % of it ends up ruined. If you had a melee weapon, you slip on the handle and your weapon goes whirling off 1d4 squares away in... *that* direction.

36-40: Crickey! You messed up bad this time, somehow you fail so horrible with what you are doing that you managed to stumble and land with your current held equipment tumbles to the floor along with you and lands on a conveniently placed thing that is bad for your current equipment. How could you have missed that before? Your item takes 1d3 hardness damage (aka: loose 1-3 condition) due to your clumsiness.

41-45: You accidentally drops all of your AP for this turn. Do'h! How clumsy of you.

46-50: Your weapon explodes in chunks of shrapnel, splinters, concrete and confusion. You have no fucking idea how this happened, but you, and everything within 1d6 squares take 2d4 damage. As well as become flabbergasted by this strange event. The weapon takes 4 durability damage, but can be repaired if lucky.

## Mishap table: (combat)

51-55: Your weapon or utility is hit in a weak spot (or maybe your wonder-glue wore off) and has a vital component crack and fall off, and it breaks instantly. It only loses two conditions, but is count as having 0 until repaired again. If further used, treat it as having 0 durability. It will completely break if ruined further.

56-60: From out of no-where, a piece of paper/clothing/spritebot/stuff comes and smacks you right in the face, blinding your sight as well as dealing 1 damage (DR applies if you have headcover) you stumble back 1 square due to disorientation, (roll d4, 1, left, 2 right, 3, down, 4 up and lose your current action. Removing the object of your face costs 1 AP. If you were attacking, roll a d2 (or flip a coin) on 2/heads, your character attacks blindly in front of them, roll a d4, that many squares opposite to the direction you stumbled will be the target of your new attack, roll a new attack with same modifiers, but with an additional -20.

61-65: Your mind suddenly goes blank and are unable to focus your thoughts and are hit with a wave of sudden panic, you stumble around aimlessly for the remainder of your turn, going for nearest cover or door.

66-70: You forgot what you were doing and lose your current action, you also fall prone for no reason.

71-75: Your firearm malfunctions, and you cannot attack this, or your next turn as you must spend it recovering. If you were using a melee weapon, you had a extremely bad position and a loose grip.

76-80: You simply fail with whatever you were doing, even if you were just walking. Return to where you were at the start of your turn, do not pass go and you do not get to collect 200 caps.

81-85: Wardrobe malfunction, a strong gust of wind, a stray spritebot or a hole in the ground made you flinch and a random piece of clothing falls off, assuming it can fall of (power armour, helmets or strapped down gear are unaffected by this.

Strapped down might be affected if GM desires) otherwise if no such equipment is present, a random piece of equipment falls out of your bags. If you are completely naked, you lose your dignity and suffer -30 to your next action. That ought to teach you to run around naked.

86-90: You pull a muscle, strain your nerves or get convenient headache. You suffer a temporary -1 to Str, Agi or Int/Wis depending what task you were performing. as well as 1d4 damage This lasts for 1d10 minutes.

91-95: You manage to do something completely embarrassing (but often harmless, apart to your reputation) You ruined any chance of succeeding with what you were doing, and for the next 1d6 rounds, you suffer 100 % of the primary attribute in any skill you attempt to perform.

96-100: A small miniature anvil materializes from the nether and falls out of the sky and strikes the character on the head for 1d10 points of damage. No chance to dodge, and DT and DR are disregarded for this strange, magical attack. Just as quickly as it appeared, it vanish in a puff of smoke after it's resolved.

## Mishap table: (social)

This is the mishap table, roll here if a fumble/botch is confirmed. (GM's can make new ones up as well)

1-5: Wardrobe malfunction, a strong gust of wind, a stray spritebot or a hole in the ground made you flinch and a random piece of clothing falls off, assuming it can fall off (power armour, helmets or strapped down gear are unaffected by this. Strapped down might be affected if GM desires) otherwise if no such equipment is present, a random piece of equipment falls out of your bags. If you are completely naked, you lose your dignity and suffer -30 to your next action. That ought to teach you to not run around naked.

6-10: You somehow managed to waste 40 % of the material and/or process of what you were working with.

11-15: You accidentally drop all of your AP for this turn. Do'h! How clumsy of you. You even managed to forget where you placed half of your AC you gain from your Agi for the next 7 rounds.

16-20: Ouch! You step on a sharp object, you have no idea how that got there.. take 1d4 damage, and for the next 1d6 turns after removing the object, (3 AP) you cannot move faster than walking.

21-25: You suddenly suffer from an unexplained constipation/diarrhoea and suffer a -5 penalty to all checks and cannot move faster than a walk until the problem is "dealt with" (or 2d20+10 minutes). If the character recently had taken care of said natural needs (or is a ghoul) the character instead suffers from one of the following: Stomach ache, headache, throbbing pain in recent wound. All can be treated in a "similar manner" as the original condition. (ie: drink some water, take painkiller, sit down and rest for a while etc)

26-30: You explode (twice) in a fit of uncontrollable laughter/crying/coughing/sneezing/"other noise", and for the next two rounds, your AP is cut in half as well as -20 to all your actions

31-34: Good job retrieving that [completely irrelevant item for the task you are trying to do]. What? You weren't trying to get that item from your storage? Not my problem. Due to being severely flabbergasted, you can only do 1 action per turn for 1d4 turns. If you completely lack any decent equipment to , you just space out, drooling incoherently.

35-39: Without explanation, you are stricken with incurable narcolepsy for the next 3d4 minutes. Make a average fort save each minute, if successful you become dozy and suffer -30 to all your Per as well as -5 to all other actions. (apart from falling asleep, you get +50 on that) if you fail, you fall down and doze off for 1d12 minutes. This slumber lasts after the narcolepsy are somehow cured. You may be awoken during this time however. 5 AP and a simple Fort save.

40-42: Out of fucking no-where, a small creature with the head of a pony with horns, a large front tooth, wings and limbs from all kinds of different animals materialized point blank in front of your face and bitch-slaps you, dealing 1d4 non-lethal damage then tosses 4d10 caps in your mane (or tail if you don't have a mane, or mouth if you don't have a tail. If you'd happen to lack that to, or have it inaccessible, you suddenly feel a miniature sparkle cola (1/3 size of normal) where the sun doesn't shine... [it can also do this if bored or if player has low karma] disregarding the fact it technically rarely shines anyway) only the affected character sees this creature and none else seem to notice them being slapped nor the caps tossed until afterwards.



## Mishap table: (social)

43-46: If you were creating or repairing an object you break 1d4 Du instead, if you were using a machine, it's spell matrix crashes, if talking with someone, you manage to cough/spit saliva/insult them in their face, if cooking food, it burns. Yes, somehow even your daisy sandwich ends up burnt...

47-50: You all but gracefully sneeze or break wind. Entirely losing your focus and any remaining AP. Any enemies within 15 meters (if open terrain) gets an average perception check to notice you if they don't already have. You may blush with embarrassment as a free action however.

51-55: From out of no-where, a piece of paper/clothing/spritebot/stuff comes and smacks you right in the face, blinding your sight as well as dealing 1 damage (DR applies if you have headcover) you stumble back 1 square due to disorientation, (roll d4, 1, left, 2 right, 3, down, 4 up) and lose your current action. Removing the object away from your face costs 1 AP.

56-60: You forgot what you were doing and lose your current action, you also fall prone for no reason.

61-65: You pull a muscle, strain your nerves or get convenient headache. You suffer a temporary -1 to Str, Agi or Int/Wis depending what task you were performing. as well as 1d4 damage This lasts for 1d10 minutes.

66-70: You get distracted as you think you hear a Spritebot and loose your concentration, in addition to failing whatever you were doing, you lose any progress you had made as well. Unless it as something that cost more than 19 AP, in that case, you lose 20 % progress (this removes any bonus from perks, morale or the like, and lasts till after your next roll)

71-75: You suffer from a sudden and unexplained premature orgasm, shuddering awkwardly and possibly make some weird noises along with a matching facial expression. This will cause -3 DoS to your next 1d4 rolls as you try to regain your composure. (if too "out of context" or doesn't fit the "theme" of your campaign: Use the same penalty, but have the character say or do something competently inappropriate instead.)

76-80: You manage to do something completely embarrassing (but often harmless, apart to your reputation) You ruined any chance of succeeding with what you were doing, and for the next 1d6 rounds, you suffer 250 % of the primary attribute in any skill you attempt to perform. (you are also stunned this round)

81-85: You accidentally managed to do the opposite of what you were planning, hopefully this was not the worst time you could have lost your concentration. (If ex: discussing a vital matter, you managed to talk about just the wrong thing, if hacking a terminal, you execute the wrong command. And if ex: patching someone up, you either apply the wrong aid, or the wrong part)

86-90: You simply fail with whatever you were doing, even if you were just walking. Return to where you were at the start of your turn, do not pass go and you do not get to collect 200 caps.

91-95: You slip on a patch of wet something, you don't know how it got there as you can swear it wasn't there before. You take 1d4-1 damage (min 1, even with reduction) and end up prone.

96-100: A small miniature anvil materializes from the nether and falls out of the sky and strikes the character on the head for 1d10 points of damage. No chance to dodge, and DT and DR are disregarded for this strange, magical attack. Just as quickly as it appeared, it vanish in a puff of smoke after it's resolved.

## Armor class:

Your AC is your overall avoidance, unlike the skill evasion, you do not have to spend most of your round to use it. It is a passive bonus, it is far from as high as evasion can get, and doesn't cover your ability to leap out of the way from certain things however. While it might be totally awesome and at least 20 % safer to strut around in a power armor like the Steel Rangers, you might notice the long list of armor check penalties such an outfit would apply. While that resistance to explosions will save your flank in the case of one, you will find yourself quite unable to make a nimble side-step, run away from that large whatever the fuck it is with huge claws and teeth, or hit the deck if a low-flying very sharp or hard object were to pass by. So just keep in mind that, yes, it is worth to have armour (without a doubt), but find your balance in protection and how much of your other abilities you are willing to sacrifice for it.

AC: Armor , and your agility makes up your ac. (unless you take perks like: Kamikaze it is most likely this number). What exactly does AC do you say? Unlike other systems where it's something you either try to roll above, or something that reduces damage you take, the AC in this system does both, and neither. AC in this game reduces your opponents roll to hit you. Lets say Bob the raider tries to punch you in the face, now you don't like being shot in the face. But luckily, you are wearing a matrix armor (patchwork of several scrap pieces) that gives you 15 ac, and your Agi is 10, so that makes a total of 25 ac. Now, Bob the raider attacks you with a power-hoof, he gets a rolls 44, and his unarmed is 62, now normally he would have hit you in the face as his roll is successful. But your AC reduced his roll by 25, (increasing the result) leaving his final result on 69 instead, thus making him fail the roll and miss.

If using evasion however, you just roll an opposed check with no benefit from AC, and the one with the highest success wins the check. You must however be ready for the attack/explosion/etc, and have spare action points. Spare action points can also increase your AC by 1,5 per unused point. (rounded down) Some perks are also able to affect the number of both AC and evasion. Never both of them simultaneously, but you get the idea. (Although, unless you count perks that gives your more AP, but that's beside the point.) Friendship points can affect the result of either of these results. But then again, they can pretty much affect every single type of roll, effect, save, event and whatever else that exists.

## Armor types:

You can obtain (highly recommended if you want to live) armour of all kind of types. All of them however can be filed under 3 categories: (4 if you count clothes, these do not offer any protection however) Light, Medium and Heavy armour. The more armour, the more protection, but it also tends to come with a drawback as said. The lighter the easier it is to move around unhindered , but offers less protection from being turned into geography. The heavier the more it reduces said chance, but it restrains your dexterity, among other things. Medium armour tries to be the middle ground, more cover, and more mobility than their respective counterparts. There is ofc armour of one type that offers more protection than other, even if it would be of a heavier or more expensive. For example: A light rad suit would naturally give more protection against radiation then a power armour would, but much less against bullets.

# Glancing and splashing hits

Sometimes you are just not quite there when you try to hit something. A glancing hit is when you merely brush your target instead of hitting spot on. A glancing hit does  $1d6 \times 5\%$  ( $1d4 \times 5\%$  on heavy and medium armour) damage of the original attack's intended damage. If you wonder what exactly a glancing hit is, see it as this: You get shot/swung at, but the bullet/blade merely scratches by (ie: "just a flesh wound") only cutting a scratch in the skin, not penetrating it (lethally). In the case of armour, the damage is mostly deflected by your armour. This damage does not count as "lethal" even if it usually is. So being brought down to 0 by a glancing armour save does not cause you to enter a "dying" state, you however must still roll to stay awake and not pass out from pain. This is done just like a roll against death, but with much better odds and not as a lethal result if you fail. Being brought down to 0 from a glancing hit with no armour, you have +6 on your death save as the wound that brought you down is not a severe one. (however, other penalties may still apply, if you ex: have lost half your blood, that will still affect your roll, despite the +6)

Now, onto the actual "how to" get a glancing. A glancing hit is the result of being saved by your AC from being directly hit by a certain degree. If an attack misses by your  $Agi+1$ . Or  $Agi+1 \frac{1}{2}$  (round up) if you're flanked or flat-hoofed. (So say, 10 ac, 4 from Agi would result in attacks that miss by 5 cause a glancing. Or 3 if flanked/surprised.) Your Agi for this can only be applied to glancing hits for light and medium armour (in medium armour however, you round down, and gain no +1, so above mention example would result in 2) heavy does not get Agi at all due to it's weight. Carrying a heavy load also counts as "heavy" armour. So be careful with how much you carry. Light armour with 15 % into the medium load counts as medium armour for Agi bonus. Do note however, if in medium, and you end up being saved by your Agi by missed by exactly 1 the d6 will replace the d4 as your armour was not the thing to save you. Do note that your DR ofc is still counted for on glancing hits. Your armour just still takes a beating. Just not as severe. And where does the armour come into this? Well, misses by  $\frac{1}{2}$  of the AC your armour gives is considered to cause glancing. (rounded down on light, up on heavy) Otherwise it count as a miss or just not even scratching the armour. So say, you have 5 Agi and an armor that gives 8 AC. Misses by 1-5 are "fleshwounds" as your reflex saves you, and misses by 6-9 are "glancing hits" on the armor. Unlike above, glancing hits done to armor cause bashing damage, if possible. And negates "on contact" damage such as fire or acid, as the attack indeed went on your armor, not you. The other major difference here is that if you are hit at a body part that has no armor, if a nearby part has armor, you can chose to allocate the damage to that body part. If logically plausible.

Now, onto splashing hits. These are when you are just caught in the blast. If for example, your team-mate is struck by a rocket, and you are standing close enough to get caught in the blast template. You also take damage, depending how close you are standing, the damage will vary. But usually it's around 50 %. If you were fully aware that this attack was coming, and have at least 1 AP left, you can attempt a Ref save on "hitting the deck". For each DoS, you reduce the damage by an additional 10 % (With no DoS but still a success, you take 5 % less damage. And in either case of DoS or just success, you may move 1 square)

# Cover:

Cover works quite similar to AC, but in a different manor. Cover adds a need for DoS to be passed. A very simple cover (such as standing behind one plank) could give  $\frac{1}{2}$  DoS for cover. This mean a character has to succeed on their attack roll with 5 more than their skill. Ex 65 if their skill is 60. If they don't pass over the required DoS, they hit the cover instead. (similar to glancing hits) Damage would then be rolled on the cover. Unlike most things, cover just have a hardness that have to be passed. If damage goes over this, it penetrates the cover, if a covers durability reaches 0, it crumbles and is no longer usable. There are 3 types of cover: Solid, partial and terrain. Solid cover are things such as walls (whole), large rocks and the like. These generally offer such a high DoS it's impossible to hit a character without some extreme weapons. If you manage to "hit" through a solid cover, it just means you hit where the character was standing on the other side, your attack still has to penetrate to deal damage. Something all covers have in common is that if you penetrate them, the damage it took to penetrate is removed from the damage that hits the target behind it. Covers have no damage resistance, but on many covers, you must pass over all of the hardness to deal any damage at all on it. otherwise it's just "absorbed".

Partial cover are cover that generally doesn't fully protect the character. (they can spend 5 AP to take cover behind cover if possible, doubling it's protection until they stop huddling up behind said cover) Examples of this would be fences, over tipped furniture or behind a tree etc. Unlike solid cover, these are generally easy to spot or guess where the character is behind. If they fail by more than half the required DoS, they just hit the cover, if they come more than half of the cover value (say it has 2 DoS protection, and you come roll 49 against 60 to hit, which would give you 1 DoS, you would hit where the character is, but still hit the cover. So you'd still need to penetrate the cover to deal damage. Some partial cover can give 100 % body cover. If you succeed on rolls despite the "cover from cover" bonus, you simply ignore  $\frac{1}{2}$  the hardness of the cover. More importantly, partial cover does not protect well against explosions or fire attacks. It only grants it's hardness against explosions and if possibly, it will catch fire from fire attacks. It can however offer DR (up to 70 %) against fire, this depends entirely how much of the body that is currently covered by it. (up to GM whim, if crouched behind an overturned table, the DR would be 70 % (any additional would be added afterwards, not stacked. Ex: If using a cover that gave 50 % and the damage was 20, and you had 10 % DR against fire, you would reduce 10 % from the 10 damage (10 was removed due to cover) which would leave you at 9 total damage.) While standing behind a small dead tree would prove much less sufficient against that flamethrower. At most 20 % DR from such cover.

Terrain is the last type. This counts any height differences (such as holes in the ground, or up on a cliff/roof). Most terrain can also offer you full concealment like most solid and some partial. As long as you're not in direct line of sight. Taking cover in this cover only costs 3 AP, and some even allows you to shout out from them as well (such as a trench) but you'll need to take cover each round after you attack. The cover lasts until the start of your next round (if you attack, otherwise it lasts until you move from there) Just like partial, this increases the DoS value by x2. If you fire from cover it means you are still peeking up from the cover. Thus you only gain 50 % more cover from it. 1 DoS would turn into 1 and a  $\frac{1}{2}$  DoS. One thing this shares with partial cover (or all really) is that most throwing weapons can ignore the DoS as they just aim for the square the cover is located (or the door for solid cover, if there is one) this only works for thrown weapons that has splash damage. Ex: daggers does not gain this benefit.

# Defensive actions

Your character can do other things apart from attacking or using non-offensive skills. Below is a few of them listed

Parrying and blocking.

If you have an item that can be used as a potential shield/cover, you can attempt to avoid damage by doing a parry or a block. How much can be absorbed, or how big the backlash or difficulty is to block with may vary, but generally: they work in the following way:

Parry, unarmed: Roll against 50 % of your total unarmed, (requires at least 65 unarmed, or a combat technique trained instead), if successful, you reduce damage equal to 10 % of your skill, plus half the result of a roll of your unarmed damage dice. For example: If I have 80 in unarmed, succeeds with a parry and roll a 4, my reduction would be:  $8 + (4/2 = 2) = 10$ . Parrying costs 4 AP for basic unarmed or simple weapons, 5 AP for melee weapons or advanced unarmed and 6 AP for heavy melee weapons and thrown. (this, and all other defensive actions are done as a prepared reaction, but, it CAN be done as a reflexive action, treated then as overlapping AP.)

Parry, weapon: Roll against 60 % of your melee weapon skill, (specializations included if you use that weapon type, requires at least 55 melee, or a technique) if successful, you reduce 10 % of your skill, + weapon dice. The damage however, will not be affected by resistance and apply directly to your weapon after 60 % (30 % for firearms) of what you reduced is removed from it. Ex: If you reduce by 10, and a enemy does 15 damage, 6 (3 is using firearm) will be removed, and 9(or 12) will be applied to your weapon. Each time this damage passes over it's hardness, it takes one durability damage. If the damage is more than what you reduce, your resistance will be applied to the last of the damage. Say 10 damage was left, and you got 30 % Res, then you'd take the last 7.

Blocking: Roll a easy Str check, (or 70 % of melee) if successful, all damage will apply to the shield. If it's hardness is passed however, you take 20 subdual % of the damage for each time it passes over it's hardness. Keep in mind some shields do not offer much cover against certain damage types. Say I notice a grenade next to me, I take cover behind my shield. The grenade deals 30 damage, my shield has 12 hardness, and offers full cover. that means I take 40 % of the damage since it's Ha was passed twice. Resistances apply to this as normal. However, I still suffer full effect of the concussion damage (resistance still applies ofc). And potential push-back effects will still apply. Also, each Str your attacker has more than you, you suffer an additional 5 % of the damage. Even if the shield soaked up the entire attack. This damage is non-lethal however. In most cases, if the shield utterly breaks, or can't protect you, it's up to GM how much you reduce, if any.

## Ongoing damage

**Normal:** Usually bleeding or in some cases, broken bones (as they cause damage if you try and walk on them) Bleeding can be stopped by magic, healing or first aid. There are other ways, but those are the primary ones. Each round you are bleeding, you take damage equal to your amount of wounds. Damage must pass over mentioned damage for mentioned weapon type to cause a gash (some weapons have bonuses in this, other penalties.). This effect stacks with itself (ex: wound from a bullet stacks with bleeding from a knife or etc) as long as the damage passes over the requirement (and is able to actually puncture your skin) Pulling out a lodged weapon causes 30 % (of damage) bleeding as well as an additional 50 % damage of what it caused going in (successful first aid/doctor skill with at least 1 DoS halves this. 3 or more DoS reduces it down to 10 %) Also, if your character is bleeding out by up to 3 hp per round, they get +4 to their death roll as it is only enough to "keep them helpless". (they will however still suffer from blood loss if they stabilize in this manner) 4 and above has the normal penalties. Also, when in a state of dying. You only take ½ the damage from bleeding due to being in shock with a much slower heartbeat. (mainly just to avoid instant death)

**Energy:** Some energy weapons leave searing (mainly) swatches on your character that well.. sears and tears on them. This can usually be flailed off. (Easy Reflex, takes 3 AP) But if stays for more than 1d2 rounds it sizzles into the skin and has to be swat off harshly. (Moderate Reflex, 5 AP) If it stays for another 1d2 rounds. It has melted onto the character and must be cut loose. (Doctor, first aid (-5/15) or outdoorspony (-25), 8 AP)

**Gas:**

**Poison:**

**Radiation:**

**Fire and acid:** If a character is on fire (or covered in acid, or some other nasty problem) they suffer 1d6 points of damage per round. Remember that a round is 10 seconds of real time. Fire can be extinguished by spending one full combat round rolling on the ground, (or submerging in something non-flammable) provided the ground isn't on fire, too. The pony or critter's AC will be reduced to what they are wearing while on the ground, and the must spend the usual 3 AP to get up the next round. Note that the poor pony still takes damage during the turn in which they are extinguishing themselves. (unless they make a successful Reflex save the first round they caught fire. (requires 3 spare AP) Their armour still takes a toll however.) A Ref save can still be made even if it's gone more than one round. If successful, the character puts out the fire, and takes non-lethal damage instead of lethal.

**Acid:** Unfortunately, getting rid of acid is different. Acid usually has to be washed off with either water or chemicals, depending. Some acids are aggravated by water, so the character will want to consider the consequences carefully before he or she jumps in a strategically and conveniently located swimming pool to wash off.

# Area Damage

When hit by an area attack, you immediately go through a few, quick steps.

First and foremost, find out you're facing in comparison to where the area attack originates from.

Once you know this, figure logically which of your body parts are in direct connection to the explosion.

(Example, if a grenade goes off to your left. Your connecting body parts would be your left front and hind legs, your head and your torso.)

Then roll the damage for the area attack once for -each- connecting body part.

The victim being hit, may then allocate these damages as he wants among the connecting body parts, representing his attempt to shield certain sections of himself.

If the victim of the area damage however, is unaware of the area damage, he may obviously not make any attempt to shield himself, thus you skip the allocating part and simply roll damage for each connecting body part.

## Collateral Hits

Certain area attacks will have a Collateral Hits (CH) value. This represent area attacks with increased destructive potential.

CH will always be followed by a number, for example CH 1.

This means that when calculating the amount of body parts hit by the attack, you add one.

(Example, If facing a exploding grenade, you would be hit on the head and both front legs. If said grenade has a CH of 1, you are hit in yet another body part for a total of 4 body parts hit!)

The bonus body part always receives the smallest damage die and it is up to the player to decide which body part that is.

(Unless they are unaware, then either randomise it or go by logic. Torso is a good suggestion in most cases.)

## Excessive force

In some cases, an area attack will cause more CH than a being has body parts. (For example a CH 3 grenade hitting a pony in the side.)

When this happens, the excessive CH is still rolled, however the CH is applied directly to the THP.



## Death and dying:

Like in almost... every other RPG, your character can, and is pretty likely to die. This occurs when your character drops below their End +4 in negative Thp (so with 5 End, this would be at 10 as 9 is the score you get in that case), or to be more precise: Each 30 % below this number you are, you get a saving throw. If your End is 5(+4), you get a save at -3, -6 and a last one on -9. A death saving throw works like the following: You roll a D20, if you roll on, or under 70 % of your End+4, you are out cold, but stable. If you roll on, or under 100 % you are dying (generally, 1 wound at least each round. Unless the GM has a reason for it to not bleed. They may also reduce the current amount of wounds if they see fit.) and if you roll 140 % under, you are alive... for another round. (roll next round again, 2 rolls ending on this result, results in death in 1d4 rounds unless saved) Anything above this, and you are dead, deceased, cadaverous, defunct, departed, done for, erased, expired, extinct, gone, kicked the bucket, inanimate, lifeless, lost the game, mortified, no more, out of one's misery, passed away, perished, pushing up daisies, resting in peace, resting in pieces, spiritless, wasted and exterminated, FOREVER! (If you land on 0 Thp however you just pass out, but will keep suffering from any potential wound they might have received before going unconscious. You don't suffer from additional penalties however, and may still roll to stabilize every checkpoint. The only result that matters in such occasion however is the 60 % one.)

Like mentioned, (but in more detail) you get a new saving throw for each "checkpoint" you pass (1/3+4 of your End), but when it reaches your End score, you die once it passes over it by 5. So a maximum of 3 saving throws are allowed, after that, it's up to hopefully, your friends to save your flank. And that is way more than in any other normal game, so be grateful! During the time you are busy dying, your allies can attempt to try and save you. First aid is able to make you stable from a dying condition caused by "minor" wounds, but major ones such as ex: Missing a leg, can only be stopped by a doctor check. (or healing poultices, or sometimes a healing spell) If a "checkpoint" has been passed due to damage, you simply miss it. You however have a +4 (-4, ex a roll of 10 turns into 6) bonus to all your saving throws as to give those with only 1 end a chance to stabilize. If you fall below this hp meter from sub-dual damage, you (usually) do not need to roll to save for death, you can however roll to stay conscious, if so, replace the End with Str and roll away. Your GM will determine what exactly counts as "sub-dual" damage and not. (feel free to come with valid objections however. Note: VALID)

Also worth mentioning: You might get a conditional modifier (good or bad) determine what weapon was used, and there the blow was delivered. Some body parts are less likely to have you killed, head for example has a bigger chance of having you killed until you die to death compared to ex: One of your legs. (fatal blow to the head removes the +4 bonus, whilst a blow that "merely" shattered the bone in one of your legs or minor bleeding (1-3) would increase it to a +8 etc) Attacks that go over the Th are the only ones that can have a chance of killing a character (when you get dropped below null HP by "non-lethal" damage) While a shot through the ear, or a blunt object snapping the bone in one of your legs off might not be lethal per say, but the shock from it might still kill you. This is what's counted for using the Th method. (You have to go over 100 % of your End for this to happen however, so thankfully the chance of non-lethal attacks ending your character's life are rather slim.)

"So much to live for": If your character has an unfinished goal, or a very strong desire to stay alive, you are able to spend a FS point to increase the result of your roll (by removing 1d6 of the result of the D20.) If the GM allows it, you can use the optional rule of "burning" points. This will remove all your points, make you unable to get any for a week. But stabilize your character at 0.

# Beating a dead horse

something about if a body part is on negative, small damages do not push it down further (ex: nibbling by a radroach that does 1 damage does not cause a -6 leg to suddenly burst off in a gory shower.)

"Avenge me..."

Optional rule: Final words. Sometimes, your character simply is screwed beyond salvation. The optional rule of "last words" technically doesn't harm game play in any way apart from that all characters have the right to utter one final dialogue. It is not expected to be very long however, not more than 15 seconds should be allowed, and that is in extreme cases. (or from lethal, but not instant death attacks, such as being sliced in half, depending how much organs that'd pour out during that time.) This rule would not be needed if a character was ex: bleeding out and you'd have no supplied. That would take a few whiles anyhow. But to make an example, lets say Steve's character Steve (there's always one...) would find himself facing that Steve the unicorn just got a shotgun to the face point blank, and even took a critical hit in his temple. The way this would work is that, to explain it in a cheesy way:

The time would slow down the moments before the event (how far depends on what happens, sometimes your GM might even allow ret-con so you could say something. Also: generic movie zoom in is optional) they'd then get to choose something moderately short to say. Such as "Tell x I love them", "X, promise to kill these fuckers for m-", "I should have never left the stable...", "With my last breath, I curse Bob" or "Mommy..." and either directly after, or a few seconds later, your character would be geography. (I meant what I said, just give them time...) One way to determine how long you'd have to say stuff is to roll one or more dices, and have that many seconds. 2d6/4 seconds would be standard in that case. But it'd be up to you guys to decide. Also, this would be a good method to use if they'd want to utter something of importance only their character knew about, such as a password, or location. The GM might decide you'd be unable to roll/make such utterances as your last words however. Seeing how it's just a optional rule anyhow, this would be entirely up to the GM. I personally prefer to have them roll a d10 in that case instead however. If they'd be lucky, they could get the information out. (possibly use FP to ensure it)

And if you're wondering "but what if my character is out cold, or has their throat cut open?" in that case you can either go with: 1: Your character wakes up just to have seconds to notice they're fucked and utter their last words. 2: Ret-con back to before they were out cold. or 3: Decide they missed their chance and just have them pass away in silence. The "default" is 1 however. Unless the character would be waaay out cold or completely miss their tongue or something.

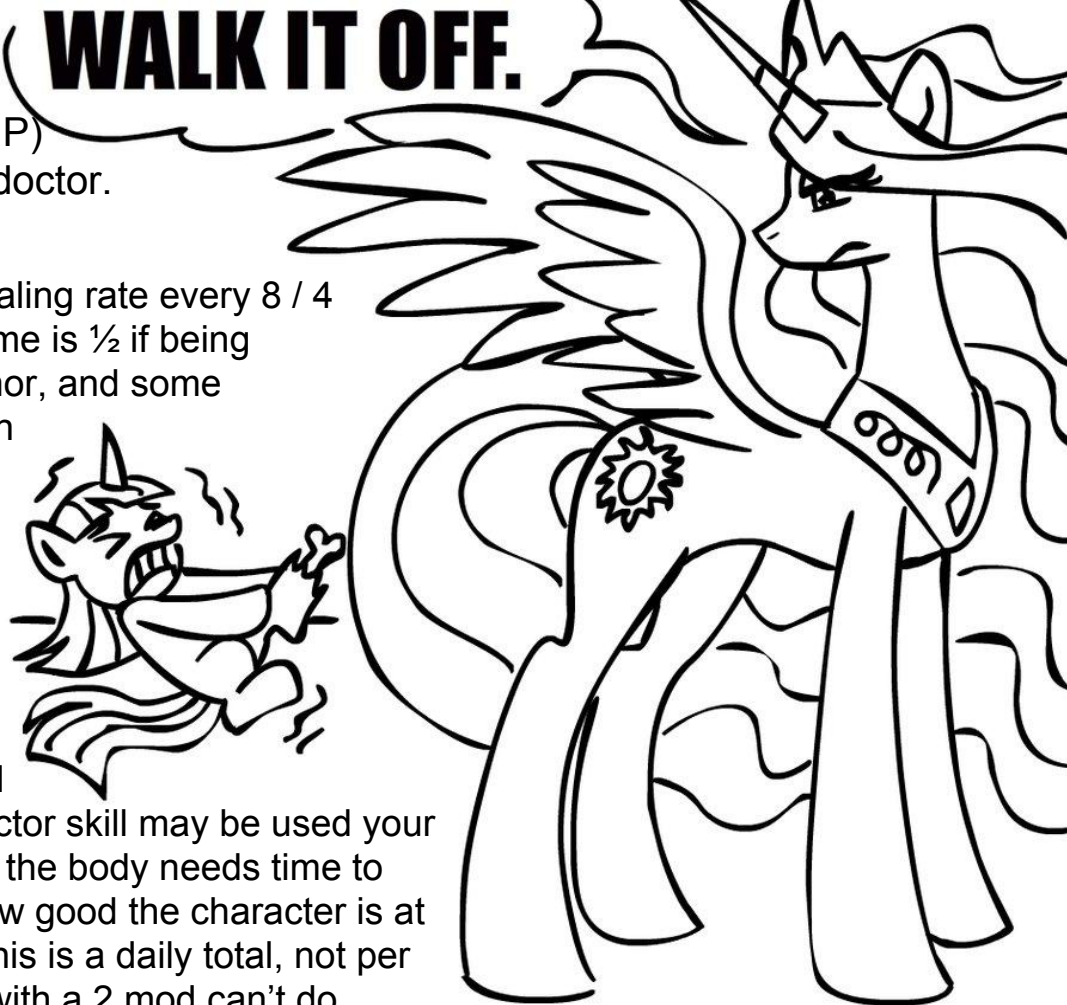
# Healing:

As stated, there are three kinds of (normal) healing:

- 1: Natural healing. This is your healing rate (for all parts+THP)
- 2: Medical treatment. (and some items) Such as first aid or doctor.
- 3: Magic or medical supplies, such as mending or potions.

Your healing rate is the slowest. Your character regains their healing rate every 8 / 4 hour of rest/sleep or every 24 hours of continuous activity. (all time is  $\frac{1}{2}$  if being given treatment during the time) This can however only heal minor, and some moderate wounds such as cuts, bruises, blood loss, most broken bones, minor radiation/toxins, concussions and the like. But it cannot heal: Missing limbs, major internal organ damage, loss of certain organs or severe radiation. (However, with some mutations or modifications, some characters are able to regain these things through HR. Some have even quicker HR then others.(from race or perk. Or some have none at all, like robots) Treatments are the faster alternative to your healing rate. You may use first aid a number of times equal up to  $2 + \text{Int}$  or  $\text{Wit}$  mod times per day. (or in a 23 hour period to be more exact.) The doctor skill may be used your  $\text{Int}$  or  $\text{Wit}$  mod times per day. These cannot be used infinitely as the body needs time to heal and recover between treatments. (The mod determining how good the character is at ensuring the body isn't strained too much each operation. And this is a daily total, not per character. So ex: if a 3 mod has done 3 on a patient, someone with a 2 mod can't do anything, but a 4 mod can) And also, once covered in bandages, there's simply not room for any more of them. Using either skill to stabilize/revive a fallen/dying character counts towards your maximum number of uses for the day. (but not directly as one. Meaning, if you have used up all x, you can still attempt to resuscitate a character. It does however have it's own limit of times you can exceed the current mod, and it's simply your mod once more. As once again, it is a bit hard to continuously trying to revive a battered charred body. There are limits to what a body can endure. Both these caps can be broken however by spending a FP.) However, using your doctor skill to restore minor crippled limbs (such as popping a joint back into place) does not count towards your maximum usage. If out of uses, but determined to aid a downed ally, you may spend a friendship point to make another attempt to save them, with the regular bonuses using a point gives. The last usage is magic and supplies. These have no maximum usages per day rather instead, they have a maximum number they can heal. Since when you reach the point of "you got some blood in your potion steam". A character can be healed 100 % of their maximum THP per day. After that, they only gain 50 % of the healing. At 150 % they get 10 % up to for another 10 % of their hp. After that it does nothing. This applies for both magical and medical item effects (medical treatment not included) this is both to encourage some carefulness, pacing and party balance, as well as avoiding "that one guy". (Healing any body part also restores 50 % of the healing in THP)

**WALK IT OFF.**



# Items and equipment

Word explanations: W: Weight, how much this item weighs. AC: If the item gives any protection towards your armour class. Ha: Hardness, how much damage that is required to deal for it to sink down it's condition track. (it functions like DT) For each time it passes over the Hardness (if it has DR, this is removed first from the result), the item sinks one additional step down. DR: If the item has any resilience to withstand blows. (Some items might ignore certain types of damage fully) Du: Durability, this symbolises how many squares an item have of durability . Pwr: Power, energy. Items that use this (such as most arcane or EP engineering tools/gadgets uses these.

While a rusty spoon might not need any battery or power cell, a power-hoof would. Items that does not need any sort of power pack is marked by a "-" mark next to it. Otherwise it's stated by a "[Battery type]". Items that obviously doesn't need power, such as the spoon, that part of the description is simply not included. (Like AC wouldn't be included in the description of a alfalfa food item. Some few non armour item can have the ac written like "(AC)". Showing it as a possible "improvised armour". Like how a medical box could be use to take cover behind. Blocking is also an option, but that's under the combat chapter. But we can mention that items such as bottles can be used, also for attacking.

If an items Du reaches 0, they break/become unusable. If they pass over 0 with a certain amount, they can become ruined. Some items gets ruined/beyond repair directly at 0 however, such as a stick or the like. If a gun goes to 0, you likely cannot fire with it, you can still use it as a club however, or keep firing if you'd still have the luck to be able to so. If it drops even lower, it will become ruined beyond (normal) repair. Most items break once they're at -1 durability however.

More in depth on the DR: For example, a stick might have hardness (hardness acts as DT for equipment) 5, and a DR of 0, while a lead pipe might have hardness 10 and a dr of 20 %. In the example of above, you need to do more than 5 damage to do enough damage to get through the hardness of the wood, but 10 for the pipe. While the DR technically removes 20 % of all damage, you are still allowed to do damage on it if you pass 10, it will just have a chance to deflect the blow due to being sturdy overall. If an items DR only applies to a certain type, it will state the damage within a "(Damage type)" on the side of it. If it only applies to one type, it is shown as "(/Damage type)" and if there would be more than one type, they are shown with a ", damage type" following up afterwards after the first one. (This can be included on the topic mentioned below as well)

Difference between the two is that certain items are better at penetrating certain objects overall. In the above example, the DR (or even hardness) might not have applied to certain types of attacks. A cloth for example might have a specific resilience against bludgeoning weapons as it is well.. not too affected by that kind of attack. Whilst slashing and piercing would just puncture right through. If an item is vulnerable to a certain type, such as most electronics being weak to EMP. Which would be stated by a "(Damage type/ -"number") and the number next to it. Some few objects or enemies are instead *healed* by a certain damage type, which would then be shown as a "+" instead of a "-".

# Chemicals, medicine and consumables.

Unlike most other equipment, chems and med tends to not weigh as much, (consumables tends to weigh a little at least) as the rest of your luggage. And unlike the rest, these do not really need a hardness and all that other effects. So, for the description of most these items, we'll only be showing their weight, effects and the potential drawback they might have. As well as addiction chance, re-charge time and uses per item.

What goes for consumables, is essentially the same. But there we instead show how full it will make you (or drunk), and how big of a chance it'll be for it to potentially do something harmful. What will not be shown for either however (or at least the majority) is the damage they can do and similar. And the values stated are for fully consuming all of it. It's split if shared with somepony else. A few key notes can be found below however. (which will not be listed next to an item) There are ofc exceptions to these rules, but your GM will have to take that individually:

All items in the following category have these statistic: (keep in mind they have to be actively used for defence to grant AC)

Bottles: AC:  $\frac{1}{2}$  Ha: 2. Hp: 3. Dmg: 1d4 (1d6 broken)

Cans: AC:  $\frac{1}{2}$  Ha: 5. Hp: 7. Dmg: 1d4-1 (1d4 if jagged)

Boxes: AC: 1-5 (depending on size) Ha: 6-14 (depending on material) Hp: ~13. Dmg: 1d4-1d12 (depending on size)

Blu imp weapon: AC: ~2. Ha: 3-20. Hp: 2-18. Dmg: 1d4+1-1d10+1

Sla imp weapon: AC ~2. Ha: 1-20. Hp:  $\frac{1}{2}$ -

**Consumable:**

*Beverages,*

Rot gut beer:

Buckweiser:

Wild Pegasus:

Sweet apple cider:

Orphan tears: (*Raiders like the salty taste*)

**Chemicals/Medicine:** (Notes: to keep it simple, about  
all chems and med weighs around 0,1 kg each)

Buck.

Stampede.

Med-X

Healing potion.

Anti-venom

Rad-X

Rad-away

Bandages.

Dash

Mint-Als

Party time Mint-Als

**Gadgets:**

Tech horn:

**Weapons:**

Small guns:

Sawed off shotgun

**Armour:**

Tactical Turtle-neck 900 caps

Hip and fly hat

## **Weapons – Remotely sharp and/or blunt objects**

One way to survive in the wastes, is simply by having more violence than the opposition, ensuring that they don't survive. Thus, making sure that they can't impede your attempts at staying alive... usually. Sometimes that only makes certain things more angry.

A weapons Rng is not it's max range, it's simply how far it can be fired without penalties. The Perception notes goes more into this, but in general it's a 3 % penalty per meter outside it's Rng. As for it's Str requirement, each point below the requirement, you suffer a -20 % penalty, and you can't wield anything bigger than 3 Str above your limit. Most heavy duty weaponry require the use of battle saddles. Some of those can still be wielded in the mouth, but such unwieldy items double the Str requirement if attempted to wield as such. And while some simpler hoof worn items can be worn in the muzzle, most of those require 2 higher Str to wield in such a manner.

Abbreviations:

Dmg = Damage (note that damage for guns is determined by the type of ammunition used, and any bonuses the gun adds)

S = Single

T = Targeted

B = Burst (see the rules under Attacking: Burst Mode in Combat: Attacking for details)

Rng = Range in meters. In standard combat, one hex is 1 meter in diameter. Numbers in ( ) indicate range with a tripod where applicable.

W = Weight

MD = Melee Damage

(Sub) The weapons main damage source is subdual, rather than lethal.



## Unarmed Skill Weapons

This skill covers the good old fashioned method of beating people up with your bare hooves, and weapons that compliment this method.

### Body Combat (Semi-sub)

Value: N/A (Though, some claim it's invaluable)

Unless your character is missing a limb or two, they have these weapons with them at all times. The most basic of weapons.

Min. ST: 1 W: N/A Dmg: 1d4 + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Boxing Gloves (Sub)

Value: 250

One can still find practitioners of "the sweet science" in the wastes. If your character is thinking of becoming the next Balboa, these are essential. Boxing gloves are gloves with some kind of pad over and around the fist, so that the wearer does not damage his or her hoof, and the person getting punched doesn't get cut.

Min ST: 1 W: 5 lbs Dmg: 1d2 + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Plated Boxing Gloves

Value: 300

Where one finds practitioners of "the sweet science," one finds cheaters as well. Someone must have "accidentally" put metal plates into these boxing gloves.

Min ST: 1 W: 10 lbs Dmg: (1d4+1) + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Brass Horseshoe

Value: 40

A device that fits around the hoof of a fighter, making punches and kicks hurt a lot more. It distributes the force of the blow evenly over the puncher's hoof, allowing them to avoid breaking their coffin bone.

Min. ST: 1 W: 1 lb Dmg: (1d4+1) + MD Rng: 1 AP S: 3 T: 4 B: N/A

## Spiked Horseshoe

Value: 250

An improved version of the classic brass shou, the spiked shoe do more damage, tearing into the flesh of your opponent in unarmed combat. Like the brass horseshoe, they distribute damage evenly across the puncher's hoof.

Min ST: 1 W: 1 lb Dmg: (1d6+4) + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Punch Dagger

Value: 300

The punch dagger certainly isn't a subtle weapon; it is a large, serrated combat knife attached to a glove, combining the force of a punch with the tearing action of a toothed blade. Expect to get kicked out of the boxing ring for using this unorthodox piece of equipment... well, the less shady boxing rings at least.

Min. ST: 1 W: 4 lbs. Dmg: (1d8+4) + MD Rng: 1 AP S: 4 T:5 B: N/A

### Punch Gun

Value: 600

This unusual weapon is a glove with a trigger in the frog, allowing the user to fire a single shotgun shell at the same time a punch is thrown. The damage from the shotgun ammo is added to the effects of the punch and melee damage. Although they are somewhat awkward, as they must be reloaded after every use, an enterprising individual could do quite well with one of these tools during a surprise attack. The punch gun holds 1 shotgun shell. Note that the incredibly short barrel on the gun renders this weapon ineffective at all but the closest ranges.

Min. ST: 2 W: 7 lbs. Dmg: (1d4+1) + MD (+Ammo) Rng: 1 AP S: 5 T: 6 B: N/A

## Power Fist

Value: 2200

The "Big Frigger" Power Fist from BeatCo. Considered by many to be the ultimate weapon to use in unarmed combat. A Power Fist is a metal glove that fits over the hand and uses small motors to enhance the power of a punch. The glove will automatically adjust for greater damage when the user throws a punch, using energy even if the punch doesn't connect. It holds 25 charges, and uses Small Energy Cells to recharge. While it can be used without power cells, it does regular MD-1. While you'd think it would at least do brass shoe damage, it's completely unwieldy without a power source. See it like swinging an open umbrella in a storm, while if you have a cell, you can keep it closed.

Min. ST: 1 W: 7 lbs. Dmg: (4d4+8) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Mega Power Fist

Value: 2500

A more powerful version of the "Big Frigger." (You can tell by the addition of "mega" in the name") This one has upgraded power servos for increased strength. Like the smaller version, it uses a charge every time a punch is thrown, even if it doesn't connect. The Mega Power Fist holds 25 charges of Small Energy Cells. (Same rules applies for the MPF as the regular version when out of cells)

Min. ST: 1 W: 7 lbs. Dmg: (4d6+16) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Melee Skill Weapons

These weapons are held in the mouth, claw or the like, and make contact with whatever their user is trying to damage.

## Knife

Value: 40

A basic knife for cutting things. Or critters. Or ponies. Knives are about. Most are made of steel but, as with most things before the war, they can and often are made from more exotic metals and a variety of alloys. (Price differs on these of course)

Min. ST: 2 W: 1 lb. Dmg: 1d6 + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Throwing Knife

Value: 100

A knife specifically designed for throwing. These weapons come in all types and varieties. They are small enough to conceal just about anywhere, and are often kept in bandoleers or specially designed belts. (Price is for the standard knife)

Min. ST: 2 W: 1 lb. Dmg: (1d4+2) + MD Rng: 1 AP S: 5 T: 6 B: N/A

## Spear

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end. See also Throwing Weapons. Spears are simple weapons to construct, being a long (2 meter) wooden pole with some kind of metal or stone head tied to one end.

Min. ST: 4 W: 4 lbs. Dmg: (1d8+2) + MD Rng: 2 AP S: 5 T: 6 B: N/A

## Sharpened Spear

Value: 100

A razor tipped polearm. The shaft is wooden, and the tip is sharpened steel. Many dip the tip in some form of coating, be it feces, radioactive goop or some sort of toxin.

Min. ST: 4 W: 4 lbs. Dmg: (1d10+3) + MD Rng: 2 AP S: 5 T: 6 B: N/A

## Switchblade

Value: 145

The blade of this small knife is held by a spring. When a button on the handle is pressed, the blade shoots out with a satisfying "Sssshk" sound. Constructing one of these takes some skill with both metalworking and machinery, and they are usually found in the possession of gangs in larger cities. (And for the love of Celestia, remember which direction it opens unless you want a permanent half-smile on that face of yours)

Min. ST: 1 W: 1 lb. Dmg: (1d8+1) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Combat Knife

Value: 165

A military-issued knife designed for melee combat. The serrated edges tend to tear instead of cut, and wounds from this blade are a lot more painful than normal knife wounds. See also Throwing Weapons. Combat knives were constructed from a carbon-based compound instead of a metal, making them more durable, less prone to dulling, and lighter than a normal knife. They are usually 7 to 13 cm long.

Min. ST: 2 W: 2 lbs. Dmg: (1d8+2) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Sharpened Combat Knife

Value: 200

This wicked looking blade has numerous nicks and cuts along its surface, but its edge is razor sharp. A good weapon if you happen to specialize in one-mouthed hoof-to-hoof combat.

Min. ST: 2 W: 2 lbs. Dmg: (1d10+3) + MD Rng: 2 AP S: 4 T: 5 B: N/A

## Wakizashi Blade

Value: 200

A futuristic RPG would not be complete without the Yakoiza (Japaneighs Seapony mafia) and the Fallout universe is no exception. In fact, the only way a non-Yakoiza member will get one of these swords is to take it off the body of a Yakoiza. (As E-Neigh sadly no longer exist) The Wakizashi looks like a smaller Katana. Because these blades are so difficult to make, it is highly doubtful that anyone makes these weapons in the wastes, and they are most likely tourist-store ripoffs from pre-War times. Of course, there are always exceptions. The Wakizashi is about 30 cm long, and slightly curved. Curved swords, who knew?

Min ST: 2 W: 2 lbs. Dmg: (1d8+4) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Ripper

Value: 900

Quite a nifty weapon. Rippers were common among gangs and thugs before the war, and are common among criminals and lowlifes after the war. They are called rippers for a reason, these knives tear through flesh and organs. Rippers hold 30 charges of Small Energy Cell. Deals 1d8-2 without any cells, due to obvious reasons.

Min. ST: 4 W: 2 lbs. Dmg: (2d10+12, ½'d on successful Hard Ref save) + MD Rng: 1 S: 5 T: 6 B: N/A

## Chainsaw

Value: 3000

Chainsaws are often considered the ultimate melee weapons. (Though, most of those overlook the fact a target has to be standing rather still for the saw to be effective) Although the later models mostly ran on electricity, older models ran on gasoline (maybe ethanol can be found somewhere in the wastes). A pony could definitely have some fun with this weapon. Electrical chainsaws have a rechargeable battery that holds 25 charges of Small Energy Cell.

Min. ST: 5 W: 15 lbs. Dmg (3d10+12, Dmg is ½'d if a Moderate Ref save is successful, or removed down to MD alone on critical success) + MD Rng: 1 AP S: 7 T: N/A B: N/A

## Police Baton

Value: 30

A police or military-issue club used for subduing criminals and enemies alike. This weapon is often made from sturdy wood, but is sometimes made from steel. A handle perpendicular to the shaft allows vibrations to diffuse before they travel up the user's arm. Can be used to inflict subdual damage without penalty. (Within reason) Any law enforcer using this weapon gets a +1 to hit any enemy with a dark color palette on their skin/fur.

Min. ST: 3 W: 3 lbs. Dmg: 1d6 + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Ice Pick

Value: 70

This weapon is a wicked looking implement that was once used to climb icefalls, now it is used to inflict bodily harm upon those unlucky creatures foolish enough to start something. Not recommended for use in brain surgery by professional medical practitioners. In the rare event it would actually be used for it's original purpose, count on a notable bonus if that situation would ever manage to happen.

Min. ST: 3 W: 2 lbs. Dmg: (1d8+3) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### Hatchet

Value: 55

This hand axe is excellent for making kindling or chopping limbs off trees, critters, etc. There's rumors of a "Hatchet mare" technique.

Min. ST: 3 W: 3 lbs. Dmg: (1d8+3) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### Axe

Value: 200

This weapon is the basic, double bladed firefighter tool. Made of plain steel or sometimes with titanium alloy, it's great for breaking down wooden doors or sinking into the closest enemy.

Min. ST: 4 W: 7 lbs. Dmg: (1d8+5) + MD Rng: 2 AP S: 5 T: 6 B: N/A

### Wrench

Value: 65

This is probably far more useful for repairing things. Wrenches are pieces of solid metal that can double as clubs. Wrenches that are effective in combat are anywhere from 20 to 40 cm in length.

Min. ST: 3 W: 4 lbs. Dmg: (1d4+2) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### Shovel

Value: 50

This heavy, bladed utility is mostly used to dig with... But affords an effective weapon too. Just ask Shovel Knight.

Min. ST: 5 W: 8 lbs. Dmg: (1d6+2) + MD Rng: 2 AP S: 5 T: 6 B: N/A

### Crowbar

Value: 65

A very solid and heavy piece of metal specially designed to exert leverage - or pound heads. Crowbars are fashioned from a piece of solid metal, twisted so that the user can exert force on an object and pry it upwards. They are usually about 17,5 cm in length.

Min. ST: 5 W: 5 lbs. Dmg: (1d8+2) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### Claw Hammer

Value: 60

Either way you use this tool, it's bound to cause some pain and damage. Also useful for more constructive, non-combative purposes.

Min. ST: 2 W: 4 lbs. Dmg: (1d8+2) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### Sledgehammer

Value: 120

A large hammer with big handle designed to crumble bones and damage vital organs. Very popular with the muscular crowd. Sledgehammers require two hooves or a strong jaw(+2 min ST) to use properly.

Min. ST: 6 W: 12 lbs. Dmg: (1d6+3)+MD Rng: 2 AP S: 5 (6) T: 6 (7) B: N/A

### Louisville Slugger

Value: 2700

This all-Equestrian, hardwood baseball bat will knock anything right out of the park. A true classic. Don't settle for aluminum ripoffs.

Rarely found made of steel or another metal alloy.

Min. ST: 4 W: 4 lbs. Dmg: (2d10+10) + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Super Sledgehammer

Value: 3750

The Super Sledgehammer is manufactured exclusively by the Brotherhood of Steel using the finest weapons technology available. At first glance, this nifty little tool is indistinguishable from a regular sledgehammer, except for the small bundle of machinery at the base of the head. It includes a kinetic energy storage device to increase knock back. The Super Sledge is a two-hoofed weapon.

Min. ST: 7(0 in math) W: 12 lbs Dmg: (2d10+16 or 6d4+12) + MD

### **Mouth-held Taser (Sub)**

Value: 500

These items were quite common before the great war. They were used by individuals to defend themselves when travelling through bad neighborhoods, dark city streets and even in their own homes. Victims hit with one of these makes a Hard Fort save (each % of Ele resistance adds an equal bonus to the roll) or go unconscious for a plot convenient amount of time. Holds 2d4 charges when loaded. Min. ST: 4 W: 8 lbs. Dmg: (1d12+8) + MD Rng: 1 AP: S: 4 T: 5 B: N/A

### **Cattle Prod (Sub)**

Value: 600

Since this weapon is designed to knock a cow unconscious, imagine what it can do to a pony. The cattle prod looks a little like an overgrown tuning fork, except that an arc of electricity passes between the prongs on the end whenever the user presses the button. Any biological critter hit with a cattle prod makes a neigh impossible save, or gets knocked unconscious. (Same Res rule as Taser) Each time an attack is made, successful or not, the Prod uses a charge. The Cattle Prod holds 20 charges of Small Energy Cell.

Min. ST: 4 W: 3 lbs. Dmg: (4d3+8) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### **Super Cattle Prod (Sub)**

Value: 1000

An upgraded cattle prod. Any biological critter hit with this tool makes the same check as for the cattle prod, but with a -10 penalty instead of the usual +10 on their save. The Super Cattle Prod requires two hooves to use. Every time an attack is made, regardless of the attack's success, the Super Prod uses two charges. This weapon holds 30 charges of Small Energy Cell.

Min. ST: 4 W: 3 lbs Dmg: (4d4+16) + MD Rng: 1 AP S: 5 T: 6 B: N/A

### **Throwing Skill Weapons**

These are weapons that the user chucks with good old-fashioned muscle power. AP numbers reflect necessary action points when throwing the weapon. Note that grenades and other thrown

### **Primitive Weapons**

This sub-group of weapons includes the basic rock and the bola.

#### **Rock**

Value: N/A

Your basic, run of the mill rock. There are only several trillion of them lying around the wastes. Gets yours today while they last! While rare, a horseshoe can also be thrown with the same rules as a rock, but honestly, who throws a shoe?

Min. ST: 1 W: 1 lb. Dmg: 1d4 + MD Rng: 10 AP S: 6 T: 6 B: N/A

#### **Bola (Sub)**

Value: 50

Originally designed by native peoples in Älgrope and Pre-Equestria, a bola is a rope with two or weighted objects tied to the ends. One uses a bola by swinging it over their head and tossing it at the target; if successful, the bola will wrap around the target, knocking it off its feet and rendering it immobile. Bolas do not actually do damage, (aside from potential fall damage) but are a favorite weapon of slavers who do not wish their goods harmed. Anything hit with a bola is automatically knocked down and immobile until freed; (unless unaffected by the bola, like a tank or a tree) a successful Hard roll against Strength allows the target to break out. A moderate Agi or just simply rolling against the target's sleight of hoof skill will also suffice.

Min ST: 4 W: 5 lbs. Dmg: N/A Rng: 30 S: 6 T: N/A B: N/A

### **Standard Missile Weapons**

These weapons are a bit more civilized, and deadly than the other thrown weapons above.

#### **Throwing Stars**

Value: 50

These small, sharp bladed weapons are used primarily by Yakoiza as assassination tools. An enterprising individual could coat them with poison to make them more efficient.

Min. ST: 1 W: 1 lb. Dmg: (1d3+2) + MD Rng: 15 AP S: 5 T: 6 B: N/A

## Throwing Knife

Value: 100

A knife specifically designed for throwing. It has a hole cut out of the middle of it to make it hurt more when removed from flesh.

Min. ST: 3 W: 1 lb. Dmg: (1d4+2) + MD Rng: ST\*2 AP S: 6 T: 7 B:

N/A

## Spear

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end. See also Melee Weapons. Spears are simple weapons to construct, being a long (2 meter) wooden pole with some kind of metal or stone head tied to one end.

Min. ST: 4 W: 4 lbs. Dmg: (1d8+2) + MD Rng: 8 AP S: 7 T: 8 B: N/A

## Sharpened Spear

Value: 100

A razor tipped polearm. The shaft is wooden, and the tip is sharpened steel. Though other material do exist.

Min. ST: 4 W: 4 lbs. Dmg: (1d10+3) + MD Rng: 8 AP S: 7 T: 8 B:

N/A

## Grenade Weapons

This group of thrown weapons includes the molotov cocktail and many different kinds of grenades.

### Molotov Cocktail

Value: 50

This is a home-made flammable grenade. A molotov cocktail is a bottle full of gasoline, oil, or some other flammable substance, with an oilsoaked rag as a fuse. Anything within a hex from the target hit with a molotov cocktail is subject to half damage for being within the splash radius. Anything covered in the burning fluids is subject to half damage, and then a quarter damage, for the two rounds after taking the initial damage. You have to light a molotov cocktail with a fire source before you toss it. A few variants of the molotov cocktail involve the use of acid or contact toxins.

Min. ST: 3 W: 1 lb. Dmg: 4d4+4 Rng: 12 AP S: 6 T: N/A B: N/A

## Fragmentation Grenade

Value: 150

A small explosive device that one throws and then explodes at the base of a target. Frag grenades are designed to shatter upon impact, peppering anything nearby with small fragments of metal. Anything in a hex adjacent to the grenade's point of explosion is subject to full damage. Anything within two hexes of the explosion suffers half damage, and anything within a hex after that is subject to 1d6 fragmentation and 1d6 concussion damage.

Min. ST: 3 W: 1 lb. Dmg: 5d4+15 Rng: 15 AP S: 5 T: N/A B: N/A

## Plasma Grenade

Value: 300

When the plasma grenade explodes, it causes a large amount of superheated plasma to be discharged into the surrounding area. Anything within two hexes adjacent to the grenade's point of explosion is subject to full damage from the plasma. Anything within two hexes after that is subject to half damage.

Min. ST: 4 W: 1 lb. Dmg: 10d6+30 Rng: 15 AP S: 5 T: N/A B: N/A

## Pulse Grenade

Value: 250

This grenade emits an electromagnetic burst that heavily damages electronic equipment. Useful against tanks, robots, computers, etc. Any non-biological critters within 5 hexes of the explosion are affected by the blast. (implants can however get fried)

Min. ST: 4 W: 1 lb. Dmg: 10d6+90 Rng: 15 AP S: 5 T: N/A B: N/A

## Flash Grenade

Value: 100

The flash grenade, known as the "flashbang" among counter-terrorist units, doesn't explode like a normal grenade but instead emits a bright flash of light. Anyone facing a flash grenade who doesn't know to look away will suffer blindness for 1d10 rounds after it explodes. Anything within two hexes is also subject to 1d6 of concussion damage.

Min. ST: 4 W: 1 Dmg: Special Rng: 15 AP S: 5 T: N/A B: N/A

## Incendiary Grenade

Value: 200

Essentially an improved Molotov cocktail, the incendiary grenade combines the explosive effects of a frag grenade with burning phosphorus. Which means victims are subject to sustained fire damage. Ouch. Anything within four hexes adjacent to the point of explosion is subject to full damage, and anything within 2 hexes after that suffers half damage. The explosion from this ingenious device causes everything within the blast radius to be covered with burning phosphorus, which continues taking half the initial damage taken for at least another five rounds. Another variant of this grenade involves Type D Acid rather than incendiary materials.

Min. ST: 4 W: 1 lbs. Dmg: 5d6+20 Rng: 15 AP S: 4 T: N/A B: N/A

## Fragmentation Grenade

kung fury

Tommy Hawk Missiles

## **Armor – Clothes, Barding and Accessories**

A decent set of armored barding can save your life.

In Fallout: Equestria RPG, bardings generally cover the torso and all four limbs unless otherwise noted. Bardings and clothing only provide the listed DT bonus (that's Damage Threshold – it represents the amount of damage it takes to overcome armor and deal damage to the thing wearing it), if any, to those areas which they actually cover, while headgear will always provide DT to the head. (assuming it's meant to protect, a say: scanner might be a headgear, but it's sorely lacking in just protective prowess. Most armor will not cover the wings, and most helmets and other headgear will not cover the character's horn unless specially designed or modified (see the modifying armor sub-header later in this section) to do so. Powered armor and armored helmets will almost never make allowances for characters with a horn. Whether or not a set of clothes or barding covers specific areas (other than those generally assumed) is listed in the effects column.

For bipedal creatures, these clothes and armors are interchangeable – simply note that the rear legs correspond to the legs and that the forelegs correspond to the arms. Armor will need to be modified to fit any creature whose anatomy it wasn't initially designed for. Values may fluctuate based on character size – armor and clothing for bipedal or Large characters is considerably rarer, and can be considered to cost up to around 1.5x as much, if it's available at all. Armor for smaller characters (but not clothing) is also much rarer, and the value of it can be increased to around 1.5x as much. But certain types of armor might even be cheaper for a smaller character. Depending on the material used. In rare cases, certain armor can even be cheaper for a larger character. The weight of said armor also increases (or decreases) in a similar manner to the cost. On average, they weigh/cost 30 % more (or less) than their standard counterpart. And the price increase/decrease by 2 % per point of Str and End from 5. (So a ex large character with 6 Str 8 End character would have an extra 4 points over the regular, thus add 8 % to the 30 % for a total of 38 % more weight and cost. While a small character with 4 Str and End would have 2 points below the average, thus end up with a 4 % to the 30 % for a total of 34 more (or less) cost, along with an equal percentage reduction in weight. If a large or small character however go in the opposite spectrum, say, we swap place of the stats, the now 4/4 large character would have a 4 % reduction to the 30 % for a total of 26 % more weight and cost. While a small 6/8 character would have a difference of 8 % to 22 % less weight and either 22 less cost, or 38 % more cost. It really depends on the material, the content and whomever the craftsman is. Some factions like say, the Crusaders, primarily work with foal sized gear as their standard, and instead charge extra for “regular” sized gear. (that they craft, scavenged goods are usually at the regular overpriced values.)

Characters can wear up to one layer of clothing or barding from each of the four categories (clothes, light, medium and heavy) at any point in time. Accessories are not limited, so long as they can reasonably occupy different locations on your character, though only one helmet can be worn one at a time. (Assuming you don't have two heads or something... and things like glasses, scanners or whatnot do not count as “helmets” for this purpose, though, they certainly can be impeding or unwearable with certain helmets.) Wearing more than one layer of clothing or barding at a time grants a -1 penalty to AGI for each additional layer after your base layer. Wearing more than 2 layers at a time grants a -1 penalty to STR for each layer after the second. There are also some few gender tailored armors, about all can be worn by the other gender, but they will have to endure a uncomfortable chafing (-7 m, -4 f % to most tasks) as one place respectively is far from as roomy as would be preferred.

Battle saddles (the next section) can only be worn one at a time; they are functionally a type of accessory.



**Armor**

These are the various forms of armor and worn methods of protecting oneself in the wastes. The divided modifiers are Damage Threshold/Damage Resistance.  
Armor that partially covers a part, you either roll a percentage chance to see if it blocks damage, or have it depend where it hit.

Abbreviations:

- W = Weight
  - AC = Armor Class
  - A = Acid Damage\*
  - N = Normal Damage
  - L = Laser Damage
  - F = Fire Damage
  - P = Plasma Damage
  - Ex = Explosion Damage
  - EI = Electrical Damage
  - M = Magical Damage\*
- (\*These are rare resistance types, so few armors will have them noted)

**Robe** (Dozens of models, some come with IFF tags)  
Value: 90 - Covers: 1-6 (no front cover for 1, 5-6)  
A robe made from fine material. Although this apparel does offers minimal protection against attacks, it is not exactly meant for that purpose. Frequently adorned by religious fanatics.  
W: 4,5 kg. AC: 1 N: 0/10 L: 0/15 F: 0/10 P: 0/10 Ex: 0/10 EI: 0/30

**Radiation Suit**

Value: 5000 - Covers: 1-6 (Unicorn and pegasus friendly)  
A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area. While wearing a radiation suit, a person is protected from all the harmful effects of radioactivity and radioactive materials (100% Radiation Resistance). Another added bonus is that these suits give 100/100 gas resistance as well. Needless to say, these suits are rare - and valuable. You cannot wear a helmet with a rad suit. Wearing a rad, rad suit reduces your chances to Sneak by 30%.  
W: 9 kg. AC: 2 N: 0/20 L: 0/10 F: 0/20 P: 0/10 Ex: 0/10 EI: 5/50

**Leather Jacket**

Value: 250 - Covers: 2, (bar flanks) 5-6 (only half cover, sleeves)  
These jackets make the wearer look sharp and dangerous. Most often found in black, these jackets can be most any color if dyed properly. Worn by bad girls looking for trouble.  
W: 2,2 kg. AC: 4 N: 0/20 L: 0/20 F: 0/10 P: 0/10 Ex: 0/20 EI: 0/30

**Ghoul Armor**

Value: 1300 - Covers: 2-6  
A small set of armor designed for and by ghouls. It is light, and provides only the most basic protection. Only ghouls and very small ponies can wear this armor.  
W: 2,3 kg. AC: 5 N: 0/20 L: 0/25 F: 0/10 P: 0/25 Ex: 0/25 EI: 0/30  
A: 2/20

**Leather Armor**

Value: 700 - Covers 2-6  
Your basic all leather apparel. Finely crafted from tanned brahmin hide. This armor somewhat resembles hoofball gear. This is typical raider gear. Just add pointy objects, presto!  
W: 3,6 kg. AC: 7 N: 2/25 L: 0/20 F: 0/20 P: 0/10 Ex: 0/20 EI: 0/30

**Combat Leather Jacket**

Value: 1000 - Covers: 2, (bar flanks) 5-6 (only half cover, sleeves)  
This Leather Jacket has been hardened with chemical solutions and comfortably padded for better protection. Extremely fashionable. You'll definitely make a fashion statement whenever, and wherever, you rumble.  
W: 3,1 kg. AC: 9 N: 2/30 L: 0/20 F: 2/25 P: 0/10 Ex: 0/20 EI: 0/30

**Leather Armor MK II**

Value: 1000 - Covers: 2-6  
Reinforced Leather Armor that covers more of the body. ... also comes with free stickers.  
We promise! We did more than just glue some plates onto it!  
W: 4.5 kg. AC: 10 N: 3/25 L: 1/30 F: 1/17 P: 1/30 Ex: 1/25 EI: 0/40

**Metal Armor**  
V

**Combat Armor**  
Va

## **Metal Armor**

Value: 1100 - Covers: 2-6

Polished metal plates, crudely forming a suit of armor. Sometimes worn by raiders. Can double as mirror if maintained.

W: 16 kg. AC: 5 N: 4/35 L: 6/75 F: 4/10 P: 4/20 Ex: 4/25 EI: 0/-50

## **Metal Armor MK II**

Value: 1900 - Covers: 2-6

Polished metal plates, finely crafted into a suit of armor. Only found in highly populated areas. 20 % shinier than prior model.

W: 19 kg. AC: 7 N: 4/40 L: 7/80 F: 4/15 P: 4/25 Ex: 4/30 EI: 0/-60

## **Mutant Plate Armor**

Value: 3000 - Covers: 2-6

One of the few suits of armor a mutant can wear, this armor consists mostly of large metal plating. This is the mutant equivalent of Metal Armor. Only mutants can wear this armor.

W: 18 kg. AC: 5 N: 4/35 L: 3/45 F: 4/15 P: 3/20 Ex: 4/25 EI: 0/-50

## **Spiked Mutant Plate Armor**

Value: 4200 - Covers: 2-6

An improvement on normal Mutant Plate Armor, this suit offers better craftsmanship, better protection, more weight and spikes. Makes you look sharp. Only mutants can wear this armor.

W: 23 kg. AC: 8 N: 4/40 L: 4/55 F: 4/20 P: 4/25 Ex: 4/30 EI: 0/-60

## **Tesla Armor**

Value: 4500 - Covers: 1-6 (Helmet can be worn by unicorns, however imposes a -50 % penalty to spellcasting, including Tk.)

This shining armor provides superior protection against energy attacks. The three Tesla Attraction Coil Rods disperse a large percentage of directed energy attacks. Only found in high-tech areas. It's a shocking scientific innovation. Also available in neon burgundy and thermochromic liquid crystals out of organic polymer.

W: 16 kg. AC: 8 N: 4/20 L: 19/90 F: 4/10 P: 10/80 Ex: 4/20 EI: 10/80 M: -5/20

## **Combat Armor**

Value: 6500 - Covers: 1-6 (Very few versions allow horn/wings)

High tech armor, made out of advanced defensive polymers. The standard military-issue armor for ground troops before the war, there are still quite a few suits of Combat Armor lying around.

Most are used by police forces in large cities, or by mercenaries and the like. This suit of armor comes standard with a helmet, and confers a 20% Radiation Resistance bonus. (mainly if worn)

W: 9 kg. AC: 10 N: 5/40 L: 8/60 F: 4/30 P: 4/50 Ex: 6/40 EI: 2/50

## **Combat Armor MK II**

Value: 8000 - Covers 1-6 (Same as it's predecessor)

An advanced version of Combat Armor, this was issued to soldiers in the advanced stages of the war. This armor comes standard with a helmet and confers a 20% Radiation Resistance bonus. (dito)

W: 10 kg. AC: 13 N: 6/40 L: 6/65 F: 5/35 P: 5/50 Ex: 9/45 EI: 3/55

## **Steel Ranger Environmental Armor**

Value: 9000 - Covers: 1-6 (Very few versions allow horn/wings)

The Ministry of War Time Technology developed this advanced Hostile Environment suit for operatives in special situations.

Combining the protection of a radiation suit with the gas-filtration system of power armors, this armor also offers the user some protection against attacks. Perfect for the Knight fighting off ghouls - or the adventurer who killed the Knight and is now fighting off ghouls. This armor filters all gas attacks (gas resist 100/100) and offers the user a 60% bonus to Radiation Resistance and a 50% bonus to Poison Resistance. This suit of armor already has a helmet. When wearing Environmental Armor, the user gains a 50% penalty to sneak; a 10% penalty to physical checks on: Doctor, Lockpick, Steal, and Repair; and a 5% penalty to First Aid and Science due to the clunky nature of the suit. So they'll most definitely see you coming. If they'll be able to see you leave however is a different question.

W: 14 kg. AC: 9 N: 5/40 L: 5/55 F: 4/40 P: 5/55 Ex: 6/40 EI: 5/45 A: 4/50

**Steel Ranger Environmental Armor MK II**

Value: 10000 - Covers: 1-6 (Only EP models were ever made)  
An advanced version of the Steel Ranger Environmental Armor. It gives a 90% Radiation Resist bonus, a 100/100 Gas Resistance bonus, and a 75% Poison Resistance bonus. This suit of armor has a helmet. Wearing this armor confers a -1 Penalty to Perception; a 50% penalty to Sneak; (for physical checks on the following:) an 11% penalty to Doctor and Lockpick; a 10% penalty to Repair and Steal; a 7% penalty to First Aid; a 5% penalty to Science; and a 2% penalty to Pilot. Such is the price of decent protection. Needless to say, only the highest ranking officers in the Rangers have access to this kind of armor. It's rumored to have been some within possession of top figures within the WTT Ministry as well.  
W: 17 kg. AC: 11 N: 6/40 L: 6/60 F: 5/42 P: 6/60 Ex: 9/45 El: 6/50 A: 7/60

**Steel Ranger Combat Armor (SR-CA)**

Value: 4800 - Covers 1-6 (Over 90 % of all are made for EP's)  
A superior version of Combat Armor. The Steel Rangers have made many improvements over the standard version. This armor is standard-issue for combat-members in the Rangers, and is only for members of that organization. Non-Ranger personnel caught wearing Steel Ranger Combat Armor will be dealt with. (Unless they can give a DARN good explanation.) This suit of armor comes standard with a helmet. Like other Combat Armors, wearing this armor confers a 20% Radiation Resistance bonus. While they have no gas filters, they can be sealed off manually. But they lack an air supply... but it would stop the wearer from immediately choking to death from nice, cuddly things like mustard gas. Air will last 1d4 minutes before the wearer will have to rely on their lungs.  
W: 13 kg. AC: 10 N: 8/40 L: 8/70 F: 7/50 P: 7/60 Ex: 8/40 El: 6/60 A: 3/0 M: 5/-10

**Advanced Combat Armor**

Value: 9500 - Covers: 1-6 (Not as hard to find horn/wing models)  
Through the latest, cutting-edge technology out of Hoofington, this new polymeric combat armor with enhanced heat and penetration resistance has become the most revolutionary armor in the wastes. Based on entirely different and innovative substances that do a credible job of enhancing the protection capabilities, this armor is also quite stylish. These armors have been known to come in different colors, ranging from standard green, green-gray camo, timber-gray, gray-black camo, black, dark-blue, crimson-red, and even chrome-silver. This armor comes standard with a matching helmet and confers a 25% Radiation Resistance bonus. But despite it's name, it can't be sealed off... you COULD do so with duct tape in an emergency, but that's not 100 % foolproof. And then the lack of air is still an issue... best just hope for no chemical warfare.  
W:12 kg. AC: 12 N: 9/75 L: 8/70 F: 9/90 P: 7/60 Ex: 9/45 El: 6/60

**Power Armor**

Value: 12500 - Covers 1-7 (EP only. And that's right, it's so fucking pimp it absorbs one explosive hit area like it wasn't even shit. For the purpose of counting number of CH, always remove one. This can reduce it down to 0. With some exceptions)  
A self-contained suit of advanced technology armor. Powered by a micro-fusion reactor, with enough fuel to last a hundred years. Power Armor is usually only worn by Paladins of the Steel Rangers, and other organizations with access to prewar tech. This armor comes standard with a helmet. The hydolics of the armor adds 3 Strength to the wearer. This armor confers a 30% bonus to Radiation Resistance and 100% Gas Resistance. When wearing Power Armor, the wearer receives a 75% penalty to Sneak and a 10% penalty to Lockpick and Steal. As well as looks totally freaking badass, along with a 99 % resistance against being made to not look badass.  
W: 39 kg. AC: 14 N: 12/40 L: 18/80 F: 12/60 P: 10/40 Ex: 20/50 El: 12/40 A: 4/15

**Mutant Power Armor**

Value: 3000 - Covers: 0-6 (+1CH)  
The rarest of the rare. These suits of special armor were a limited edition item developed by the Enclave for their experimental mutant soldiers. The number of Mutant Power Armors in existence can probably be counted on one hand. This armor comes standard with a helmet, enhances the Strength of the wearer by 3 points, confers a 30% bonus to Radiation Resistance and 100% Gas Resistance. The wearer receives a 75% penalty to Sneak and a 10% penalty to Lockpick and Steal.  
W: 64 kg. AC: 13 N: 12/45 L: 18/85 F: 13/65 P: 11/45 Ex: 20/55  
El: 12/45 M: 10/30

**Hardened Power Armor**

Value: 15000 - Covers: 1-7 (-1 CH, almost EP exclusive)  
A suit of T-51b Power Armor. The hardening process has improved the defensive capability of this high-tech armor system. This armor comes standard with a helmet. Like normal Power Armor, this suit enhances the Strength of the wearer by 3 points, and confers a 30% bonus to Radiation Resistance as well as 100% Gas Resistance. When wearing Hardened Power Armor, the wearer receives a 75% penalty to Sneak and a 10% penalty to Lockpick and Steal.  
W: 45 kg. AC: 25 N: 13/50 L: 19/90 F: 14/70 P: 13/50 Ex: 20/60  
El: 13/50 A: 8/30 M: 2/0

**Advanced Power Armor**

Value: 20000 - Covers: 1-7 (-1CH, almost PP exclusive)  
This powered armor is composed of lightweight metal alloys, reinforced with ceramic castings at key points. The motion-assist servo-motors appear to be high quality models as well. Advanced Power Armor was made by post-war Enclave technicians, comes standard with a helmet and has a built-in night vision system, so any negative modifiers from darkness are ignored. This armor enhances the Strength of the wearer by 4 points, gives the wearer a 60% bonus to Radiation Resistance and filters gas attacks, giving a 100% bonus to Gas Resistance. When wearing Advanced Power Armor, the wearer receives a 75% penalty to Sneak and a 10% penalty to Lockpick and Steal.  
W: 41 kg AC: 30 N: 15/55 L: 19/90 F: 16/70 P: 15/60 Ex: 20/65 El: 15/60 A: 6/20

**Advanced Power Armor MK II**

Value: 35000 - Covers: 1-9 (fuck you explosions, -3 CH. PP only)  
This powered armor appears to be composed entirely of lightweight ceramic composites rather than the usual combination of metal and ceramic plates. It seems as though it should give even more protection than the standard Advanced Power Armor. This armor is restricted to officers of the Enclave, definitely comes standard with a helmet and has a built-in night vision system, so any negative modifiers from light are ignored. It gives the wearer a 75% bonus to Radiation Resistance and a 100% bonus to Gas Resistance. When wearing this ultimate suit of armor, the wearer receives a 75% penalty to Sneak and a 10% penalty to Lockpick and Steal.  
W: 48 kg. AC: 35 N: 18/60 L: 19/90 F: 16/70 P: 18/60 Ex: 20/70  
El: 15/65 A: 8/25

Armor can be modified to fit other sizes and configurations of creatures (or to change the body configuration of a set of armor) using the repair skill. Or even potentially tweak a armors attributes. This is **required** to make a set of armor fit any character it wasn't originally designed for (large ponies can't fit into a young character's barding; Griffins, hounds and etc can't use Equine bardings, and vice versa).

It takes a repair roll of varying difficulty (depending on expertise), and about 10% of the armor's value in materials (or another set of similar armor – this is not necessary if you're making the armor smaller) and 1d4 days to modify armor in this way. Critical successes can accomplish this task overnight, failures add 1d4 days, and critical failures ruin the armor being modified, usually along with any material used. (or hurts the armors condition if attempting to make it smaller)

Cosmetic alterations such as adding leg pockets only require suitable materials – a needle, thread, and whatever the armor is made of (leather or cloth, usually – and a repair (or profession) roll. Check out the miscellaneous items list at the end of this chapter). Depending on the size of the modification, it can take anywhere from half an hour to a few days. Powered armors cannot be modified in this manner, except to change their color schemes, add some emblems or the lie; you can't sew extra pockets into metal plate... you could weld a "pocket" into it though...

**Clothing:**  
Similar to armor but offer little in ways of protection. Instead, some of them offer other small bonuses. (Or at least some level of warmth or the like.) How exactly they do some of these things are uncertain, but hey! (For most of these, you do not gain the bonus if you cover them with armor. Ask your GM if they think it'd be okay if it did.) Note that all bonuses might always be active.

	<u>Wt</u>	<u>Value</u>
<b>Naughty Nightwear</b>	0,5	120
For when you want to send more than a clear signal. (+1 Luck, +10 Speech to those intrigued), does not cover rear legs		
<b>Neural Interface Suit</b>	4,5	480
Grants a +25 bonus to using... whatever terminals these integrate with. (+10 otherwise) Assuming you find one. And it's matching headset.		
<b>Nurse's uniform</b>	3	150
Helloooo nurse! (+3 Medicine, +3 Speech), does not cover rear legs. Attracts teenagers... and occasionally triangled headed psychos.		
<b>Pajamas</b>	1,5	30
A sizeable amount of motives available. Comes in several variations of soggyiness!		
<b>Patient Hospital Gown</b>	0,5	20
Does not cover forelegs or rear legs. Offer poor probing protection.		
<b>Pre-War Kid's Outfit</b>	2	6
Does not cover rear legs. May attract non-hostile bipedal bears with ulterior motives.		
<b>Pre-War Parkstroller Outfit</b>	3	8
Makes you cozy, does not cover rear legs		
<b>Pre-War Relaxedwear</b>	2	8
Makes you even more cozy than above clothes, does not cover rear legs		
<b>Pre-War Spring Outfit</b>	2	8
Puts some spring into your steps, does not cover rear legs		
<b>Pre-War Winter Outfit</b>	8	40
Offers moderate protection from the cold elements. Also helps you to let it go~		
<b>Prospector Outfit</b>	2,5	180
Does not cover legs. Otherwise functions similar to a leather jacket. But covering flanks instead of forelegs.		
<b>Radiation Suit and Tie</b>	4	360
Appears as a torn and tattered pre-war business suit, but grants +20% radiation resistance.		
<b>Raider Barding, Sharp Dresser</b>	7	100
Pre-war business suit with metal spikes protruding out from it. Great for managing the morning commute.		
<b>Scrubs</b>	3	550
Comes in: Mad Scientist, Medical, Generic Scientific, TV medical-comedy drama, and many more models! (+7 Doctor or Science)		
<b>Settler Outfit</b>	3.5	180
Does not cover forelegs. Increased durability.		
<b>Sex Slave/Prostitute Outfit</b>	1	~190
Does not cover anything really. Does not cover back legs. Offers some minor bonuses (+1 Char, +15 Speech to those intrigued)		

Wt Value

**Sexy Sleepwear**

1 20

Does not cover rear legs. Can make you more alluring.

**Slave Clothes, Worn**

1,5 4

Does not cover anything, really. May come with additional free various caked bodily fluids. Second hoof at it's finest.

**Slave Laborer Outfit**

2 6

Does not cover legs. Might even have been ironed at some point.

**Slave Rags**

0,5 2

Offers poor whipping protection. Does not cover anything, really. You'd almost feel more clothed without it.

**Sleepwear**

1 10

Some models come with this little snazzy hat.

**Society Attire**

3 120

Makes you look all posh and dapper! Society IFF tags\*

**Stealth Cat-suit**

4 300

For when color does matter. (+5 Stealth), includes hood.

**Tactical Turtleneck**

2 150

Because you're worth it! (+5 Stealth, bonus not granted if your legs are what's primarily visible. Like: walking with at box atop yourself)

**Trader Barding**

2 45

Makes you a more snappy dresser. (potential +5 bonus to all mercantile actions, depending on factions), does not cover rear legs.

**Tribal Outfit**

1-10 5-50

Generally just a loincloth, but can be anything up to a mantle and all that. Either doesn't cover about anything, or it covers up to all.

**Wasteland Doctor's Fatigues**

2,5 70

Generally comes with a generally bloodstained look, to give you that robust "shit fucked up" feel. (+2 to medical rolls)

**Wasteland Legend Outfit**

2 42

Comes in several sizes. The pipsqueak model is rather popular. Along with any of the security guard designs. (+5 on total vs fear)

**Wasteland Settler Outfit**

2 6

Many wastelanders have found that the term "settler" is more akin to "migrating". Depending what the wasteland feels like.

**Wasteland Surgeon's Outfit**

2 50

For when the dried blood on the doctor's drapes weren't enough, we got you covered with this gorier model. (+6 to surgical rolls)

**Wasteland Wanderer Outfit**

2 6

Often similar to the settler model. As, to a degree, they can be pretty much the same thing. Does not cover rear legs

**Zebra Legionary Cdr Uniform**

1,5 1000

Made of some weird, freaky super light material, this uniform resists all pin-point penetration, such as needles. Is resilient to wear and tear. And grants one additional AP for each turn through potent alchemical material. Oddly enough, it only protects from minimal impact attacks like needles, darts and the like. Bullets, remotely sharp or blunt objects pass right through it. Which can explain why it's in near mint condition. Even fluids pass through it oddly enough... Zebra IFF tags\*, does not cover rear legs

**All-Purpose Science Suit**

3 1400

Nerdy or geeky glasses included.(+9 to most science rolls) Pipbuck and Terminal Interface built in to speed up research by 40 %.

Wt   Value

**All Nighter Nightwear**

1   200

Count your End as one higher for the purpose of... \*cough\* Does not cover rear legs.

**Aristopony's Tuxedo/Dress**

2.5   600

To those impressed by your hoity outfit, it will grants it's bonus. (+5 Barter, +5 Speech, count Cha score as one higher)

**Athlete of the Wastes Outfit**

1,5   300

This well shaped and comfy outfit helps you resist fatigue and the like, as it's built to withstand, and help you through just that.

**Birth Skirt**

0   1

Not the most fashionable of skirts, but it was apparently very popular pre-wasteland by maternal mares. Does not cover forelegs

**Brahmin-Hide Outfit**

2   6

Still has some of that classic Cowpony feeling to it.

**Caravan Outfit**

3.5   180

While not much to look at according to some, these are actually of very high quality. Most caravaners can have one outfit for life.

**Chained Sex Slave/Prostitute Outfit**

2   ~390

Bomb collar included in the price. (The cheaper version, can pay the difference for the more avanced) Dignity out of stock. May include same "bonus" as the regular prostitute outfit. Does not cover that much.

**Dirty Pre-War Businesswear**

3   12

You don't always wear ragged, pre-owned business suits, but when you do...

**Dirty Pre-War Casualwear**

2   3

Something you can wear casually. Does not cover rear legs

**Dirty Pre-War Parkstroller Outfit**

3   4

For when you just keep on strollin' Does not cover rear legs

**Dirty Pre-War Relaxedwear**

2   4

Relax, don't do it! Does not cover rear legs

**Dirty Pre-War Spring Outfit**

2   4

Still puts a spring in your step, albeit muddy step. Does not cover rear legs

**Duster**

2,5   230

Functions like a Leather jacket protection wise, bar it covers 2 fully, and nothing else.

**Enclave Officer Uniform**

3   380

Aerodynamic, looks quite swag. Enclave IFF tags\*, does not cover rear legs

**Enclave Scientist Uniform**

2   220

Join the mile high dorks! (+5 to most science), Terminal Interface, Enclave IFF tags\*

**Equestrian Army Fatigues**

11   300

Highly durable. Military IFF tags\*

**Equestrian Military Cdr Uniform**

1   1500

You can almost feel the hoof the hoof up your ass in this uniform. Magically enhanced fibers allow the suit to self-clean and repair. It offers same protection like a robe, but it also stops one bleeding every other round. It has anti-garrote collar, and a easy access holster. If you have what it takes to "wear it", it also grants the skill bonuses. (+10 Speech, +5 Small Guns) Military IFF tags\*



	<u>Wt</u>	<u>Value</u>
<b>Exposed Sex Slave/Prostitute Outfit</b>	1	~290
Does not cover anything, really. Same “Bonus” as other wear of the same type.		
<b>Farmworker Outfit</b>	2	180
Extra durable. Slightly inflammable. Does not fully cover forelegs or rear legs		
<b>Formal Wear</b>	1	120
For when you don’t want to be informal.		
<b>Gambler Suit, Shabby</b>	1	40
It might be a bit tattered, but it’ll still keep you in style, see? (+5 Gamble when cheating. Becomes -5 if gambling with upper class)		
<b>Gambler Suit, Well-Kept</b>	1	90
See nyah? Now this here is some fancy get up. Now you're rolling in style! (Same bonus as above, bar penalty applies to scum)		
<b>Grimy Pre-War Businesswear</b>	2	60
It might be grimy, but it’s at least not smegma coated... I think... some of them might be I guess... still, it gives you some style.		
<b>Handypony’s Coveralls</b>	4	110
Even the pockets have pockets in this thing! (+4 Repair and 10 % faster work while wearing it due to the convenience.)		
<b>Jail Uniform (Black &amp; White Striped)</b>	1	50
What seems to be the officer, problem? A rare model for prisoners. Not many facilities had them. (+5 Sneak)		
<b>Jail Uniform (Orange)</b>	1	6
Coming this summer: Orange is the new black. A much cheaper, (and easily spotted) mass produced prison clothing. (-25 Sneak)		
<b>Jumpsuit</b>	2	25
Available in the following models: Mechanic, Engineer, or Handypony. (+2 Repair), does not cover rear legs		
<b>Jumpsuit (RoBronCo)</b>	2	16
Like a regular jumpsuit, but custom tailored to fit a certain company’s tech. (+8 Repair to RoBronCo tech), RoBronCo IFF tags*		
<b>Jumpsuit (Stable)</b>	2	18
It has a somewhat robust material, if wearing your stable’s, you feel a little more confident. (+2 X, +2 Y, skills vary between stables)		
<b>Jumpsuit (Zebra Detention Facility)</b>	2.5	60
These models of the jumpsuit are extra resilient against the elements. It was cheaper that way on the heating and AC.		
<b>Jumpsuit (Zebra)</b>	2	10
Designed to reduce chaffing. Removes some of the stealth penalties from usually noisy gear due to rattling doesn’t cover rear legs.		
<b>Jumpsuit, Utility (Stable)</b>	2	33
A little twist to the usual uniform. The slightly stiffer cloth helps a steady hoof. (+3 Repair, +3 Lockpicking), does not cover rear legs		
<b>Lab Coat</b>	2	12
Available in science or doctors model. (+1 Science or Doctor), does not cover rear legs		
<b>Leather Jerkin</b>	1	15
A very thin, vaguely cured piece of leather. While far too fragile to offer much of any protection. It looks cool. Does not cover legs		
<b>Leather Vest</b>	1,5	28 (90 for hardened)
While not hardened, there is a few version that is. Those work similar to the leather jacket, but only cover half 2. Doesn’t cover legs.		

Wt      Value

**Armored Gala Wear, Ministry Mare Line**      2      4000

Incredibly rare, and packed with enchanted cloth, these do not count as armor, but sports an impressive 7/25 against ALL damage types, as well as . Designed for each of the ministry mares, there would only be six in existence but well... The Ministry Mare of Image was never known for doing just the bare minimum... how many exist are unknown, but they are not easy to come across. Despite being magical, any attempts by zebra to destroy them has proven fruitless. The dresses are powered by RAW FRIENDSHIP. The dresses become dormant if left alone for too long, needing to be “refueled”. Biggest chance to spot one is to look for dresses with exquisite design, that seem untouched by time. Primarily located within Ministry buildings. They’re also custom tailored. So along being hard to find, few can fit properly in them as well. Ministry IFF tags\*

**Armored Jumpsuit** (Stable Utility)      5      250

Has the reinforced trait. (+3 Repair, +3 Lockpicking, +3 Science) Just like the legend herself. One of a kind. Requires Small frame.

**Baseball Catcher/Umpire Barding** 4,5      200

Offers similar protection as leather jacket, bar +3 additional DT against subdual damage. (+3 Throwing), does not cover rear legs

**Equestrian Stealth Suit**      9      7500

Offers half the protection of the environmental armor. Bar 100 % gas resistance. Similar to a StealthBuck’s cloaking, this suit uses reflective mirrors that shift on their own in accordance to the surrounding, along with muffling your movement. It doesn’t contain any electronics however, nor much magical residue at all. It’s self sustaining, along with offers double DT+Res against “assassin” strikes, such as darts, garrotes and the like. The back of the head is similarly double reinforced. These were only worn by the Ministry of Morale’s and Awesome’s undercover, counter-ops agents. (+25 Stealth) Ministry IFF tags\* Stealthbuck interface.

**Flight Suit** (Military)      0,6      20

Helps reduce drag, allowing you to count your movement speed as 0,1 higher while airborne. Military IFF tags\*

**Gladiator Barding**      14      1600

Basically metal armor MKII, but a more stylized version. Does not cover rear legs

**Hoofball Barding**      4      220

Same as baseball catcher, but with a different skill mod. (+3 Unarmed)

**Jumpsuit** (Military)      1      12

Seen one jumpsuit, seen ‘em all. Military IFF tags\*

**Mercenary/Slaver Barding**      4,5      260

Same stats as leather jacket. (+2 Melee, +2 Small Guns)

**Prison Guard Vest**      3,6      100

Padded to resist pummeling, gives you 4/30 against subdual damage. (also applies to shivs) Police IFF tags\*, does not cover legs

**Radiation Suit**      2,2      60

A pretty standard rad suit for the everyday pony. (+45% Radiation Resistance)

**Radiation Suit, Advanced**      3,1      100

A slightly more advanced version of the first model. It wasn’t normally handed out to the public. (+55% Radiation Resistance)

**Raider Barding**      6,8      180

For when you want to look like a proper psycho. All have same stats as a leather jacket. Includes spikes, does not cover rear legs

	<u>Wt</u>	<u>Value</u>
<b>Raider Commando Barding</b>	7	200
For the less rabid raiders capable of tactics. (+3 Small Guns, +3 Unarmed), does not cover rear legs		
<b>Raider Iconoclast Barding</b>	6,9	200
Similar to the regular raider armor, but it's been treated or made out of certain material. (+15% Radiation Resistance)		
<b>Raider Ordinance Barding</b>	6,8	200
Looks a bit more fancy than most other models. (+2 Small Guns, 2 explosives), does not cover legs		
<b>Raider Paingiver Barding</b>	7,2	200
For all you sadists out there. (+6 Unarmed), includes spikes, does not cover legs		
<b>Raider Throwdown Barding</b>	7,1	200
For when you want to get that "You looking at me? YOU LOOKING AT ME?" look. (+3 Melee, +3 Unarmed), does not cover forelegs		
<b>Security Armor (Casino)</b>	7,5	400
Worn by your local bouncers at the not so local casino. Same armor as a reinforced leather jacket.		
<b>Security Armor (Casino, Reinforced)</b>	8	1000
For the high bidder area of of the staff. Adds another layer of reinforcements. Along with a muzzle cover and 10 min of oxygen.		
<b>Security Armor (Stable)</b>	6,7	170
While it offers the same protection as the casino one, it's not used to the wasteland's strains and degrade quicker.		
<b>Sheriff's Duster</b>	1,3	170
Goes great with the quote "You feeling lucky, punk?" (+1 CHA for conversation purposes to anyone impressed, +4 Small Guns)		
<b>Space Suit</b>	3,1	800
For going into spaaaaace! ... though, you are unlikely to manage that, it does however grant some nice protections. It has half of the DT+Resistance as the standard enviro suit. Though, once punctured, it quickly breaks down. (+69 Radiation Resistance)		
<b>SWAT Ballistic Vest</b>	3,6	2000
Has the same N, EI, Ex and F Dt+Res as the SR-CA (+1 Luck for "not getting wrecked" purposes) Police IFF tags*, covers chest.		
<b>Trenchcoat</b>	1,5	40
Works like a Robe. Goes great with windowless vans and standing outside daycares. Or offering to sell wares in dark alleys.		
<b>Tribal Hide Barding</b>	2,2	175
Functions has half the dt and res of a leather jacket, but has +3/20 F instead of the normal value, does not cover rear legs		
<b>Tribal Hunter Barding</b>	1,4	150
Half dt and res of leather jacket, but also grants +4 Stealth, does not cover legs		
<b>Tribal Raiding Barding</b>	2,3	150
Has half dt and res of leather jacket, has a 50 % chance to remove a CH, does not cover legs		
<b>Zebra Legionnaire Barding</b>	7,2	300
Functions like leather jacket with 1/5 more in N. Does not cover rear legs		
<b>Zebra Leg Praetorian Guard Barding</b>	5,4	300
Functions like leather jacket.		
<b>Zebra Leg Scout Barding</b>	4,4	120
Functions like robe, has 50 % chance to reduce CH by one. Does not cover legs		

	<u>Wt</u>	<u>Value</u>
<b>Zebra Infusco Phasmatis S Suit (Mk I)</b>	9	500
Works like leather jacket. (+15 Stealth) Light model lacks a stealth field generator or IFF tags.		
<b>Zebra Stealth Cloak</b>	8,8	500
Grants +50 Stealth. Also muffles sound and masks scent. Can be worn indefinitely. Only works if touching hide, skin or coat.		

**Medium bardings:**

Bombshell Slaver Barding 18 15 1500 (+10 Big Guns, +10 Explosives), does not cover legs		
Caravan Scout Barding 22 25 390 Does not cover rear legs		
Dashite Tesla Barding 40 30 8200		
Works like a tesla armor, bar usable by pegasi, along with the following bonuses: +2 Energy Weapons, +20% Radiation Resistance		
(WIP)		
Equestrian Combat Barding 22 25 6500		
Military IFF tags*, does not cover legs		
Equestrian Combat Barding, Medical 25 25 8200		
(+10 Medicine), Military IFF tags*		
Equestrian Combat Barding, Reinforced 25 25 8000		
Military IFF tags*		
Equestrian Combat Barding, Reinforced Mk II 33 25 8000		
Military IFF tags*		
Equestrian Lunar Guard Combat Barding 30 30 7500		
(+5 Small Guns), Ministry IFF tags*		
Equestrian Reconnaissance Barding 25 20 7200		
(+5 Sneak), Military/Rangers IFF tags*		
Equestrian Reservist Combat Barding 15 26 300		
Military IFF tags*, does not cover legs		
Equestrian Royal Guard Combat Barding 27 25 8500		
(+3 Small Guns, +3 Melee), Military IFF tags*		
Equestrian Stealth Suit Mk II 21 25 15000		
(+25 Sneak, +1 PER, +1 AGI, +5' sneak speed) Integrated Mk II Stealthbuck and audio computer assistant. If the Mk II is detached, the suit only grants a +15 bonus to sneak. All bonuses are in addition to those provided by the Mk II.		
Fillydelphian Metal Barding 36 15 15000		
(-1 AGI, +10 Unarmed, +10 Energy Weapons), does not cover forelegs. Standard issue for Red Eye's shock troops.		
Fireproof Barding 24 20 7500		
+10 DT versus Fire damage and weapons with the Fire effect.		
Friendship City Security Barding 22 25 3900		

Wt      Value

Light Bringer's Leather Barding 36 15 16000

(+10 Small Guns), does not cover rear legs. Followers of the Apocalypse IFF tags\*

Lightweight Metal Barding 18 20 460

(-1 AGI)

MoA Special Forces Barding 32 27 11500

(+10 Small Guns, +1 Luck, +5 Max AP); Alternate: Small guns to Sneak and Luck to AGI, Ministry & Military IFF Tags\*

MoM Counter Terrorist Strike Barding 22 25 3900 (+1 Luck), Ministry IFF tags\*

Ranger Desert Scout Barding 33 26 8000

(+3 Survival) Police/Ranger IFF tags\*

Samurai Barding 22 15 5000

(+10 Melee, +10 Damage with Melee Weapons)

Settlement Security Barding 20 25 3500

(+5 Speechcraft, +5 Small Guns), does not cover rear legs

Slaver Patrol Barding 18 22 2900

(+1 PER, +2 Energy Weapons), does not cover rear legs

Slaver Tribal Barding 15 26 2750

(+1 STR, +2 Melee), does not cover forelegs

Slaver Trooper Barding 12 20 2250

(+1 END, +2 Small Guns)

SWAT Riot Gear 30 30 8000

(+1 AGI, +5 Small Guns), Police IFF tags\*

SWAT Riot Gear, Advanced 31 25 8500

(+10 Explosives, +1END), Police IFF tags\*

SWAT Riot Gear, Elite 33 23 12500

(+5 Critical hit range in combat, +10 Small Guns, +1 CHA), Police IFF tags\*

Talon Combat Barding 26 25 6500

Does not cover legs.

Zebra Infusco Phasmatis Stealth Suit (Mk II) 27 20 5000

(+15 Sneak, 1 MFD step Stealth Field that can be activated and deactivated at will)

Zebra Legionnaire Centurion Barding 27 35 800

Zebra IFF tags\*, includes spikes

Zebra Legionnaire Vexillarius Barding 21 26 600

Zebra IFF tags\*, does not cover rear legs

**Heavy Bardings:** (\* = Training required)

Barrel Barding 25 30 350

(-2 AGI), does not cover legs. A metal-reinforced barrel with holes cut in it. It chafes.

Wt      Value

Clipboard Armor 60 45 1000

(-2 AGI). Made of around 60 clipboards arranged in an overlapping scale pattern. Does not degrade, but is ignored outright by any critical hit. Also has very feeble protection against most environmental hazards. And worsens terrain difficulty.

Enclave Powered Armor\* (P-51f) 42 30 6500

(+1 STR, +15% Radiation resistance), built in four pronged B-S with energy weapons reserve, Wing Covers. Enclave IFF tags\*

Enclave Starfire Barding\* (P-53a) 58 35 9000

(+1 STR, +10 DT vs. Fire, +15% Radiation Resistance), Wing Covers. Enclave IFF tags\*

Enclave Tesla Barding\* (P-52f) 38 30 8200

(+10 Energy Weapons, +20% Rad res), built in four pronged B-S with energy weapons reserve, Wing Covers. Enclave IFF tags\*

Fillydelphian Powered Armor\* 35 40 7300

(+1 STR, +1 Luck, -1 AGI, +15 Max AP, +5 Melee), Slaver IFF tags\*

Gecko-Backed Metal Barding 34 33 2000

(-1 AGI, Bonus varies depending what gecko species it was enhanced with.)

Gecko-Backed Metal Barding, Reinforced 40 35 5750

(-1 AGI, same applies to this version of it, goes twice for the reinforce)

Griffin High Reaches Powered Armor\* 48 45 5000

(+1 STR, +1 AGI, +10% Radiation Resistance, Bladed Wings)

Griffin Powered armor\* 42 40 4000

(+1STR, +10% Radiation Resistance, Bladed Wings)

Lunar Guard Powered armor\* 36 30 16500

(+1 AGI, +10 DT vs. Magic and Energy Weapons) Immune to critical hits.

Metal Barding 24 30 1100

(-1 AGI)

Metal Barding, Reinforced 32 30 3500

(-1 AGI)

Necro Shield Barding 36 45 3750

-(-1 AGI, +15% Radiation Resistance)

Prototype Medic Powered Armor\* 40 45 9000

(-1 AGI, +25% Radiation Resistance), Voice interface alerts wearer to enemy presence, administers Med-X automatically if able.

Ranger Powered Armor\* (P-45d) 40 45 4500

(-2 AGI, +2 STR, +10% Radiation Resistance) Ranger/Military IFF tags\*

Ranger Powered Armor\* (P-51b) 50 40 5200

(+1 STR, +25% Radiation Resistance) Ranger/Military IFF tags\*

Royal Guard Powered Armor\* 48 40 18500

(+1 STR, +10 DT vs. Fire), Heals 1 wound per round while in direct sunlight.

Salvaged Ranger Barding 40 40 3000

(-2 AGI)

Wt      Value

Stronghoof Family Powered Armor\* 44 35 6500

(+1 CHA, +10 Max AP, +3 Critical Chance in Combat). Requires the Large trait.

Winterized P-51b Powered Armor\* 45 40 10000

(+25 Radiation Resistance) Ranger/Military IFF tags\*

Zebra Legate Barding 30 45 2500

Zebra IFF Tags\*, includes spikes on the hooves. Made of Dragon bone, often carries talismanic enchantments.

Powered Armor: Pony powered armor models usually come with an integrated heavy or four pronged battle saddle and corresponding autoloader unit or energy reserve; these units are included in the value of the armor. Griffin powered armors are less standardized, but will generally incorporate an autoloader if they possess weapon mounts. For incomplete armors being sold without these accessories, reduce the value accordingly. Powered armor requires specialized training not available to most characters. Powered bardings all (more or less) possess an integrated repair talisman. This talisman can be fed scrap metal and electronics, and each unit it is fed can repair durability. More rules can be found in Armor and Weapon Degradation section.

Wt      Value      Accessories?

### Hats and Helmets:

#### **Bandana/Head Wrap**

0,4      6      Yes

Gives you a more “street” look. Can also double as an impromptu bandage.

#### **Baseball Helmet**

1,2      80      Yes

Offers moderate protection to the head. (Close to metal) Also gives a +5 bonus to tackle someone. (or thing)

#### **Beret**

0,4      25      Yes

Used to be the most common headwear over in Prance. Donning one makes you want to speak fancy.

#### **Construction Helmet**

1,3      50      Yes

Offers unique ½ damage protection from falling objects. (such as anvils, yes: that one) Otherwise has similar protection to metal armor.

#### **Cowpony Hat** (Stetson or Otherwise)

0,4      8      Yes

Goes great with a toothpick or a straw in your muzzle. (+2 with revolvers and lasso)

#### **Dashite Tesla Helmet\***

2,5      120      No

Works like the Dashite armor, bar the Radiation resistance is down to 5 % Has a -1 CHA penalty in most cases.

#### **Enclave Officer's Cap**

0,4      6      Yes

You doubt you could fool anypony with this without the rest of the suit... or without wings. (+1 Energy Weapons)

#### **Enclave Powered Helmet** (P-51f) 21

1,7      2800      No

(Same as Dashite helm, bar corresponding armor)

#### **Enclave Starfire Helmet** (P-53a)

1,9      3000      No

Dito as above.

#### **Enclave Tesla Helmet** (P-52f)

1,8      2800      No

Dito as above.

	<u>Wt</u>	<u>Value</u>	<u>Accessories?</u>
<b>Equestrian Army Combat Helmet</b>	2,3	85	Yes
Not uncommon to find these “preowned”, with “work damage” to them. Those versions are a little cheaper to obtain. (Offers protection)			
<b>Equestrian Army Trooper Helmet</b>	1,3	50	Yes
The green troops walked in one direction, the red troops walked back and forth. (Offers minor protection)			
<b>Equestrian Park Ranger Hat</b>	0,4	300	Yes
Paw-made by ursine tailors for the Equestrian border patrol. +2 Survival, increase your Per by 3 for purpose of spotting fire.			
<b>Equestrian Recon Armor Helmet</b>	1,4	70	Yes
A lighter version of the combat helmet.			
<b>Fedora</b> 1 1 30	2,3	85	Yes
Neck-beard not included, see? Tommy Gun’s and suits sold separately, nyah!			
<b>Filtration Helmet</b>	1,5	25	No
Not recommended to wear in poorly lit metro stations. Nor going around asking for your mommy. (+10% Rad Res, 100 % Gas Res, has chance to malfunction. The filters need to be replaced on occasion. Doesn’t stop more vicious or acidic gasses)			
<b>Firepony's Helmet</b>	0,9	15	Yes
Offers a little protection to regular damage, and a decent amount against fire. Only on your head of course. Not much else.			
<b>Foal's Police Hat</b>	0,4	40	Yes
Requires Young or Pipsqueak to wear. While not as thick as the original it’s based of, it can still take a beating.			
<b>Gambler's Hat</b>	0,3	8	Yes
Just stick an ace card of your choice into the brim, and you’re set to hit the club! ... or be dragged out and hit outside of the club...			
<b>Ganger Helmet</b>	0,6	8	Yes
Makes you feel like part of a gang... oh wait.			
<b>Griffin Powered Helmet*</b>	2,4	1000	No
Same defense as the armor, bar only +5% Radiation resistance. Contains: Gas Mask and Lamp.			
<b>Griffin High Reaches Powered Helmet*</b>	2,5	1500	No
Same as the armor, bar only +5% Radiation resistance. Contains: Gas Mask, Low Light Optics.			
<b>Hip and Fly Hat</b>	0,6	42	Yes
Probably one of the more swag hats you can find in the wastes. They even offer minor protection to your you! (Your favorite thing!)			
<b>Hood</b>	0,4	6	Yes
Like rappers and flaccid mare’s family jewel, you’ll be livin’ in da hood! (Or caught dead in it)			
<b>Leather Flight Helmet</b>	0,5	28	Yes
Aside from being aerodynamic, doesn’t actually offer much in terms of protection due to the thin leather.			
<b>Lunar Guard Combat Helmet</b>	1,5	1000	Yes
Become a pony of the night! Low Light Optics, Optional Gas mask, and Royal Canterlot Voice Enchantment (Officer Models)			
<b>Lunar Guard Powered Helmet*</b>	1,5	2500	No
Ze goggles, zey do something! Grants +2 PER for perception purposes. Low Light Optics, Optional Gas mask.			
<b>Metal Helmet</b>	1,7	200	Yes
Works like a metal armor, bar on your head.			



	<u>Wt</u>	<u>Value</u>	<u>Accessories?</u>
<b>Metal Helmet, Reinforced</b>	1,9	280	Yes
Works like the upgraded metal armor.			
<b>MoA Special Forces Helmet</b>	2,2	2600	Yes
You feel 1/5'th more awesome by just looking at it. Now, wearing it... Lamp, Optional Gasmask. Pipbuck Interface Visor.			
<b>MoM Counter Terrorist Strike Helmet</b>	1,4	1000	No
Their design is apparently based on a popular game in the pre-war era. Contains: Lamp, Low Light optics, and Optional Gasmask.			
<b>Motor Scooter Helmet</b>	0,6	6	Yes
Doesn't offer as good protection as you might expect, compared to the scooter. But can still take a bit of a beating.			
<b>Nurse's Cap</b>	0,2	5	Yes
Goes great with a nurse suit... though it doesn't really do much else. (+1 Doctor and +2 First aid)			
<b>Party Hat</b>	0,3	4	Yes
For when you just want to have a good time.			
<b>Pinkiebot Helmet</b>	1,6	200	No
Looks obnoxiously pink. Can somehow inexplicable increase PER by 2 when the certain shoes are aligned just hexagonally.			
<b>Pint-Sized Slasher Mask</b>	0,8	16	No
Slightly reinforced, this odd looking helmet is rumored to have been one worn by a pre-war serial killer. (-1 PER, -1 CHA, +2 Melee)			
<b>Pith Helmet</b>	0,9	45	Yes
While not that durable, it's sufficient enough to sustain repeated blows from smaller rocks or similar			
<b>Police Hat</b>	0,4	5	Yes
Going with most out there in the wasteland, you're sad this isn't a police helmet. At least these were once a symbol of safety.			
<b>Pre-War Baseball Cap</b>	0,4	30	Yes
While not sturdy, they're remarkable durable, and rather popular by most wastelands. Though, most ponies are not sure why...			
<b>Pre-War Hat</b>	0,4	5	Yes
As standard as generic headwear goes.			
<b>Raider Blastmaster Helmet</b>	1,3	60	No
Offers minor protection. But you take ½ damage from Ex damage in the head area.			
<b>Raider Helmet</b>	1,2	20	Yes
Some come pre-decorated with giblets. Not recommended for children under the age of five.			
<b>Raider Supervisor Helmet</b>	1,3	75	No
For when you feel the need to be extra much of a douche. Comes with +5% Rad Res, minor protection and a Gas Mask			
<b>Ranger Desert Scout Helmet</b>	1,8	2500	No
Offers high protection. Comes with a Lamp, Low Light optics, and can have a optional Gas Mask.			
<b>Ranger Powered Helmet*</b> (P-45d)	2,3	1300	No
Offers high protection. Comes with +5% Radiation resistance, Lamp, and optical Gas Mask.			
<b>Ranger Powered Helmet*</b> (P-51b)	1,9	2000	No
A much snazzier version of it's predecessor. Can give +1 CHA for interaction purposes along with +10% Rad res. Lamp, Gas Mask.			

	<u>Wt</u>	<u>Value</u>	<u>Accessories?</u>
<b>Roving Trader Hat</b>	0,4	6	Yes
It's not much, but it's your hat. There's many like it, but this one is yours. +2 Barter			
<b>Royal Guard Combat Helmet</b>	1,2	1000	No
Works like the armor, contains: Lamp, Low Light optics, optional Gas Mask.			
<b>Royal Guard Powered Helmet*</b>	2,4	2500	No
Same as the armor, can grant +1 CHA to anyone impress, and has +5% Radiation resistance and an optional Gas Mask.			
<b>Salvaged Ranger Helmet</b>	2,3	1200	No
Slightly worse for wear than an original. Radio and flashlight are non-functional. (Hint, hint)			
<b>Samurai Helmet</b>	1,7	350	Yes
Offers a bit of protection similar to metal, looks quite cool in the process. Makes you want an armor of money.			
<b>Security Helmet</b> (Casino)	1,4	500	No
Works like the armor, matches it very snazzily.			
<b>Security Helmet</b> (Casino, Reinforced)	1,8	850	No
Same as above, bar for the reinforced counterpart.			
<b>Security Helmet</b> (Stable)	1,5	30	Yes
Works like the armor, comes in a dozen of numbers on them. Some have horn holes.			
<b>Sheriff's Hat</b>	0,4	35	Yes
If ponies are impressed by your superior headwear, you can gain a +1 Cha for social purposes.			
<b>Slave Headscarf</b>	0,4	6	Yes
The graduate hat of the school of hard knocks.			
<b>Space Suit Helmet</b>	0,9	200	~Eh
Needed to gain the full effect of the space suit. Makes a fine, sturdy fishbowl on its own. Required for going into spaaaaaace!			
<b>Spritebot Helmet</b>	1,3	20	No
A hollowed out spritebot helm. Not very comfortable, but it's a living... chance enhancing helmet.			
<b>Storm-chaser Hat</b>	0,4	6	Yes
Reduces the perception penalty for heavy dust, sandstorm and the like by one.			
<b>Stovepipe Hat</b>	0,4	50	Yes
Monocle and peasant poking stick sold separately. Grants +3 diplomacy in the upper crust of the craphole that is the wasteland.			
<b>SWAT Riot Helmet</b>	2,7	800	No
Offers good protection. The imbued front cover is made to help remove vision impairment, making it one step easier to dispose of, minimum 1 AP. (later versions instead auto-repel it in 1d4 turns) Comes with built in Low-Light Optics and Gas Mask			
<b>SWAT Riot Helmet</b> (Advanced)	2,8	1000	No
A better version than the regular version, the shape of the front visor reduces vision impairment by one. Same extras.			
<b>SWAT Riot Helmet</b> (Elite)	2,9	1500	No
The perfection of the model, has same extras, reduce vision impairments by two and grants a +4 to intimidate due to amplifiers.			
<b>Talon Combat Helmet</b>	2,2	40	Yes
A surprisingly sturdy helmet for it's price class. It breaks twice as fast as most armor, but it's simple enough to repair.			

	<u>Wt</u>	<u>Value</u>	<u>Accessories?</u>
<b>Tribal Fiend Helmet</b>	0,4	6	No
Seeing this “mask” makes you want to have a black car with a rocket launcher... you’re not sure why... it can grant +2 intimidate.			
<b>Tribal Headdress</b>	1,4	150	Technically...
It’s quite fancy with all the random do-hickies on it. It can grant +1 to melee attacks, if the wearer is “into” it so to speak.			
<b>Welder's Mask</b>	1,5	20	No
Grants notable protection to the face, and an impressive defense against fire and certain acid and laser attacks.			
<b>Winterized Powered Helmet*</b> (P-51b)	1,3	2000	No
Grants great resistance to cold climates, at least to your head. Hope you got the rest of it. Also gives 10% Radiation resistance.			
<b>Zebra Commando Cap</b>	0,4	6	Yes
A quiet comfy headwear that’s bound to get you into trouble if you wear it in the wrong neighbourhood.			
<b>Zebra I.P. Stealth Suit Helmet</b>	1,2	100	No
Another thing that’ll get you shot in the face if you show up with. Assuming they’ll find you... Gives +5 Stealth, has Low Light Optics.			
<b>Zebra Legionnaire Centurion Helmet</b>	1,3	70	Yes
Yet another headwear that earn you the hate of a nation if worn in the wrong location. It does offer okay damage protection though.			
<b>Zebra Legionnaire Decanis Helmet</b>	1,1	150	No
It’s made for to instill respect and morale than protection, but it can still take a beating. Which you will likely get if you wear it.			
<b>Zebra Legionnaire Legate Helmet</b>	1	250	No
Made out of a Dragon’s Skull. One of the few things that’s seen as more of a “cool trophy” than harmful object magnet by most.			
<b>Zebra Legionnaire Veteran helmet</b>	0,4	6	No
Offering a decent amount of protection. Was awarded for those zebra that managed to stave of death long enough. (hint, hint)			
<b>Zebra Legionnaire Vexillarius Helmet</b>	1,4	75	Yes
You’re not really sure what this helmet it for... but it could stop a lesser projectile, which it would be attracting if worn, at least.			
<b>Zebra Legionary Commander's Hat</b>	0,5	64	Yes
Almost all of them are enhanced with a alchemical compound that grants 1 additional AP at the start of each combat.			
<b>Zebra Tribal Mask</b>	1,7	85	No
You’re not sure what the ones that made this was smoking, but you want some. it offers decent protection, can give +2 unarmed.			

(It also totally doesn’t make you a living bullseye, we promise)

Low-light optics provide a bonus of +10 to perception rolls in dim conditions; their effects are similar to and stack with those of the Lunar Courtier perk. Stacking these effects can make a character actually see more clearly in the dark than in lit conditions. Helmet lamps provide illumination as per a mouth-held flashlight; its beam can illuminate as daylight a 5’ wide swath as far away as 20’ from the wielder. All powered armor helmets (More or less) are equipped with a built-in radio. If wearing a (functional) full power armor suit, the user is granted a special SATS with a Per of 10, and clear distance markers of hostiles and friendly. It however only works with other power armors. (or certain pipbuck tags/ISS markers)

Helmets that make allowances for a unicorn’s horn tend to be a bit rarer and as a result can be more valuable. Such helmets may have a value of 150-200% that listed above. Alternatively, with the exception of power helmets, helmets can be modified using a relevant skill check to fit a unicorn’s horn. Be aware that in several cases this will render the helmet useless for its primary intended purpose, such as is the case with a ex: space suit helmet. Those helmets which allow accessories can be worn in tandem with other facial gear like gas masks, glasses, and some masks. Such items, along with other worn accessories that do not fit neatly into any of the sections listed above, are listed in the following table.

**Mods:** Sometimes your armor might need a little extra to them, that's when armor mods come into play. Anything from your formal wear, leather garbs to jumpsuits can be tweaked. Most mods go on repair, but a sufficient profession can be used instead.

**Armored/Reinforced:** Can be applied to most clothing and certain armors. Functions similar to the "MKII" differences. Like, have a duster you like? Make it armored. Use a base armor similar to the armor. Like in this case: The leather jacket. Then add upgrades like, +1 DT +5 Res to it's N defense, and similar. Ofc varies depending on what you reinforce it with. But a average ~+1/5 N (and often a little in other areas, depending on what's reinforced) standard upgrade costs around 70-150 caps and adds 1-3 kg weight.

**Gecko-Backed Leather:** Can be applied to most armor made out of leather, or even used to reinforce some metal ones. It can even be reinforced itself. Gecko leather comes in several variants, but on average costs 400 caps, added atop a regular armor's price. (or purchased separately) The bonuses are the following: (Gecko) +2/10 N, 1/5 L, 2/5 E. 130 caps, 1 kg. (Fire Gecko) +2/10 N, 5/40 F, 1/5 L, 5/20 A and also provides a 15 % radiation resistance. It however adds around 3 kg weight and 400 caps. Smells faintly of sulfur. (Golden Gecko) +2/15 N, 2/10 L, 20/5 A, 5/20 E and a 45 % radiation resistance. Adds 2 kg and 600 caps. It glows vaguely but worryingly in the dark. (Silver Gecko) +1/5 N, 3/0 M and add 30 % rad res. It costs around 39,50 caps extra. Reduces the weight by 0,5 kg. Looks very appealing though. (Green Gecko) +4/25 N, 5/20 E, 15/15 A and a 15 % rad res, 25 % poison res, costs around 500 caps and adds 5kg.

**Camouflaged:** Can be applied to almost any armor or clothes. Varying from 50-250 caps depending on complexity, the weight can differ from 0,5 to 2,5 kg. On average it will grant you a +10-20 bonus to stealth while in the environment it's designed for. And a -5-30 penalty if an environment that is polar opposite of what your camo applies to.

**Rad Ward:** While a not too hard to obtain mixture, and despite being common, it's not overly used due to the fact certain... wildlife is attracted to the scent lingering in the garments treated with it. It's worth around 85 caps. And when applied to clothing or armor, it needs to be absorbed into the material, taking around 6d4 hours. The target in question cannot be moved or worn during this time, (or well, it can, but that can mess up the process or weaken it) and needs to be kept in a relatively humid-less environment during the process. On a successful treatment, (while being absorbed, the armor or clothing will have a glistening sheen and smell purple.) the radiation resistance by 40 % for clothing, 30 % for light armor, 20 % for medium and 10 % for heavy. It's said that some material react volatile to the mixture. But none of the common materials have shown such reaction, so it might be a rumour.

\* IFF tags are not always present, and are usually attached to a nametag, ID badge, or keycard that may not be part of the barding or clothing. Most of these can be acquired on the side for a little price... depending on their rarity. Keep in mind that not everypony can tell the difference on example: Steel/Applejack's Ranger IFF tags, or even military ones. So if going hunting for a pair, be sure to know what you know you are after. As like aforementioned, not all Steel Rangers might take kindly to your kind around here if you show up with AJ Ranger tags. Nor would the Enclave if you showed up with Equestrian Grunt Military tags... or with the tag of their officer that was murdered last week... IFF tags are a delicate matter in many cases, handle them with care.

**Accessories and other worn items:**

**Armored Saddlebags/Backpack**

Value: 50-1050     Wt: 3,6-14,5

Protects gear inside from stray gunfire. Also available in heavier-duty armors up to 25 hardness. Each additional 5 hardness and hp (base 5 hardness, 30 hp) increases the cost by 250 caps and the weight by 2,7. Can be worn regardless of helmet, or over armor. (or well, unless you wear a armor compose entirely by spikes, or fire. Saddlebags have a 50% chance of being struck by damage applied to the torso.

**Authority Glasses**

Value: 6             Wt: 0

Gives you a small +10 bonus to resisting sudden flashes such as a flashbang or the like.

**Bandolier**

Value: 25             Wt: 0,8

Great for keeping small items on hoof like healing potions, knives and grenades. Accessing these items is a free action if the user has Quick Draw, otherwise it costs 1 AP. Can be worn under or over armor. Bandoliers have a 50% chance of being struck by damage applied to the head or neck. Hp 10 Hd: 3

**Biker Goggles**

Value: 3             Wt: 0,3

Ze goggles, zey protect your eye from blinding attacks such as le sand in your face. Bullets? Not so much.

**Bomb Collar**

While a “worn” item, the info about this equipment is under the explosives chapter. Give it a read, c’mon it’ll be a blast!

**Breathing Mask/Gas Mask**

Value: 150             Wt: 0,9

Filters out dust, airborne particulates, and most airborne poisons. Notably ineffective against pink cloud.

**Cape**

Value: 10             Wt: 0,4

It’s hardness, properties and cost can be increased if made of sturdier materials than plain cloth. Generally bears emblems signifying allegiance. Was apparently very common at pre-war meetings called “ComNeighCon”.

**Catcher/Umpire Mask**

Value: 75             Wt: 1,3

Protects your face quite a bit. Can also grant +2 to throwing.

**Emergency Edible Boots**

Value: 25             Wt: 1

Durable, yet edible! (Flavour not guaranteed) The price is for a set of two. Also listed in the food section.

**Eyeglasses**

Value: 8             Wt: 0

Effect can vary depending on what the glasses are made for.

**Eye Patch**

Value: 10             Wt: 0

An eyewear that arrrguably brings out your bad side. Can offer you a +2 to intimidate. In the prewar time, these were made famous by the leader of the M.O.A’s secret branch: F.I.E.L.D.

**Ghoul Mask**

Value: 150             Wt: 0,5

Can be worn in conjunction with any headwear. Will fool most feral ghouls into not attacking your you.

**Glasses with Chain**

Value: 10             Wt: 0

Like glasses, but with a chain. So you are less likely to lose them. You clutz.

**Goggles**

Value: 5             Wt: 0,2

Apparently zey do somezing! Jus’ like ze biker goggles!

**Hockey Mask**

Value: 10                    Wt: 0,4

Not recommended to wear in combination with a machete. Least not for your own survival. Can grant +2 to melee.

**Holster** – Leg, Back, or Side mounted

Value:10-50                    Wt: ~0,8

Allows you to carry a weapon securely in the location it is worn. Leg holsters can only hold pistols or SMGs. Can be worn regardless of helmet, or over armor. (generally)

**Hot Blooded Sunglasses**

Value: 100                    Wt: 0

WHO THE HELL DO YOU THINK WE ARE? (Can grant +2 Intimidate, and/or +1 luck)

**Lucky Sunglasses**

Value: 40                    Wt: 0

Warning, may actually not bring luck. (80 % chance to grant you a temporary one turn +1 Luck every 1d6 rounds)

**Magic Inhibitor Ring**

Value: ~3499                    Wt: 0,3

Worn on the horn, this prevents a unicorn (or alicorn) from casting spells. (-90 penalty) Every time magic is channeled to the horn, it sends it back as a shock that disrupts the cast and harms the would-be caster for 1d20 damage (25 % head, 75 % THP) per strain expended. Often used by slavers.

**Mirrored Sunglasses**

Value: 12                    Wt: 0

Helps you resist bright flashes, like flashbangs, with a +15.

**Necklace**

Value: 300-700                    Wt: 0,6

A beautiful, enchanted gem-inlaid (usually) gold necklace. Can be worn under or on top most of other accessories and clothes. The enchantment varies, but most are between a +2-10 bonus.

**Opera Mask**

Value: 10                    Wt: 0,4

Can give you +2 diplomacy in high society circles.

**Powdered Wig**

Value: 100                    Wt: 0,4

Can grant you a smaller +3 bonus to barter and diplomacy in areas where such headwear wouldn't be laughed at.

**Quick Draw Holster** – Leg, Back, or Side mounted

Value: 25-100                    Wt: 0,7

Allows you to carry a weapon securely in the location it is worn. Leg holsters can only hold pistols or SMGs. Quick draw holsters allow a simple agility check to draw your weapon as a free action. Can be worn regardless of helmet (though some helmets may prevent use), or over most armor.

**Reading Glasses**

Value: 12                    Wt: 0

Grants you a +9 to perception to notice smaller details if used.

**Rebreather**

Value: 500                    Wt: 0,1

Allows underwater breathing indefinitely. Assuming it works.

**Rubber Boots**

Value: 35                    Wt: 1,4

0 2 5 Insulating rubber boots – great protection against water or mud, and insulated against electricity. Electrical and Shock effects and attacks deal 1 die less of damage to ponies with these equipped. Can be worn with most armors other than powered bardings. Incompatible with most unarmed weapons.

**Saddlebags/Backpack**

Value: 25                    Wt: 1,8

Can be worn regardless of helmet, or over armor. Saddlebags have a 50% chance of being struck by damage applied to the torso. Do note that this could damage your lewt. (30 hp, 5 hard)

**Scarf**

Value: 20                      Wt: 0,4

Can be worn regardless of helmet, or over armor. (unless said helmet or armor is on fire or something... unless said scarf is made out of nonflammable material or whatnot)

**Shield**

Value: Special              Wt: Varies

Can be worn on any limb other than the head (limited to one a per limb). Protection and weight are dependent on what the shield is made out of – steel shields weigh more than wooden ones, but have significantly higher defense. Magical shields have the highest possible protection, but require a power source and are difficult to maintain. Bashing with a shield is usually an unarmed attack, and on average deals damage as would a Rock of the same weight. Unless spiked shield or such.

**Sleeping Mask**

Value: 5                      Wt: 0,4

Blocks out light. Prevents visual perception rolls while worn, making it excellent for use as a blindfold.

**Spell Sight Goggles**

Value: 10000              Wt: 0,5

Allows the user to see any sustained magical auras, talismans, alchemy and spell effects, notably invisibility spells. While the wearer can trace and see the spells residue, it still takes the knowledge skill to make out what school of magic it's from.

**Spikes (for armor)**

Value: ~50                      Wt: ~2,2

Allows you to use your armor as an unarmed weapon, dealing 1d4 Piercing damage, plus an additional +1 for every 2 points of weight of the base armor. Applying armor spikes is a repair or craft roll. The spikes may be enchanted or poisoned. Enemies making contact attacks that hit the armor also take damage. This applies for glancing attacks as well, but the damage is halved.

**Sunglasses**

Value: 8                      Wt: 0

Offers the same protection as authority glasses.

**Tinted Reading Glasses**

Value: 12                      Wt: 0

Gives a +6 to notice small details, but also a +5 to resist sudden intense lights. A model for those torn between what to wear.

**Tortoiseshell Glasses**

Value: 8                      Wt: 0

Not made from actual tortoise shells. But still surprisingly sturdy.

**Villainous Moustache**

Value: 15                      Wt: 0

Excellent for twirling. Easily attached or removed. For when you just want to look dastardly, or need a quick disguise. Made from 107 % real chameleon hair!

**Wig**

Value: 100                      Wt: 0,4

Made from real horsehair! Can grant +1 Cha to those impressed.

**Wing Blades**

Value: 350                      Wt: 0,9-1,3

Weight varies by race; blades for alicorns and griffins are heavier, pegasi blades are lighter. Can be worn regardless of helmet. (it'd have to look pretty impressive to hinder the blades) Damage for these can be found under weapons. Generally similar to a knife. Generally used in fly-by tactical “pokes” to wither prey down.

**Wing Covers**

Value: ~500                      Wt: 0,5

These are designed to protect the wings of a character in (specifically Enclave) powered armor, at the expense of a small amount of maneuverability. Wearers take a -5 on all flight rolls. They're detachable and usable on their own. Their armor value is generally that of it's matching suit.

**Battle Saddles:**

Not listed in with armor and most other accessories are battle saddles. Battle saddles are a specialized armor accessory that does not provide protection, but allows a quadrupedal character to wield multiple weapons and dramatically increase their effectiveness in combat. (well, that’s the theory at least) Battle saddles are described in the following chapter due to their complexity. In terms of what can be worn and when, treat battle saddles as you would helmets – a character can only wear one battle saddle at a time. (I know hydra’s can wear multiple helmets, but you’re not a hydra are you? That’s what I thought, so shut up!)

Using a battle saddle in combat conveys a very distinct advantage – it allows you to wield and fire two weapons at once, (or one huge ass weapon) both of which can potentially be larger than any weapons a pony could reasonably wield in their mouth. These weapons can be used individually as separate actions, or together for a single action at a -20 % accuracy penalty. Operating a battle saddle is a single action, and in SATS it costs 50 % AP (plus SATS cost) more than the highest cost weapon you’re wielding; four pronged battle saddles cost substantially more (see their description).

While wearing a battle saddle, it’s a free action to take the bit and prepare to fire. A character can release the bit at any point to pull out items from any leg pockets or bandoliers for immediate use, but the bit prevents them from easily accessing items in their saddle bags, making accessing items or weapons not held in a bandolier or in leg-pockets take 2 actions – one to get to the item, one to get it out (and a third action to use it). AP cost for these depends what you are retrieving from where. Quick draw cannot make this type of retrieval free. This can make reloading a weapon with the battle saddle still worn totally unfeasible.

Other than the penalties listed above and the fact that a pony in a battle saddle must physically turn to face any nearby opponents in order to get them in their line of fire, there’s no downsides: A battle saddle is a very effective way to increase a character’s firepower. Shown below is a listing of the different basic types of battle saddles seen throughout the Equestrian Wasteland and its surrounding territories. The price listings for battle saddles in the table below are without accessories. Some pieces sold separately!

While saddles do not offer protection, do keep in mind that they can be attacked. It is fully possible to cut off a battle saddle with a strong, well placed hit to the harness. Some are easier than others to remove. But that said it’s not example a piece of cake to pull off. But it is a possibility. Not only weapon and armor degrade in it’s quality.

	<u>Price</u>	<u>Weight</u>		<u>Price</u>	<u>Weight</u>
Utility Battle Saddle	150	1,3	Light Battle Saddle	200	2,1
Medium Battle Saddle	1500	4,5	Heavy Battle Saddle	4500	7,1
Four-Pronged Battle Saddle	7500	6,9	Energy Reserve (Basic)	3000	0,4
Energy Reserve (Advanced)	10000-15000	0,8	Fuel Reserve – Small	500	1,2
Fuel Reserve – Medium	1500	2,7	Fuel Reserve – Large	2500	3,9
Munitions Case	100	1,4	Retractable Trigger Bit	250	0,4
Semi-Auto Loader System	500-1000	2,3	Auto Loader System	1000-4000	2,2



### Utility Battle Saddle

The lightest class of battle saddle; a foal could wear one of these comfortably for hours at a stretch. Designed as a backup harness for ponies working on elevated platforms as a safety precaution, these are little more than a harness with a small hard point on either side. They're really more designed for supporting toolkits or automated tools (like auto axes or grapples) than weapons, though they're still capable of mounting extremely light weapons (wt 1,5 or less unless the weapon is also specifically a tool). They're not sturdy or large enough to support an energy reserve, autoloader, munitions case, or any but the smallest of fuel reserves.

### Light Battle Saddle

Light, simple and durable. During the war, it was used for lightly armed and armored scouts. To reduce the cost, this model of battle saddle is generally not equipped with auto-loaders, making weapons mounted in one of these difficult to reload. Can equip weapons up to 4,5 kilo of weight without penalty, but does nothing to mitigate weight that would enable ponies to equip an individual weapon above their strength limit (2x STR), though it does allow a pony to equip two such weapons that they might not otherwise be able to wield. The combined weight of weapons on the battle saddle cannot exceed 3xSTR.

### Medium Battle Saddle

This is the standard battle saddle for mercenaries, members of powerful gangs, and relatively successful slavers. Before the war it was standard issue for earth pony and zebra combatants on both sides. This middle-range device frequently comes with an attached auto-loader or fuel reserve for flamethrower weapons. Versions with an energy reserve are not unheard of, but are far less common. This battle saddle model can mitigate up to 2,2 kilo points of a weapon's weight towards a pony's weight capacity to wield a given weapon (they can now wield weapons up to 2xSTR + 2,2 in weight; the battle saddle itself can support any two such weapons up to a combined weight of 4x STR, mitigation not included).

### Heavy Battle Saddle

Allows ponies to equip weapons that are much heavier than they could use otherwise (up to STR x4); most suits of powered armor, notably including the P-45d "Steel Ranger" and battle armor, come with one of these built in. A heavy battle saddle has no combined weapon weight limit. (That still doesn't mean you can try to attach nukes to it... well, you can, but it won't work.)

### Four-Pronged Battle Saddle

These strange, insectoid-looking devices are used almost exclusively by the Grand Pegasus Enclave and are generally seen affixed to older-issue models of the P-51f power armor, though they have seen use by some of the more adventurous slavers or gang members. They allow the wearer to fire all four weapons as a single action, albeit with a -40 targeting penalty. The cost for using all four weapons in SATS is 120 % AP more than the AP cost of the slowest of the four. The four-pronged battle saddle built into P-51f power armor can only mount energy weapons, and comes with a substantial energy reserve; stripped and repurposed models do not have such limitations.

### Energy Reserve (for energy weapons)

This energy reserve is a sort of holder for surplus magical power that can be channeled into most devices arcane-technology. These power reservoirs come in multiple sizes and can be charged by any source of magical energy from spark batteries to a ship's generator using a built-in retractable cable. They frequently function as a power source for powered armor as well as a source of extra ammunition for energy weapons. Only basic models are available outside of the Enclave, which can store up to 30 Energy Cells, 15 Magical- Fission cells, or 60 Gem Cells worth of energy. More advanced models can hold anywhere from 2 to 6 times this much. When hooked up to a reserve, energy weapons do not need to be reloaded until both their ammunition supplies and the energy reserve's energy are depleted. Reserves can be filled with very advanced spells, spark batteries (full ones are equivalent to 2d10 MF cells), or appropriate magical ammunition, or in the rare case you'd find a recharge station.

**Fuel Reserve** (for flamer weapons)

This particular addition generally appears as a modified set of pressurized gas tanks that can be fitted to a battle saddle above or beneath the hard points (the parts you attach the weapons to) on either side. They come in several sizes, each increasing size roughly doubling the capacity. Small fuel reserves hold about 60 units of flamer fuel (30 per tank). Medium reserves hold 120 units total (60 per tank), and large reserves hold a whopping 240 units of flamer fuel (120 per tank). Hoses from these reservoirs are designed to connect securely to a standard equestrian army flamethrower or incinerator's tanks, greatly increasing the length of time they can be fielded before having to stop and reload (increasing the maximum 'magazine size').

The fuel in the weapon's built in tanks is always considered to be depleted fully before any of the fuel in the reserve tanks begins to be drained, and multiple fuel reserves can be linked together to fuel a single flamer weapon. Fuel reserves are vulnerable to weapons fire (due to their pressurized, highly volatile contents), and have 10-30 hardness, 4-8 hp. It's not recommended to make one of these explode, unless you are at a VERY safe distance. If a tank is punctured while more than half full, its contents will explode outward in an impressive fireball (or whatever it was filled with) that deals 1d10 damage for every five units of fuel it contains in its first 1,5 m radius, and has an AOE increment of 5d10.

Needless to say, it carries the Fire (unless it was filled with acid or such) special weapon effect. If the tank contains half or less than half of its maximum allowable contents, it instead will begin to leak. If ignited while leaking, it has a high chance of catching the wearer on fire as per the Fire special weapon effect. The wearer cannot extinguish themselves without water, dirt or outside assistance. Punctured tanks will leak 10 units of flamer fuel per combat round. They can be fixed after, or during fight, but it might be hard for most ponies to do so mid-battle. Unless they're one heck of a pony with duct tape or whatnot.

**Munitions Case**

Sitting atop the battle saddle, this armored metal box is a belt-and-loose-ammunition storage unit. Grants your extra ammunition a little bit of protection from the elements, 20 points of hardness, and gives you a place to keep all the extra random bullets you keep digging out of filing cabinets besides your saddlebags. With an expert craft/repair roll, (65+ skill required for a -20 roll, -55 otherwise. Still will need the know-how) you can even rig up a crude gravity feed that can adequately reload a breech-loaded weapon as a single action in combat without the aid of an auto-loader.

**Retractable Bit**

Standard battle saddles have the trigger bit mounted on wires that lead to the weapons on either side, with either a direct wired connection, or, less commonly, a hydraulic line that leads to the actual firing mechanism. This bit is always suspended about half an inch away from the wearer's face for easy access, making it possible to talk and move the head around, but preventing more in-depth actions requiring oral dexterity. A retractable bit is a mechanical system that allows the trigger bit to be moved off to the side, away from the mouth, freeing it up for things like picking up items, reloading, more easily accessing saddlebags, working with terminals, etc. A simple flick of the foreleg moves it out of place, and a second one will replace it in firing position. Moving the bit back or away is a free action. (max twice per round)

**Semi-Automatic Loader**

Not as sophisticated as an automatic loader, these fully mechanical devices can be triggered to load any DTM or belt-fed weapon using a hoof-activated lever near the gun mounting. They're not as versatile as their more expensive automated counterparts, and must be configured manually for each weapon (even if they're already configured for a weapon that uses the same ammunition), which requires a repair/craft roll and at least five minutes. Activating a semi-automatic loader system takes two AP, and only reloads a single weapon hooked up to the system. On the plus side, systems like these do allow for reloading without using the trigger bit - those things (unless enchanted) are widely considered to taste like moldy

## **Automatic Loader**

These fantastic devices are a must-have for any characters that actively use battle saddles. Every auto-loader is sized to fit a specific weight-class of battle saddle, but beyond that most auto-loaders are capable of working with any caliber of ammunition to load it automatically into a weapon. Auto-loader modules are capable of integration with any detachable magazine (DTM), breech, or internal magazine -fed weapons to enable automatic (only costs you a single AP) reloading during combat. Many belt-fed detachable magazine weapons can even be rigged up with a more advanced auto-loader to make reloading at all totally unnecessary.

In terms of price, light-barding compatible autoloaders are generally more expensive (3000-4000) due to their being fairly uncommon pre-war; medium models are extremely common due to their mass production for military use and therefore are quite cheap in comparison (1000-1500), and heavy models are somewhere in between the two. Weapons that use nonstandard ammunition sizes (anything larger than .50 caliber rounds, such as 120mm shells or 40mm grenades) tend to require specialized autoloader systems rather than standard units; double the listed maximum value for such units should the party come across one and try to buy or sell it.

Weapons that use non-conventional munitions, such as energy weapons, bows, flamethrowers, the rocket propelled chainsaw and melee weapons, gain no benefit from an auto-loader. These modules are typically controlled by an additional control system that modifies the standard bit of a battle saddle, giving it a third button or a pull-to-activate function that makes reloading a free action. It is possible to tinker with one of these to work for a like: Repeat crossbow, but that'd take some pretty heavy craft checks.

**Items & Equipment:**

Equipment is any item that is not a weapon, ammunition, armor, or weapon enhancement. These are common (or semi-common), useful items in the wastes. Some can even offer minor protection. (More common/important items listed first, then alphabetical list)

**Flare**  
Value: 10  
No, not that kind. Stop giggling. It's not related to a mare or stallions orgasm. It's a chemical-packed stick that, when ignited, will provide a colored, six meter light for about an hour.  
W: 0,4

**Lighter**  
Value: 10  
When you need to get that molotov cocktail going, or burn that particular bridge. (Or orphanage... you monster.)  
W: 0,3

**Flashlight**  
Value: 15  
A small flashlight (torch) that runs off of a special energy cell. Usually provides about 30 hours of light before going out.  
W: 0,5

**Rope**  
Value: 25  
What role playing game would be complete without a rope? Perhaps one of the most useful items in the world. Consider this to be about 10 meters long.  
W: 4,5

**Boots**  
Value: 80  
A set of reinforced rubber and Kevlar boots. They will protect the wearer from harsh chemicals for a short time, although they tend to wear out easily. Made for lab use, not hiking,  
W: 4,2

**Gas Mask**  
Value: 150  
This mask protects against harmful gas by conferring a 100/0 Gas Resistance bonus to the wearer. Useful when someone lobs a mustard gas shell at the party. Note that it does not block radiation... nor most remotely sharp or blunt objects...  
W: 1,4

**Geiger Counter**  
Value: 300  
This useful little device not only detects how much radiation is in a person, it can detect harmful radiation in the surrounding area. Useful when you are wondering if that big glowing crater in the ground is dangerous, or if it's just a rave party.  
W: 2,2

**Motion Sensor**  
Value: 800  
A Wattz Electronics C-U model motion sensor. Detects the movement of biological material over a distance of meters using a tuned radar device. Having one in your inventory will also help you avoid outdoor encounters (+20% Outdoorspony skill for that purpose).  
W: 3.1

**Mirrored Shades**  
Value: 20  
This is a pair of fashionable and deadly-looking mirrored shades. Just having them in your inventory makes you feel cool. But they do leave the question... did you really ask for this?  
W: 0,2

**PipBuck Lingual Enhancer**  
Value: 600  
This PipBuck lingual enhancer consists of a storage holodisk, a microfilament cord, headgear, and an optical sensor that is placed over the user's right eye. When used, an optical flash transmits an entire dictionary into the user's memory, permanently improving the user's speech skills by 2d4. Usable once and per character only.  
W: 2.6

**PipBuck Medical Enhancer**

Value: 700

This PipBuck medical enhancer consists of a storage holodisk, microfilament cord, headgear, and an optical sensor that is placed over the user's left eye. When used, an optical flash transmits a dictionary of physician skills and know-how into the user's memory, permanently improving the user's doctor skill by 2d4. Can only be used once per character.

W: 3,6

**Neural Interface**

Value: 800

It appears to be a set of electrodes built into a head unit with a standard computer interface plug. Allowing the user to interact with computers at the speed of thought. Cutting down time for most interactions with computers by a whopping 81,2 %. It however impose a -4 to your Per for perception purposes during use.

W: 1,3

**Medical Kit**

Value: 300

A first-aid kit that gives a 20% bonus to the First Aid skill when used. It can carry most minor triage supplies, potions and whatnot safely. It's moderately shock resistant. While the tools like scissors and whatnot can be cleaned. Bandages and the like must be re-supplied. Same applies to the doctors bag.

W: 1,7

**Doctor's Bag**

Value: 450

The Doctor's Bag contains various sawbones instruments for diagnosing and treating various maladies. If using a Doctor's Bag, it effectively raises the Doctor skill by 40% for the purposes of suturing gaping wounds, treating crippled limbs and blindness.

W: 4,5

(More about the medical stuff in the medical item chapter)

**Vehicle Repair Kit**

Value: 500

A toolbox containing some necessary equipment for repairing a vehicle (actually, it can be used on any complex mechanical device). Contains a computer for interfacing with the vehicle to analyze the problem and a lot of repair tools. (Mainly duct tape)

W: 9

**Tool Set**

Value: 50

A set of basic tools, such as small wrenches, pliers, some screwdrivers, and a hammer. (And some duct tape) For basic repairs.

W: 6,9

**Lockpick**

Value: 40

Gives the user a +20% bonus to their Lockpick skill for the purposes of picking basic locks. Or your nose. For when you feel a bit better than having to shove bobby pins into those rusty ol' locks. Your muzzle deserves better than that.

W: 0,4

**Expanded Lockpick Set**

Value: 150

This little kit contains everything the aspiring thief (Or you know, when you *totally* just forgot your keys.) needs to break into just about anything protected by a traditional lock. Gives a +40% bonus to the Lockpicking skill when used.

W: 0,6

**Safecracking Kit**

Value: 200

This kit gives the user a +40% bonus to their Lockpicking skill when trying to open a safe safely. Crowbars and masks sold separately. Can be supplemented with a dynamite most times. Assuming you don't care too much about the content within.

W: 2,2

**Electronic Lockpick**

Value: 250

This valuable device is required to open electronic locks. This device, when used to override the computer security on electronic doors, gives a 20% bonus to the users Lockpicking skill.

W: 1,4

**Electronic Lockpick Mark II**

Value: 550

This is an enhanced, more advanced version of the Electronic Lockpick device. This device, when used to override the computer security on electronic doors, gives a 40% bonus to the users Lockpicking skill. It's Rumored the Batmare had created an even more advanced version of this tool.

W: 1,3

**Hacker Device**

Value: 10000

A very special device used by phreakers, hackers, criminals, and MIM operatives before the War. With this tool, not only can a character open any electronic lock, but it contains a variety of interfaces for other electronic devices like mainframe computers, ATMs, and pocket calculators. This device automatically unlocks electronically locked doors and the like, and when used against computers and the like, gives a 40% bonus to the users Science skill. It even comes with a few theme songs to set the mood.

W: 2,2

**Defibrillator**

Value: 150

Wt: 1,3

A set of flat, metal, hoof-mounted panels hooked up via cables to a box containing a spell matrix and spark battery combination, designed to administer strong electrical shocks. With a Doctor check, this device can be used to restart a character's heart. If the character's heart wasn't stopped to begin with, this device has a chance to stop their heart instead. Exceedingly useful in countering spells, poisons and fear effects that specifically cause a character to go into cardiac arrest.

The spark battery has to be replaced every 20 uses. In combat, it usually takes a full round (12 AP) to properly turn on and equip this device for use, and each subsequent use of the defibrillator takes 7 AP. If the target is actively trying to avoid being electrocuted, the user must roll to hit with the unarmed skill with a -20 penalty, as it's far from designed to be used to attack with.

### **Abranco Cleaner**

Value: 5                      Wt: 0,6

One of the most powerful powdered detergents available before the war. Guaranteed to wipe even the most stubborn stains off your dishes. Contains various toxic chemicals, and produces bubbles when mixed with water. Potentially useful as a reagent in creating chemical propellant charges for weapons.

### **Acoustic Guitar**

Value: 50                      Wt: 1,4

Comes with a guitar pick, though some ponies may prefer to play it without. Despite suggestions in certain cartoons, not useful as a weapon. Playing a musical instrument is a perform roll.

### **Ashtray**

Value: 1                      Wt: 0,5

Embedded magic has kept this ashtray spotless after 200 years. Pity the rest of the world turned to ash.

### **Automatic Surgical Unit**

Value: 3000                      Wt: 34

This is a 'portable' equivalent of the autodoc system, roughly the size and shape of a tray-table designed to stand over the prone form of a patient. Not as powerful as its less stationary cousin, it still possesses an embedded healing talisman and is capable of performing rudimentary first aid on whoever it is placed over. Requires a spark battery or other appropriate power source to operate. Not capable of purging poisons or curing addictions, but otherwise functions as a healing talisman that will never run out of charges so long as it remains powered.

### **Ball Gag**

Value: 20                      Wt: 0,4-1

Some ponies are into this, apparently. Also good for humiliating prisoners and/or silencing rape victims (the two purposes may overlap). Recommended to keep out reach (and use) in minors.

### **Baseball**

Value: 2                      Wt: 0,4

Required material to play the game of baseball. Also excellent for throwing at things. (deals damage as a small rock).

### **Baseball Glove**

Value: 4                      Wt: 0,6

Fitted to either the hoof or the muzzle, this glove extends the reach of a pony and enables them to more easily catch an incoming ball. Also provides padding to soften the blow. Not advisable for use in combat, (unless desperate) but provides 1 DT to the hoof or face when worn.

### **Bedroll**

Value: 75                      Wt: 2,7

A simple sleeping bag, or a combination mat or pad with blanket. Keeps you warm at night, and is surprisingly comfortable. Vastly superior to sleeping on the ground.

### **Bedroll Kit**

Value: 299                      Wt: 6,8

Bedroll Kit – Contains both a bedroll (described above) and everything necessary to set up a very basic campsite, such as flint and steel, a pot for cooking, and a small parcel of dry-grass for tinder (or a snack). Also contains a set of straps for easy attachment to a saddlebag, and a few extra empty pouches for carrying other small items.

### **Billiard Ball**

Value: 2                      Wt: 0,2

A small, smooth sphere for use in playing billiards or pool. They generally come in either a striped or a solid pattern in a variety of colors corresponding to their number. The number eight seems to be the most popular of the different ones. Commonly occurring as motives on other things. Can similarly to the baseball be used to throw with similar damage as a small rock.

## Binoculars

Value: 60                      Wt: 1

A small pair of binoculars with attached focus dial. These can make it much easier to spot things from a distance, and quadruple the range at which you can spot enemies when in use. Not necessarily convenient to use, unfortunately – especially if you're an earth pony.

## Black Powder (10 oz. – 10 units)

Value: 1                      Wt: 0,4

A mixture of charcoal, sulfur and nitrates that is the primary ingredient in chemically propelled projectile ammunition (i.e. it makes bullets go). Black powder can be created in a lab with the right expertise. It is necessarily explosive, but needs to be assembled in large quantities (i.e. about the size of a stick of dynamite) to be useful or particularly damaging.

## Blanket

Value: 3                      Wt: 1

Warm and cozy. Good for conserving energy while at rest and for keeping warm in cold climates. Blankets are also useful for preventing hypothermia. There's also supposedly self-heating ones.

## Blender

Value: 27                      Wt: 1,2

A device used to turn solid objects into very small bits, rather like a very small wood chipper. Usually used for the creation of mixed drinks. Also usable as a torture device. It requires power to operate, though it wasn't designed to run off of an independent battery. The front has five buttons marked with four settings – Puree, Blend, Chop, and Eviscerate – and an off button.

## Bloatsprite Wings

Value: 3                      Wt: 0,1 (per 10)

The semi-translucent wings of a bloatsprite. They smell much better than the rest of the carcass. A special ingredient used by zebra alchemists.

## Blow-Up Doll

Value: 50                      Wt: 2

An inflatable mare or stallion, (usually) with suspiciously shaped apertures where the mouth, anus, and vulva/penis (some rare models got both) would otherwise be. For use by lonely ponies – Warning: Do Not Puncture. (Penetration is fine however)

## Blueprints

Value: Varies                      Wt: 0

These documents contain technical details related to the construction of some large vehicle, building, or other object. They'd be extremely valuable to someone with the know-how to use them. Not to be confused with schematics, which contain similarly detailed and useful instructions for making smaller objects, like weapons and appliances.

## Bobblehead

Value: 1                      Wt: 0,6

A small plastic figurine of a pony on a stand, with the head-piece attached to the neck by a spring. It bobbles lightly when prodded. Many have inscriptions at the base.

## Bobby Pin

Value: 1                      Wt: 0,1 (per 10)

Useful for restraining and styling hair, such as the mane and tail of ponies. Also useful for picking locks in tandem with a screwdriver or long flat object, if a character has the know-how to do so. (At least 25 ranks required, or have tutored/read about it.)

## Bolt of Cloth

Value: 10                      Wt: 1,1

This is a bolt of cloth, about 1,5m square. The cloth is tough looking and somewhat waterproof, with a texture that's not terribly comfortable on your bare skin. (good thing most of you got a coat!) Still, it's pretty comfortable for something that's survived for 200 years. Useful as raw material for patching up clothes and armor, or for making additions. (pockets!)



### **Bone Saw**

Value: 5                      Wt: 0,6

One of the oldest and most recognizable tools of pony and zebra medicine. Highly effective at rapidly sawing through bone, and useful in amputating limbs mangled beyond even healing magic's limits of repair. Despite popular belief stating otherwise, the bone saw is not actually effective as a melee combat weapon

### **Book (Blank)**

Value: ~1                      Wt: ~1

You've managed to piece together enough undamaged pages from otherwise ruined books to make a blank book. (Or acquired it from someone that did. Or found a actually blank one.) You can record things in it, or even use it to make a copy of another existing book (including nonskill books if you so desire). Copying an existing book requires that you firstly: is literate. After that, the time and quality will vastly vary depending on your skills, (professions especially) perks and the like.

A professional scribe can churn out like, five books before you finish half yours if you don't know what you're doing. Atop being at least ten times better looking. Especially skilled ponies can even salvage pages from seemingly lost cause books. The value of blank books (or overall) is really up to to if there's anyone interested in them.

### **Book, Large** (Burned, Destroyed or Ruined)

Value: 1                      Wt: 2

Books do not, as a rule, age well; after 200 years most of the literary knowledge of pre-war Equestria has been destroyed, if not directly as a result of the balefire bombs, then as a result of lack of care and poor conditions. These books are merely shadows of their former selves, their pages illegible and their covers damaged and burned, not to mention possibly contaminated with toxic mold. (Or Luna knows what.)

### **Book, Pre-War**

Value: ~1                      Wt: ~1

Somehow this book has survived relatively unscathed since the balefire bombs fell. Its contents are an echo of Equestria's past, waiting to be read. While most don't care for these lost relics. Some collectors are very interested in them. But most ponies are much more interested in things like, ammo, caps or nourishment.

### **Book, Sheet Music**

Value: 100                      Wt: -

This isn't a conventional book of words and letters; instead, it contains sheet music from numerous different composers, mostly classical or orchestral-style pieces but with smattering of several other genres. Absolutely necessary if a character is trying to learn how to play a musical instrument. (unless they have a teacher or something) Bit more sought after than regular books.

### **Book, Small** (Burned, Destroyed or Ruined)

Value: 1                      Wt: 1

It's basically the same as the large version, bar smaller.

### **Box of Detergent**

Value: 2                      Wt: 0,5

A box of powdered soap, more or less. It doesn't say if it was for washing dishes, clothes, or anything else terribly helpful, though you can gather that after 200 years it's unlikely you'll find a working dishwasher. The brand isn't one you recognize – perhaps this was a generic knock off?

### **Brain**

Value: -                      Wt: ~2

This is either a whole or a large piece of an equine brain, (... you think) floating around in a jar within some sort of fluid suspension. It unnerves you more than a little to look at it... and you are very unlikely to find a interested buyer... just saying...

### **Brass Casings** (10, .50 cal, any large, any small)

Value: 3/2/1      Wt: 0,3

The after-leavings of used bullets, these casings can be used to make ammunition. Or fling at ponies if you're really bored.

### **Briefcase**

Value: 5      Wt: ~1

Once, this extremely-worn looking leather-bound (or other material) briefcase probably held a pre-war pony's papers for work. Celestia only knows what it gets used for these days.

### **Bucket**

Value: 5      Wt: 0,7

Excellent for holding and transporting liquids. Also makes a neat hat. Regrettably not much good as armor, unless you're trying to confuse your enemies into laughing at you (provides 3 DT to the head if worn, but comes with a -10 penalty to speech unless you're younger than ~teen, but a -1 to Per for purpose of perception nonetheless.) Note: not build with the intention to be used in hurling sewage at your friends.

### **Bullet Press, Portable**

Value: 2000      Wt: 23

A necessary tool for combining the component ingredients into a usable bullet. (on the go at least) Roughly the size of a pony's torso, it's small enough that a single pony could carry it, (assuming they're fit enough) but it's still not small enough to fit inside a saddlebag. (unless you have a big ass saddlebag) Durable enough to resist most small arms fire, but if you drop it from any real height or try to use it as a bludgeoning weapon, you'll risk damaging the sensitive internal machinery.

### **Business Card**

Value: 0      Wt: 0

A small rectangular piece of cardstock. It has a business pony's name on it, and some method of how to contact them, usually an address. You really doubt it's up to date, so to speak.

### **Butter Knife**

Value: 1      Wt: 0,1

A small, flat implement originally designed to cut extremely soft things such as butter or overcooked vegetables. In a pinch, this can substitute out for a screwdriver while picking a lock. Not recommended to be used when retrieving lost wallets.

### **Cabling, Universal** (3m)

Value: 10      Wt: 0,5

A three meter long coil of universal spell matrix interface cabling. It's male-to-female, but you can rig up an adapter to make it m-t-m or f-t-f with a simple repair roll and some scrap metal. Usable as a method of interfacing two terminals, a terminal and a pipbuck, a pipbuck and a suit of powered armor, etc. In a pinch, makes a decent rope. Or even improvised trap potentially.

### **Camera**

Value: 5      Wt: 0,8

Surprisingly intact device once used to take pictures of things. The flashbulb looks intact, but the innards appear to be damaged and the power cell is missing. Also, where on Equestria would you get film for one of these things? Few has ever been found whole of functional. About as little film to match.

### **Can Opener**

Value: 15      Wt: 0,4

Much easier than opening a can with the tip of a knife your teeth, left nipple or a rusty piece of scrap metal, and much cleaner than bashing it open with a rock. Sadly not capable of making the 200-year old canned food taste any better. What will they think of next? And as with most things. Yes, it can be used for torture.

### **Canteen**

Value: 3      Wt: 0,4 (empty)

A durable metal or plastic container designed to hold up to a day's worth of water (one litre). Smells a bit funny – maybe you should wash it out when you get a chance?

### **Canteen (Stable-Tec)**

Value: 1                      Wt: 0,7 (empty)

A near-indestructible canteen issued to many stables to give to their residents should they plan on venturing back out onto the surface. Holds up to 3 days' worth of water (three litres). These things couldn't be punctured by anything short of an anti-machine rifle. If your saddlepack is hit (assuming you keep it there) it got a roughly 20 % chance to take the hit instead of your pack. On average, it's about as thick as metal armor. Cept like, 20 % more resilient. It's rumored to be laced with Stubbornium.

### **Carton of Cigarettes**

Value: 40                      Wt: 0,3

A box of 40 packs of cigarettes. Were this a pre-war prison and not a post-war wasteland, you'd be the wealthiest pony in your cellblock right now. (Least you didn't have to smuggle these in) Still valuable, however – lots of ponies want a smoke.

### **Centaur Blood (9 cl. vial)**

Value: 15                      Wt: 0,2

This is a 9 centiliter vial of some sort of sludgy rainbow-reddish stuff that was dripping out of the mutilated carcass of some sort of taint-spawned abomination. Celestia only knows why you kept it, but it's a good thing you thought to stopper the vial.

### **Chain (3m)**

Value: 20                      Wt: 4,5

Three meters of metal chain. Useful for pulling heavy loads or for attaching things together that you don't want to have separated from each other easily, like slaves or heavy cargo containers. Can be used as an impromptu ranged weapon, or a heavier substitute for rope. Despite popular belief, it isn't easy nor optimal to attach a spike to one end, they try using it as a projectile, grappling weapon. However cool that would look.

### **Chalk, Box**

Value: 5                      Wt: 0,4

A box of chalk containing 12 sticks. Its contents are great for drawing on sidewalks, if only you could find any... Also useful for writing on chalkboards.

### **Chalk, Stick**

Value: 1                      Wt: 0,1 (per 4)

A stick of chalk. Generally used to write on flat stone or concrete surfaces, or chalkboards. The taste is surprisingly not unpleasant. And it also makes you sound like you had a bowl of gravel for breakfast! If you're into that kind of thing.

### **Chalkboard**

Value: 12                      Wt: 1,3

A small black or green rectangular chalkboard surface, with a wooden edged frame. While worn, it seems in usable condition. In conjunction with some chalk or charcoal, this could be used to communicate non-verbally... or to draw genitals on.

### **Charcoal, Stick or Briquette**

Value: 1                      Wt: 0,2

A small piece of charcoal. Used properly, this could make a fine writing implement or an excellent piece of fuel for a fire. Charcoal is a necessary component in the creation of gunpowder, which is itself a necessary ingredient in the creation of bullets.

### **Chemical Propellant Charges (10)**

Value: 6                      Wt: 0,2

A set of ten chemical propellant charges. These are an important component required in the assembly of bullets. They can be created using black powder and flux, among several other methods. (Which you can read about in the crafting chapter)

### **Chessboard**

Value: 1                      Wt: 0,4

Chess originally hails from the faraway kingdom of Saddle Arabia, on a continent across the western sea. It was popularized in Equestria by donkey merchants, who brought the game with them as immigrants only about a thousand years before nightmare moon was banished. Many ponies still try to play the game today, despite the fact that no one rarely has seen a single chess piece anywhere for miles. Along with there being some conflict on how the rules actually work. Despite its name, it's also usable for playing checkers.

### **Cider Press**

Value: 150                      Wt: 20

Heavy, turn-crank operated device used to squish apples into a very flat shape in order to properly extract their juice. It's designed for apples, but just about anything of that same size and physical integrity will work... so yes, you will find these in raider nests... it's also rumored some of the rogue Flashers factions has one in their darkest dungeon, making stallions throughout the wastes squirm uncomfortably should the rumour be brought up within earshot.

### **Cigarette**

Value: 1                      Wt: 0

Smoking is bad for you. But, considering how much is out there in the wasteland that's even worse, is it really surprising that there are still ponies that do it?

### **Cigarette Lighter**

Value: 2                      Wt: 0,1

A 200-year old disposable plastic cigarette lighter. It has enough fuel in it to last a habitual smoker about a week; just used for lighting fires 3-4 times a day it'll easily last four times that long. Great for lighting candles, fires, and dynamite. Note that most dynamite doesn't actually have to be lit- it has a built in ignition cap. Sometimes you just want to fall back on a classic.

### **Cigarette Lighter (Refillable)**

Value: 5                      Wt: 0,2

A bit fancier than its disposable counterpart, this lighter was designed to be reusable. One unit of flamer fuel will fill this up enough to last a habitual smoker a week. The most common type has an embossed design featuring some pegasi in blue and yellow jumpsuits, but you can't make out the lettering.

### **Clipboard**

Value: 1                      Wt: 0,4

Stubbornite™ brand clipboard. Crafted from a solid peice of Stubbornium. Strangely durable to the point of being virtually indestructible, even after 200 years. This one isn't holding any papers. Don't you wish you could make armor out of these?

### **Clipboard (Finance)**

Value: 1                      Wt: 0,4

Another fine Stubbornite™ clipboard, this one holding 200 year old finance and earnings information. The paper is dry and well preserved, but cracks and disintegrates away at your slightest touch. The clipboard, true to its Stubbornite™ construction and counter to its paperboard appearance, is still sturdy enough to stop several bullets, explosions or having a train dropped on it. You are more likely to have it torn from your grip, than it is to break. How come they didn't make armor out of this stuff?

### **Clipboard (Medical)**

Value: 1                      Wt: 0,4

A Stubbornite™ clipboard, this one still loyally holding onto 200 year old medical records for patients (probably) long since deceased. The records are well preserved, and you could probably even read them if the doctor's handwriting was in any way decipherable. The clipboard itself is still as sturdy as the day it was made. Maybe radiation makes these things more durable somehow? Nopony knows the mystery for sure...

### Coffee Mug

Value: 1                      Wt: 0,3

By some fluke, the spell woven into the ceramic of this coffee mug to keep it stain free has kept it looking pristine for 200 years. Not so much as a chip. If only ponies were so durable.

### Coffee Pot

Value: 1                      Wt: 0,6

Similar to the mug, this is also made out stainless material. If not for the destruction around it, you could be sure on there hadn't been some sort of apocalypse recently.

### Coin Collection Case

Value: 5                      Wt: 0,4

A case full of differently shaped prewar bits, several of them unlike anything you've ever seen before. Did pre-war ponies actually collect money in these? How did they spend it from inside these display cases? It doesn't seem like a handy way to store them. Or was this some sort of large, bill type of currency? What a strange place pre-war Equestria must have been!

### Compass

Value: 25                      Wt: 0,2

Points towards magnetic north. Not very useful, as the needle tends to fluctuate wildly around equestrian gemstones and other powerful sources of magic. Unicorns don't even understand why pegasi and earth ponies bother with these things.

### Condom

Value: 2                      Wt: 0

Your momma always told you to use protection. She probably meant one of these, but you were never quite sure. This was apparently produced fairly recently, judging by the expiration date. Comes in female and male variants. Just ready to slip on or in and go! Apparently both versions also come in multiple flavours and designs. Most aren't sure why, but perhaps it's that they're more effective on some types than others?

### Conductor

Value: 50                      Wt: 1,4

A vital analog circuit component. Extremely useful for improvising a magical amplifier circuit, such as you might see in a standard magical energy weapon, on the fly. If you strip off the casing, it might even be light enough to be useful in making a weapon. Now if you only had the know-how for that...

### Contrabass (with Case)

Value: 500                      Wt: 21

A beautiful polished oak contrabass, with extra strings, stand and bow. It's amazing it's survived this long without better maintenance. The strings are real pony-hair. Somehow, you have no trouble imagining it in a pink bow tie.

### Cooling Unit

Value: 100                      Wt: 1,3

A small magical cooling talisman. Used as a component for air conditioning units and ice-magic "cryo" grenades. These can be created using the any elemental ice spell in conjunction with Talisman Creator, and zebra equivalents exist.

### Cosmetics Case

Value: 25                      Wt: 0,3

A makeup compact, complete with mirror. Also contains a small brush in a side compartment. The makeup trays and pads are replaceable. Many versions also comes with a fake moustache for whatever reason...

### Crowbar (Freemane Edition)

Value: 42                      Wt: 1,8

This is a heavy piece of metal with a flat end used for leveraging open stuck containers or doors. It can be used as a melee weapon (Treat as a tire iron. You may however supplement to using half your science skill instead of melee.), or it can help you open things. A character in possession of a crowbar can try to force open some types of locked containers and doors without damaging the contents with a Str check that varies based on what they're trying to open.

### **Crutch**

Value: 5                      Wt: 0,9

A crutch designed to help a pony walk while in a cast, or if they're missing a leg. It has straps to affix it to the shoulder or the torso. Not intended to supplement more than one limb.

### **Cup**

Value: 1                      Wt: 0,3

A ceramic, plastic or glass container used for holding liquids. It's small and fairly durable, but you could probably smash it if you really tried. And wanted to smash a poor, defenseless cup. You monster.

### **Cutting Board**

Value: 1                      Wt: 0,4

A wooden board used for cutting vegetables (or meat, if it didn't belong to normal ponies). Makes a decent impromptu shield against melee weapons. Not terrifically good for use as a pillow. Makes a decent imaginary friend of you draw a face on it and call it Plank.

### **Deck of Cards**

Value: 15                      Wt: 0,5

Cards can be difficult for earth ponies and pegasi to play with, but some types of games, like blackjack, work just fine. Poker (aside from hold'em) is strictly almost only in the domain of griffins and unicorns. This particular set of cards has Celestia as queen of hearts and Luna as queen of clubs. Cadence is diamonds and Nightmare Moon is spades. The jokers are Discord and Chrysalis. You feelin' lucky, punk?

### **Dice**

Value: 5                      Wt: 0,1 (per 6)

A set of colored plastic, bone or ceramic polyhedrons with numerical markings on each side. Excellent for use in gambling, games of chance, and playing popular roleplaying games like Wasteland, Mutant Chronicles or Humans and Households.

### **Dice, Loaded**

Value: 20                      Wt: 0,1 (per 7)

A set of rigged dice. (though some of them could be confused for being drunk) These dice may or not be obviously rigged, but when rolled they consistently come up more often in a specific way than they should following the laws of random chance. Not all dice are rigged to win – some are rigged to lose, or merely to roll more average than they otherwise should.

### **Dinner Plate**

Value: 1                      Wt: 0,4

A flat metal or plastic dish, roughly the size of a dinner plate in circumference and diameter. Good for keeping food off the ground.

### **Dinner Plate (Ceramic)**

Value: 3                      Wt: 0,4

A stylish yet functional ceramic dish. It's roughly the size of a dinner plate, making it shaped like itself.

### **Dog Bowl**

Value: 1                      Wt: 0,3

A small metal bowl, good for holding food or water for a dog. It had a name stamped into the front of it at one point, but it's been rubbed out and otherwise made illegible by rust and age. Not all bowls are this worn down, but it's a dog's life trying to find one that has not been worn out by time.

### **Dog Tag**

Value: 1                      Wt: 0

For dogs, these tags tend to contain ownership information, including but not limited to home address, name, vaccinations, veterinarian, etc. For ponies and other races, these were given to soldiers to help with identification. They had a range of information such as blood type, home address, name, rank, and unit number, among other information that tended to vary between armies based on organizational structure. Some even scribbled a nickname in their tag. Some wastelanders wear them as fashion today.

### **Dog Whistle**

Value: 50                      Wt: 0,2

Emits a high-pitched whine out of the range of hearing for most animals. Dogs and cats in particular are extremely provoked by this noise, responding to it by (usually) enthusiastically trying to make it stop. Can be used as a command for pets; tends to anger hellhounds and sand dogs. It can be heard from almost a quarter of a mile away. Some versions of the whistle oddly attracts docile Rãmâsar...

### **Dragon Scale**

Value: 75                      Wt: 1,2

Extremely durable, the scales of a dragon are renowned for their magical and physical properties. Each scale is only a little bigger around than a pony's hoof print, but is comparatively stronger than most non-magical metal alloys. If the scales are harvested, prepared and maintained properly, a suit made of them would be almost as durable as powered armor. Dragon scales are also a special ingredient used in zebra alchemy.

### **Dragon's Tooth**

Value: 150                      Wt: 3,1

A heavy tooth, about the half size of a pony's foreleg. It's fairly sharp at the tip. It probably came from a dragon at some point; if you're lucky, you didn't have to take it from the dragon in question yourself. Works well as a stabbing implement (As a combat knife in damage, but with slightly increased SATS cost).

### **Drained Energy Cells (10)**

Value: 2                      Wt: 0,3

A plastic casing that once held energized crystal fragments, used to power arcanotech devices like pistols or flashlights. This one is depleted, and will not be useful unless its crystal fragments are replaced or refilled. Which requires someone that knows what they're doing.

### **Drained Flamer Fuel Tank**

Value: 5                      Wt: 0,5

A metal cylinder, usually painted a dark red or orange color. It can hold up to 30 units of flamer fuel. Larger tanks are available as flamer fuel reserves, which attach to battle saddles.

### **Drained Gem Cells (10)**

Value: 1                      Wt: 0,4

A small metal casing that once held energized crystal fragments, used to power specific variations of arcanotechnological weapons employed by the equestrian military. This one is depleted. Like any other, it takes the right knowledge to know how to reuse these cells.

### **Drained Magical Fusion Cells (10)**

Value: 3                      Wt: 0,4

Compact metal canister with MAS markings on it, used to power specific variations of arcanotechnological weapons and technology employed by the Equestrian ministries and armed forces. Requires the right knowledge to get these working again.

### **Drawstring Pouch**

Value: 1                      Wt: 0,2

A small piece of sack-cloth or leather, stitched together to make a crude pouch. The top has a series of holes a little over a cm from the upper edge, allowing a piece of twine or string to be pulled through and used to tie it off. The bag is large enough to be a sock for an average pony, if ponies wore socks... outside of sexy bedroom fetish wear.

### **Drill**

Value: 5                      Wt: 0,9

A simple hoof and mouth powered drill. Devices like this are excellent for digging in the ground and for piercing the heavens (if your character feels so inclined). When in use, grants the character using it a 1m per 24 AP Dig speed. The hole they create is ~large enough to fit themselves, and not much else.

## **Drinking Glass**

Value: 1                      Wt: 0,3

A glass with a simple pattern blown into its base. Good for holding water, or whatever your drink of choice might be.

## **Duct Tape**

Value: 5                      Wt: 0,4

Designed to repair ventilation ducts, this tape expands and contracts at roughly the same rate as steel or aluminum. It's also extremely sticky and durable, and great for repairing or holding together pieces of metal. Each roll contains 50 uses worth, and expending a use grants a +10 bonus on any repair roll. (ANY) Be aware that you're unlikely to find one of these in pristine condition; it'll likely already have been used a few times.

## **Duffle Bag**

Value: 25                      Wt: 1,1

A generally dark green or dark blue canvas satchel with a strap to anchor it to a pony's body. These were standard issue to members of the equestrian army, and their tough canvas construction has allowed a few to survive in usable condition over the last 200 years. An excellent substitute for a saddlebag, though it's much harder to get access to during combat (it takes 2d4-Agi mod, min 1 AP to take something out of a duffle bag during combat).

## **Ear Bloom** (Universal)

Value: 75                      Wt: 0,1 (per 3)

These devices allow a pony to listen to the audio-playback of a pipbuck (or other spell-matrix device, like radios or holotapes) discreetly. They clip onto a pony's ear. Earlier models require a wire that runs from the bloom to the device, which ensures consistent quality. Later models may be wireless, enabling the wearer total freedom of movement at the cost of audio clarity. Many Alpha Pipbuck and Pipbuck 3000 Models have one of these built in on a retractable wire leash. While originally specifically designed for pipbucks, the universal ear bloom can interface directly with almost any device that can make use of it.

## **Egg** (Fire+Green Gecko)

Value: 65                      Wt: 1,3

Vert similar to the regular Gecko, bar it can breathe fire/spit toxic and swim in acid... or fire. Ok, so maybe not that similar after all... they can all lick their eyeballs at least.

## **Egg** (Gecko+Silver)

Value: 10                      Wt: 0,5

Geckos are small lizard-like creatures believed to be the mutated descendants of lizards in the equestrian frontier territories. It is thought that the different types of geckoes are convergent evolutions of totally different species. All species of geckos lay eggs, and this is one of them. They're considered good eating in some parts.

## **Egg** (Golden Gecko)

Value: 50                      Wt: 0,6

The golden ones are similar to the rest of the gecko family. But their scales have a more golden sheen to it. Likelihood from all the radiation and toxic they ingest.

## **Egg** (Mantis)

Value: 12                      Wt: 0,4

The egg of a giant mantis. It's about the size of a pony's eye, and has a squishy-yet resilient outer coating. Tastes like what you might imagine chicken to taste like, if you were a pony: disgusting and near totally inedible, with a faint aftertaste of bile.

## **Egg** (Nightstalker)

Value: 45                      Wt: 0,7

A nightstalker is what happens when you cross the aggression, stealth, and hunting prowess of a rattle snake with the loyalty and single-mindedness of a dog. Rather than taking after their canine ancestry, these creatures lay eggs in large clutches (5-15). They're not really edible, but are excellent for those looking to extract nightstalker venom. Extracting the venom from these eggs is a simple process involving a science or medicine roll. (Doctor or matching profession/lore) Better make sure you've got some way to store it!



### **Egg (Radscorpion)**

Value: 5                      Wt: 0,3

Radscorpions, it turns out, lay eggs. They're not really edible, but someponies will try to eat anything that looks remotely food-shaped. Surprisingly non-toxic.

### **Egg Timer**

Value: 1                      Wt: 0,3

A small plastic or glass hourglass with plastic caps on the ends and a set amount of white sand in the middle. It takes about three minutes for it to drain from one half of the hourglass into the other when flipped – just about the amount of time it takes to boil a gecko egg.

### **Embalming Fluid**

Value: 4                      Wt: 0,4

A jar full of clear, noxious smelling fluid. It can be used to help preserve a corpse. Toxic if consumed or injected, though not generally used as a poison. (You must succeed a hard Fort save or you become woozy as if poisoned. After being nauseous for 1d6+End mod hours you will fall unconscious. If not treated within 2 hours of unconsciousness, you'll need to make a death save or die. Treatment requires a single dose of antidote or healing potion. Or getting stomach pumped, if ingested.)

### **Empty Inhaler**

Value: 7                      Wt: 0,1

This is an empty inhaler, originally designed to help out ponies with asthma. Inhalers like this one are frequently refilled with chemicals and used as a delivery method for Dash and similar drugs (inhalants, generally). Particularly enterprising ponies may want to hold onto this and fill it up with a chemical or two for rapid deployment.

### **Empty Soda Bottle**

Value: 2                      Wt: 0,3

An empty 50cl. glass bottle. It may have once held sparkle cola, or perhaps even celestial sarsaparilla.

### **Empty Syringe**

Value: 8                      Wt: 0,1

An empty syringe, similar to the type of syringe med-x is usually seen in. The needle is not likely to have been recently sterilized. Attacking someone with a syringe is an excellent, if difficult, way to deliver poisons intravenously.

### **Empty Whiskey Bottle**

Value: 1/5    Wt: 0,4/8

An empty brown or clear glass whiskey bottle. Comes in two varieties, normal size (wt. 0,4, value 1) and large (wt. 0,8, value 5). The normal sized bottle holds up to 60 cl., while a larger bottle holds about 120 cl.

### **Feathers**

Value: 1                      Wt: 0

A bunch of feathers. They're likely from a griffin, considering you haven't seen many chickens or birds around, and pegasi are fairly scarce, but they could be from almost anything based on their size. These could be useful for making arrows, if you already have the shafts cut.

### **Feedbag**

Value: 5                      Wt: 0,8

A bag of food designed to be strapped over an equine's mouth. It allows the wearer to safely and continuously eat while walking, and also works to muffle them and prevent them from talking. Strangely and almost counter-intuitively, this has a calming effect on most equines. When not attached, it can hold quite a bit of food and can be sealed for use as a carrying bag.

### **Fertilizer (bag)**

Value: 35                      Wt: 4,5

A bag of chemical fertilizer. Probably the biggest bag of shit you've seen. While pre-war earth ponies didn't need such things to maintain the soil and keep it fertile due to their innate ability, these days anyone trying to farm the land needs all the help they can get. This stuff is excellent for replenishing the soil. Also useful for making chemical propellant charges used in the production of ammunition.

### **Firehose Nozzle**

Value: 5                      Wt: 0,4

A metal cone used in focusing and regulating the flow of water under the high pressures experienced at the end of a fire hose. Good luck finding a 200 year old firehose that's still intact, but you can probably find some other use for a powerful focusing nozzle like this.

### **Firewood**

Value: 10                      Wt: 0,4

A pile of wood used for lighting a fire. Given the state of most of the trees in the wasteland, this wood was probably pre-charred unless it came from somewhere like the Everfree Forest. The fire made with this much wood will last for 2d4 (+10% of total Outdoorspony) hours for each 2wt. piece tossed on. Creating a fire is a good way to prevent from freezing to death in colder climates. Or burning orphanages... if the balefire didn't beat you to it.

### **Fishing Pole**

Value: 10                      Wt: 0,7

A pony with a survival (Odp) skill of at least ~25, or that have been taught, can use this to catch fish if they're near a body of water that might reasonably have such things living in it. Pray you don't catch anything that might want to eat you back, and remember to throw back the ones with more than three heads!

### **Signal Flare**

Value: 35                      Wt: 0,3

A signal flare with an auto-ignition switch built into the cap. It looks roughly the same size and shape as a stick of dynamite. If ignited, it burns brightly for 3d6 minutes, illuminating everything within 14m of it. It can be thrown as an improvised weapon, in which case it carries the fire special weapon effect but deals no direct damage. Flares can also be used as ammunition for a flare gun, quadrupling the gun's effective range increment.

### **Flashlight (E-Cell)**

Value: 15                      Wt: 0,4

A small-but-surprisingly-bright flashlight designed to be mounted to the top of a weapon or helmet or held in the mouth. It uses magical energy cells for power. Each cell provides a full 4 hours of illumination. Its beam can illuminate as daylight a 1,5m wide swath as far away as 6m from the wielder.

### **Flask**

Value: 5                      Wt: 0,9

A small steel or aluminum hip flask with an easily secured lid. It holds about 35 cl of fluid and is easily concealed (-20 penalty on Perception rolls to detect it if hidden successfully).

### **Flint and Steel**

Value: 5                      Wt: 0,8

A small black rock and a piece of scrap steel. If struck together properly, generates sparks capable of starting a fire Using flint and steel to actually start a fire requires some dry tinder (such as dry grass) and some fuel (something to light on fire, such as firewood or charcoal), and a survival (Odp) roll.

### **Flour**

Value: 2                      Wt: 0,5

An important ingredient in baking. Also usable to create an explosive; making a bag of flour into an explosive requires a source of consistent heat (such as fire) and an explosives check. (+ knowhow) Such explosives deal damage as a stick of dynamite and carry the fire special weapon effect. Be aware that your freshly created bomb will explode within 6 seconds of your character succeeding with the roll! So it's not really the most reliable way to get something blown.

**Flux** (29 cl. – 10 units)

Value: 10                      Wt: -0,½

More commonly known as Taint, this is a magical substance that has leaked slowly into the water supply of large portions of Equestria over the last 200 years. The magical properties of this viscous, color changing liquid are not well understood, but it is commonly known to be a carcinogen (it causes cancer), and can lead to some truly bizarre physical mutations and deformations if anypony is exposed to it for too long times in a row, or ingesting the substance. Flux played a major role in the production of many household and other types of goods during the war, including many food products, appliances and even ammunition.

**Forceps**

Value: 5                      Wt: 0,3

A sort of elongated pair of tweezers with a bent end designed for easier separation of tissues. Can also be locked closed to hold two flaps together or close a punctured vessel. Forceps are absolutely vital for even minor surgeries, especially if you're trying to remove a bullet or a piece of shrapnel from a wound.

**Fork**

Value: 1                      Wt: 0,2

An elongated piece of metal with four sharp protrusions on one end. It's considered polite to use one of these to eat, rather than just shoving your face into the plate (or tin can, cellophane packaging, etc.). Very few ponies are taught table manners these days. Commonly found near road crossings somehow.

**Fossil**

Value: Varies                      Wt: Varies

A well preserved fossil. Its value and potential usefulness varies greatly depending on what creature it's from, how old it is (if you even know), and what type of bone it is.

**Garden Gnome** (Damaged)

Value: 1                      Wt: 1.8

This 2-3 hoof tall garden gnome has seen better days. Its ceramic façade is battered and charred, with several large cracks that spread across its facial features and body like scars.

**Garden Gnome** (Intact)

Value: 1                      Wt: 2,3

This knee-height garden gnome is in remarkably good condition considering its age. The colors are still fairly bright, if a bit faded, and it only has a few small chips taken out of it by wear. A perfect guardian for your lawn, if you ever get one (you've heard they were a big deal before the war).

**Geiger Counter**

Value: 650                      Wt: 1,9

A portable detection unit for ambient radiation. It has all of the same functions for radiation detection as a pipbuck, including the ability to tap into its holder's aura and diagnose current internalized radiation levels. But it's far more potent as it can give exact numbers, predict how radiated something is from over 50 meters away, along with how long your survival chances would be in that area with your current rad resist. As well as log the rad levels of basically everywhere you have visited. This function requires connection to a map. It's powered by a single magical energy cell, and will last for over 100 hours on a full cell.

**Glass Pitcher**

Value: 1                      Wt: 0,7

A beautiful pitcher made entirely out of glass. It's understandably quite fragile. You wonder how it's survived all this time.

**Glass Vial** (Empty)

Value: 1                      Wt: 0,1

A glass vial, perfect for storing single doses of antidotes, poisons or other potions. Also excellent for taking samples of fluids. Holds about 30 cl.

**Gold Bar**

Value: 10350                      Wt: 16

A large ingot made of solid gold. The metal is extremely heavy, but it's worth quite a lot. For the mechanically and electronically inclined, gold makes for excellent electronic components. The metal is soft enough that with a workbench, you could make what you needed out of it without too much difficulty. Assuming you knew what you were doing. Also inexplicably increase your HR by 1 while it's in your possession.

### **Golf Ball**

Value: 1                      Wt: 0,2

A small white sphere, pockmarked with evenly spaced dimples. The outer surface is slightly pitted and scarred, as though someone tried to chew on it. Who on earth would try to chew on a golf ball? ... maybe that's best left unanswered.

### **Grappling Hook**

Value: 25                      Wt: 1,3

A metal rod with four long metal barbs sticking out in the cardinal directions, curved slightly backward. The opposite end of the metal rod has an attachment point for a rope. Grappling hooks can be thrown using the throw (duh) skill; their range increment is (STR mod)x5. Not effective for use as a weapon, though Gawd knows someponies have certainly tried. Only the Reaper knows as Scorpony really succeeded in doing so.

### **Grapple Launcher**

Value: 250                      Wt: 2,2

While not as cool as the Batmare's, this is a small saddle-mounted pneumatic grapnel launcher with a maximum grappling distance of about 24m. It is designed to be affixed to a battle saddle, and when fired will attempt to pull its wearer towards the grappled object at 12' per turn (or failing that, pull the grappled object towards the wearer at the same rate) the launcher itself costs 4 AP to fire, and is considered a small, sp gun. (That can deal damage) Characters moved by the grapnel are 25 harder to hit, but suffer a 50 penalty to all rolls made not related to movement or landing until released (this includes non-magical forms of dodging).

To prevent yourself from being pulled, (if desired) assuming you are lighter or less firmly rooted than what it attached to, you must win an opposed strength roll with the grappled structure or character. The built in grappling claw is sharp, hooking into an opponent or structure as though it were a knife or spear (dealing 2d8 damage + small guns skill bonus damage), and knocking them back 1d4 meters. The claw is targeted with the small guns skill. After the launcher has retracted (or if it suffers a sudden, sufficiently jarring impact), it will release its lock. After firing the grapnel, the pneumatic launcher takes 60 seconds to build up enough pressure to fire again. Unlike the Batmare's.

### **Griffin Contract**

Value: ~500+                      Wt: 0

A sheet of paper containing the contract for a specific griffin mercenary. This contract is binding; griffins will honor their contract and uphold its provisions to the death. It can reach thousand of caps in worth, depending on the skill and task required. It's VERY rare a contract is ever broken.

### **Griffin Talon**

Value: 7                      Wt: 0,2

A talon from a griffin that has been extracted in some fashion. Many pony mercenaries and raiders keep such things as trophies from previous battles. They're usable as knives, and function as griffin claws with a increased degradation rate. (and can't go above 5 boxes) Talons of other races function similarly.

### **Ham Radio Unit**

Value: 200                      Wt: 4,4

Small radio broadcasting and receiving station, with a three piece assembly powered by a small spark battery or other energy source. It has a very short transmission range – only about half a mile – but it's capable of transmitting even complex or encrypted signals across its entire range. It cannot decrypt signals on its own, but it can be hooked up to a spell matrix to allow repeated transmissions, signal encryption and decryption, and more complex functions. Ham radio signals can be traced to their broadcast source based on signal strength – the more powerful the strength, the closer you are to the signal origin.

### **Hammer**

Value: 3                      Wt: 2,1

A wooden or metal stick with a heavy piece of metal on the end. The back side of it has a claw specifically designed for digging out and removing nails. If used as a weapon, functions about identically to a club. Except "It's clobberin' time!" can be replaced with "Stop! Hammer time!" as a battle shout.

### **Harmonica**

Value: 2                      Wt: 0,9

A small, durable, highly portable musical instrument. It looks like a small piece of metal with holes in both sides.

### **Headset w/ Microphone**

Value: 125                      Wt: 0,3

A pair of small speakers with a plastic connection piece, from which a small boom-mounted microphone extends down towards the mouth of the wearer. It's designed to fit around a pony's ears, and is adjustable. Most versions have a cable that is designed to interface with a port commonly found on pre-war devices to transfer sound. The microphone allows it to transmit sound as well as receive it, enabling long distance communication.

### **Headphones**

Value: 35                      Wt: 0,2

A pair of small speakers mounted to a plastic connection piece. It's designed to fit around a pony's ears, and is adjustable. Most versions have a cable that is designed to interface with a port commonly found on pre-war devices to transfer sound.

### **Hellhound Claw**

Value: 45                      Wt: 0,2

A claw from a hellhound that has been extracted from its original owner in some fashion. These claws are extraordinarily sharp and are highly prized as weapons and tools throughout the wasteland, more so because of the difficulty inherent in killing or restraining a hellhound long enough to obtain them. These claws can be used to make a variety of weapons, the most popular of which is the hellhound "horn," a forehead mounted piercing weapon for use by ponies without one.

### **Hellhound Tooth**

Value: 40                      Wt: 0,1

Not quite as sharp as their claws, but close, hellhound teeth also fetch a reasonable price on the open market. They're extremely dense. Made of highly compacted minerals grant them the mandibular stamina required to eat the horrifically mutated tubers, serving as one of the only forms of surviving plant life in the areas around Old Olneigh and Maripony.

### **Hide, Brahmin (Leather)**

Value: 10                      Wt: 0,6

The hide of a brahmin, probably (hopefully) now deceased. If it's been treated properly (A chemical process that generally requires a lab or controllable heat source, a science, profession or survival roll, and 2d4-10% of skill total, min 1 days), this soft yet durable hide could be used to make leather armor, clothing or accessories.

### **Hide, Bloodwing (Leather)**

Value: 150                      Wt: 0,9

This material swathe is cut from the thin-but-durable wings of a Bloodwing. It's quite versatile, and requires far less preparation to turn it into a proper garment than most other hides available in the wasteland, making it quite valuable. Despite its uses, the difficulty of obtaining such leather has so far prevented its widespread use. A piece of this is required as a special ingredient in a particularly useful type of zebra talisman.

### **Hide, Coyote**

Value: 7                      Wt: 0,4

The skin of a coyote. It's relatively warm, and though it's not as soft as Brahmin hide it could still be used to make armor or clothing. Curing a hide for use as a textile material is done in the same way as for brahmin. Be sure to clean it off first!

### **Hide, Dog**

Value: 4                      Wt: 0,4

The hide of a dog. Most folk wouldn't want clothes or accessories made from this stuff, despite the fact that it's actually a very soft material and is just as durable as brahmin leather if cured in the same fashion. (Same rules for curing)

### **Hide, Gecko**

Value: 10                      Wt: 0,5

The scaled hide of a gecko. These skins are extremely lightweight for their durability, and their unique chemical properties make them extremely desirable for use in armor. If treated properly, they some species have unique properties. While the regular gecko isn't that impressive comparatively, it's still sought after. (same rules for curing)

**Hide, Gecko (Fire/Green)**

Value: 25      Wt: 0,7

Green gecko hides secrete natural antivenoms, while fire gecko hides are resistant to flame. Both are acid resistance.

**Hide, Gecko (Golden/Silver)**

Value: 20      Wt: 0,4

Golden gecko hides are especially effective at blocking harmful radiation, along with acids. While silver geckos are the meekest in their family, they are very stylish and lightweight. There also seems to be something a little off with them...

**Holotape**

Value: 10      Wt: 0,1 (per 10)

A small square tape cassette used for recording audio logs. It holds up to 10 minutes of continuous recordings. Pipbucks have a slot for these, and if used in conjunction with a pipbuck the former will automatically copy the contents of the latter. Terminals can also read the contents of these devices.

**Hoof Cuffs**

Value: ~20      Wt: 0,4

Metal bands that tighten around two or more limbs of a pony, locking them together with a link of chain. Four-hooved variants are popular among slavers; some versions also have spikes protruding from the cufflinks to inflict pain on the wearer and make them harder to remove. Removing a pair of these without the key is a lockpicking roll of varying difficulty... assuming you try to pick them open as opposed to other methods.

**Hoofball**

Value: 1      Wt: 0,5

A black and white ball, stitched together from small leather hexagons around a durable leather inflatable air bladder. It's great for kicking around, and barring sharp objects is very difficult to puncture.

**Hot Plate**

Value: 5      Wt: 1,2

A hot plate is designed to generate heat using electrical power. If hooked up to a power source (like a spark battery, an energy cell or your friendly neighbourhood Rāmås) it is capable of being used as a stable and manipulable heat source. Such uses include cooking or heating up food, melting ice or snow, or even heating up a chemical as part of a controlled reaction. The charge from a single energy cell can power a hot plate for five minutes.

**Hulls (Spent Shotgun Shells, 10)**

Value: 2      Wt: 0,4

The hull is the brass and plastic (or cloth) casing that surrounds the projectile pellets of a shotgun shell. If successfully recovered, these hulls can be recycled to create new usable shells.

**ID Card**

Value: 1      Wt: 0

A small plastic or aluminum with a small embedded data crystal, magnetic strip, or barcode on it. It may also have a pony's name on it and a small picture. Might be useful to access certain places.

**IMP (9 cl. Vial) AKA Flux, Taint**

Value: 0      Wt: -0,1/5

Most commonly known as Taint, this powerful mutagen is extremely hazardous to most species in the wasteland... except Rāmāsar, but all know they give less fucks than honey radgers.

**Iron**

Value: 3      Wt: 2

A flat metal surface with a small water reservoir attached to it and a hoof grip. If powered (by a magical energy cell) it generates steam and forces it out through the bottom of the metal plate. Pre-war, they used things like these to remove wrinkles from clothing. (Or a raiders face) They're also pretty heavy, and make excellent bludgeons or improvised hoof-to-hoof combat weapons.

### **Jar**

Value: 3                      Wt: 0,4

A glass jar with a twist-off metal lid. It's water-tight, if a bit difficult to open. But that was a problem even before the war.

### **Jar, Mason**

Value: 2                      Wt: 0,4

A glass jar with a locking sealed lid. It is both air and water tight.

### **Jar, Specimen**

Value: 5                      Wt: 0,4

A reinforced double-pane glass jar with a twist-lock seal mechanism. It's very difficult to open and very difficult to break, but is excellent at keeping the inside chamber insulated from the external environment. Some versions have ventilation in the lid for keeping samples of living things.

### **Key**

Value: Varies                Wt: 0,1 (per ~7)

A small metal key. Wonder what it goes to?

### **Lamp, Desk**

Value: 5                      Wt: 0,9

A small metal desk lamp with a circular base plate. It's got a solar battery; the panel for charging it is in the bottom of the base. Some versions use light bulbs, which need to be periodically replaced; more expensive versions use specially enchanted gems, or other fancy things.

### **Lamp, Standing**

Value: 20                    Wt: 4,5

A free-standing lamp, about a hoof taller than your average pony. It has a switch on its base that turns the light on or off. Some versions use light bulbs, which need to be periodically replaced; more expensive versions use specially enchanted gems, or other fancy things.

### **Lantern (E-cell or Spark Battery)**

Value: 15                    Wt: 1,3

A small camping lantern, designed to be held by a pony or set out to light a specific area. While versions that use candles are available (with weight and value approximately the same), the more common-use variants that are available as salvage from the cities are spark powered. A single energy cell will power such a lantern for 6 continuous hours; a spark battery will keep it lit for a full 48 continuous hours before depletion. Versions with candles will last for as long as the candle does.

### **Lawn Mower Blade**

Value: 10                    Wt: 0,8

A heavily rusted oblong piece of metal that was once one of the blades in a pushmower. Despite its age, the underlying steel is still in good shape, and it could easily be sharpened with a whetstone.

### **Lead (3 cl.)**

Value: 1                      Wt: 0,1 (per 10)

A centiliter piece of lead. The metal is heavy, but still relatively soft and pliable (for metal, anyway). It could easily be shaped, but adding heat to melt it first would certainly make it easier. It's a repair or craft roll to make 1 unit of scrap metal into 100 leads; failures produce nothing, critical successes produce 200 leads Critical failure produces 50, and gives you lead poisoning, have fun! Warning: Lead may cause birth defects. Not to be handled by mares who are pregnant or nursing. Do not ingest.

### **Leaf Blower**

Value: 15                    Wt: 1

The motor and air compressor unit from a leaf blower. The output funnel channel has long since decayed away. With a little bit of power, this could easily be salvaged and made functional again.

### **Leather Belt**

Value: 5                      Wt: 0,3

A long, thin strip of leather about two and a half cm wide, with a simple metal buckle on one end and holes in the center of the last twenty centimetres on the other. Comes in a variety of sizes and colors, and is

### **Light Bulb**

Value: 5                      Wt: 0,1

A sort of pear-shaped glass bulb with a metal point of attachment where the stem would be. The filament is intact, which means that hooking it up to a source of electricity would cause it to glow. Assuming it's a matching type of socket.

### **Lighthouse Lamp**

Value: 60                      Wt: 2,1

A gigantic crystalline glass structure with multiple gemstones embedded into it. If properly installed and fed adequate power, it would generate a *massive* amount of light, probably visible for miles.

### **Locket**

Value: 10                      Wt: 0,1

A small embroidered locket on a string or thin chain. It has a clasp, which, if opened, reveals space for two pictures inside.

### **Locket, Gold**

Value: 100                      Wt: 0,3

A golden locket. It is inset with a particularly brilliant cut diamond shard. The clasp is magically locked.

### **Lottery Ticket**

Value: 1                      Wt: 0

A small slip of paper with 6 numbers on it between 1 and 100. One or two of them are circled in what looks like red and blue ink. The same ink has scribbled obscenities on the backside of the slip.

### **Lunchbox**

Value: 3                      Wt: 0,4

A metal box with a sealing clasp, designed for transporting food. It'd really hurt to get hit in the face with one of these. Incidentally, it's actually pretty great for transporting food. There's a clasp on the side for a thermos to attach to it, but the thermos itself is missing. The variety of box art these come in is however astounding. Pick a color and motive, and it can likely be found.

### **Magic 8-Ball**

Value: 50                      Wt: 0,4

Shaped sort of like a black billiard ball, but with a small circle cut into the side of it exactly opposite the numeral. Through this circle, a message appears that may or may not be relevant to the situation at hand. It usually provides "advice" on decisions, or answers yes-or-no questions. Note: Not necessarily actually magic.

### **Magical Propellant Charges (10)**

Value: 6                      Wt: 0,2

A set of ten magical propellant charges. These are an important component required in the assembly of bullets. They can be created using black powder and flux, among several other methods.

### **Mane Dryer**

Value: 30                      Wt: 0,8

A mouth-held device with a small heating filament placed in front of an air intake fan, powered by either a spark battery or an external source. It uses the heat it generates to dry whatever it's pointed at, usually a pony's wet mane. Such devices are not capable of generating enough heat to start fires or brew chemicals, but they're more than capable of heating up a small area up to 20 degrees (maximum of 80 degrees). Rāmāsar are often seen plugging these into their glārks in order to use them to roast the body hair they've collected for a warm meal.

### **Map**

Value: 1                      Wt: 0

A small square of paper outlining an area and/or a path to a specific location, either in whole or in part. Quite useful for navigation, if you don't have something better. Can contain secret notes or specific information about a location.

### **Marker**

Value: 3                      Wt: 0,1 (per 2)

A felt tipped marker. Good for writing on paper, or sleeping companions. (Your entire race is dying, you must!) The ink is



### **Marker, Permanent**

Value: 5                      Wt: 0,1 (per 2)

A felt tipped marker. Though it closely resembles a normal marker, the faded inscription on the shaft reads “permanent ink.” The ink is very difficult to remove from most surfaces, including, but not necessarily limited to, clothing, paper, and your compatriots face. It will wear off after a few (1d4) days of regular washing or scrubbing; it helps if you use detergent.

### **Medical Brace**

Value: 10                      Wt: 0,7

A set of straps, metal bars, hinges and wires used to help a pony with damaged or broken limbs support themselves. If equipped to a crippled limb, it allows a quadruped to significantly reduce the penalties they take to movement speed and skill or attribute rolls (reducing it by 60 % per limb it’s equipped to. If the wearer has multiple crippled legs and puts braces on all of them, it halves the movement speed reduction).

### **Memory Orb**

Value: 100                      Wt: 0,42

A small glass sphere that glows slightly with a magical light. If it contains a memory, then its internals have a coloration that loosely corresponds to that memory’s contents, the pony from whom the memory came, or something else to do with the memory orb itself. Memory orbs are extremely powerful talismans, and should be handled with care. This orb may or may not be locked. Or even be trapped. (More on memory orbs in the later chapter)

### **Metal Cooking Pan**

Value: 5                      Wt: 0,6

A metal frying or baking pan. It has a mouth-grip built into its handle. It only looks mildly scratched up, despite its age. Can be used as an improvised melee weapon, in which case it functions basically identically to a tire iron.

### **Metal Cooking Pot**

Value: 1                      Wt: 0,6

A 2-4 quart metal cooking pot. It hasn’t been properly washed in a long time, and has a thin residue of either dust, grime, or whatever what cooked in it last sticking to the sides and bottom. With a good scrub, you might even consider using this to cook with.

### **Metro Ticket**

Value: 1                      Wt: 0

A small stub of paper with a picture of a sleek-looking train on it. It reads “Equestrian Metropolitan Transit Authority – Admit One” across the bottom. It seems to be from the “Clear sky” company.

### **Milk Bottle**

Value: 1                      Wt: 0,4

A surprisingly durable clear or white-tinted glass container with a flared opening at the top. It likely carries the same enhancements as a coffee mug to be in such a pristine state after 200 years. It’s large enough to hold two units of water, but difficult to seal off unless you’ve got some sort of film cover or an appropriately sized cork. Rumor has it to look out for someone called “the milkman”. It’s unsure what they do, but general wasteland rule of thumb concludes it’s probably not something you want to be a part of.

### **Ministry of Morale Bug**

Value: 50                      Wt: 0,1

A small gem that has been specially enchanted to be disguised as an innocuous object, like a bottle cap, lapel pin, hair-tie or bobby pin, but which functions as a recording device and camera. It’s capable of recording up to 24 hours of data, and can automagically transfer data into a memory orb or terminal for editing, storage and review.

### **Moon Rock**

Value: 150                      Wt: 0,3

A rather dull-looking chunk of rock. In the moonlight, it glimmers and shines subtly. Otherwise, you’d never know from looking at it that it wasn’t just another normal rock. Reacts strongly to

### **Moonstone**

Value: 45                      Wt: 0,3 (per 4)

A small sliver of dull, slightly translucent gemstone. Its color shifts in direct light, and it lets off a magical aura if exposed to direct moonlight. Moonstones are also a special ingredient used in zebra alchemy.

### **Motor, Spark-Powered**

Value: 20                      Wt: 6,3

A medium-sized spark-powered motor, such as you might find on a scooter or in a home appliance. It's quite powerful; a motor of this type is used to drive the blades on an auto-axe. A fully-charged spark battery provides enough power to run a motor like this at full tilt for 40 continuous hours.

### **Mutilated Body Parts**

Value: ~0                      Wt: Varies

Exactly what it says on the tin. You wish they actually came in a tin, or some sort of sealable container, because they're really starting to smell. On second thought it would really be messed up to tin a mutilated corpse; you really ought to just burn or bury these before you start getting metaphysical or something... why are you still poking that? Stop it!

### **Needle**

Value: 3                        Wt: 0

A small metal sewing needle. It's quite difficult to thread one of these things with hooves. That's why sewing machines were invented!

### **Oil Can**

Value: 25                      Wt: 1,3

A small metal hemispherical container of motor oil with a narrow conical spout extending from the top of the hemisphere, capable of being sealed with a turnkey built into the side of the spout. Excellent at providing lubrication to rusted machinery. You could probably use it to lubricate other things too, but it'd be pretty uncomfortable and smell awful for all those involved.

### **Opera Glasses**

Value: 35                      Wt: 0,9

Similar to binoculars but slightly smaller and on a thin metal rod so that they can be held up to the eyes while the user is in a sitting position or is lying down. They're still not terribly convenient to use, but they do quadruple the range at which you can spot enemies when in use, just like binoculars. Cept posh.

### **Ophthalmoscope**

Value: 4                        Wt: 0,4

A narrow metal shaft with a head that tapers off to a point with a small pinhole in the center of it; the reverse side of the head has a magnifier and a built in lighting system (long dead but easily replaced with a magical energy cell and an repair roll) to allow a doctor pony to look through it. This device is specifically designed for examining the inner ear; it is also quite good at collecting ear-wax... for whatever you can use that for.

### **Oxygen Tank**

Value: 20                      Wt: 2

And they said you couldn't sell air. A 5 liter tank of pure oxygen. There are labels on the side that indicate its contents to be under pressure, flammable, and potentially explosive. It's heavy enough to use as a bludgeon, but that's probably not a good idea. The tank itself is steel, and has DT 30 – if punctured, it will begin to leak oxygen. If exposed to fire within 60 seconds of being punctured, it will explode as a frag grenade.

### **Pack of Cigarettes**

Value: 10                      Wt: 0,1

A small cardstock package containing 20 cigarettes. The packaging has a faded warning from Fluttershy, talking about the dangerous of smoking, especially while pregnant, or a minor.

### **Package**

Value: 5                        Wt: 0,4

Not *that* type. This is a small parcel, wrapped in brown butcher paper and addressed illegibly. Maybe it's for you? Only one way to find out!

### **Padlock**

Value: 3                      Wt: 0,8

A metal padlock. It may either be a combination lock, or it may have a key. Combination locks requires lockpicking a difficult check to crack. Key locks vary from simple to incredibly hard, depending on the age and condition of the lock. Value listed is for a non-functional lock; Working locks with keys or a combination are worth up to 50 caps.

### **Paint, Can**

Value: 10                      Wt: 1,4

This can of paint looks to have been opened and re-sealed at some point in the last 200 years, but the paint inside looks to still be wet. The paint will probably need to be mixed before applying it to any surfaces, however. Warning: may contain lead. Do not ingest.

### **Paintbrush**

Value: 3                      Wt: 0,4

A brush made from cut down bristles of bleached pony-hair, excellent for smearing paint all over things. It must be enchanted similarly to a coffee mug for the bristles to not be stained or rotted away after all this time.

### **Paint Gun**

Value: 15                      Wt: 2,4

Pneumatic Paint gun. Simply hook it up to a pump of some kind with a rubber hose and turn an arduous task like painting into an arduous task more similar to watering your lawn (not that you have one, but that's beside the point). The tongue-or-hoof operated trigger mechanism is particularly intricate and in good condition.

### **Painting**

Value: ~300                      Wt: ~5,3

An oil or watercolor painting on canvas. It may or may not be framed. It's in remarkably good condition after all this time – it may have been enchanted to prevent fading, or it may be a recent replica of an older pre-war piece. The value and weight may vary between different paintings

### **Paperweight**

Value: 1                      Wt: 0,3

Heavy, relatively flat object used to prevent papers from blowing around. It'd make excellent ammunition for your Rock-it-Launcher. Otherwise, it's about as useful as any rock you might find lying around. At least it's not your destiny!

### **Party Supplies**

Value: 25                      Wt: 2,2

Streamers, noisemakers, and confetti all in one convenient package! Also may contain party hats. The packaging reads "Product of Equestrian Ministry of Morale – Pinkie wants you to have a great party, whatever the reason may be! (and if you're reading this while in a locked closet, be sure to turn around really soon or you may regret it!)"

### **Pass Card** (Moon, Sun, Other)

Value: 3                      Wt: 0

A small plastic rectangular card with a symbol on it. The most common symbols in Equestria are a Sun or a Moon – symbols of the metropolitan transit lines that they grant access to. Those varieties are quite useful for fooling ticket-taking robots, if you run into any around that area. Other pass cards may have wholly different uses, such as unlocking doors or providing IFF tags to get past specific security systems. Or even access ice cream machines... assuming you manage to find one that works.

### **Pencil**

Value: 1                      Wt: 0

Small, roughly-cylindrical, and useful for writing things. It claims to be number two, but you know that it's your number one choice of writing utensil. (An apparently it's rumored to beat swords)

### **Pilot Light**

Value: 14                      Wt: 0,3

A small light bulb or spark plug that rapidly and immediately heats up to temperatures high enough to ignite ambient flammable chemicals and materials. Depending on what type it is, all it requires is either a source of power or of fuel. Great for that new camp stove you've been meaning to build!

### **Ping Pong Ball**

Value: 1                      Wt: 0

A small, hollow plastic sphere a little bit smaller than an eyeball. It's white (or at least, you assume it was originally white).

### **Ping Pong Paddle**

Value: 1                      Wt: 0,4

A wooden paddle with a rubberized grip and some sort of resin coating on the paddle. Used for playing Ping-Pong, or for giving other ponies a spanking. Occasionally, certain oddball raiders use these as torture implements.

### **Plate** (White, Red, Tin, Green, etc)

Value: 1                      Wt: 0,4

A metal, plastic or ceramic dish. Some ponies put food on these, for whatever reason, rather than eating it out of the container. It certainly is great for moving food around on, but even pre-war ponies couldn't seem to solve the problem of preventing your different foods from touching and cross-contaminating across the plate. They make decent throwing discs however.

### **Plunger**

Value: 1                      Wt: 0,4

A metal or wooden stick with a threaded end that fits into a similarly threaded rubber cup. Used for unclogging toilets or for rapidly silencing nearby characters. On the off chance that you find a small blue box out in the wasteland, remember that plungers may also be used to interface with Doeleg technology.

### **Pocket Lint**

Value: 0                      Wt: 0

Some fuzzy grey stuff you found in your pocket. It's sort of soft and fluffy, and it smells a bit strange. If you'd slap googly eyes on this, you would want to name it Abby.

### **Poison Gland** (Nightstalker)

Value: 0,3                      Wt: 65

A poison gland extracted from the mouth of a nightstalker. Nightstalker venom is exceptionally deadly; the same magic that created these creatures enhances its effect. Harvesting nightstalker is a -55 penalty on the roll, -25 if you know how. (More on poison in it's chapter)

### **Poison Gland** (Bloatsprite)

Value: 0,1                      Wt: 85

Adult bloatsprite stings carry this poison; it is notoriously difficult to harvest (A survival roll with -20 is required (the penalty can be reduced to -5 if you somehow receive the know-how) to harvest even a single one; failures destroy the gland beyond retrieval) and highly prized by slavers for its paralytic effects.

### **Poison Gland** (Paradore)

Value: 0,2                      Wt: 190

Not much is known about their spores, but they are highly valued by those that want to find out just that about them. Knowledge on how to harvest is essential for extracting this.

### **Poison Gland** (Manticore)

Value: 0,5                      Wt: 35

Retrieved forcibly from the tail of a manticore. It probably wasn't pleasant for anyone involved, least of all the manticore. The roll is on -30, or -5 if you know what you're doing. Also assuming the manticore is dead or fully restrained... otherwise it will be significantly harder. There was said though to be a mare that's known as the "Manticore whisperer". But she's also rumored to be a Reaper so... about equally dangerous to go after.

### **Poison Gland** (Radscorpion)

Value: 0,4                      Wt: 25

While most don't see it as toxic, the radscorpions venom is quite potent. While few die from it, it's certainly not unheard of. -15 penalty to harvest, or none if you know your way around.

### **Poker Chips (20)**

Value: 2                      Wt: 0,2

Twenty clay or plastic poker chips, in various colors. Despite being called chips, they're not actually edible. You should know – you've tested this. The genius you are.

### **Ponnequin**

Value: 5                      Wt: 5,4

A pony-shaped figure suspended on a stand. Pre-war, these were used to model clothing. Now most of them have rotted away in places, revealing the wire-frame skeleton beneath. They're rather unnerving... you start to regret a little listening to those stories about Slendermane as a foal.

### **Powered Barding Repair Talisman**

Value: 2000                  Wt: 0,4

These rare and valuable talismans are designed to be integrated with a suit of powered barding. When integrated, they take raw material from a small reserve built into the armor and convert it into replacement material for the barding. (Essentially maintaining itself) Installing one of these into a suit of powered armor requires a Magic, Science or profession roll and a repair roll. (And the required knowledge of how to instal it) If the first roll fails, the repair roll is 25 % more difficult. Failures on the repair roll may damage the armor or destroy the talisman.

### **Pressure Cooker**

Value: 15                      Wt: 0,5

A specially designed pot with a sealable lid. If powered electrically, generates an immense internal pressure and heat using steam. This pressure quickly and cleanly (if a bit blandly) cooks food within minutes. The steam released when the cooker is deactivated or opened can also be useful for many other things, such as opening pores, clearing sinuses, scalding faces, (great with eyeballs!) and propelling small objects rapidly across significant distances. Or making tea even, I guess. If you're boring and hate the taste of fun.

### **Pre-War Bits**

Value: 10 (100)          Wt: 0,3

A stack of ten 10-bit coins from before the war. They're not useful for much now out in the wasteland, but certain stables still use them and some ponies will pay you for them. The conversion from pre-war bits to bottle caps is 10:1. Also, they're still usable in sparkle cola and eat-o-tronic vending machines, (such as Jürgens) as well as ponykowski's bit-operated single-pony preservation shelters and some pay-toilets. Assuming ofc the mechanism for these haven't eroded, jammed or spontaneously combusted or something.

### **Prize Voucher**

Value: 5                      Wt: 0,3

Slip of paper declaring that its holder has won some sort of prize. Perhaps you should look into redeeming it? Hopefully it's still valid after 200 years! Better late than never eh?

### **Pump (Hoof Powered)**

Value: 30                      Wt: 1,3

A pony-driven pumping device, with an attached set of pedals. When pedaled constantly, converts the mechanical action into a pressure gradient that is strong enough to drive air, water, or whatever other fluid you hook up to it against the pull of gravity. A vital component of a paddle-boat, where it is used to drive the water behind the boat and push the boat itself forward.

### **Pump (Electrical)**

Value: 250                      Wt: 6,8

A device that creates a pressure gradient of sufficient force to push water through it in a specified direction, against gravity if necessary. This particular model requires a source of magical energy to function – either a spark battery or some similar source of power will suffice. A single spark battery can provide enough power to run a pump of this size at full tilt for about a week before it needs to be replaced.

## **Punga Seeds**

Value: 5                      Wt: 0

The seeds of the punga fruit, a species of plant that has arisen and is cultivated in the areas around Point Luna and some of the outlying regions of the Hoofington swamps. Harvesting these seeds from particularly large punga plants causes them to release spores. Such spores are reputed to possess highly potent hallucinogenic properties.

## **Radio Receiver**

Value: 100                      Wt: 2,3

This is a relatively simple device that picks up radio transmissions using a simple æther transistor configuration. The design is very simple and resilient, making these common in the wasteland even 200 years after the war's spectacular finish. Most radio receivers have a heavily integrated spark battery, but can be configured (or found in configurations) to use almost any type of standard power source. These devices can pick up any radio signal that is broadcasting within its proximity (the limits are one the broadcaster, not the receiver).

## **Rake**

Value: 1                      Wt: 0,6

Functionally, a rake is a metal or wooden stick with a flat metal comb on the end. The tines of the comb are fairly dull; stepping on the tines of a rake that is lying on the ground may cause the handle-stick to come up and whack you in the face. (Or possibly puncture your frog, if some douche sharpened the comb) This deals damage as a cane (but may deal considerably more, if you've gone and attached a landmine to the handle).

## **Rangers Gem Tag**

Value: 1                      Wt: 0

A nearly indestructible piece of metal encrusted with gems and enchantments of several types. It bears the name of either a Steel or an Applejack's Ranger. These tags are specifically designed to survive disintegration or plasmification. So if you got one, and your friends find the ash pile or puddle with a tag, they'll know that YOUR indistinguishable remains!

## **Ring, Silver**

Value: 150                      Wt: 0,1

This ring is perfectly identical to those found in boxes on the wall of several buildings' they're common throughout the wasteland. If hooked up to a spark battery so that a current runs through it, it glows green. This may produce other magical effects as well, but strangely it doesn't do so in all areas.

## **Recipe**

Value: ~100                      Wt: 0

A written out recipe for making some sort of food item. It generally lists necessary ingredients and the manner in which they must be combined to create the end product. Following the steps of a recipe to create a food product is a survival/craft/prof roll of difficulty that varies based on the recipe. If a recipe has been performed by a character, (preferably a few times) they may perform it again at any time without further requirement of the actual written out instructions. Zebra magic also uses recipes, and these recipes can also be found in written form. Unlike food recipes, these are much rarer (usually zebra recipes are collected into books or scrolls) and they're worth considerably more in terms of caps than a simple food recipe would be to a discerning buyer. Reading a zebra recipe and performing it once or twice is usually enough for character with zebra magic as a skill to learn how to replicate it.

## **Recollector**

Value: 1500                      Wt: 0,4

An onyx tiara-shaped device with an obvious receptacle for a small orb. These devices can be used to allow ponies without access to unicorn magic to view the contents of a memory orb. It's much safer to use than the tech horn. and also allows recording... assuming you happen to know how that works.

## **Remote Controller**

Value: 75                      Wt: 0,4

A remote controller unit for some piece of technology; without any accompanying documentation, you've really got no clue as to what it controls. It sends out a specific frequency of magical signal from its spell matrix that resonates with a similar receiving matrix as a method of wirelessly transmitting commands. Some of the earlier model and non-autonomous robots had these. You might could reprogram it?

### **Remote Detonator**

Value: 50                      Wt: 0,4

A push-button, switch, or plunger device with a wireless spell matrix connection to a smaller device designed to be attached to explosives. Particularly useful for placed explosives, though hooking up a detonator to explosives that are normally self-activated necessarily disables their proximity activation circuit. When the detonator is activated, the smaller device detonates whatever explosives it's attached to, if any. These detonators come in many types, shapes and sizes; a very common variant of these has them actually set to go off whenever a button stops being pressed ("Dead Pony's Switches").

### **Roller-skate**

Value: 4                      Wt: 0,8 (Per hoof, size Wt may vary)

A specially designed horse-shoe with wheels on the bottom of it. They're surprisingly comfortable, and you're even able to speed up your movement using these after falling on your face a few times learning how. If one of these is worn on all four hooves, it doubles a character's base (ground) movement speed, (if on a flat-ish surface, otherwise they cause the opposite effect) but prevents them from making certain dodge actions based on overall mobility. (like swiftly leaping to the side) They may still attempt to dodge attacks by other means. The use of a rope or handle allows a character or item suspended on one or more of these to be pulled along easily behind another pony or a moving object, as appropriate. Characters with less than 4 AGI cannot use these; (generally) if equipped, it reduces their movement speed by 0,2 per Agi missed, and rarely grants any speed bonus.

### **Rope, 6m**

Value: 25                      Wt: 4,5

An adventurer's best friend. You never know when you might need to cross a 4m wide chasm, after all. Forward thinking characters may have even already attached a grappling hook to one end. Unless they'd prefer to try and lasso something on the other side instead, of course.

### **Rubber Hose, 1,5m**

Value: 10                      Wt: 0,7

A five foot length of rubber hose, about half an inch in diameter. It's considerably wider in diameter than surgical tubing. This is the sort of hose that could conceivably have been used as an inner lining to a garden hose pre-war. The fact that it's made of rubber allows it to create a nice water-proof seal.

### **Scalpel**

Value: 8                      Wt: 0,3

A small, sharp knife used in medicine and the sciences. Though specifically designed for small, accurate cuts in soft tissue, a scalpel is too small to actually be effective as a weapon. Its stats are nearly identical to those of a Knife (a kitchen knife, not a combat knife), but it degrades every four hits and any critical hit chance is multiplied by 3.

### **Schematic**

Value: VariesWt: 0

A scroll containing detailed technical specifications on a piece of weaponry, barding, or other relatively small pieces of technology or equipment. A pony with sufficient knowledge in repair/prof (at least 25 ranks) could figure out how to use these schematics on their own to construct whatever device is depicted. Creating these from an existing device is an varied repair roll, and generally requires several four hours deconstructing and reconstructing the subject matter. Needless to say, it requires that you have the device handy.

### **Scissors**

Value: 3                      Wt: 0,4

Your mother always told you not to run with these. Good for cutting things, or for putting your own eye out if you refuse to heed her warning. Or if you're extra skilled at failing: You might be able to turn yourself into a Cerfoalier. And then you'll wish you'd listened. But that'd be too late.

### **Scooter (Red Racer)**

Value: 25                      Wt: 2,7

Scootaloo's first company, Red Racer, produced these before the war. They're extremely durable, to the point where pre-war advertisements specifically depicted them surviving a balefire bomb while the rider rode the shockwave in an awesomely radical fashion. Of course, in reality the rider would have been vaporized, but the scooters themselves seem to have lived up to their claim. Riding a scooter increases a character's movement speed by 50 % per square. Characters with the flight ability may move at their flight movement speed without leaving the ground. These devices can fit up to two foals or a single adult. They provide a DT of 15 if used as a shield. (They're not damage if they take under 30)

### **Scrap Electronics**

Value: 1                      Wt: 0,4

Scrap bits of wiring and some spell matrix component boards, and perhaps also some intact spell tubes. Get enough of this together and you could probably make something usable out of it. Good to have around if you're repairing electronics.

### **Scrap Metal**

Value: 1                      Wt: 0,4

A few pieces of scrap metal mechanical parts. With the judicious use of a welding torch, they'd be great for fixing small breaks in pipes, or ruptures in metal armor. It's also useful for making bullets. Scrap metal is the most abundant source of metal as a raw material in the wasteland.

### **Screwdriver**

Value: 2                      Wt: 0,3

A mouth grip handle with a pencil-thin metal prong that sticks out of it, tapered to a flat head on the end. Curiously, it seems as though no crosshead screwdrivers or screws survived the apocalypse, despite their being the preferred screwdriver and screw of choice pre-war. Oh well! These ones are more useful for picking locks and prying open things in any case. (Or jamming into someone's nostril)

### **Scripture** (Scroll)

Value: 5                      Wt: 0,1

A scroll that has miraculously survived from long before the war. It likely depicts a story of some sort, though many were also used to record correspondence with one of the princesses during Celestia's reign. (Supposedly enough to fill a tub, at least.)

### **Sensor Module**

Value: 30                      Wt: 0,7

A small unit consisting of a wide array of sensors, including, but not necessarily limited to: electrical field, magical energy, proximity, and temperature. Not all of these complex suites have sensors for detecting the same things, but nearly all of them have at least those four. Modules like these are a vital component in proximity detection in ex: landmines.

### **Sewing Machine**

Value: 75                      Wt: 6,9

A device developed by earth ponies to allow them to sew at the same rate as unicorns, or sometimes even faster. All you need to do is put in a spool of thread and thread the needle and it will stitch things up as you push them through. Not a useful tool for stitching together ponies, but great for repairing or creating clothing and barding.

### **Sheriff's Badge**

Value: 2                      Wt: 0,3

A metal five or six pointed star designed to attach to a vest or hat. It has a clear inscription on it that reads "Sheriff." Deputy badges differ only in their inscription have the same value and weight.

### **Shot Glass**

Value: 1                      Wt: 0,3

A rather small glass used for taking shots of alcoholic beverages. Thank Celestia that all this alcohol survived the war!

### **Skull, Brahmin**

Value: 1                      Wt: 0,9

The skull of a brahmin (or possibly a minotaur; it's really difficult to say without the rest of the skeleton). It's sort of white and crumbly, but the shape is still mostly the same and the horns are definitely there. Some part of you want to name this skull "Antler"...

### **Skull, Pony**

Value: 0                      Wt: 0,8

Alas, poor Ponric! I knew him, Celestio: a fellow of infinite jest, of most excellent fancy: he hath borne me on his back a thousand times; and now, how abhorred in my imagination it is! My gorge rims at it. Here hung those lips that I have kissed I know not how oft. Where be your gibes now? Your gambols? Your songs? Your flashes of merriment, that set the table on a roar? Not one now, to mock your own grinning? Quite crestfallen? Now get you to my lady's chamber, and tell her, let her paint an inch thick, to this state she too must come; make her laugh at that. – Shake Spear, Equestrian Bard, 1602. (Also responds well to Murray)

### **Small Statuette** (Ministry Mare)

Value: 0                      Wt: 0,5

A beautifully made ceramic statuette, in pristine condition. You feel a strong urge to pick it up and read the inscription on its base.

### **Snow Globe**

Value: 20                      Wt: 0,4

A carefully made glass sphere containing swirling flakes of false snow suspended in water. It depicts a scene within, and the underside is inscribed with a single word followed by a short phrase. You wonder briefly who created this.



**Sonic Emitter** (Not Weaponized)

Value: 30                      Wt: 2,1

A small mechanical device that is designed to emit a specific frequency of sound whenever it receives power. The frequency it emits can be altered by connecting it to a terminal or other sufficiently advanced computer. The back of the device has some sort of scrawl etched into it, but it's too faded for you to read fully – somethin' bout' a brown mote?

**Spark Battery**

Value: 75                      Wt: 2,7

A small box about the size of a hoof that can store magical energy and discharge it as either magical or electrical energy at a constant rate over an extended period of time.

**Spark Coupling Transformer**

Value: 200                      Wt: 0,3

A large metal-tipped glass cylinder with a bundle of thick metal cables spanning the inside of it, used to complete a circuit within a larger system. It's about the same diameter and length as a pony's foreleg. You're not really sure why it's a necessary component, but apparently ponies before the war liked to have these things in all of their important major electrical circuits. You wouldn't want to be around this thing if it were to blow out.

**Spark Fuse**

Value: 10                      Wt: 0

A small metal-tipped glass cylinder with a wire or something similar in the middle of it, used to complete a circuit within a fuse box. Apparently these things blow out pretty frequently, and have to be replaced, so they must be important. The ones from Germaneigh seem to rarely break.

**Spark Generator, Portable**

Value: 1750                      Wt: 29

Exactly what it says on the tin. This is a portable version of a spark generator, used for powering systems remotely or as a backup for when power isn't available from the grid. It doesn't provide as much electricity as any stationary model would, but with a single spark battery it could reasonably provide enough power for a two-story house for a day or two before the source would have to be replaced or recharged.

**Spatula**

Value: 1                      Wt: 0,2

A flat metal square attached via a small, thin strip of metal to a handle. These are quite useful for flipping over and manipulating hot things at a distance without actually physically touching them.

**Spool of Thread**

Value: 5                      Wt: 0,1 (per 5)

A small plastic cylinder wrapped in thread. Each full spool contains about 10 yards of thread. Now all you need is a needle.

**Spoon**

Value: 1                      Wt: 0,1 (per 8)

A metal spoon. If only you had something to eat with it. For the sufficiently dedicated, it's also useful for digging escape tunnels. Do you like rusty spoons? Or perhaps, there is no spoon?

**Spork**

Value: 1                      Wt: 0,1 (per 8)

The result of a magical fusion of a spoon and a fork has created the ultimate in versatile eating utensils: the spork. It's capable of being used as both a spoon, AND a fork. Those pre-war ponies were really goddamn clever. How did they manage to end up like this? All the time it was... **YOU MANIACS! YOU BLEW IT UP! AH, DAMN YOU! GODDESS DAMN YOU ALL TO TARTARUS!**

**Spraypaint, Can**

Value: 15                      Wt: 0,4

A canister of spray-on paint about the size of a foreleg. It's really handy for making graffiti (though, the main drive/inspiration for that art is kinda lost) or marking symbols on walls. Comes in a variety of colors, and is also great for impromptu-detailing on combat barding or powered armor.

**Spyglass**

Value: 50                      Wt: 0,6

A telescoping metal tube with lenses at each end, about two feet long when fully extended. Like binoculars, this device makes it much easier to spot things from a distance, and quadruples the range at which you can spot enemies when it's in use. It's even less convenient for earth ponies to use than binoculars, but modifications exist that allow easier use without magic (like a hook-up to a battle saddle or harness).

### **Starmetal Fragment**

Value: 1000      Wt: 0,1

A fragment of silvery-bluish metal. (Not related to mithril or adamantium) It's quite beautiful. Frequently found shaped in rings designed to fit atop a horn. With a source of heat, this metal can be used to create bullets, for which it serves as a substitute for lead or the other metal ingredients.

### **Steam Gauge Assembly**

Value: 25      Wt: 4,5

A piping assembly with an attached pitot-tube gauge for measuring the internal pressure in Mpa. You briefly wonder what an Mpa is... but then you noticed a shiny red ball.

### **String, Ball**

Value: ~7      Wt: ~0,3

A ball of off-white (or other color) string. The ball contains anywhere from a few decimeters up to a couple hundred.

### **Suitcase**

Value: 50      Wt: 1,3

A leather-bound suitcase, of the sort that might have been used pre-war by normal business ponies. Excellent for carrying papers, large sums of money, and concealed hoofguns. Some variants have a lock on the top to prevent the curious from nosing around the contents.

### **Surgical Tools**

Value: 1000      Wt: 0,5

A set of specialized tools used to perform several different types of surgery. Very useful for removing bullets, treating severe burns, and removing large cancerous growths. Sufficient (base) skill in medicine is required to use these (at least ~45 ranks). They however grant a 20+1d20 bonus to such precise acts. This bonus may or may not stack.

### **Surgical Tubing**

Value: 10      Wt: 0,3

About 3m of small clear-plastic tubing. It's very durable and quite stretchy, to the point where you could probably dilate the end to slip it over your hoof up to several centimeters without breaking it, given enough time. The normal diameter is only about one and quarter cm.

### **Talisman**

Value: 25      Wt: 0,4

A standard zebra or unicorn-created talisman. Its effects may vary, though most talismans are either labeled according to their effects or have some sort of visible aura that suggests what they're capable of. Zebra talismans tend to have a less obvious function than unicorn-created ones. It is also needed to have one of these to safely get past the Valley of Fire... wherever that now is.

### **Teapot**

Value: 15      Wt: 1,2

A small hemispherical pot with a screw-top lid, spout, and a handle on top. When it contains a boiling liquid, the holes in its lid and spout cause it to whistle shrilly. Great for waking hangover companions!

### **Tent (1-Pony)**

Value: 200      Wt: 4,5

A tent is a cloth arrangement, held up by sticks, that serves as a portable resting place for one or more ponies. The size of the tent indicates how many ponies it can comfortably fit. Resting in a tent is considerably more comfortable than doing so on the ground, and also helps keep out or minimize the effects of inclement weather. And/or certain wildlife. Not volcanoproof.

### **Tent (2-Pony)**

Value: 350      Wt: 6,8

A larger versions of the basic tent. Allows for two or more ponies (depending how good... "friends" you are.) to sleep in it.

### **Tent (4 or More)**

Value: 500+      Wt: 11+

Some larger models even got place for a stove in it. The best versions if you plan to hold and orgie or something.

### **Terminal, Portable**

Value: 1500      Wt: 4,7

A smaller version of the standard green terminals that were a major fixture of most offices pre-war. It functions identically to its larger counterparts, but with a spark battery or other portable power source this version can be used on the go. A standard spark battery provides enough power to allow this device to operate for two hours, after which point it will shut down and you'll lose any unsaved data. (You will hopefully get a low battery warning prior)

### **Timberwolf Seedling**

Value: 1750      Wt: 1,4

Timberwolves are not normal animals; they're actually plants. Their young are born as seedlings, which are planted in small, heavily protected groves shortly after "birth". Timberwolves fiercely protect these groves because of the highly impressionable nature of their young. Someone in possession of a timberwolf sapling that treats it properly will eventually find themselves with an unquestionably loyal companion. Timberwolves don't mature enough to become independently mobile until they've been planted and properly nurtured for 7-9 months.

### **Timberwolf Tooth**

Value: 35      Wt: 0,1 (per 6)

The tooth of a timberwolf is some of the hardest and sharpest natural material available. It is lightweight, durable, and exceptionally useful as a cutting implement, if difficult to obtain. Also useful as a special ingredient in zebra alchemy.

### **Tin Can**

Value: 1      Wt: 0,2

An old rusted tin can. It's empty, except for a quarter of an inch or so of some sort of brown sludge in the bottom. You could probably clean it out if you had a source of water with which to do so.

### **Tin Can (Bent)**

Value: 1      Wt: 0,2

An old rusted tin can that has been bent at an angle about halfway along its length. You might could like... make scraps out of it? Kick it?

### **Toaster**

Value: 5      Wt: 1,3

Finally, a use for the toaster repair skill! Oh wait, this system doesn't have one of those. Finally, a way to make toast!

### **Torch**

Value: 1      Wt: 0,4

A stick with some tar or pitch mixed with turpentine on the end. It burns for a very long time, but will go out if the air is sufficiently damp or if there's too strong of a wind. Burns for up to two hours. Torches like this can be constructed from a stick or piece of wood and some turpentine with a survival/craft roll.

### **Tourmaline**

Value: 125      Wt: 0,1 (per 2)

A small, hot-pink semi-precious gemstone that generally forms in cylindrical formations. It is unique in that it does not form naturally inside the bounds of Equestrian territory, making it one of the only inherently magical gemstones found outside of Equestria. Its powers are inherently toxic to most life; the infamous pink cloud toxin was originally derived from a zebra talisman created using a piece of tourmaline as a base.

### **Toy Ball**

Value: 3      Wt: 0,4

A deflated rubber sphere with an open valve on one side. You keep finding them stashed in some of the strangest places. Who keeps balls stashed around in trees of all places?

### **Toy Cart**

Value: 5      Wt: 0,3

A small toy cart. The wheels even turn! And it's red, it goes faster!

### **Toy Daring Do Dinosaur Souvenir**

Value: 5      Wt: 0,1 (per 3)

This line of Daring Do dinosaur action figures was created as part of a promotional campaign for the first-ever Daring Do movie: Daring Do and the Pool of Midnight. At least, that's what you think happened. Really it's just a guess based on a few faded movie posters.

### **Toy Luna, Ruler of the Ministries Figurine (with business suit!)**

Value: 50      Wt: 0,5

This fully poseable Luna (not anatomically correct) figurine features her majesty performing a variety of heroic duties, such as paying her taxes, sending commands to her top generals, and guarding the night. It comes with a detachable business suit, a tiara and onyx shoes, a telescope (for watching over the night), and a clipboard. Her mane is even styleable!

### **Toy Plastic Pony Figurine**

Value: 5      Wt: 0,4

It's an action figure! Just kidding, it's really a doll. These small plastic figurines were produced for fillies pre-war by the Habsro Corporation. They have manes that are styleable, and they were originally sold along with a small plastic combs for use in untangling it. Time has been surprisingly kind to this small pony figure – it still has most of its hair, and no one has tried to replace its cutie mark with bloody daggers or anything.

### **Toy RoboPony**

Value: 150                      Wt: 0,7

A plastic pony figuring that has been ruthlessly altered by some young foals. The hair has been replaced with wires, much of the head is dominated by obvious ‘cybernetic enhancements,’ and it’s missing a leg, which has been replaced with a mechanical one. If you squeeze her torso, the cybernetic eye lights up! Whoever altered this must’ve been really good with electronics.

### **Toy Robot**

Value: 5                        Wt: 0,4

Small model of a Protectapony MK I. These were produced by RoBronCo as part of their marketing campaign for the Protectapony line.

### **Toy Sergeant Teddy**

Value: 1                        Wt: 0,4

A plush teddy bear wearing down-sized equestrian military fatigues and a matching helmet, with a small plastic IF-9. Some versions came with aviator-style sunglasses.

### **Toy Sparkle-Cola Wagon**

Value: 5                        Wt: 0,8

Sparkle-Cola’s marketing department contracted with Habsro to release a line of sparkle-cola themed trucks within a year of their product’s first commercial success. These were extremely popular before the war, especially with young colts to the point where Habsro actually took action to extend the contract because it was so lucrative. If powered and in good repair (which almost none of them are – a magical e-cell and repair roll would do the trick), a button on the side causes them to light up and play a short jingle.

### **Toy Stuffed Doll**

Value: 3                        Wt: 0,4

Grey, ragged-looking pony doll with yarn hair and buttons for eyes that no longer match. It’s wearing polka-dotted pants, and in the pockets there’s a pad of paper and a quill. You feel like you could be convinced to want it, but you’re not really sure why. You stopped playing with dolls like this when you were a foal, after all.

### **Toy Teddy Bear**

Value: 3                        Wt: 1,2

A soft plush stuffed bear, given to small foals and cubs as a source of comfort. Though it looks almost nothing like a real bear (and even less like a yao-guai), these toys were named after a prominent leader of the ursine tribes who was much beloved as a leader of his people. His powerful-yet-serene conduct in the Equestrian court and dedication to Equestria as an ally led to mass production of these toys within Equestria under Celestia’s leadership, which continued until the war’s end.

### **Tractor Gas Tank**

Value: 25                        Wt: 11,4

The gas tank for a mechanically powered tractor. Apparently tractors pre-war ran on something other than pony power, magic, coal or electricity. It looks kind of similar to the designs of flamethrower fuel tanks and reserves. You kinda doubt they run on the same type of stuff though.

### **Tractor Hoofbrake**

Value: 15                        Wt: 7

A specially designed lever that can be pulled easily with the fetlock. Levers of this sort can easily be rigged to be mouth operated or can even be triggered by movements of the foreleg. An excellent triggering mechanism, for any looking to design larger-scale devices and weapons.

### **Triangle**

Value: 1                        Wt: 0,4

A thick metal wire bent in the shape of an equilateral triangle, with a break at one of the corners. When you tap it lightly with something hard or metallic, it chimes pleasantly.

### **Trots 2034 B Portable Radio (ECell)**

Value: 350                        Wt: 2,8

The first civilian- available model portable radio device. It’s bulky and extremely sensitive to radiation-interference, but is extremely durable and is capable of both sending and transmitting on a wide range of frequencies, at distances up to two miles. Military models even have an attachment that allows signal encryption and decryption. A single magical energy cell can power a radio like this for up to four hours. Trots was later contracted to work for Stable-Tec in producing the broadcaster pipbuck module. Working with ideas that most pipbucks today contain.

### **Turpentine**

Value: 10                      Wt: 0,8

A fluid obtained from the distillation of resin from live pine trees. It's extremely flammable, and burns for a long time; in a pinch, it could easily be substituted for flamer fuel (though it would probably irreparably damage the flamethrower in the process). It's also about 200 proof and significantly toxic, if your character is trying to obtain several types of deadly poisoning at once. (gotta catch em all!)

### **Tweezers**

Value: 3                      Wt: 0,3

A small metal pair of tines that are designed to be opposable. When pinched together, they can pick up small objects. (Or cause quite severe ouchies)

### **Twine, Ball**

Value: 3                      Wt: 0,3

A ball of about 500 cm of twine. It's really unlikely that it actually has more than 250 cm of twine in it.

### **Urn**

Value: 130                      Wt: 2,7

A baked ceramic or metal jug-shaped container, with a lid. Traditionally used, particularly in zebra cultures, to keep the ashes of the dead. Warning: Content is likely *ashes*, **not** coco!

### **Vacuum Cleaner**

Value: 20                      Wt: 4,6

The bag has long since decayed away, but the hose and motors that drove this vacuum cleaner in years past are still functional. Even the light seems to be working. All you'd need is a source of power and a black dress, and you could start a maid service! (And you're very unlikely to have competition!)

### **Vial, Glass** (w/ stopper)

Value: 5                      Wt: 0,1 (per 4)

A small glass vial, about half an inch to an inch in diameter. If you're lucky, it has a rubber or cork stopper at the top. This one is empty, not counting the dust.

### **Vinegar, Jug**

Value: 10                      Wt: 1,2

A 11 litre opaque-plastic jug with a mouth grip and a twist-off cap. Judging by the smell and marking, it contains cider-vinegar.

### **Violin** (with Case)

Value: 500                      Wt: 9

A sophisticated and *extremely* durable (DT 50) pressurized violin case, with a combination lock on it. Inside is a beautifully preserved violin, just waiting to be played.

### **Watch**

Value: 5                      Wt: 0,3

A small timepiece on a chain, designed to be worn in the pocket of a vest. The clockwork is worn, but still functional. It requires daily winding. The glass surface of the watch face is covered by a metal (often precious metals like silver or gold) casing.

### **Welding Torch**

Value: 45                      Wt: 1,3

An oxyacetylene torch, used for melting pieces of metal together (or occasionally for melting them apart). A single unit of flamer fuel can power this for a good fifteen minutes. The concentrated super-hot flame can be used to cut through steel up to ~8cm thick. Remember to use proper eye protection!

### **Whet Stone**

Value: 4                      Wt: 0,4

A grayish looking smooth rock designed for use in sharpening knives. One of these is absolutely necessary for repairing or maintaining a sharp melee weapon without other tools.

### **Wire (7,6m)**

Value: 10                      Wt: 2,2

Near 8m of aluminum baling wire. This light weight, strong-but-flexible wire is good for tying up ponies, mending metal fences, and any number of other things. It's a reasonably good conductor, too.

### **Wire, Spark (7,6m')**

Value: 250                      Wt: 2,3

About 8m of tera-æther rated spark wire. This sort of wiring is designed for use with magical spell transmission over long distances. Pre-war, it was used for control consoles and remote system access, as well as networking spell-matrix terminals and other fancy technology.

### **Wonderglue**

Value: 10                      Wt: 0,3

One of the strongest adhesives known to ponies. This stuff was developed during the war as a Ministry of Peace project to create a liquid adhesive bandage. It worked well – a little too well, as many careless field medics frequently got stuck to their patients. It's actually total rubbish at bonding metallic or polished objects, but it's great at sticking together pretty much anything else. (aside from Råmåsar for some reason) Breaking a bond made with wonderglue is a x1Str check.

### **Wood Chipper**

Value: 50                      Wt: 22,6

A device used to turn full logs into large piles of wood chips, commonly known as mulch. It would not be pleasant to see the inside of a device like this while it was in operation. A certain Reaper is rumored to have... “ridden” incredibly unwilling stallions into one of these. Most thankfully head first. Apparently she said the feeling of clamping down around rigor mortis was to die for. A freakshow stallion named “Tala Tearjerk” or something like that, got to experience that this is not a rumor firsthoof. But supposedly not before she had some... “fun” with him for a number of weeks... Reapers man... just, don't.

### **Wooden Stick**

Value: 1                      Wt: 0,3

A small wooden stick. It's about the right size to be picked up and used to draw figures in the dust, or to throw for a dog. Or poke someone in the eye. There's supposedly a rare stick somewhere in the wastes that's great at poking peasants with.

### **Wrench**

Value: 5                      Wt: 0,4

A metal pipe or monkey wrench. A vital tool for repairing piping or removing bolts. (Sure beats using your teeth) Also good for hitting things with (use same stats as Tire Iron).

### **Yeast**

Value: 21                      Wt: 1,8

Thankfully not the infection kind. This large sack contains yeast, a wholly necessary ingredient in the production of alcohol and bread. Someone with this much yeast could conceivably bake enough bread to feed I for over a year, if they had the necessary additional ingredients. Alternatively, this much yeast could make a colossal amount of alcohol – enough to probably kill several alicorns with alcohol poisoning. The choice of which use it should go towards is obvious – it's not like you actually had the ingredients for bread on hoof anyway!

## Poisons and Toxins:

### **Nightstalker:**

Upon injection, targets must make a Neigh Impossible Fort save. Successes are in the clear, at least for now; failures immediately begin to suffer pains to random areas of their body and begin to develop a fever, taking a wound to both the torso and head. Afflicted characters must continue to roll the same roll every round until they receive an antivenom or antidote or are otherwise cured. Successes stave off the wounds, but the poison is still there. Failures take wounds to the head and torso once more. Critical successes purge the poison from that character's system (usually in a violent and visceral fashion, such as burst bloody pustules near the injection site – this may cause damage or deal a wound to that location). Critical failures take two wounds to the head and torso and an additional single wound to every extremity – the poison spreads and begins to cause a fiery pain in the muscles and nerves. If a character becomes crippled in the head or torso while afflicted with this poison, the penalties inflicted by their being crippled are doubled (Doubled movement penalties, skills, etc.).

### **Bloatsprite:**

Characters stung must roll a Easy Fort save; failures begin suffering from its effects immediately. For every sting a character has received in a given round, the endurance roll will suffer a -9 per additional sting. (so the second sting is (Easy Fort)-9, and the third is (Easy Fort)-18, etc.). A character who has failed even one roll to resist the poison suffers reduced accuracy with all weapons: -10 for every consecutive round it has been in effect. For every round it remains untreated (including the round of contraction), this poison also deals 1 (subdual damage) wound to the head of the victim, attacking their nervous system. While not deadly, if this poison's effects would maim a character in the head it does not cause them to fall unconscious as most other non-lethal poisons would. Instead, the poisoned character remains conscious and totally aware, but is totally paralyzed, able only to breathe and move their eyes until they receive treatment. This state of total paralysis lasts 6d4 hours. They remain at one wound to away from death in that location unless healed, either magically or by natural recovery. (bar they heal like if it's lethal damage) Antidotes or appropriate antivenoms can alleviate the paralytic effects and penalties, though the damage must be healed separately.

### **Manticore:**

Manticore poison causes an Hard Fort save versus poison to resist its effects. If failed initially, the affected character is paralyzed. In combat, characters may roll once per round versus the initial roll to continue to resist this poison until they have passed or failed three consecutive times. Critical successes and failures count as two consecutive successes or failures respectively. If they can succeed three times in a row, the poison's effects wear off the following round of combat. If they fail three times in a row, they remain paralyzed for the full 1d4 hours unless they receive external medical assistance. More doses can extend the length of the effects, and do not prompt additional Fort Saves if the character has already failed. Antivenom or antidote can halt its effects within 12 seconds of ingestion, but any wounds dealt must be recovered normally.

### **Radscorpion:**

Giant radscorpion poison causes a Moderate Fort save versus poison with an reduction of your total score by 20 % every time a character is hit with it, and if failed causes that character to take 1 damage per turn to either the head or torso – whichever is less wounded – per round until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Outside of combat the rate of progression is slower, (assuming a character doesn’t exert themselves) and characters only take one wound per minute to the head or torso until they fall unconscious. It is not usually deadly, and use of an antidote or antivenom immediately halts its effects. A character can make a roll to resist it once every 13-(End Mod) minutes, the roll will be the same mod as what they failed against. On success, their body starts fighting off the toxins, having them regain consciousness within 3d6 minutes. If a character remains poisoned and unconscious for over an hour, they must roll one last roll (unmodified; failures will die in the next 5d6+End score minutes unless they receive an antidote and advanced medical care – a rejuvenation potion or stronger medicinal item or treatment and an or medicine roll (with a -15 penalty) will suffice. Successes will recover on their own, though their rest will be unpleasant. (Unless critical success, then it won’t even have phased them, and they’re back to normal in 2d8 rounds) Critical failures die horribly within the span of five minutes; (unless some serious Horse MD actions are taken) killing them sooner could be considered a mercy.

### **Råmås:**

A character poisoned by a Råmås (through air, contact, telepathy) must fail a simple Fort Save, or raggdolize, along with being unable to speak, move or flick their ears. All their body hair will immediately fall off, and pile (or several piles) itself up neatly next to them. (Even if you're wearing a sealed enviro suit, fuck you.) Sorted neatly based on size, density and all that. Characters in this state will be ignored by more or less everything in the wasteland aside from the Råmåsar. As the wasteland knows better than to fuck with them. (The Råmåsar ofc, the wasteland eat chumps like you for breakfast) The toxin wears off when plot convenience feels it’s needed. There is no known antidote or cure for the Råmås toxin, but it’s not dangerous in any way. Bar from the fact you might get cold without your fur, or whatever bodily hairs you might posses. Most Råmåsar don’t sedate their vict- I mean clients. Only on refusal of a standard full shave, or hostility might a Råmås consider apprehending a character that might be resisting.

### **Paralice:**

A deviation from the parasprite family. While not particularly venomous. A nesting cultivation of Paralice cause 2d10 penalty on almost all checks due to itching and overall discomfort, along with the muscle numbing venom their bites secrete. They’re incredibly hard to get rid off. Some of the few cures are bathing in tar, avoiding radiation for a month or getting rid of all bodily hair. Some turn to the Råmåsar to accomplish this, but not all Råmåsar will dine on a pony with paralice, and instead harmlessly cause them to spontaneously combust with their pyrotropi, healing 2d4 THP with the fire subtype, resistance and DR to fire reduces this healing. Some Råmåsar eat the fur after this grilling, but others simply wait for it to regrow. If somehow managing to extract enough paralice venom for a dose, this dose if injected requires a easy fort save, or cause the victim to fall into either shock or spasms similar to epilepsy for 3d6-End score turns. If only slightly passing the save, they get itching and crawling under their skin for 3d4-End score rounds, imposing a 1d10 penalty to all checks.



**Explosives:**

**Dynamite**

Value: 275 W: 0,4

An explosive device consisting of several sticks of dynamite, a detonator, and a timer to set it off. Setting dynamite takes a successful roll against the Traps skill; an unsuccessful roll means the timer was not set correctly, and will not go off on time (in other words, you might not be able to run fast enough, or it will explode too late) or at all. Dynamite does 1d20+30 points of damage to anything in its hex and all adjacent hexes when it goes off, and 1d6 points of concussion damage to anything within 4 hexes of the explosion.

**Plastique (C-14 Plastic Explosive)**

Value: 400 W: 1,1

C-14 is an improved version of the classic C-4 plastic explosive. A gummylike substance that can be rigged to detonate, plastique is useful because it can be molded to any shape, to detonate in a concentrated area or spread along a wider surface. C-14 is a white or gray substance that looks and feels a lot like Silly Putty™. Setting it takes a successful roll against Traps; like dynamite, if the roll fails, the timer is not set correctly, and will blow at the wrong time, or not at all. Plastique does 2d20+30 damage to anything within the hex in which it detonates, half damage to everything in adjacent hexes, and 1d6 concussion damage to anything within 4 hexes of the explosion. C-14 can be compounded on itself to make bigger bombs, too.

(Look over the CH to decide damage)

**Bomb Collar**

Value: 300-1000 Wt: 2,3

These are frequently used by particularly well-off slavers to easily control slaves and prevent escapes while out in the field. They contain several explosives, lining the inside of a metal ring and arranged such that if they are detonated they will instantly kill the wearer by severing their neck and pulverizing the head. The collar itself is large, extending out in a flat plane above and below the neckline in a cone shape that prevents the wearer from being able to see (or tamper with) the explosive controller mounted to the exterior of the neckpiece.

These collars are usually set to detonate if they receive a specific signal (such as from a remote detonator/controller), if the wearer moves a certain distance away from a signal (like an invisible fence-type system. Most collars start to buzz, beep or otherwise indicate the wearer is too far from “home”, having around a five second timer before it goes off if they do not go back within the permitted area.), or if they’re tampered with by anyone who tries to remove them without turning off the device first.

Deactivating a bomb collar – severing its control circuit to allow safe removal even without the access codes – is an explosives roll, followed by Repair or Lockpicking. Failures cause the collar to detonate 100 % (-5 % per point of luck) of the time, (if it doesn’t, it’s still active) dealing 6d12 damage within 1 meter of the collar and killing the wearer instantly... Assuming they don’t have like, several heads, gives no fuck about not having a head or if they’re made of pure Stubbornium or something. Or is a Råmås. The damage does not extend more than 1 meter from the collar.

**Bomb Collar (Deactivated)**

Value: 100-450 Wt: 2,3

This bomb collar looks identical to a standard bomb collar except that it no longer responds to a detonator signal. It can be rearmed with a repair roll. Despite being disarmed, the explosives work perfectly fine and can be detonated as a thrown explosive if prepared ahead of time. (Explosives check)

**Cherry Bomb**

Value: 5                    Wt: 0,2

A small explosive charge consisting of about 5 oz. of black powder wrapped in a papier-mâché ball and coated with sawdust, with a rolled paper wick. Shortly after lit, they explode, making a loud noise. These can be produced from any source of paper (such as a burned or destroyed book) and the required amount of gunpowder, know-how and with an explosives check. Successes make two bombs, failures make only one. Critical successes make 3, and critical failures make none.

On their own, these are relatively harmless (unless you were to try and eat one while it was lit... or managed to shove it into an unwilling, or willing, orifice.).When fired from a rock-it-launcher, however, they deal the weapon’s normal damage as AOE instead. The maximum radius is 1m; there is no CH increment.

**Bomb Collar**

## Different Pipbuck Models

Developed as part of a joint venture with RoBronCo Industries and Stable-Tec Inc., The PIP-Buck is a cornerstone technology of the Fallout Equestria universe. Standing for Personal Information Processor, these durable portable computers are extremely useful tools for the average wasteland saviorwannabe. There are at least four different models of pipbuck in use or circulation around in the wasteland, excluding more recent modifications to the design. Before the stables were sealed, it is believe that there were more than 15 different adaptations of the pipbuck or attachments for it in production or circulation. Listed below are the most common (bar one) models of pipbuck still circulating in the Equestrian Wasteland and its surrounding areas.

Each model comes equipped with a spell matrix capable of interfacing with other pipbucks and most computer terminals, a built-in light, a remote location tracking and reporting system, an EFS (“Eyes Forward Sparkle” – a motion tracker spell that tracks local moving targets and evaluates them as either neutral or hostile) for locating targets without line of sight, a map-storage and auto-mapping tool, an inventory sorting algorithm, and SATS, the Stable-Tec Assisted Targeting System. All pipbucks have a unique interface tag and are usually worn around one of the forelegs, providing armor to that location. (if hit on said limb, roll a d10, if you roll under your luck, your Pipbuck is hit instead. This does not apply if the attack was aimed. Unless you parry using your Pipbuck. Regardless, if hit this way, you take ½ the damage as bashing instead... assuming it's not like, fire or something. Only impacts that can logically be absorbed by the device will get this roll. Like a dagger, a lead pipe or a rabid radroach) If a suitable interface exists, such as a cybernetic implant or a powered armor suit or helmet, a pipbuck does not need to be worn to provide its EFS, inventory management, and SATS benefits. To top it all off, all pipbuck models after the 2000-line come with a build in radio receiver! Ain't that a buck in the head?

**Pipbuck 2000** - Wt: 4,5 - HP: 40 - Ha: 20 - Value: 1500

One of the first successfully marketed personal spellmatrices, the Pipbuck 2000 is a large and ungainly module that almost doubles the diameter of the wearer's foreleg. It is both less durable and slightly less powerful than its 3000 predecessor, but still has a functional inventory sorter, auto-mapper, SATS, and even an eyesforward-sparkle as a part of its basic functions. It lacks a radio receiver and the majority of the medical analysis systems integrated into all subsequent models, and is not capable of accepting upgrades or attachments meant for later-model pipbucks.

**Pipbuck 3000** - Wt: 2,3 - HP: 50 - Ha: 25 - Value: 3000

By far the most widespread model of pipbuck still in use (or, indeed, existence) today, the Pipbuck 3000 was present in more than 60% of equestrian households by the end of the war. Nearly all stables came equipped with a thousand of these devices and large quantities of replacement parts. These devices are powerful and durable, and their utility in combat is unquestionable. They are even capable of delivering injected drugs into their wearer during combat. The Pipbuck 3000 is the first model of pipbuck released that was designed to interface with attachment modules, and its revolutionary and durable spell-tube driven spell matrix is easy to repair given the proper tools. Not much more difficult than a toaster.

**Pipbuck Alpha** - Wt: 1,3 - HP: 15 - Ha: 7 - Value: 4500

This model of pipbuck is slimmer than the 3000 model, but considerably less durable as a result of compromises made in design. The alpha model was the first popularized usage of integrated magical circuits instead of the more conventional spell energy channeling tubes. It was very popular in Canterlot in the months immediately before the war's end due to its sleek appearance, concealability, and (very important to those in Canterlot's social circles) high price tag. Its sales in other regions were far less successful.

**Pipbuck Delta** - Wt: 1,4 - HP: 15 - Ha: 8 - Value: 20000

The delta model pipbuck was the sleekest, most streamlined model available when the bombs fell, never having even made it to mass production. While the durability was not significantly improved over the alpha model, the spell processing power of these devices was unmatched by any other portable device in existence, then or now. This is the only model of pipbuck with an integrated broadcaster. Unfortunately, the model was never shipped; when the Stable-Tec manufacturing facility was hit with a direct balefire blast, almost all of these intricate machines were lost forever.

**Golden Pipbuck** – Wt: 1,8 - HP: 9001 - Ha: ∞ - Value: ???

There are only six of these devices in existence, created as a new generation of housings for the six facets of the elements of harmony. Their exact function is uncertain; it is known that they possess basic SATS, inventory management, and EFS capabilities, but anything beyond that point is dependent on the needs of the bearer and the element. They lack the programmability of a standard pipbuck, making them totally impossible to hack or trace at the cost of utility, but often provide bonuses on skills to make up for what their bearer lacks. They cannot be destroyed or damaged via conventional means.

**Various Pipbuck Attachments**

For the 3000 and later models, there were a number of upgrades and attachments released that enabled additional functionality. Many of these attachments can also be used without a pipbuck, but may suffer reduced functionality and/or induce unpleasant side effects.

**Broadcaster** – Wt: 0,9 - Value: 2500

The broadcaster was the first portable communications equipment ever made commercially available in Equestria. These devices functioned as portable radio transmitters capable of transmitting on more than a hundred different frequencies and even encrypting the data sent using one of more than 50 different stored encryption protocols. Due to their expense, very few of these were ever actually sold to those ponies outside of elite social circles or the military. The broadcaster model can be used as a standalone radio transmitter (as long as it has a power source) to send messages, in which case it has a limited range of only 3,2 km. Attaching it to a terminal or pipbuck more than quadruples this range, allowing it to send signals up to 16 km without significant signal degradation. Won't do much good unless someone else is out there listening, though...

**Broadcaster (corrupted)** – Wt: 0,9 - Value: 1000

Corrupted broadcasters are nearly identical in appearance to a standard pipbuck broadcaster attachment. The difference is that their internal spell matrix has become heavily corrupted by the influence of zebra necromantic energies, specifically those of the Canterlot Pink Cloud. These devices are no longer capable of serving their original purpose, and no longer require an external power source to operate; instead, when activate, their corrupted spell matrix causes them to emit a high-pitched static that causes creatures within 10,5 meters of the device to start bleeding both internally and out of every orifice. Only Canterlot Ghouls, non-organics and Rāmāsar are immune to these effects. These devices deal increased damage the closer to you they are. At point blank range (within one and a half meter), they deal 6 wounds divided between both the head and torso every combat round (that's 1 wound per second. Damage starts at head, then goes every other.). Ever 1,5 meters away from the device lowers the number of wounds dealt per round by 1, to a minimum of 1 wound per combat round between 9 and 10,5 meters. The effects of a corrupted broadcaster are doubled if a victim is wearing audio listening equipment such as headphones or ear-buds, or is in the immediate vicinity of activated audio-playback devices like speakers (or pipbucks).

**PIP-PRA** – Wt: 1,5 - HP: 42 - Ha: 15(30)+MR - Value: 100000

The Personal Information Processor – Personal Research Assistant is an extremely rare and valuable device that is designed to augment a pipbuck's core functions. Commissioned by Twilight Sparkle for use by her top research assistants and high ranking ministry staff, only about 500 of these delicate machines were ever actually made. They're easily the most powerful spell processing matrices ever made portable, and are capable of performing advanced calculations, translating more than 10 different languages, and even of automagically engaging SATS if the built-in detection systems sense that the wearer (or current holder) is in a combat situation. Even without attachment to a pipbuck, these devices synchronize with a single user's unique magical signature and enable audio recording, auto-translation and SATS access via a text-overlay HUD.

The HUD also allows access to an automagical inventory sorter (though the PRA must be contained within the same container as the sorted inventory). These devices even contains one of the first-ever portable AI designs, a personal assistant construct that can communicate with the user in text on the HUD and respond rapidly to telepathic (as the spell) and/or audio input. When first registered or re-registered, the user may name this AI, who will function as a sort of assisted guide. She normally remains hidden, though when engaging SATS or accessing functions from the HUD she will offer to guide you through the process as a sprite on your HUD (it can thankfully be turned off, and will never make noise – neither Stable-Tec nor the Ministry of Arcane Sciences is a division of Microsoft), usually taking the form of a purple unicorn with darker purple hair.

In the default settings, the AI will automagically record any noteworthy current objectives and any progress made towards them as part of an auto-list generation spell. When attached to a pipbuck or connected via cable to a terminal, this device allows a more direct text interface with which you can access its functions and talk to the AI. Attaching the device to a pipbuck is vastly more beneficial because the combination unlocks or adds on a wide array of additional spell functions, programs and options, as well as granting full MAS access up to the level of the staff member to whom it was originally issued. One of the primary effects of attaching the device to a pipbuck is that the PIP-PRA's AI will extend a small shield of unknown origin and materia around itself that increases its DT by 15 (to a total of 30) if it detects that the wearer is in a combat situation.

Other noteworthy additional options or enhanced functions include:

- A mapping annotation spell (for leaving yourself notes about locations)
- An enhanced strategic terrain and cover identification spell
- A chemical compound analysis spell
- A location identification spell that synchronizes terrain based on matching within a built-in database of pre-war high-altitude pegasi reconnaissance photographs
- Built in radio de-encryption protocols
- A pedometer
- An accelerometer
- Over a dozen dozen Sudoku, and other similar puzzles.
- An emergency broadcaster that allows radio communication over a select number of encrypted MASEBS channels
- A super sweet schedule scheduler. With note functions, reminders, calendar and all that fancy stuff!

... And this list is not anywhere close to being exhaustive. There's no need to worry about enemies using any of the functions of this device to disable or hinder you in combat – the AI construct will only respond to the unique signature of the individual it's currently registered to, and will only be able to be re-registered if it detects that its current wearer has ceased vital function. (Or manage to renounce ownership through direct terminal conversation with the AI)

You should be concerned about taking one of these into combat without some sort of protection, though – they're not designed to be immune to bullets, and only have a Ha rating of 15 beneath the shield (or if they don't get a chance to raise the shield) However, they are strangely resilient to any magic based damage. It is treated as having 50 % resistance to any type of magical damage. As well as a 50 % increase in hardness for purpose of reducing damage. (this includes both the base and enhanced Ha it gains from the shield.) Though, do note that the shield is a separate "armor" so to speak. So if using a weapon that for example, would deal extra damage to machines, it does not gain any of said bonus damage for the purpose of penetrating the shield. But say, you have something that deals double damage to electronics, you deal 24 damage, 9 points is let through the shield, resulting in 18 damage, minus hardness of 15, so a total of 3 would be dealt.

### **Ear Bloom** – Wt: N/A - Value: 100

These devices allow a pony to listen to the audio-playback of a pipbuck (or other spell-matrix device, like radios or holotapes) discreetly. They clip onto a pony's ear. Earlier models require a wire that runs from the bloom to the device, which ensures consistent quality. Later models may be wireless, enabling the wearer total freedom of movement at the cost of audio clarity. Many Alpha Pipbuck and Pipbuck 3000 Models have one of these built in on a retractable wire leash. While originally specifically designed for pipbucks, ear blooms can be jury rigged to interface with nearly any spell-matrix device, including (but not limited to) terminals, robots, and just about any device that has an audio-output.

### **EqueMapper Recording Module** – Wt: 0,4 - Value: 50

Originally developed for use by EQCECA (the Equestrian Civil Engineers and Cartographer's Association) to map out new rail lines and plant the markers used for paving the inter-city hoofway system, this module was actually one of the first commercially available upgrade modules for the Pipbuck, and the only module still in wide circulation that is designed to be backwards compatible (i.e. it functions with the Pipbuck 2000 as well as later models).

For the Pipbuck 2000, it provides an auto-magical mapping software spell suite akin to the basic set-up seen in all models that followed it. For models that already have an auto-mapping spell suite, it provides a reproducible and removable record of locations and routes travelled that hikers, park rangers, and trailblazers in any profession can use to navigate. Unlike the basic auto mapping spell, this module will record the order in which destinations were reached as a series of date and time codes. And even allows short, 18 letter notes to be tagged onto up to 32 different locations.

### **Stealthbuck** – Wt: 0,5 - Value: 1500

Developed by the Ministry of Arcane Science, these single-use\* devices contain a specialized spell matrix designed to support an invisibility spell reverse engineered from zebra invisibility talismans. When activated, they produce a powerful 3 MFD step stealth field on the wearer that lasts for up to an hour (Meaning that even while not sneaking, the enemy must make a Perception roll with a 75 % penalty to their total to notice you), as well as granting them up to +100 bonus on all sneak rolls. If they maintain sneaking posture and speed, they receive the full +100 bonus; if the wearer instead chooses to move at their full speed, they are treated as sneaking automatically. Any character may roll to see them, but have the same penalty as above. This roll is modified by any conditions the stealthed character might have. Any penalties to sneak for the invisible character instead translate directly into bonuses for those making Perception rolls against a stealth field user.

Devices that generate a modulating stealth field always render the wearer of the field invisible while the field is maintained. It does so by transmitting the light of the user akin to a window. Unlike the Zebra Talismans they emulate, these devices only muffle sound and render the wearer invisible. They do not misdirect scent, making them far less useful against creatures who navigate by non-visual means. (Or if you happen to give off a pungent odour at the time) This stealth field can be disrupted if overloaded; if the wearer fires a weapon, casts a spell above level 0, is lit on fire, or suffers more than one wound to any location from AOE damage while the field is active, has a chance to overload and shut down. (Luck save negates, difficulty up to GM)

These devices can be worn on the leg over clothes and armor, or attached to a pipbuck and activated through the SATS interface. If worn without the use of a pipbuck, (or suit) these devices have been shown to cause lasting psychological damage to their wearers, possibly due to the reduction of a buffer between the specialized matrix talisman and the wearer. Every time after the first that a character uses a stealthbuck without a pipbuck, they must make an average Will save. Failure on this roll causes them to develop a fitting mental hindrance of the GM's choosing. Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as 'ghosts', which flicker in and out of view seemingly at random.

(\* It is possible to recharge a stealthbuck, and other devices that use this tech, but it is highly complicated, and few are even aware of how it's done)

**Stealthfilly** – Wt: 1,6 - Value: 1500

This device is a larger version of the stealthbuck developed by researchers working within the Steel Rangers. It functions exactly the same way as a stealthbuck, except that it lasts up to three times as long unless disrupted. Along with the feature to split up these stealth segments in either a full run, three 1/3<sup>rd</sup> runs, five 1/5<sup>th</sup>, eight 1/8<sup>th</sup> runs or 1/17<sup>th</sup> runs.. Regardless of option picked, it will lock into that mode and cannot be changed until spent, and then fully recharged/restored. Or you acquire a new one. Considering how hard it is to reuse this tech type.

**Stealthbuck v2.0** – Wt: 0,9 - Value: 50000

The stealthbuck project was the Ministry of Arcane Science's attempt at full replication of the Zebra Invisibility Talismans used in their stealth cloaks. By altering and enhancing an invisibility spell's effects, Twilight's scientists created the stealthbuck modules. Because these modules were single-use, this was deemed only a partial success, and research continued. In the week before the war's end, they completed development of the Equestrian Stealth Suit Mk II– the supposed equestrian answer to Zebra stealth technology superiority.

This stealth suit was an improved model of the P-34a covert reconnaissance armor that had as a central processing matrix an integrated module called the Stealthbuck v2.0. It was capable of generating an impressive stealth field that was only slightly less effective than the original model stealthbuck, and unlike its predecessor could be recharged indefinitely. This model generates a 2 MFD step stealth field and grants up to +75 roll bonus to the wearer's sneak skill, even separated from the suit, for up to one hour. Similar to other stealth field generators, enemies have a 50 % penalty to their perception total if trying to spot the stealthed character. And otherwise follows the same rules regarding things like the unique penalty/bonus rule and potential psychological damage. This version however requires a matching suit interface, or specialized pipbuck to bypass that drawback. A regular pipbuck no longer suffices as substitute for this advanced model.

Like its predecessor, it does not misdirect scent and its stealth field can be similarly disrupted, but unlike its predecessor it is not destroyed/spent after a single use. After each 1-hour use, it will automatically recharge over the course of the next two hours. (If able) If allowed 12 hours to charge, it can even last for an additional hour on a single use, but this will render it unable to be used again for another 6 hours.

## Components:

(Refer to the fallout pnp equipment book for these)



## **Food, drink and overall nourishment:**

Sustenance are of utmost importance to anyone living out in the wasteland. (A ghouls state of being living impaired doesn't really count) Even heroes need to eat every once in a while. (assuming they are alive, per se)

Not all types of food will actually give a pony the nutrition required to survive. To that end, all of the foods listed here are marked with a handy indicator as to what can actually feed who. Nearly all foods listed provide sustenance for someone, and the furthest right column denotes what diet a character must have to gain nutritional benefit from it.

Not all species present in the wasteland can eat and survive off of the same things, after all. Foods marked "Carnivore" only provide sustenance to carnivores and omnivores. Similarly, Foods marked Herbivore will only provide sustenance to herbivores and omnivores. Those few foods marked "omnivore" only provide nutritional value and stave off starvation for omnivores. Characters can obviously still try to eat foods that they don't gain nutritional benefit from, but expect them to develop an upset stomach shortly afterward, and gain little to no real nutritional benefit from doing so.

But it might help them stave off starvation for a few days, even if the food likely will taste awful, and their bodies won't respond well to it. But a character can supplement around 15 % of their intake per week with the wrong intake. It won't be optimal, but if not more than that amount, their bodies will function mostly fine. But in most cases, it's better to just trade food you can't eat for one's you can. For bacon however, it might be worth it. All food that provides a nutritional benefit to a character removes one wound in each limb over the course of the next hour after being eaten, along with restoring up to five THP. All foods are assumed to provide nutritional benefit unless noted otherwise in their effects column entry.

Some foods provide more than one meal's worth of sustenance. These foods can be split apart and eaten in sections over the course of multiple days (rationing), or can be consumed all at once by one or more ponies. Such food items cannot provide sustenance to more ponies than the number of meals they count as. Counting as two meals does not restore additional wounds unless otherwise noted, unless the food item is actually consumed as two separate meals either at least an hour apart or by different ponies at the same time. Those foods that either provide hydration or heal for multiple wounds when consumed (or both ) which also count as multiple meals provide their additional healing or hydration effects in full even when only consumed in part. In other words, if you split up a pomegranate into two meals, it hydrates you twice. If you eat those meals at least an hour apart, it will also restore one wound each time. Similarly, if you split up a caravan lunch between three ponies, it dehydrates all three, heals them all for two wounds, and provides each with a meal.

Do note that size matters, (one of the few times it does, bow-chicka-wow-ow) a foal could easily ration a "single portion" into two, even three meals. While a walking barn might need two meals to count as one. It is also possible to "starve" yourself by eating less than required, and it could work if you don't do the regular amount of "exercise". Likewise, extra straining days might require more food. A lot will be up to what the characters do each day. Ones in bedrest for example don't require that much.

Preparing and combining foods, as well as cooking in general, is tied to the Outdoorspony skill. (Or relevant craft/profession)

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Agave Fruit</b>		0	0,2	3	Herbivore
Also provides hydration. Can be distilled for use in making sarsaparilla or tequila.					
<b>Alfalfa</b>		+1	0,4	3	Herbivore
Eat up, else there's no desserts!					
<b>Ant Meat</b>		+5	0,5	4	Omnivore
-1 STR for 2 min. Not particulary tasty.					
<b>Banana Yucca Fruit</b>		0	0,2	60	Herbivore
Also provides hydration. Would go great with ice cream. Whatever that now is.					
<b>Basashi</b>		+10	0,5	0	Special
Chance of disease, depending on the source. Ponies can gain sustenance from this if they have the Cannibal hindrance or perk.					
Basashi is pony meat. Most non-ponies or those unaware of this do not lose karma for eating it.					
<b>Bloatsprite Meat</b>		+5	0,5	5	Carnivore
-1 STR for 2 min. 20%-(End score) Disease contraction chance. (save as normal) Makes you feel a little bloated.					
<b>Box Of Noodles</b>		+5	0,4	5	Herbivore
You've got no idea what 'instant spaghetti' means.					
<b>Brahmin Butter</b>		+10	0,4	15	Any
-1 PER, -1 END for 2 min. They didn't make bovines like they used to...					
<b>Brahmin Meat</b>		+5	0,4	5	Carnivore
-1 STR for 2 min. Ingredient in a brahmin steak and brahmin wellington.					
<b>Brahmin Steak</b>		+2	0,5	5	Carnivore
+1 STR for 2 min. Restores double wounds.					
<b>Brahmin Wellington</b>		0	0,5	15	Carnivore
Counts as two meals. Not as good when done rare or medium.					
<b>Bread, Preserved</b>		+5	0,7	10	Herbivore
Stale, but pre-sliced. Counts as two meals.					
<b>Bread, Fresh</b>		+1	0,9	15	Herbivore
Required for sandwiches. Counts as two meals.					
<b>Broc Flower</b>		0	0,1	3	Herbivore
Can be used to make antidote or antivenom (replaces a poison component). Common near gyms, identical siblings and mountains.					
<b>Broccoli</b>		0	0,4	20	Herbivore
Counts as two meals. Highly nutritious. Can help combat cancer.					
<b>Bubblegum</b>		0	0,2	5	Any
Does not heal, does not count as a meal. Gives a small bonus to concentration based tasks while in use.					
<b>Cactus Fruit</b> (Barrel Cactus)		0	0,1	5	Herbivore
-1 END for 2 min. Also provides hydration. Ingredient in desert salad. Can have a prickling sensation.					
<b>Cactus Fruit</b> (Prickly Pear)		0	0,3	1	Herbivore
Also provides hydration. Covered in micro-needles; survival, craft or slright of hoof to eat safely. Ingredient in desert salad.					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Cake, Boxed</b>	Moist and Delicious, despite being 200 years old. Definately not a lie!	+5	0,5	10	Herbivore
<b>Can of Beans</b>	Dehydrating. Ingredient in a caravan lunch. Enhances bowel movements.	+5	0,4	5	Herbivore
<b>Can of Chef Colt-R-D</b>	It looks sort of like pasta in the shape of wings and lightning bolts in some sort of red sauce. Dehydrating.	+10	0,4	5	Any
<b>Can of Swebell's Tomato Soup</b>	Sweetie Belle's brand of condensed tomato soup. The lettering is a little worn.	+5	0,4	5	Herbivore
<b>Canned Beets</b>	Also provides hydration. Beets not having dinner at all.	+5	0,4	5	Herbivore
<b>Canned Corn</b>	A little corny, but gets the job done.	+5	0,4	5	Herbivore
<b>Canned Fruit</b>	Also provides hydration.	+5	0,4	5	Herbivore
<b>Canned Spinach</b>	+1 STR for 2 min. Eating it makes you want to become a sailor. You're not sure why...	+5	0,4	5	Herbivore
<b>Canned Sweet Potatoes</b>	Also provides hydration. Definition of "sweet" might vary.	+10	0,4	2	Herbivore
<b>Caravan Lunch</b>	Dehydrating. Restores double wounds, counts as three meals. Also comes in "corpse starve" version. Half price, half nutrition.	0	1.1	15	Any
<b>Carrot Crepes</b>	Overexposure to carrot products could cause some of your pigments to become orange. Along with cause malnourishment.	+5	0,4	15	Herbivore
<b>Carroty Lad's Snack Cakes: Black Cherry</b>	+1 PER, +1 INT, -1 STR for 2 min. Puts the "treme" in xtreme!	+5	0,4	5	Herbivore
<b>Carroty Lads Snack Cakes</b>	-2 STR for 2 min. A big delight in every bite!	+5	0,4	5	Any
<b>Cave Fungus</b>	Removes rads. Can be used to make antidote (replaces a poison component). One of the few fungi you want to have inside of you.	-10	0,3	50	Any
<b>Cheezy Poofs</b>	Does not recover wounds. However, makes you compelled to use terminals for some reason.	+5	0,2	5	Any
<b>Cloud Mushrooms</b>	+5 Max AP for 30 seconds. I CAN SEE SOUND AND HEAR COLORS! (Possible side effects might include side effects)	0	0,4	50	Herbivore
<b>Coffee Beans</b>	+2 Max AP for 30 minutes. Character cannot sleep for 2d4 hours. Overuse can cause explosive diarrhea. Among other things.	+5	0,4	50	Herbivore
<b>Cookie</b>	Does not recover wounds. +1 AP for 15 minutes. (Note, gives you one extra AP per round, not max. You are still limited by your max)	0	0,2	5	Any

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Corn</b>		0	0,2	5	Herbivore
Also provides hydration. Ingredient in mole rat stew					
<b>Corndog</b>		+5	0,5	10	Omnivore
But you know how much I love corndogs!					
<b>Corn Flakes</b>		+5	0,4	5	Herbivore
Ingredient in trail mix. Not very grrrrreat in terms of taste, rather bland. Makes brahmin milk almost tolerable however.					
<b>Cram</b>		+5	0,5	5	Carnivore
Ingredient in a caravan lunch					
<b>Creamed Spinach</b>		+5	0,4	5	Herbivore
+1 STR for 1 min. Causes you to have the strangest urge to get a pipe along with a anchor tattoo.					
<b>Crispy Squirrel Bits</b>		+5	0,4	5	Carnivore
Makes Fluttershy cry. If your name is Tiffany, now would be the time to commence rejoicing.					
<b>Crunchy Mutfruit</b>		+5	0,4	5	Herbivore
Resembles a purple and orange splotched apple.					
<b>Cupcake</b>		0	0,3	5	Any
With Pink Sprinkles! May cause diabetes.					
<b>“Cupcake”</b>		+10	0,4	1	Any
May contain Basashi. And equine AIDS. (Still sorta delicious, though, most have kinda shoddy craftsmareship)					
<b>Daisy Sandwich</b>		+5	0,4	50	Herbivore
Possibly the last of its kind. (Note: Made with the flower called Daisy, not by, or containing someone named Daisy. Easy mistake)					
<b>Dandy Colt Apples</b>		+5	0,4	5	Herbivore
An apple by any other name. Soon at an orchard near not where you are.					
<b>Dead Grass</b>		+1	0,3	3	Herbivore
Makes you wish for living grass.					
<b>Dead Grass Pie</b>		+1	0,6	15	Herbivore
Counts as four meals. Tastes like dead grass, no matter how much you dress it up... sauce might help however.					
<b>Dead Grass Sandwich</b>		+1	0,4	10	Herbivore
The bread is also dead, they’re all dead! But most folks ignore that.					
<b>Desert Salad</b>		0	0,3	15	Herbivore
Recovers quadruple wounds, also provides hydration and counts as two meals. Only thing it lacks is it’s just dessert.					
<b>Dog Meat</b>		+5	0,5	1	Carnivore
-1 STR for 2 min. Slightly pre-owned faithful companion, won’t you give it a home? (Ps: Avoid falling into wells)					
<b>Dog Steak</b>		+5	0,5	5	Carnivore
Like the unprepared version, but this doggy is more tender. Might help save your life with a faithful flavour. Recovers double wounds.					
<b>Dried Seeds</b>		+5	0,1	1	Herbivore
Works quite well as a on-the-go snack.					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Dog Treat</b>		+5	0,3	1	Any
A reward for loyalty. Tastes vaguely like bacon. And justice. And vengeance. And a hint of the night.					
<b>Emergency Edible Boots</b>		+5	0,9	25	Herbivore
Each boot counts as two meals. The price is for a pair. Durable yet delicious, with a faint aftertaste of... leather?					
<b>Flim n’ Flam Co Mac n’ Cheese</b>		+5	0,4	5	Herbivore
Ingredient in a wasteland omelet and brahmin wellington. Something about it tastes very off, like it’s a sham.					
<b>Fennel</b>		+5	0,4	5	Herbivore
Tastes like licorice! Not that you’d know, as you’ve never had any. An ingredient in absinthe.					
<b>Flower</b>		0	0,2	3	Herbivore
Not interchangeable with Flour.					
<b>Flower, Rare</b>		0	0,2	25	Herbivore
Finding any sort of flower is rare in the wasteland, really.					
<b>Flower of Truth</b>		0	0,3	500	Herbivore
Extremely rare flower used to treat Cutie Pox.					
<b>Fresh Apple</b>		0	0,2	20	Herbivore
Also provides hydration; ingredient in trail mix					
<b>Fresh Artichoke</b>		0	0,4	20	Herbivore
Warning: Not advised to get stuck in windpipe.					
<b>Fresh Blackberries</b>		0	0,3	50	Herbivore
Also provides hydration. A controlled substance in the Enclave.					
<b>Fresh Blueberries</b>		0	0,3	50	Herbivore
Also provides hydration. A controlled substance in the Enclave.					
<b>Fresh Carrot</b>		0	0,2	5	Herbivore
Also provides hydration. To a degree. Beats having a stick. Goes great on a stick however.					
<b>Fresh Grass</b>		0	0,4	15	Herbivore
The “greener on the other side” is rarely true in the wasteland, as there’s barely any grass, nor “other sides” to be found.					
<b>Fresh Hay</b>		0	0,4	20	Herbivore
Hay, what’s up?					
<b>Fresh Oats</b>		0	0,4	20	Herbivore
So I said, “Oatmeal? Are you crazy?!”. 					
<b>Fresh Pear</b>		0	0,2	5	Herbivore
Also provides hydration; ingredient in trail mix					
<b>Fresh Potato</b>		0	0,4	5	Herbivore
Also provides hydration. To a degree.					
<b>Fresh Pomegranate</b>		0	0,8	10	Herbivore
Counts as two meals, also provides hydration. Not imbalanced. (though, not very aerodynamic)					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Fresh Raspberries</b>		0	0,3	50	Herbivore
Also provides hydration. A controlled substance in the Enclave.					
<b>Fresh Seeds</b>		0	0,1	10	Herbivore
You know, you might want to plant these...					
<b>Fresh Spinach</b>		0	0,4	25	Herbivore
+2 STR for 5 min.					
<b>Fresh Strawberries</b>		0	0,3	50	Herbivore
Also provides hydration. A controlled substance in the Enclave.					
<b>Fresh Tomato</b>		0	0,4	50	Herbivore
Thought to be extinct as a result of the war. Guess not. Favored by bards.					
<b>Frosted Sugar Apple Bombs</b>	+5	0,4	5		Herbivore
+3 Max AP for 20 sec. Ingredient in trail mix.					
<b>Frosted Sugar Apple Bombs: Atomic Crunch!</b>	+10	0,4	35		Herbivore
+2 Max AP, +1 AGI, +1 INT for 1 min.					
<b>Gecko Kebab</b>	+1	0,2	4		Carnivore
Also provides hydration, counts as two meals.					
<b>Gecko Meat</b>	+5	0,4	4		Carnivore
-1 STR for 2 min. Slightly less active than it was in life. Far from as awesome though.					
<b>Gecko Steak</b>	+1	0,5	5		Carnivore
Recovers double wounds, counts as two meals. Now you're dealing with twice the lizard!					
<b>Giant Ant Egg</b>	+5	0,4	4		Omnivore
You can insectively tell that standard egg recipes won't be much use on this.					
<b>Goat Meat</b>	+5	0,4	5		Carnivore
Goat meat?					
<b>Grass Pie</b>	+1	1	40		Herbivore
Counts as four meals. Made with fresh grass. Time to mow some grass with your mouth... in a pie!					
<b>Grilled Manticore</b>	-10	0,5	18		Carnivore
Counts as two meals. Removes 10 rads. Radical.					
<b>Gruel</b>	+25	0,4	5		Herbivore
Also provides hydration. In a gruel way. Really gruelsome.					
<b>Gum Drops</b>	+1	0,3	2		Any
Does not heal... what? Not every items has some witty retort written in it.					
<b>Gyros</b>	+1	0,5	5		Carnivore
+1 STR for 2 min. Recovers double wounds, counts as two meals. Made from Goat Meat. You'd be all set for dinner if you goatz milk.					
<b>Gyros Kebab</b>	+1	0,2	4		Carnivore
Also provides hydration, counts as two meals. Along with the Gyros taco, these were like made to be suggestively gyrated.					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Hardtack</b>		+5	0,5	5	Herbivore
Also functional as a weapon (see: rock) Effective at beating your hunger as well as your enemies.					
<b>Hay</b>		+5	0,4	6	Herbivore
-1 STR, -1 END for 2 min. What the hay?					
<b>Heart's Desire</b> (Flower)		+1	0,3	15	Herbivore
A large, beautifully colored flower. Known to cause Cutie Pox.					
<b>Hellhound Stew</b>		+5	1	10	Carnivore
Contains ½ taint level per serving.					
<b>Honey Mesquite Pod</b>		0	0,1	5	Herbivore
Also provides hydration.					
<b>Hot Dog</b>		+10	0,3	5	Carnivore
Popular as field rations for Griffin troops during the war. (might contain actual dog, but mostly just spleens, gibblets and geniatsls)					
<b>Ice Cream</b>		+5	0,4	15	Any
Also provides hydration. The label says it's made with real ice! That's so cool!					
<b>Iguana Bits</b>		+5	0,5	5	Carnivore
Not <i>those</i> bits... or actually, you're not that sure...					
<b>Iguana-on-a-stick</b>		+5	0,5	5	Carnivore
Counts as two meals					
<b>InstaMash</b>		+5	0,4	5	Herbivore
Ingredient in a caravan lunch.					
<b>Jalapeño pepper</b>		0	0,1	5	Herbivore
Dehydrating. Spicy! May cause you to breathe fire temporarily for comedic effect. Not recommended if you have a weak rectum.					
<b>Junk Food</b>		+5	0,5	5	Any
One of the few “items” per se that includes dozens of items. But rest assured, while about all can be eaten, ~none is good for you.					
<b>Kelp</b>		0	0,4	5	Herbivore
Hydrating. Seapony fare.					
<b>Kelp, Dried</b>		+5	0,1	5	Herbivore
A popular Neighponese snack.					
<b>Kibble</b>		+5	0,5	5	Carnivore
Dehydrating. Promotes healthy coats.					
<b>Luna Bar</b>		+5	0,2	5	Any
Counts as two meals, dehydrating. It claims to be a meal supplement.					
<b>Lustre Dust</b>		0	0,2	10	Any
Does not heal. Does not count as a meal. Gives a golden metallic sheen to whatever it is painted on.					
<b>Manticore Meat</b>		-20	1,1	8	Carnivore
The Reaper Brass was known to have a near daily intake of this... in a non-dietary manner... both types of “meat” too... *shiver*					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Manticore Steak</b>		-10	0,6	18	Carnivore
Recovers double wounds.					
<b>Meat Jerky</b>		+5	0,5	5	Carnivore
Meaty, and quite jerky.					
<b>Mirelurk Cakes</b>		+5	0,5	5	Carnivore
Mix 12 eggs with 1 Mirelurk meat, freeze, bake. Makes 4d6 cakes. (Survival or craft, recipe required; failures are inedible, to most)					
<b>Mirelurk Chowder</b>		+10	0,5	25	Any
Get ready to chowder down!					
<b>Mirelurk Eggs</b>		+5	0,4	4	Any
Also provides hydration. (Assuming you also ingest the yolk)					
<b>Mirelurk Meat</b>		+5	0,5	20	Carnivore
Recovers double wounds.					
<b>Mirelurk Meat, Hatchling</b>		+1	0,3	4	Carnivore
For when you prefer a little... younger targets to prey upon.					
<b>Mirelurk Meat, Soft-Shell</b>		+5	0,5	30	Carnivore
Recovers triple wounds. Great to counter a hard day with.					
<b>Mississippi Sparkle Pie</b>		+5	0,6	20	Any
+1 STR, -1 INT, +2 Max AP for 5 minutes. Counts as two meals. Req. Flour, Sparkle Cola Rad, & Vodka. -10/20 craft/survival roll.					
<b>Mole Rat Meat</b>		+5	0,5	5	Carnivore
-1 STR for 2 min.					
<b>Mole Rat Stew</b>		0	0,5	25	Carnivore
+1 STR for 2 min.					
<b>Mole Rat Wonder Meat</b>		+5	0,5	25	Carnivore
Recovers double wounds, counts as two meals. Don't ask for for what the "wonder" in it is. Trust me.					
<b>Moonlight Flower</b>		+1	0,1	10	Herbivore
Glow in the dark.					
<b>Moon Pie</b>		+5	0,2	5	Any
Note: Does not actually contain any moon. You may however moon said pie.					
<b>MRE</b>		0	1/4	50	Any
Meal, Rarely Edible. Counts as five meals. But... has a slight chance of being less than healthy to consume.					
<b>Mutfruit</b>		+5	0,4	5	Herbivore
Also provides hydration.					
<b>Nightstalker Tail</b>		+5	0,5	18	Carnivore
Does not provide sustenance, still recovers wounds.					
<b>Noodles</b>		+5	0,4	5	Herbivore
It's kind of a no deal if you don't have any water to prepare them in.					



Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Oatmeal</b>		+1	0,4	5	Herbivore
Also provides hydration. ... Wait, you're not going to prepare it? Are you crazy?					
<b>Oats</b>		+5	0,4	6	Herbivore
-1 PER, -1 END for 2 min. We all eat hay and oats, even those sneaky goats!					
<b>Pinecone</b>		+5	0,3	5	Herbivore
Don't offer these to any Alicorns...					
<b>Pinto Beans</b>		0	0,1	2	Herbivore
Ingredient in mole rat stew. Not particularly cool beans.					
<b>Pinyon Nuts</b>		0	0,2	5	Herbivore
Ingredient in trail mix, desert salad. They're truly nuts.					
<b>Plant Matter</b>		+5	0,4	5	Herbivore
Its origin is unspecified. Best keep it that way. Excellent for use as tinder.					
<b>Pork N' Beans</b>		+5	0,4	5	Any
Dehydrating. Despite the label, the content is a mystery.					
<b>Potato Crisps</b>		+5	0,4	5	Herbivore
Dehydrating. Some pony colonies calls these "chips", silly, ain't it my good chap?					
<b>Preserved Meat</b>		0	0,5	5	Carnivore
Dehydrating.					
<b>Pudding Pack</b>		+5	0,4	5	Any
Also provides hydration. Contains no gelatin. (Then what does it contain?)					
<b>Punga Fruit, Refined</b>		-5	0,4	30	Herbivore
Recovers double wounds, also provides hydration.					
<b>Punga Fruit, Wild</b>		-1	0,4	10	Herbivore
Also provides hydration.					
<b>Radhog Bacon</b>		+1	0,2	15	Carnivore
+2 END for 5 min. Recovers double wounds. Due to pure deliciousness, the cross-dietary penalties are lessened for this foodstuffs.					
<b>Radhog Meat</b>		+5	0,5	5	Carnivore
-1 STR for 2 min.					
<b>Radigator Bites</b>		+5	0,5	27	Carnivore
You know it's ready for consumptions once it stops biting back.					
<b>Radigator Meat</b>		+10	0,5	20	Carnivore
+2 STR, +2 END for 5 min.					
<b>Salient Green</b>		0	0,2	50	Herbivore
Can be converted into nearly any type of fresh fruit or vegetable. Also provides hydration.					
<b>Salisbury Steak</b>		+5	0,5	5	Carnivore
A great way to assemble a steak out.					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>Sky Fruit</b>		0	0,1	1	Herbivore
It was probably derived from grapes. The main ingredient in Sky Wine. Also provides hydration					
<b>Sky Wheat</b>		0	0,2	15	Herbivore
Bland, with a slight aftertaste of clouds.					
<b>Slop</b>		+25	0,4	5	Any
Recovers double wounds, also provides hydration					
<b>Small Dusty Box Of Some Sort</b>		+5	~0,5	5	Omnivore
May or may not provide sustenance. What's a 'TV Dinner'? One of the more intact versions of these appears to be this "Jürgens snabb-kebab". Researchers think it might have been either field rations or prisoner food, but doubt it was intended for the public.					
<b>SparkleLurk Meat</b>		+5	0,5	17	Carnivore
Recovers double wounds. +1 Max AP for 1 hour.					
<b>Squirrel Stew</b>		+5	0,5	5	Carnivore
Also makes Fluttershy cry. Also provides hydration. But c'mon, it's not really a real meal unless something cute died for it, right?					
<b>Squirrel-on-a-Stick</b>		+5	0,5	5	Carnivore
Yet another way that makes Fluttershy cry. The bones add crunch.					
<b>Starfruit</b>		0	0,4	20	Herbivore
Not actually of astronomical or extra-equestrial origin. Also provides hydration.					
<b>Strange Meat</b>		+5	0,5	2	Carnivore
-1 STR for 2 min. May contain Basashi or meat from any other race in the wasteland. May or may not be contaminated.					
<b>Strange Meat Pie</b>		+5	0,6	2	Carnivore
May contain basashi, or meat (and or diseases) from any other race in the wasteland. Counts as three meals.					
<b>Strange Meat Pie, Imitation</b>		+5	0,6	2	Any
Definitely does NOT contain basashi (though the likeness is astounding). Counts as two meals. Brand label reads "Thou Fu"					
<b>Sweet Roll</b>		0	0,3	5	Any
Provides no sustenance, still recovers one wound.					
<b>Thick Red Paste</b>		0	0,2	250	Carnivore
Restores double wounds, +2 END for 4 min.					
<b>Thin Red Paste</b>		0	0,1	125	Carnivore
+1 END for 4 min. Ingredient in thick red paste.					
<b>Tobacco Leaves</b>		0	0,2	6	Herbivore
-1 END, -1 AGI for 2 min. Can have side effects. Usable in certain crafting.					
<b>Trail Mix</b>		+5	1,3	5	Herbivore
+3 Max AP for 10 seconds. Restores double wounds, counts as two meals.					
<b>Wasteland Omelet</b>		0	0,5	100	Herbivore
Counts as 3 meals. Recovers quadruple wounds.					
<b>Wheat</b>		+1	0,4	5	Herbivore
Helps wheat out the weak. Only the strong can cultivate.					

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
<b>White Horsenettle</b>		0	0,1	2	Herbivore
-1 AGI, -1 END for 2 min. Only known for it's neighative effects.					
<b>Xander Root</b>		0	0,1	5	Herbivore
Can be used as a substitute for a dosage of poison in antivenom or antidote recipes. Works great on quests for saving princesses.					
<b>Yao Guai Meat</b>		+10	0,5	30	Carnivore
Counts as two meals, recovers double wounds. +1d4 damage with melee and unarmed weapons and +2 END for 2 min.					
<b>YumYum Deviled Eggs</b>		+5	0,5	5	Omnivore
Now comes with flavour! Immense improvement according to this old article in Bachelor Monthly.					
<b>Zebra Herbs</b>		+5	0,4	75	Any
+1 INT for 2 min. -1 INT for 2 min. afterwards. The main ingredient in normal Mint-als. Their actual name is too difficult for most ponies to pronounce. It takes time to get used to which of the double x's are meant to be silent.					

Not shown above due to space concerns are irradiated and/or spoiled fruits and vegetables – these are actually far more common than their non-radioactive ‘fresh’ counterparts, imparting 5 rads to anyone who consumes them. They’re also considerably cheaper, costing only half as much as their non-irradiated entries (round down).

Much like food, drinks also heal characters. A list of drinks is shown below.  
 Unless otherwise noted, drinks will recover one wound thirty minutes after their ingestion, similar to food. The recovering effects of food and drink may stack (i.e. eating food and having a drink with it will heal wounds from both as opposed to taking the highest of the two), but these recovered wounds cannot restore crippled limbs – additional healing that would have occurred simply doesn’t happen. Drinks are also helpful in hydrating your wastelander, important for roleplay as well as avoiding the death that dehydration tends to result in. All drinks listed here provide hydration and are single-use unless noted otherwise.

Alcoholic beverages are listed separately in the Medicine and Drugs section. All alcoholic drinks are dehydrating and do not recover a wound unless noted in their description in that section. All healing potions also provide hydration; like alcohols, they do not provide nourishment or recover an additional wound (they recover wounds enough as is).

<b>“Zebracha” Hot Sauce</b>	0	0,2	35	
Recovers no wounds; dehydrating. Breathe fire for 6 seconds (deals damage as a small flamethrower for up to two actions, targeted with either Unarmed or Energy Weapons). A single bottle holds 1d6 doses.				
<b>Apple Cider</b>	0*	0,5	50*	
+1 CHA for 3 minutes. (*= Gives 7 rads if done on irradiated apples. Along with cost 30 less.)				
<b>Bitter Drink</b>				
Better than dying of thirst. Barely.	0	0,2	1	
<b>Blood Pack</b>	S*	1	20	
Requires a carnivorous or omnivorous diet or Cannibal. An adult pony contains about 15 liters of blood (1 liter per pack). Blood type plays importance only if used for it’s actual purpose. (S= the amount of rads can vary wildly. All depends on the...”donors” condition.)				

Name	Sustenance/Effects	Rads	Wt	Value
<b>Brahmin Milk</b>		0*	0,5	5
Builds strong bones. Goes great with cereal. (* Generally gives no rads, but depends how irradiated the brahmin is)				
<b>Cactus Juice</b>		0	0,5	6
Recovers 2 wounds*. Dehydrating*. Dangerous in large doses. (* Has a 11-End % chance to cause hallucinations, provide no healing and possibly even paralyze on a failed average fort save. If drunk on empty stomach, it instead dehydrates the character.)				
<b>Cawnic Water</b>		0	0,2	20
Contains one dose of the drug Cawnine. Goes well with Gin.				
<b>Celestian Sarsaparilla</b>		0	0,5	20
+1 Bottle Cap. Dehydrating.				
<b>Coffee</b>		0	0,3	5
+1 PER, +2 INT, -1 AGI for 1 hour. Character cannot sleep for 2d4 hours. Dehydrating.				
<b>Dirty Water</b>		+10	0,5	5
Yeah, that's some dirty water all right! It needs to be punished! Force it down the throat!				
<b>Earl Brae Tea</b>		-5	0,4	25
Relaxing. Tastes nothing like a letter.				
<b>Fruit Juice</b>		+5	0,5	15
Very fruity drink. (*Unless it's fresh fruit juice, then 0 rads).				
<b>Green Tea</b>		0	0,4	35
Bitter, but soothing and not unpleasant. Originates from Neighpon. Character cannot sleep for 1d4 hours.				
<b>Ice Cola Sparkle Cola</b>		+5	0,5	20
Recovers 2 wounds. +1 Bottle Cap. Dehydrating.				
<b>Juice Box</b>		0	1/4	20
+5 Speechcraft (bar intimidate) for 5 minutes. (Because you look adorable, appearance and age might affect the bonus.)				
<b>Kikkopony Soy Sauce</b>		0	0,2	25
Dehydrating. Does not heal; instead, when added to any carnivorous food, makes that food count as one additional meal. Also makes that food dehydrating; if the food it was added to would otherwise be hydrating, it removes the hydrating effect. A single bottle holds 1d6 doses. Most ponies seem to believe the seapony Posoydon was the one to invent sauces.				
<b>Milkshake</b>		0	0,4	50
Recovers 2 wounds and counts as a meal. Everypony keeps saying that it's better than yours.				
<b>Plant Creature Sap</b>		0	0,4	6
Tastes strangely of peppermint.				
<b>Purified Water</b>		0	0,5	20
Recovers 2 wounds. At last, a cure for dehydration!				
<b>Root Beer</b>		0	0,5	15
Made from real roots! Character cannot sleep for 1d4 hours. Dehydrating.				

Name	Sustenance/Effects	Rads	Wt	Value
<b>Rum and Sparkle “Twilight’s Plot”</b>	+1 STR, -1 INT for 5 minutes. +1 Bottle Cap. Does not heal. Dehydrating. Not alcoholic enough to prompt an addiction roll. (Still enough to get Twilight tipsy, though...) Can almost work as an anti-septic however.	+5	0,5	20
<b>Smoothie</b>	Recovers 2 wounds. Refreshing!	0	0,4	50
<b>Sparkle Cola</b>	+1 Bottle Cap. Dehydrating. It’s like a hoof to the face!	+5	0,5	20
<b>Sparkle Cola: Rad</b>	+2 AP for 5 minutes. +1 Bottle Cap. Dehydrating. It’s like a hoof to the face, with Radishes!	+10	0,5	30
<b>Sparkle Cola: Rainbow Crash</b>	+0,2 to your movement per AP, +2 AP for 5 minutes. +1 Bottle Cap. Dehydrating. With REAL Zap Apples!	+15	0,5	35
<b>Sparkle Cola: Starry Night</b>	+1 PER, +1 AP for 1 minute. Recovers 2 wounds. +1 Bottle Cap. Dehydrating. Contains Real Starfruit Flavoring!	+10	0,5	30
<b>Weed Water</b>	You figure that the grass adds nutritional value. Counts as one meal for an herbivore or omnivore.	+1	0,5	10
<b>Zebra Maté Tea</b>	Character cannot sleep for 2d6 hours. This is a magical stimulant.	0	0,4	35

**Wild Pegasus:** In the cold north of Equestria where the influence of the government in Canterlot didn't quite reach, during a time when distilled alcohol was illegal, a tribe of pegasi set up clandestine stills made out of old weather factory equipment. Initially the drink they produced was purely as a means to stay warm in the harsh winters but over time they developed a taste for it. This drink became known as whiskey.

Nowadays this drink has gained great prestige among those of refined palette with particular examples demanding a premium price. Of these examples Wild Pegasus is among the best of the best. Produced from a single malt using water taken from a particular high mountain glacier this fiery amber brew will give you the hardy fight and spirit of those first highland pegasi. Once you go Wild, you never go back.

W: 0,3 kg. Alcohol content: 70 % (Hard fort save for drunk, fail means smashed.) Hydration: 35 %. Incubation time: 4 minutes.

## Medical equipment:

### Doctors bag:

A carrying bag shaped somewhat like an oversized purse. It has special pockets and linings for carrying specifically medical tools and supplies and keeping them neatly arranged for easy access and use. Accessing medical supplies from a doctor's bag with either the Quick Draw perk or with at least 6 Agi and 50 (base) skill is a free action. Ministry of Peace field medical kits are considered to be doctor's bags if they're worn as saddle bags.

Briefcase

Value: 5

Wt: ~1

Bucket

Value: 5

Wt: 0,7

(Note: not build with the intention to be used in hurling sewage at your friends)

Bullet Press, Portable

Value: 2000

Wt: 23

Business Card

Value: 0

Wt: 0

Butter Knife

Value: 1

Wt: 0,1

## **Buck**

An orange pill containing a cocktail of stimulants and steroids that temporarily increases the user's physical strength and endurance. It gained notoriety for its involvement in a number of doping scandals affecting professional competitive sports before the war.

## **Stampede**

The product of a military program designed to increase the combat effectiveness of ground forces by creating a fearless soldier. The program was only partially successful as while the drug did eliminate the fear response, it also made the soldier uncontrollable due to their higher thought processes being heavily repressed. The result was a fearless berserker who did not care about pain or injury, able to push their body past its limit and apply terrifying force. The drug, while technically a failure, was quickly re-purposed for shock troops in the form of an intravenous injection.

## **Med-X**

A powerful pain killer made from the refined extract of a particular breed of poppy. An injection of Med-X can almost completely numb any pain allowing the user to function for a time despite grievous injury. Extended use has been known to cause addiction.

## **Healing potion**

An emulsion of nutrients and a haemostat infused with healing magic, these potions glow with a lustrous purple light. Healing potions can accelerate and augment the body's natural healing abilities to a point where moderate wounds will close in minutes and minor injuries disappear in mere seconds. While they do not normally have a shelf life, if they are exposed to the effects of enervation for an extended period of time their healing magic is slowly drained eventually rendering them useless.

## **Anti-venom**

Synthesised from the venom of poisonous animals, anti-venom neutralises toxins in the bloodstream and allows them to pass harmlessly from the body.

## **Rad-X**

Developed for the space program to combat the effects of solar radiation on astronauts during space walks. This drug, once ingested, partially blocks radiation from entering the body.

## **Rad-Away**

Developed in tandem with Rad-X, Rad-Away is a chemical solution that binds to any radioactive particles already in the body allowing them to be excreted. This, combined with a strong diuretic, quickly flushes radiation from the body. It apparently also has a pleasant orangey taste.



## **Bandages**

Infused with similar healing magic as the healing potion, these dressings are used to control bleeding, restrict movement of injured limbs and to treat minor injuries. While they suffer from the same draining effect as healing potions when exposed to enervation they are never rendered completely useless as even a non magical bandage is still a bandage.

## **Dash**

Based on a derivative of methamphetamine and delivered via an inhaler, Dash stimulates the central nervous system inducing a temporary euphoria which gives the user a rush of energy and strength. It also produces a strong but short lived hallucinogenic effect that seems to slow down time from the user's perspective. First synthesised after the war by unscrupulous drug dealers in the wasteland looking to cash in on desperate addicts, Dash is highly addictive and known for its brutal withdrawal symptoms.

## **Mint-als**

A minty herbal tablet that was sold as an over the counter mental performance enhancer before the war. Improving memory related functions and speeding up other thought processes they were widely appreciated as a party drug allowing the user to be more perceptive, creative and charismatic. They are however slightly addictive with long time users being said to be "grating and obnoxious".

## **Party time Mint-als**

A modified home made variant of Mint-als. These tablets are much like the product they are based on but produce a much stronger boost to charisma and attractiveness. They are also much more addictive.

## **Rejuvenation Potion**

## **Hydra**

A powerful drug that is in fact extracted from the blood of the legendary beast it takes its name from. Like its name-sake, Hydra gives the user extreme regeneration abilities allowing them to recover severely crippled limbs and other major trauma. Its usefulness is counterbalanced by a long list of potential side effects including damage to reproductive organs, extreme allergic reactions and cancers.

## **Restoration Talisman -**

An extremely powerful and very rare megaspell talisman to find intact. The Restoration Talisman can bring a pony back from death's door to a state of *perfect* health. It has been said that these items could theoretically even revive the recently dead however they were never tested in this way so no one knows what would happen were someone to try. Made in secret by the Ministry of Peace under Fluttershy's guidance during the war, the knowledge of how to recharge them or make more has long since been lost meaning the talisman can only be used once.

## **Healing poultice -**

A non magical salve made from various medicinal plants. The healing poultice is used to treat minor wounds such as burns, bruises, cuts and scrapes by preventing infection and promoting natural healing.

## **Tech horn**

Whilst normally only unicorns could create or tap into memory orbs the arcane technicians teamed up with the earth pony engineers to create this device, or more specifically; they did this with the help of an earth pony named Coppercog, the original inventor of this device, allowing pegasus and earth ponies to be able to utilize the memory orbs as well. Seeing how it became vital for certain ponies to see certain things. The Equestrian army could not always expect there to be a unicorn wherever they had troops or important personal. Nor that said unicorn were someone they trusted with any information being sent, especially if it was meant for one pony only. the most common tech horn is not as strong as the first prototype, (of the ones that didn't explode that is.) but they are more stable, and sustain themselves as long as there's no malfunction in it's crystal core or a more severe exterior damage.

Most come equipped with a very weak telekinesis, along with the ability to access memory orbs. There are other models, but those are very rare. The basic type fulfilled their main function of viewing memory orbs, though most enjoyed the slight manipulation possibilities offered. This device was used both for civil and military purposes. This device's power source seems to be unknown as it lacks a entry plate of any kind. Some believe that it's built entirely of a self-supplying material and minerals. The contraption is placed upon the head of the wearer. Allowing them to tune in with the orb's memory through their cerebral cortex. They must however touch the orb, unlike unicorns whom can simply focus their magic on it. And sealed orbs still need the correct password. In case of a backfire however, there's a 1/3 chance that it will either: Affect the wearer, affect the device or a bit of both. There is however always the chance the device can withstand the backfire

W: 2 kg. AC: 2 Ha: 5. Dr: 4. Du: 10. Pwr: \* (Self-sufficient)

## **Jump leads**

Two lengths of cable ending in large crocodile clips. They are supposed to be used to jump start an engine by taking power from one, functioning, engine and using it to start another that lacks the power required to start itself. Other than their intended use, resourceful ponies can make use of them in combination with a power source as a makeshift defibrillator to restart a downed comrade's heart. They may also be used to repair severed wiring or bypass a power relay thus opening a broken door or powering other large equipment.

## **StealthBuck**

Issued to scouts on both sides of the conflict during the war and made from a fusion of traditional and arcane science, the StealthBuck is a single use item that bends light around the user rendering them almost invisible for a short time. This stealth field is not perfect however. While standing still the user is effectively undetectable, in motion the field will seem to shimmer making it possible for a wary guard to see them. This effect is exacerbated the faster the user is travelling. With the proper equipment and expertise it is possible to recharge them, doing so will eventually wear out the power talisman requiring it to be replaced.

## **StealthBuck Mk II**

An improved version of the StealthBuck that makes use of an experimental self-recharging power source and more robust materials. Technically a prototype, these were issued to special forces going behind enemy lines and are a very rare find. They have most of the same limitations as the Mk I but can be reused over and over without degrading. The duration of their stealth effect depends on the current charge in the power talisman.

# Mutations:

The wasteland doesn't need much to show exactly how much it can do to mess up your life. Bellow is a table for mutations you can obtain either through taint, radiations or other hazards. These can be rolled at start, however not recommended if you play a stable dweller.

## NPC's, quests and storyline.

This chapter is devoted to either recurring, important or characters, (or plots/things/devices) that could help you set up a campaign. Some of these elements you are free to fuck around with, but some are "stated lore" you should avoid messing with. As said in another RPG: "While you are free to do however you like, and might even succeed with some of them. Please, try to NOT start any mayor wars between countries, mayor factions or bring the impending doom on the universe, as it will likely make other campaigns in your universe very complicated since vitals parts might be missing.

## **NPC's, questgivers:**

**Watcher: Status: Alive Priority: High Noticeable features: Seems to be able to be everywhere at once.**

A mysterious entity who keeps a constant vigil over the wasteland, seemingly on the lookout for would-be heroes. He utilises Sprite-bots to observe and communicate with ponies he sees as "virtuous" offering cryptic hints and advice. Not much is known about him other than he seems to be plagued by a past that haunts him...

**NPC's, Ghouls:**

# Beastiarity

**Råmåsar:** Fierce scavengers of the wastelands. While actually not "dangerous" to wastelanders, most find them more than a nuisance. Being close to a regular ponies size, and with their razor sharp beaks that easily cut through shoelaces, and their hoof claws can easily clamp down most tough brawler due to their aerodynamic and ergonomic design Råmåsar only eat hair, so their diet solely consist on any type of filamentous biomaterial. Their inequine dexterity and antlers allows them to gracefully shave any living being. A flock of råmåsar have been known to fully shave a manticore named Fluffy within twenty seconds, Fluffy felt violated by the event. He later froze to death three weeks later due to somehow ending up covered by liquid nitroglycerin with a slipper on his nose. Due to consisting 90 % of Mähälium, the råmåsar are extremely bad to euthanize or try to ingest. It doesn't help that their furthers consist of diamond encrusted kevlar alloy. Having eyes on each antler, the råmåsar have an excellent 357½° around vision, able to spot anything except what is above their left eyebrow, under their feet or behind any bottle of Sparkle Cola. Råmåsar never harm anything, unless anything harm themselves on the råmåsar.

The råmåsar only even incapacitates, pins and tickle their victims as they devour any hair on their body. (they however do not eat eyebrows, it's overlooked by the råmåsar.) If something attacks a råmåsar's dinner, the pack of råmåsar will fiercely defend the source of their food as they hate to have the sweet, savory taste of fur with a possible seasoning of sweat or other bodily fluids, but blood just isn't the right type for the råmåsar. Any attacker is swiftly swept away, and any of their natural body heat insulation will be devoured. Some types of hair gel protects against of the råmåsar, but ponies are unsure what exact type work, since the different regions råmåsar seems to have different taste of hair gel. In some cases, gels that worked in one region would instead cause the råmåsar to go into a ferocious mating ritual all over the victim's body instead of being repelled. No weapons are really effective against the råmåsar, as they seem to be immune to the effect of fire, cold, acid, poison, that blue fire, radiation, remotely sharp or blunt objects, electricity, stand up comedy, cold iron, growling, deku nuts, kryptonite, ignores the properties of adamantite and starmetal, being hungover, +5 and lower enchants, lightsabers, herpes, dark matter and other hazardous materials, even Maredonnas latest hits have proven ineffective. Truly a force to be reckoned with, most ponies throughout the wasteland have a shiver run down their spine, and their hair stands on end when they hear the fearsome mating call of the råmåsar: "Tekeli li".

**Bob:** Some have seen the pony of great destiny, fewer have even had it cross their mind to mind to ask for said pony's name. Truly an icon of legend.

**Seaponies:** Despite the notably different anatomy, female seaponies off more "wild" tribes on the hunt for partners while in estrus, will not care about such feeble details. Most the surviving victims (especially male) wished that they hadn't.

**Immagetchu:**

# Appendix:

Shortening of words:

- Str: Strength
- Per: Perception
- End: Endurance
- Cha: Charisma
- Int: Intelligence
- Agi: Agility
- Lu: Luck
- Wis: Wisdom
- Mod: Modifier
- Will: Willpower
- Fort: Fortitude
- Ref: Reflex
- AP: Action Points
- AC: Armour Class
- HP: Hit points
- THP: Total hit points
- Th: Damage Threshold
- Pie: Piercing
- Blu: Bludgeoning
- Sla: Slashing
- Api: Armour Piercing
- Exp: Explosive
- Dmg: Damage
- Du: Durability
- UP: Unicorn Pony
- PP: Pegasus pony
- EP: Earth Pony

- PC: Player Character
- GM: Game Master
- die: Dice size
- Aso: And so on
- Ofc: Of course
- FS: Friendship
- FP: Friendship Points
- Imp: Improvised
- DoS: Degree of Success
- Cba: Can't be arsed.
- Init: Initiative
- M/R Melee/Ranged
- Ave: Average
- CH: Collateral Hits
- SCR: Spirit Charge Rate
- TSA: Third Spirit
- Attribute





# Sample characters:

(Fresh from the stable)

## Primary statistics: (Base, mod, total)

S: 3	0	3
P: 8	0	8
E: 5	0	5
C: 8	0	8
I: 9	0	9
A: 7	0	7
L: 5	0	5
W: 10	0	10

## Secondary Statistics: (Base, mod, total)

Action points: 7	0	7
Carry weight: 100	0	100
Melee damage: 0	0	0
Poison Resist: 25	0	25
Radiation Resist: 10	0	10
Sequence: 24	0	24
Healing rate: 1	0	1
Critical chance: 5	0	5 %

## Conditions:

Hit points: Cur: 28 Max: 28  
Rads: 0  
Poison: 0  
Suffering from:

**Name:** Dewflower      **Sex:** Female      **Race:** Unicorn      **Height:**??      **Weight:** ??  
**Eyes:** Emerald green      **Virtue:** Kindness      **Age:** 17  
**Mane and Tail:** Misty white ponytail with blue fringes, short scruffy tail  
**Coat:** Damp pink      **Cutie mark:** A red cross with a female symbol in it  
**Noticeable features:** Cheerful attitude

## Armour and resistances: (Base, mod, total)

FP: 2	2	4
AC: 7	1	8

Normal | Energy | Fire | Corrosive | Explosive

DR:

DT:

Armour: Doctors coat

Helmet:

Other:

Gas resistance: 0    Electrical resistance: 0

Armour condition: (X)(X)( ) ( ) ( ) ( ) ( ) ( )

Condition mod notes:

## Main weapon:

Type:	Range:	Damage:
AP Single:	AP Targeted:	AP Burst:
Ammo Type:	Ammo Damage:	Rounds:
Ammo in burst:	Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )	

## Secondary weapon:

Type:	Range:	Damage:
AP Single:	AP Targeted:	AP Burst:
Ammo Type:	Ammo Damage:	Rounds:
Ammo in burst:	Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )	

Skills: (Tag, base, mod, total, spec total:)				Perks:	
Small guns*: 5 + 4xAgi	33				
Big guns*: 0 + 2xAgi+½Str	15				
ME weapons*: 0 + 2xAgi+½Int	18				
Unarmed: 30 + (1Agi+1Str)x2	50				
M weapons*: 20 + (1Agi+1Str)x2	40				
Throwing: 5 + 3xAgi	26				
First Aid: 5 + 2xInt+2xWis (X)	58				
Doctor: 0 + 1Wis+1Per (X)	33				
Lore*: 5 + 2xWis+1Int	34				
Stealth: 5 + 3xAgi (/)	33				
Lockpick: 5 + 2xAgi+1xPer				Equipment:	Amount   Weight
Sleight of hoof: 0 + 3xAgi					
Traps: 5 + 1Per+1Agi+½Int					
Evasion: 10 + 1½Agi+½Luc					
Science*: 0 + 4xInt					
Repair*: 0 + 3xInt					
Pilot: 0 + 2x(Agi+Str)+Per					
Perform* (Any): 5 + 3½xCha+(1x)					
Profession*: 0 + 3xWis+???					
Craft* (Any) 0 + 2xInt+1½Wis+(1x) (/)					
Empathy: 10 + 2xCha+1Wis (X)					
Speech 5 + 3xCha+(1x)	51			Foals: +26	
Barter: 0 + 3xCha+1Int	29				
Gambling*: 0 + 4xLuc+1Int	33				
Outdoorspony: 0 + 2xWis+1(End+Int)	24			Spells/Techniques:	Cost   Difficulty
Cultivation: 5 + 3xWis	34				
	35				

Notes:

Traits:

Gifted, Good natured

# Sample characters:

(Violated by the wasteland)

## Primary statistics: (Base, mod, total)

S: 3	-1	2
P: 8	0	8
E: 5	-1	4
C: 8	0	8
I: 9	0	9
A: 7	0	7
L: 5	0	5
W: 10	0	10

## Secondary Statistics: (Base, mod, total)

Action points: 7	0	7
Carry weight: 75	0	75
Melee damage: 0	-1	-1
Poison Resist: 20	60	80
Radiation Resist: 8	30	38
Sequence: 24	0	24
Healing rate: 1	0	1
Critical chance: 5	0	5 %

## Conditions:

Hit points: Cur: 17 Max: 25  
Rads:  
Poison:  
Suffering from: Malnourishment, trauma

**Name:** Dewflower      **Sex:** Female      **Race:** Unicorn      **Height:??**      **Weight:??**  
**Eyes:** Emerald green      **Virtue:** Kindness      **Age:** 17  
**Mane and Tail:** Misty white ponytail with blue fringes, short scruffy tail  
**Coat:** Damp pink      **Cutie mark:** A red cross with a female symbol in it  
**Noticeable features:** Coat has become sickly pale, vacant stare.

## Armour and resistances: (Base, mod, total)

FP: 2	2	4
AC: 7	5	12
Normal   Energy   Fire   Corrosive   Explosive		
DR:		
DT:		

Armour: Reinforced doctors coat  
Helmet:  
Other:

Gas resistance:      Electrical resistance:  
Armour condition: (X)(X)(X)(X)(X)( ) ( ) ( ) ( )  
Condition mod notes:  
  
Main weapon:  
Type:      Range:      Damage:  
AP Single:      AP Targeted:      AP Burst:  
Ammo Type:      Ammo Damage:      Rounds:  
Ammo in burst:      Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Secondary weapon:  
Type:      Range:      Damage:  
AP Single:      AP Targeted:      AP Burst:  
Ammo Type:      Ammo Damage:      Rounds:  
Ammo in burst:      Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Skills: (Tag, base, mod, total, spec total:)				Traits and perks:	
Small guns*: 5 + 4xAgi					
Big guns*: 0 + 2xAgi+½Str					
ME weapons*: 0 + 2xAgi+½Int					
Unarmed: 30 + (1Agi+1Str)x2					
M weapons*: 20 + (1Agi+1Str)x2					
Throwing: 5 + 3xAgi					
First Aid: 5 + 2xInt+2xWis					
Doctor: 0 + 1Wis+1Per					
Lore*: 5 + 2xWis+1Int					
Stealth: 5 + 3xAgi					
Lockpick: 5 + 2xAgi+1xPer					
Sleight of hoof: 0 + 3xAgi					
Traps: 5 + 1Per+1Agi+½Int				Equipment:	Amount   Weight
Evasion: 10 + 1½Agi+½Luc					
Science*: 0 + 4xInt					
Repair*: 0 + 3xInt					
Pilot: 0 + 2x(Agi+Str)+Per					
Perform* (Any): 5 + 3½xCha(+?)					
Profession*: 0 + 3xWis+???					
Craft* (Any) 0 + 2xInt+1½Wis(+?)					
Empathy: 10 + 2xCha+1Wis					
Speech 5 +					
Bluff: 3xCha+1Int					
Diplomacy: 3xCha+1Wis					
Intimidate: 3xCha+1Str					
Barter: 0 + 3xCha+1Int					
Gambling*: 0 + 4xLuc+½Int					
Outdoorspony: 0 + 2xWis+1(End+Int)					
Cultivation: 5 + 3xWis					

Notes:

# Sample characters:

(Violated by the wasteland)

Primary statistics: (Base, mod, total)

S:

P:

E:

C:

I:

A:

L:

(W):

Secondary Statistics: (Base, mod, total)

Action points:

Carry weight:

Melee damage:

Poison Resist:

Radiation Resist:

Sequence:

Healing rate:

Critical chance:

Condition:

Hit points: Cur:    Max:

Rads:

Poison:

Injuries:

Name: ??

Sex: -----

Race: -----

Height: ??

Weight: -----

Eyes: \_\_\_\_\_

Virtue: \_\_\_\_\_

Age: \_\_\_\_\_

Mane and Tail: \_\_\_\_\_

Coat: \_\_\_\_\_

Cutie mark: \_\_\_\_\_

Other appearance notes: \_\_\_\_\_

Armour and resistances: (Base, mod, total)

AC:

Normal | Energy | Fire | Corrosive | Explosive

DR:

DT:

Armour:

Helmet:

Other:

Gas resistance:    Electrical resistance:

Armour condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Condition mod notes:

Main weapon:

Type:

Range:

Damage:

AP Single:

AP Targeted:

AP Burst:

Ammo Type:

Ammo Damage:

Rounds:

Ammo in burst:

Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Secondary weapon:

Type:

Range:

Damage:

AP Single:

AP Targeted:

AP Burst:

Ammo Type:

Ammo Damage:

Rounds:

Ammo in burst:

Condition: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Skills: (base, mod, total, spec total:)					Traits and perks:				
Small guns*: 5 + 4xAgi				_____:					
Big guns*: 0 + 2xAgi+½Str				_____:					
ME weapons*: 0 + 2xAgi+½Int				_____:					
Unarmed: 30 + (1Agi+1Str)x2				_____:					
M weapons*: 20 + (1Agi+1Str)x2				_____:					
Throwing: 5 + 3xAgi				_____:					
First Aid: 5 + 2xInt+2xWis				_____:					
Doctor: 0 + 1Wis+1Per				_____:					
Lore*: 5 + 2xWis+1Int				_____:					
Stealth: 5 + 3xAgi				_____:					
Lockpick: 5 + 2xAgi+1xPer				_____:					
Sleight of hoof: 0 + 3xAgi				_____:					
Traps: 5 + 1Per+1Agi+½Int				_____:	Equipment:			Amount   Weight	
Evasion: 10 + 1½Agi+½Luc				_____:					
Science*: 0 + 4xInt				_____:					
Repair*: 0 + 3xInt				_____:					
Pilot: 0 + 2x(Agi+Str)+Per				_____:					
Perform* (Any): 5 + 3½xCha(+?)				_____:					
Profession*: 0 + 3xWis+???				_____:					
Craft* (Any) 0 + 2xInt+1½Wis(+?)				_____:					
Empathy: 10 + 2xCha+1Wis				_____:					
Speech 5 +				_____:					
Bluff: 3xCha+1Int				_____:					
Diplomacy: 3xCha+1Wis				_____:					
Intimidate: 3xCha+1Str				_____:					
Barter: 0 + 3xCha+1Int				_____:					
Gambling*: 0 + 4xLuc+½Int				_____:					
Outdoorspony: 0 + 2xWis+1(End+Int)				_____:					
Cultivation: 5 + 3xWis				_____:					

Notes:

# Test encounter.

Raider: Hp 25-30. Ac: 13-16. AP 6. Dr: 15 % Dt: 2. Attack: R: 54 M: 63

Weapons: Pick one. (Order of ammo: 2 pistol clips, 20 rifle rounds, 4 cartridges with a pair of slug/buck)

Colt 45. Dmg 1d6+6 12 shot. range 17

Hunting rifle (garand). Dmg 1d8+7 -10 % Res, -1 DR single shot. Range 30

Sawed-off shotgun. 14+1d8/1d10 slug/buck. 2 shot. Range 12/7 slug/buck(1/3 range if firing both barrels.) (+30 to hit on base contact, +15 within 4 squares)

3 Molotov. 1d12+8(+put target on fire) Range 12. (must spend 2 ap to lit it before tossing)

8 Knife. 1d10 + MD. Throw range Strx2 (4 ap to throw)

Crowbar. 1d12+3 + MD (min 5 str)

-3 % to hit each square outside range (double for shotguns) as well as -1 damage every 2 squares (-2 every 1 for shotgun)

Armour: Pick one

Robe: ac: 5 N: 20 % dr. F: 10 % dr

Leather: ac: 8 N: 20 % dr F: 10 % dr

Scraps: ac: 15 N: 25 % dr F: 15 % dr, Dt: 1, -3 % dexterity based checks.

Etc: Pick two

Healing potion: heals 1d10+10.

Medical kit. 3 charges of 1d10+int mod. 10 ap cost

50 % Extra ammo.

Hip and fly hat: ac: 3

A second weapon.

A Flashbang (anyone looking at the bang without knowing it will go off suffers from blindness for 1d10 rounds) and all within 2 squares suffers 1d6 concussive damage as well.

Taking out equipment takes 2 ap





# MAGIC



# Introduction

Welcome to the magic chapter. The place for all your logic breaking needs.

First of all, a important note. The magic system in Fallout Equestria has been designed to be free and heavy. It is rather complex compared to many other magic systems and because of this, it is strongly recommended that you read through the combat chapter, or even try out a few test battles before you delve into the secrets of magic. Whatever your choice, keep this in mind:

This is Magic.. We ain't gotta explain shit.



# So what is magic?

So what is magic? Many ponies will let you perform some kind of fancy card trick and let you call it magic.

That isn't the case here. Magic is when you defy the laws of the world to do things that there is no plausible way you could do. It is when you perform that card trick without deft hoof movements but by actually breaking various laws, no matter how small or great.

How do we do this? Well we awesome unicorns use our horn and ability for the magical to simply be better than everyone else. How do we put this on paper? Better question.

The game uses a system of features and key descriptors. Using these components, we design and fling spells on the go with almost no limit. Combine away! It's what the system is designed to do. Keep in mind however that whenever you create a new spell, you should run it by your Overpony first. Constructing such a free system is bound to create errors and mistakes that we miss but in large, you should be free to combine and create to your hearts content.

First and foremost, you choose the element that you will use to give your spell form.

This is where a large chunk of your design will go, designing the core of the spell, how much damage it will deal, what range it will have and other such goodies.

Secondly, you add in features and traits. This is where the system gets complex and it might be easier to not play with these when you start off.

Ready to go nuts? Then go ahead, features and traits changes how your spell will behave.

Got a awesome fireball dealing solid damage to your opponent? Well why not add the chain trait, causing it to bounce between your foes for rapid combustion. Or even better, throw in area ontop of that.. nothing like a bouncing fireball that explodes on each opponent it hits! Now.. that's gona be costly though.

Once your spell is completed, you have a spirit cost, you know what you're aiming for, now to get there. Channeling power takes effort, concentration, and for bigger spells, time. This is where your Spirit Charge Rate (SCR) comes into play. This is how much spirit you can draw upon in a single action, once you have charged up enough, you can blow of your spell.

This means that while a big and awesome spell might destroy the opposition, it's likely to take time before that thing goes off, time your opponents can use to stop you, disrupt your concentration or worse, out right kill you. Meanwhile the opposing unicorn has slaughtered your friends with his quick, cheap spells.

## Spirit and Spirit Charge Rate

So spirit has been mentioned a few times already. Let's look closer at exactly what it is.

Spirit is a measurement of your power. How much punch you can pack into a spell and how many times you can do that before exhausting yourself.

It is how much energy your character wields within her.

It is your very essence, all beings have spirit, yet Unicorns have a incredible power to manipulate the essence of the world with their spirit to perform impossible feats and amazing tricks.

Magic.

Your Spirit pool, is your total spirit. It is the pool you draw from when you use magic and it is what you lose from when you get drained or similar.

Your Spirit Charge Rate (SCR), is your characters capability to harness that inner power. The higher your SCR, the quicker you can draw upon the spirit you need for your spells.



## Calculating Spirit and Spirit Charge Rate

The two main attributes for a powerful Unicorn is Intelligence and Wisdom. However in Equestria, you draw strength from more, raw power is not everything. You draw strength from your belief in yourself, or belief in something in yourself.

To represent this, you have a Third Spirit Attribute (TSA). At character creation, you must choose your third spirit attribute. This can be any attribute except for Int and Wis.

Once chosen, this cannot be changed except for potentially through very deep roleplaying and character personality changes.

This is a very character based choice. Ask yourself what powers your character? Is it her raw, brute strenght? Her capability of always perceiving danger? Her undaunting endurance? Or just her plain, dumb luck?

Once this has been chosen, you may proceed to calculate your pools

### Calculating your Spirit Pool

To calculate your spirit pool perform the following calculation:  
 $\text{Int} \times 5 + \text{TSA} \times 2 + 15$ .

This is your Spirit Pool, your total pool of power and inner strength.

Your SCR is simply your Wisdom.

This is how much spirit you can charge into any spell in a single round.

Do note that these calculations all use your full attribute, not the modifier.

# Casting a Spell

## The Charge Action

To power any spell, you must charge the spirit cost of the spell. You may only charge once per turn and charging costs you four AP.

With a single charge action, you acquire your SCR spirit towards the spell. If you reach the needed cost to cast your spell, you may immediately cast it in the same turn.

(Provided you can pay the AP cost.)

If your SCR is higher than the amount of spirit you need for your spell, you do not need to draw all of it, you can draw as little as you wish, however at least one.

If you at any point stop charging your spell for a turn. You cannot resume charging it at a later time, if you do not wish to continue charging, you must either choose to hold, stabilise or cast your spell.

## Stabilising a spell

You may choose to stabilise a spell instead of charging during a turn. This simply counts as that you are charging, however you do not charge any spirit. Performing this action costs only one AP, however it also costs one spirit from your spirit pool (this does not need to be charged before hand).

## Holding a spell

You may also choose to hold onto the spell to unleash it at a later time, however do keep in mind that while you are holding the spell, you can still lose concentration and you may not resume charging spirit at a later point.

Once you hold your spell is set and cannot change unless you choose to start over.

# Casting the Spell

Casting a spell can be done as soon as you have enough spirit charged to pay for the cost. It is when you complete this action that you properly remove the spirit from your pool and it is discharged in the form of whatever spell you have constructed.

Casting a spell costs an amount of AP equal to the spirit cost of the spell, divided by the number of turns you have been charging it +1. Always rounded down.

This represents a spell growing more stable, and thus easier to handle, the longer you work with it.

The moment you have enough Spirit charged and pay this AP cost, your spell is unleashed and it takes effect, this is also where you note down the spending on your sheet.

## Spell Casting Example

I wish to cast a spell costing 12 Spirit and I have an SCR of 7.

-The first turn I spend four AP and charge 7 Spirit.

-The following turn I need all my AP thus I choose to stabilise my spell, it costs me a single AP and I lose one Spirit from my total pool.

-The third turn, I spend another four AP, but only charge 5 Spirit, thus acquiring the 12 spirit I need for my spell.

-On the fourth turn I choose to unleash my spell. The spirit is already charged and I now note down the payment upon my sheet. The AP cost is the spirit cost of 12, divided by the number of turns I charged plus one. Which is 2, plus the turn I used to stabilise, plus 1, for a total of 4.

12 divided by 4 = 3. Hence my spell costs 3 AP to release.



# The Effects of Magic

It is common knowledge that when a Unicorn draws upon their Spirit and casts spells. Their horn starts glowing, the stronger the spell, the more it glows and the more effect the charge of power they draw upon themselves affect the enviroment around them.

Before the war and the invention of the four first elements, the glow of the horn was generally the only sign of a casting Unicorn.

However with magic changing to be used in less controled ways and more released, the effects of the charge changed and grew as well.

When a Unicorn starts drawing their power into the horn. The first sign is the aforementioned glow upon their horn.

However as they start harnessing and charging more and more power, the world eventually starts trembling at the concentrated force gathering upon them, quaking beneath their feet.

Some of these effects are standard, while others are closely tied to the Element that the Unicorn is forming their magic into. The effects are largely up to the GM to describe, but the following table is a good reference guide.



The effect the Unicorn causes with her magic depends on how much Spirit she has charged. Any turn where she charges stabilises or holds a spell. Check the table below for the effects she has. Note that when charging, you take the effect you reach with the spirit you charge. The effects last until the end of the turn they are achieved.

## The Effects of Magic

- 1-2. The Unicorns horn flares as normal, a faint outline surrounding it. It shines bright enough to read in.
- 3-5. The glow upon the horn grows more solid as it sheds faint light in the hexes around the Unicorn.
- 6-10. The glow grows and solidifies, growing bright enough to cast dim light upon a whole room and bright light upon the unicorn and the hexes around her.
- 11-15. The Unicorns eyes start glowing as well. The first elemental effects come in here, light moisture from water or a raise in temperatue from fire.
- 16-20. The world starts trembling from the strenght of the Unicorn. Her mane and tail starts swaying in the winds of magic. (Even if no air is included) The ground might lightly tremble, the wind start blowing.
- 21-25. Her body starts glowing and her eyes turn pure white. The flare of her horn could probably be seen from a great distance, like a bonfire she flares with power. She also starts floating a small distance over the ground.
- 26-30. The world trembles at the charge the Unicorn has aquired. Cracks might appear in the ground, minor easily combustable items might spontaneously catch on fire or it might start raining in nearby hexes.
- 31+. Using the previous examples, it is up to the GM.



# Friendship is Magic

Friendship is Magic.

This statement is key and integral to magic in Equestria, no matter how destroyed, ruined, chemically altered and radioactive it may be.

While magic has changed a lot since the world ended, growing in use, power and possibility. Friendship still rings within every Unicorn, within every spell and every Spirit, there shines friendship.

However in this war torn, bloody and brutal world, very few ever tap into this power. The power of Friendship.

## The Power of Friendship

Unicorns unique connection to magic grant them the possibility of drawing upon the power of friendship to fuel their spells.

Note that this is no mere thing such as saying you wish to use it, or something to use lightly.

The Power of Friendship is a hidden source of power that can bring out the true strength in magic, the shine of the true potential.

Friendship is Magic, in its purest form.

Therefore, when a Unicorn uses magic for the sake of friendship. Such as shielding a loved friend from danger, blasting an enemy away from a close companion or securing revenge for a injured or even fallen brother or sister of the wasteland they may trigger

*The Light of Friendship.*

Note that this moment must -always- be special.

A support Unicorn that shields their companions every fight, does not always trigger this power, nor does healing always do so.

To trigger this power, it must be something truly special, truly sentimental, something that truly shines the strength and importance of the friendship between the involved characters.





# The Light of Friendship

When a Unicorn triggers *The Light of Friendship* they momentarily achieve magical perfection. For but a moment they touch true magic and thus, true friendship. This can be a very life changing experience.

First off, in a world where opinions, feelings and relations can be dangerous and used against you, some Unicorns may feel this to be a very exposing experience, since even to those who have no knowledge of magic, this is a very special moment that leaves no doubt of the connection between the Unicorn and the one that made them trigger.

Secondarily, the Light of Friendship has nothing to do with what the Unicorn believes themselves to feel, or wants to feel or show. If the unicorn is cold and calculating and shows no emotions or feelings ever, never admitting anyone to be their friend or growing close to anyone. They can still trigger the Light of Friendship. This can be particularly life changing for the Unicorn who refuses to accept anyone as their friend, when they suddenly manage to draw upon the power of pure friendship.

## So how does it work?

The Light of Friendship can be triggered upon close companions, this is generally only players, but special NPCs with which the character has formed a close friendship could also trigger it, do keep in mind however that the Light of Friendship requires more than 'mere friendship'. It requires something very special.

To trigger the Light of Friendship, the unicorn must first off have a situation where it can happen. Generaly, this must somehow include one of their friends in desperate need of something, defending them is a very good example.

Second, the player may request the Light of Friendship from the GM. Alternatively, if the GM feels it fitting, they may suggest it. Do not be secretive or drawn back about the Light of Friendship. If a player has a moment where they could reach it, they generally should have the option to. Once the permission is given, the player spends a Friendship point and by doing so finds the Light of Friendship.

## What happens?

When a Unicorn finds the Light of Friendship, they may immediately cast a single spell. The spell -must- somehow affect their companion, even if this is simply to attack a opponent that threatens their friend or even is just in the combat as long as the reaction can be justified, this is all subject to the GMs approval.

Do note that a Unicorn may request the Light of Friendship at any time, they could therefore act out of turn as a result of finding the Light. When the Unicorn finds the Light of Friendship, immediately do the following.

The Unicorn immediately recovers one fifth of their total spirit pool. (So a Unicorn with spirit pool 50, would recover 10 Spirit)

The Unicorn then creates a spell they wish to cast which must abide by the targeting rules stated above.

The spell is created according to all the normal rules and may make use of perks or other benefits, it also gains the following rules.

First off, for the creation of this spell, the Unicorn may make use of a Elemental Rank one higher than he knows.

So a Unicorn with Water 2 finding the Light, could create a Rank 3 water spell.

Secondly, the spirit the Unicorn recovered from finding the Light -must- be spent on this spell.

Once the recovered spirit has been spent, the Unicorn may continue spending spirit on this spell up to a total of twice the amount he recovered. (So the previous example who recovered 10, could spend another 10 for a total of 20.)

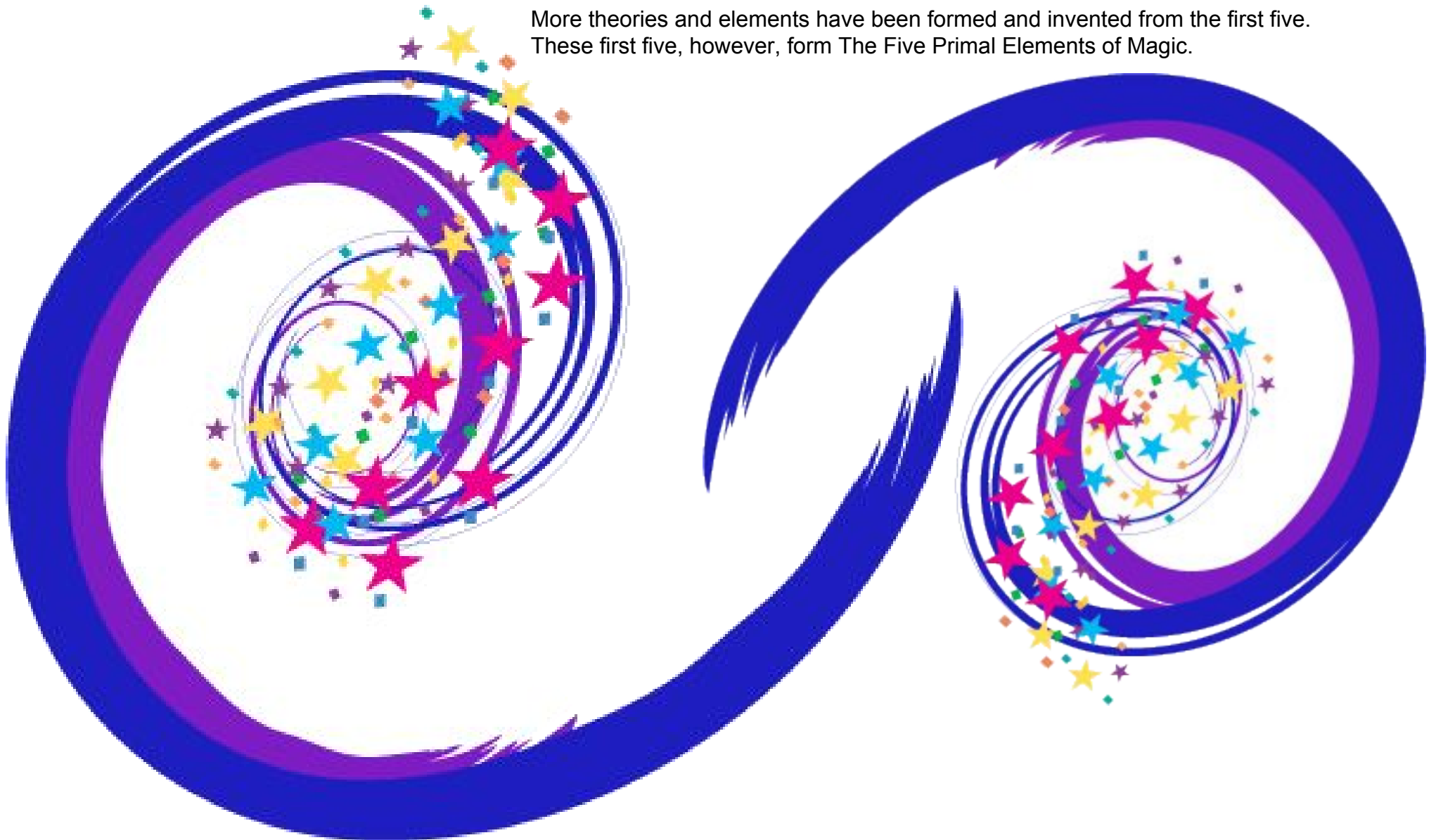
He then immediately casts his spell, this spell does not need to be charged, but is cast immediately.

This spirit spending does however cause *Effects of Magic* as detailed above, the effect achieved also lingers for one additional turn for every 10 spirit spent on the spell.

# The Elements of Magic

The elements of magic are the different ways Unicorns can make magic take shape. The first of these elements is Arcane. Magic in its purest form, it is where it started. From there, out of need, Unicorns discovered how to shape magic into reality itself, starting to turn their spells into elemental shapes, the very building blocks of reality bent to their wills.

More theories and elements have been formed and invented from the first five. These first five, however, form The Five Primal Elements of Magic.



## TO DO LIST FOR ALPHA TESTING:

1. Rensa upp Character Creation. CHECK-ish (Struktur.. srsly.. Struktur.. <.<')
2. Skriva klart Crit TableTBD
3. Komma på ett endurance system
4. Skriva klart HP systemet. Exempel, Mutant Chronicles kroppsdelar. CHECK-ish
5. Fixa Evasion. Skillable AC? Dodge Roll? Activated AC bonus?
6. Tweaka traitsTBD
7. Fixa Cutie Marks TBD
8. Kolla igenom Talents (Borttaget och redo)
9. Lägga in alpha redo Magi system.
10. Lägga in alpha redo Flyg system.
- 11: Ge vapen olika aggravated modifiersför crit. (och fixa lite med HP, bashing, lethal, aggravated)