

Fallout: Equestria

RPG System

Core Rulebook -

Part II: GM's Guide and Reference Material

This book is an expanded portion of the Core Rulebook Document. It has been broken out from the original document for ease of use and accessibility. As a result, the page and chapter heading enumeration are continued from the first portion.

Looking for the first part? Check out <http://foerpg.blogspot.com> !

Brief Disclaimer:

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8 – Merchants and Traders and Settlements, Oh My!

A Few Basic Guidelines

Trading and bartering for goods and caps is based on your mercantile skill. Every 5 ranks in this skill that a character possesses give them a 5% better price when buying or selling. A table of Buy and Sell price percentages of the item's actual listed value is presented below, sorted by effective mercantile skill. The buy price column lists the price percentage of value that a character would purchase something from a merchant at, and the sell price column lists the maximum percentage of an item's worth that a character could sell that item for to a merchant.

A character's effective mercantile skill is their mercantile skill rank, plus any bonus or penalties they would receive in the situation to the skill. It may or may not be affected by bonuses or penalties to speechcraft depending on the situation; speechcraft penalties from race or from faction loyalty will *always* affect a character's effective mercantile rank.

Table I: Effective Mercantile Rank and Corresponding Purchase and Sale Prices

<i>Buy Price (% of Value)</i>	<i>Effective Mercantile Rank</i>	<i>Sell Price (% of Value)</i>
200	0	0
195	5	5
190	10	10
185	15	15
180	20	20
175	25	25
170	30	30
165	35	35
160	40	40
155	45	45
150	50	50
145	55	55
140	60	60
135	65	65
130	70	70
125	75	75
120	80	80
115	85	85
110	90	90
105	95	95
100	100	100
95	105	105
90	110	110
85	115	115
80	120	120

This table can be extrapolated as needed. Selling an item for more than 120% of what its worth may be considered as a negative-karma action depending on the circumstances. Characters only gain the benefit of an improved purchase/sale price percentage every five ranks; characters with an effective skill rank not divisible by five must round down. Note that this is the *base* price; haggling can change this.

If you don't want to deal with the table above, the general rule for GMs is to offer characters goods and services for about 150-200% their listed value and pay them only about 50-75% for whatever they're trying to trade in as base-line price tags, with haggling available to make these price margins better for those players savvy enough to try and negotiate.

Notable Major Settlements

If you're planning on trading, you may find it fairly inconvenient to try and track down any of the wandering merchants or scavengers roaming the wasteland to do so. So why bother tracking them down at all? It's a much safer bet that you'll be able to find someone to trade goods with at any major settlement.

Compiled here is a non-exhaustive list of major known settlements and their approximate locations. These are all settlements from Fallout Equestria, and may not be appropriate for your campaign depending on your choice of setting or relative location in the timeline of events. I say non-exhaustive because the sizes and importance of settlements varies so significantly over time that I can't consider objectively what makes a settlement major. Settlements can spring up and vanish almost overnight in the wasteland, so encountering minor or major settlements not listed here should be fairly common even if you're in these areas.

- | | |
|--|---|
| - New Appaloosa (Near Ponyville's ruins) | - Flank (Hoofington) |
| - Tenpony Tower (Manehattan) | - Meatlocker (Hoofington) |
| - Shattered Hoof Mining Facility (Near Ponyville) | - Chapel (Hoofington) |
| - Junction R-7 (Near Ponyville) | - Hoofington Sports Arena (Hoofington) |
| - Friendship City (Friendship Island, around the Statue of Friendship) | - Miramare Air Force Base (Enclave, Hoofington) |
| - Fillydelphia | - Hoofington University (Hoofington) |
| - Stable City (Canterlot) | - Neighvarro (Enclave) |
| - Scrapyard (Hoofington) | - Thunderhead (Enclave) |
| - Arbu (South of Manehattan) | - Dise (Caledonia) |
| - Bucklyn Cross (South of Manehattan) | - Marefort (Between Caledonia and Equestria) |
| - Stable-Tec HQ (Outside Fillydelphia) | - Tunnel Town (Southwest of Canterlot) |
| - Megamart (Hoofington) | - Broccoli (West of Tunnel Town) |
| | - Red Light (Northeast of Ponyville) |

World-Building Helper: Companies in the World of Fallout Equestria

One of the biggest parts of a modern setting is the items available in that setting – the items that your players will interact with on a daily basis. This includes literally everything, from the food they eat and the weapons they use to the billboards they see off in the distance. Fallout Equestria is after the fall of a modern society, so we expect to see the trappings of those who came before in the items scavenged and sold among the merchants of the wasteland.

In addition to the ministries, a number of companies directly contributed. For reference, here are a few companies, their technological or business specializations, and what they produced that we're likely to still see around. The companies are alphabetized, and their relative size is also listed. The commonality represents the likelihood that the company's products and offices might be present in a given region, while the size represents the average size of one of their facilities. These can also be useful for placing factories full of salvageable goods on your world map!

Corporation Name	Size	Commonality	Specialization	Known Products
Celestial Sarsaparilla	L	High	Soda	Celestial Sarsaparilla (soda)
Sparkle Cola	L	Very High	Soda	Sparkle Cola, Sparkle Cola variants
Swebell's	M	Medium	Soup	Swebell's Tomato Soup
Four-Stars Inc.	M	High	Conventional Weapons, Cybernetics	Conventional Firearms (especially those used by Zebra, most notably 10mm weaponry), Anti-armor weaponry and ammunition.
Stable-Tec Corporation	L	Very High	Stables, Spell Matrices	Stables, life-preserving technologies, Spell Matrices, Maneframes.
Donut Joe's	S	Very High	Donuts	Donuts
Starbucked	S	High	Coffee	Coffee
Java's Cup - Coffee	S	High	Coffee	Coffee
Solaris Inc.	L	Low	Spell Matrices, Robotics, Magical Weapons	Life preserving technologies, weapons, and spell matrices. Sentry-Bots.
Trots Technologies	M	Medium	Magical Weapons	Magical Beam Weapons
Flash Industries	L	High	Magical Weapons	Magical Beam Weapons
RoBronCo	M	High	Robotics	Protectaponies, RoBronCos, Mr. Handy and Mr. Gutsy

Corporation Name	Size	Commonality	Specialization	Known Products
Red Racer	M	Medium	Scooters, Toys	Scooters, Action Figures
Hippocratic Research	M	Low	Medical Technology, Cloning and Stasis	Stasis Pods, Healing Talismans
Ironclad Industries	L	Low	Conventional Weapons	Anti-Machine Rifles, Grenades
Cerberus Cybernetics	M	High	Cybernetics	Cybernetic eyes, reflex and intelligence enhancement chips.
Clip-Clop Clipboards	L	Very High	Stubbornite Products	Clipboards, Stubbornite
Ironshod Firearms	L	Medium	Conventional Weapons	Equestrian Military Weaponry, Ironpony-series Shotguns, anti-tank ammunition.
Horse and Hayberry Tools	M	Medium	Construction Materials	H&H Nail Gun
Surefire Security	S	Low	Private Security	None.
Colt Firearms		Medium	Conventional Weapons	Personal hunting and home defense firearms.
Flim-FlamCo	L	Medium	Cheap Consumer Goods	Flim-FlamCo Mac n Cheese
Good Pony	L	Very High	Cheap Consumer Goods	AwesomazingMart Chain Stores. Boxed Cake, Canned Vegetables, Fancy Buck Snack Cakes, Boxed 'instant' foods. Wonderglue.
New Futures	M	High	Energy Production	Spark Reactors, Spark Batteries, Spark Generators
Hippocampus Energy	L	High	Energy Production	Coal Generators, Turbines. Power Plants.
Ditzy Doo Deliveries	S	Low	Delivery Company	Commercial Transport. Still in existence.

Scavenging: What it Means

It doesn't mean just taking stuff out of the trash, you dolt, though that's certainly a large part of it. The trash of 200 years past may seem like quite a treasure to a wastelander trying to make ends meet. Nor does it necessarily mean stealing. Scavenging is what happens when ponies die and leave stuff behind, and others – the scavengers – come along and rifle through it, taking what they need or want.

Scavenging is a major source of income for quite a few ponies still rooting around in the wasteland, but it's often extremely dangerous. It's been over 200 years since the bombs fell, ladies and gentlecolts, and more than 150 of those years saw ponies out and about, trying to rebuild society and, more importantly, picking clean the skeletons of ages gone by. That means that most areas that were safe to scavenge are picked clean. Don't expect to find valuable items lying around in areas that are safe and frequently travelled! Expect to find trash, and lots of it – many, many items that others passed over as junk.

If an area is inhabited, the only salvage and other scavenging you should expect to find should be the stuff owned or picked up by the inhabitants. That goes for raider camps as well as the nicer settlements. Recently ruined settlements or abandoned raider camps might have some scraps, but that's more in line with trash than anything worthy of scavenging – empty whiskey bottles and the like.

The only areas you should expect to be able to scavenge that aren't picked over at all are where there has been something actively keeping scavengers away – infestations of creatures that eat ponies, like Manticores or giant radscorpions, for example. Security systems – both magical and mechanical – and defense robots can also have this effect. Areas that are simply out of the way or difficult to access, like subway tunnels or old sewer access areas, might also have some interesting things left in them, especially if there are locked doors or terminals. Finally, expect to see lots of intact salvage, and maybe even completely pristine gear, in areas full of enervation, high radiation, or pink cloud. Alicorns don't generally scavenge much, and ghouls make up such a small percentage of the wasteland's inhabitants that non-ferals don't significantly impact the amount of salvage available in most such areas.

9 – Karma

When it isn't working in your favor, karma can be a real bitch. This is especially true for ponies like raiders, who go around raping and pillaging and quite frequently get raped and pillaged right back by their neighboring tribes.

In this system, a character's karma represents their morality. Doing good deeds and committing selfless acts will increase your karma, and committing acts of needless violence, cruelty and debauchery will decrease it. That's a bit of an oversimplification, of course – inaction can sometimes speak louder than action in many cases, and oftentimes characters will be forced to make decisions that may not have a clear “good” or “bad” outcome.

Morality is tricky business, and GMs should take care to make sure that both the intent and the actions taken are considered when awarding karma to characters. For specifics on how to handle this (or at least a more lengthy set of guidelines) check out the “Giving out Karma” header in the GM's Guide to the Equestrian Wastes, later on.

Letting Your Reputation Do the Talking

Karma has two effects on how your characters interact with the world around them. The primary effect of karma is as a measure of character morality. A character's individual morality should affect their decisions, and gives situation speechcraft bonuses or penalties. The magnitude of this bonus is based on their karma score (the net value of their karmic situation). A character's net karma score, divided by 10, is their bonus towards characters with a similar karmic background. Good ponies get a speechcraft bonus towards good or neutral ponies, bad ponies get a bonus towards bad or neutral ponies, etc. Neutral ponies – characters with a net karma score in between -10 and +10, or between -25 and +25 if they have the Impartial Mediation perk – receive no bonuses or penalties to either. Note that while there is not maximum positive or negative value for Karma, it may help both GMs and players to imagine karma as a sliding scale from -500 to 500. This helps many GMs to reward Karma in a more consistent fashion.

The other function of karma is to represent how well known a character is. Ponies out in the wasteland will start to hear about your characters, their exploits, and their friends after at least one of your group's members gains more than 100 Karma (either positive or negative or any combination of the two). This will affect your group differently depending on whether your net karma gain has been good (positive) or bad (negative). Characters with between -10 and +10 karma (or -25 to +25 with impartial mediation) who have received more than 100 karma are considered to be “Neutral”, and while they may still be well known, are not well or poorly thought of enough to warrant true fame or infamy. They will never be rejected from a settlement for reasons strictly relating to their karma.

Fame

If your character has a net karma score of greater than +10 and has received more than 100 points of karma, they're wasteland-famous. The odds are pretty good that a local DJ has heard about their exploits and talks them up on the radio whenever they're given a chance, and areas without a local radio station will probably start cranking out local rumors about all of the good that your character has done. Characters that maintain positive karma as their total received (gross) karma increases become known to those living further and further away from the areas in which their exploits actually happened; their legend grows. Be careful about becoming too well known, though – Ponies looking to bump off the local hero may start to take notice. Most heroes don't last long in the wasteland.

Infamy

"Those who say that life is worth living at any cost have already written an epitaph of infamy, for there is no cause and no pony that they will not betray to stay alive."

--Sidney Hoof, Equestrian Philosopher

Infamy is what happens when your pony has developed a bad reputation. If they've gained more than 100 points of karma and have a net karma score of less than -10, they've become infamous among wastelanders in their area. As their infamy grows and their total received karma increases, characters that maintain negative karma become infamous over an increasingly large geographical area. They may find themselves increasingly running into ponies standing up for good, and having harder and harder times selling their ill-gotten gains to shopkeepers. As those living increasingly further away will have heard of them, many will begin to fear them, but many others may begin stand up to oppose their cruel actions, or just to take a cut for themselves. It is not necessarily better to be feared than loved....

10 – Gettin’ By

Day to Day Survival

All characters have to perform certain tasks day to day to survive. These may seem trivial, but such things as sleeping, eating, going to the bathroom, and remaining hydrated out in the wasteland can be vitally important. Characters need to eat, drink and sleep every day. Failure to do so will result in mental and bodily weakness which will worsen over the course of a few days to the point where it will impede a character’s ability to think straight, separate friend from foe, and even to walk in a straight line. Continued lack of any one of these things will kill your waster where they stand. These rules are more or less a hardcore-mode option, so keep that in mind as you read on.

Starvation and Dehydration

With very few exceptions, ponies and all other species need food and water to survive. Notable exceptions to this rule include Alicorns and Ghouls, the former being able to substitute radiation for food, and the latter requiring at least 5 rads worth of radiation per day to survive (or else they begin to starve as described below).

We’ll tackle the issue of starvation first: In order to stave off starvation, a pony must eat at least one full meal every day. Eating less than that will make them begin to starve. As a character begins to starve, the effects of starvation worsen from day to day. For every day they’ve starved, a character takes a -1 temporary attribute penalty (with associated skill penalties and other effects) to one randomly selected attribute other than luck. Roll a D6 and use the table below. The same attribute cannot be reduced two days in a row (re-roll), but attributes can be reduced to zero in this way (which will incapacitate or kill a character, depending on the attribute).

Table II: Starvation

1d6 Roll Result	Attribute Reduced
1	Strength
2	Perception
3	Endurance
4	Charisma
5	Intelligence
6	Agility

Characters must eat at least 1 *nourishing* meal a day to avoid starvation. Every consecutive day they do not do so they suffer another -1 to skills and attributes.

If a character eats a meal that does not match their diet, it isn’t considered nourishing to them. Non-nourishing foods will not prevent starvation but allow a character to temporarily ignore the penalties they’re suffering from due to starvation for the next eight hours; in this way, the penalties

incurred by starvation and the eventual resulting organ failure can be ignored by a character until the point it kills them.

After 3 consecutive weeks of less than 1 meal a day, the starving character will die (if they haven’t already). Characters who have starved for more than a week cannot reliably keep down foods that provide 2 or more meals worth of nourishment (excepting only Oatmeal and Slop), and must make END MFD ½ to keep such foods down.

Eating more than 3 nourishing meals a day grants ponies a +15 bonus to endurance rolls for the rest of that day, though only if the meals are eaten at least four hours apart from each other.

Dehydration is a much more present danger in the wasteland; if food is scarce, then water is even more so. Characters begin to become dehydrated after not consuming at least 4 hydrating items every 24 hour period. Characters that have gone at least four consecutive 6-hour periods without

drinking or eating anything that provides hydration begin to suffer penalties to attributes, skills and accuracy as shown in the table below. For each 6 hour period missed, the character moves one step lower on the table. Dehydration's effects are cumulative: all of the penalties from the stages above are still incurred, in addition to the current stage of dehydration's penalty. These penalties worsen every 6 hours afterward, culminating in death after a full 72 hours (3 days) has passed.

Table III: Dehydration

Number of 6 hour periods without water (Stage #)	Penalties incurred (begin at the end of the period)
1	Dry mouth.
2 (12 hours) <i>Everything up to this point is immediately reversible with a drink.</i>	Dry throat, 1 MFD step penalty to CHA and CHA based skills (Optional).
3	Weakening of muscles, Temporary -1 STR, -1 END, -1 AGI and associated skill penalties (Optional).
4 (24 hours – 1 day)	Slowed reflexes– SATS costs increased by 10, -10 penalty to initiative rolls.
5	Weakening of muscles, (Additional) temporary -1 STR, -1 END, -1 AGI and associated skill penalties.
6 (36 hours)	Organ damage – 1d4 wounds to the torso (wounds can only be removed with hydrating items via their normal means of healing).
7	Hazy Vision – All accuracy rolls are 1 MFD step harder.
8 (48 hours – 2 days)	Slowed Reflexes– SATS costs further increased by 10, only able to take one action during combat.
9	Tunnel Vision – All accuracy rolls are 1 more MFD step harder.
10 (60 hours)	Organ damage – 1d6 wounds to the torso (wounds can only be removed with hydrating items via their normal means of healing).
11	Exhaustion – END roll MFD $\frac{3}{4}$ to prevent from passing out. Remember to include END penalties! Can only be revived by being hydrated.
12 (72 hours – 3 days)	Death – You immediately collapse, and will die within an hour unless revived with water and medical attention (Medicine MFD $\frac{3}{4}$).

If a character has been dehydrated for more than 12 hours (they haven't had anything to drink in 36 hours), they can reverse and/or stave off dehydration's effects by overhydrating. To overhydrate, a character must consume at least 2d4+2 hydrating items per day instead of the normal minimum of four for at least one full day for every day they were dehydrated, rounded up to the nearest whole day.

While recovering, the previously dehydrated character suffers penalties equal to half of the maximum stage number they had proceeded to on the table above, i.e. a character that was at stage 6 and is in the process of recovering will still suffer from the effects of stages 1-3 until they've fully recovered.

If a recovering character becomes dehydrated once more, they begin at the highest numbered stage they're suffering from the effects of currently and proceed chronologically.

If a character reaches stage 6, they require medical care or at least knowledgeable supervision (medicine or survival MFD 1, or $\frac{3}{4}$ for a character to self-regulate) in order to be successfully rehabilitated; if someone simply were to give them water without limiting their intake, their natural impulse would drink too fast, cracking their throat and dying in a most ironic fashion. The wounds dealt by either of the organ damage stages may kill a pony, and can only be removed by the natural healing effects of drink. Healing potions automatically reduce these by 1 for every healing potion imbibed, but cannot remove them with healing magic.

Characters that are within 6 hours of death by dehydration require medical aid in the form of healing magic in addition to some other hydrating item. Note that healing potions do provide characters with hydration – a single healing potion is just enough to bring a character at this stage back from the brink and start them on the road to recovery.

Sleeping and Sleep Deprivation

Staying awake can often mean the same thing as staying alive, out in the wasteland. Your average pony (or zebra) needs to sleep around 4 hours a day, and is capable of doing so while standing up. Most ponies sleep in short, 15-30 minute intervals for the majority of their rest; they need to lie down to sleep for only about two consecutive hours every 48 hours, but are otherwise capable of sleeping comfortably in a standing position. For the purposes of gameplay, most sleep is assumed to occur during travel time. Only prolonged sleep periods (longer than an hour) need to be actually talked about and planned around within player groups. 8-hour sleeping periods

Ponies which do not lie down to sleep for at least two consecutive hours every two days will be forced to make endurance checks every hour following the end of the 48 hour period or will fall asleep in the middle of what they're doing. They will remain asleep until they have either suffered at least one wound (which will wake them up for another hour before they begin to need rolling endurance again), or will fall asleep until they've gotten their full necessary three hours.

Other races handle sleep differently; for simplification purposes, it can be assumed that all non-equine races need to sleep as frequently as 8 hours out of every 24. All races that stay awake longer than a full 24 hour period are forced to use endurance rolls to stay awake every hour, just like ponies. Even with that simplification, bear in mind that sleep patterns aren't the same for all races. Griffins, for example, need at least 8 hours out of 24, but rather than total unconsciousness they remain in a semiconscious 'alert' state for that length of time, from which they are still aware of their surroundings. Diamond Dogs wake up every 1-2 hours.

Some, like ghouls and alicorns, don't actually require regular sleep (unless they haven't been exposed to at least 100 rads of radiation in the last 48 hours, in which case they need to sleep just like their 'original' race).

All races can use certain items (Like Daturana or Coffee) to extend the period of time they can stay awake. Used properly and appropriately, these items can extend the period of time a character can stay awake without having to make endurance rolls.

For every two hours a character stays awake past their natural sleep cycle, they take a -1 penalty to INT and END (and associated linked skill penalties). This penalty is cumulative, meaning that at four hours it increases to a -2, and at 6 it increases to a -3, etc. Like most penalties, it is also cumulative with any other penalties to attributes.

Characters that stay awake for a full 48 period *beyond* their race's normal limit will succumb to exhaustion. They must roll END, MFD ½. Critical successes may stay awake for another hour before rolling once more; successes merely pass out. Failures and critical failures die.

Spotting Trouble

One of the most important things required to survive in a hostile environment is knowing from where the hostilities originate. Ponies that can spot trouble a mile away have time to prepare for it, and have a better chance of being ready for it as a result.

A character can reliably spot items, objects, or enemies from as far away as ten times their perception score in feet; this distance is the maximum range at which any character can make a perception roll to spot an item, object, character or creature about the size of a pony or smaller (with obvious exceptions for particularly large objects such as buildings or for very large creatures). Binoculars or a scope can extend this range by their factor of magnification if used properly.

E.F.S. stands for Eyes Forward Sparkle, and is an integrated motion tracking spell that comes as a standard feature in the Pipbuck 2000 and later models. EFS (and the Detect Movement spell from which it is derived) automatically detects robots, constructs, and any living creatures or characters out to twice the distance a normal set of eyes could – up to **ten times a character's perception score in feet**.

<PER*10'> is your EFS maximum detection range.

Detected creatures and characters are displayed as bars, the color of which varies by model and origin of the pipbuck. Hostiles are universally denoted as red, while non-hostiles are yellow, white, blue, green, or purple, depending on the pipbuck. It will detect any sneaking or hidden character except those using zebra invisibility talismans or similar masking talismans derived from stealth magic, as those interfere with the detection spell on a thaumic level. The EFS on a pipbuck also denotes whether or not the detected characters or creatures are on the same elevation as the wearer by shading the bars that appear. Dark bars are on the same elevation, lighter bars are either higher or lower.

Finally, and perhaps most importantly, EFS is only capable of monitoring the field of vision of the wearer. This means that if the pony isn't able to see in that direction, the EFS cannot detect characters or creatures in that direction. *Blind* characters gain no benefit from the EFS.

Movement Across the Wasteland

Ponies are designed for endurance, not speed. A pony can keep up a steady walking pace for several weeks at a time given adequate breaks for rest, food and water.

It should come as no surprise that movement through the wasteland tends to be done on foot. Those wealthy or lucky enough to have carts either pull them on their own or hire brahmin to pull them instead. Flight over long distances, a regular occurrence in pre-war Equestria, is now fairly uncommon. Pegasi born on the ground don't have a strong desire to fly up and paint a target for every raider within a mile that's packing heat unless it's absolutely necessary, and flying too high can provoke attacks from Enclave defenses. Griffins and Enclave patrols that do fly around as their main mode of movement tend to do so in sizable or well-armed and armored groups or with ground accompaniment; single fliers are general only seen as aerial scouts for caravans or escaping survivors of larger groups.

Movement in the wasteland depends on the speed of the slowest member of the group that is moving under their own power (characters being carried obviously don't count). Take the speed of that party member and use it in conjunction with the movement speeds table listed in this section to determine how far your group can travel given a length of time at that speed.

Character's Speed	Distance per Hour	Distance per Day
5	1 mi	16 mi
10	2 mi	32 mi
15	4 mi	64 mi
20	6 mi	96 mi
25	8 mi	120 mi
30	10 mi	144 mi
35	12 mi	168 mi
40	14 mi	192 mi
45	16 mi	216 mi
50	18 mi	240 mi
55	20 mi	264 mi
60	22 mi	288 mi
65	24 mi	312 mi
70	26 mi	336 mi
75	28 mi	360 mi
80	30 mi	384 mi
85	32 mi	408 mi
90	34 mi	432 mi

Table IV: Movement Speeds

This table assumes regular stops for necessities – eating, sleeping, bathroom breaks, and occasionally traversing difficult terrain – and movement at a healthy-but-unhurried pace. Moving at a hurried pace doubles the distance covered per unit of time, though moving at this pace for more than 2 hours without taking a 30 minute or longer break prompts an endurance roll MFD $\frac{3}{4}$ or the group will be forced to stop for at least an hour (or those still able to move at that speed must carry or leave behind those no longer able). Ponies are creatures of endurance, not speed. Groups that do not stop begin taking wounds to the legs and torso at a rate of 1d4 per hour spread across all of their legs and their

torso (divide them evenly, in the same sort of pattern a healing potion removes them). This roll must be made at the 2 hour mark, and must be made at each subsequent 2-hour mark at MFD ½ for as long as the party continues to move at this pace.

Moving at an all-out run quadruples the distance covered, and is similarly difficult. Doing so for as long as an hour without a break of 15 minutes or more prompts an END roll MFD ¼ or the runners will become exhausted, and unable to continue even at a walking pace for 1d6 hours.

Flying for extended periods requires a flight roll MFD ¾ every hour, but moves the flyer double the distance of a pony moving on the ground with the same base speed. Flying for longer than 6 hours at a stretch prompts an END roll MFD ½ every hour beyond the fifth (so the first roll must be made at the sixth hour), or the character will be forced to land and rest for at least an hour.

Digging is simply not suited for long distance travel.

Vehicular modes of transportation such as sky-buses, trains, carts or other similar vehicles are still all ultimately pony (or zebra, griffin, etc.)- powered, and can increase the speed of party travel up to the speed of the slowest pony or ponies that are actually doing the work of moving the vehicle.

The only other major mode of transportation is teleportation. For all purposes, teleportation is instantaneous. Twilight Sparkle never once had to deal with commuting to work.

Factions and Settlements

Your group isn't the only bunch of ponies out in the wasteland. All of the races that survived the apocalypse have been busy rebuilding their numbers and re-establishing society pretty much as soon as the rads cleared enough to go topside without bursting into flame or melting into a puddle.

Society means the formation of groups and organizations – clans, governments, settlements, gangs, you name it. These organizations help facilitate trade or maintain protection over territories and settlements, many of which your group of characters will probably encounter and interact with over the course of their adventures. A large portion of getting by in the wasteland has to do with making friends or enemies with those already out there. Your group of intrepid adventurers, merchants or explorers should be aware that their actions have consequences beyond simple karma gain or loss – there are others watching.

Politics Within and Without the Party

Not all characters you run into, ponies inclusive, will want to be your friends. This includes those who share a similar short term goal with you. So if a character wants to do something that your character doesn't think is right, or simply crosses a moral line, tell them so. Don't be afraid to let it come to blows. Characters in the party can kill each other over things – it's sad, but it does happen. At the same time, if a character in your party isn't doing something wrong, there's no reason to cause a fuss (unless your character's goal is to cause a fuss...). Just be aware of the effect of killing a character on the player who that character belongs to. When a GM causes a player death, it tends to be more acceptable than when a fellow player does the same.

11 – Dangers of the Wasteland

Things will try to kill you out there. Many of them won't have to try very hard. Ponies and all may have survived the war, but here are a few of the *real* power players out there in the wasteland:

Radiation

Invisible and deadly, radiation is a constant danger for those surviving day to day outside of any major settlement. The majority of water in and around Equestria is irradiated, after all, and most unicorns aren't capable of purging it. (Hell, most of those that *can* clean it out of water have trouble cleaning up enough to keep *one* pony alive, let alone a whole settlement.)

Much of the radiation around Equestria is intermingled with necromantic energies, infused into it in the process of creating a balefire egg, the magical explosive that served as a basis for the balefire megaspells. This can lead to some interesting complications, not the least of which is the existence of ghouls.

Depending on the radiation level in an area, a character will absorb more or less radiation over time. For the purposes of simplification, radiation levels are listed below in ascending order. The actual amount of magical radiation absorbed by a character in any radiation level may vary depending on radiation resistance.

This table is mostly just a suggestion of ranges made for simplification. In-game, it's totally reasonable for a GM to pick any level of ambient radiation they feel is appropriate (though personally we recommend using something divisible by 4, 20, or 100 over whatever time period is being used because of how radiation resistance comes in 5% increments).

If a character has suffered severe radiation exposure (more than 400 rads) within a short time period and goes without having that radiation removed for an extended period of time (anything more than 6 hours), they must roll endurance MFD ¼. If they succeed, nothing happens. Failures suffer a mutation as a result of their exposure, as per the hindrance of the same name. See "They were ponies, once" for more information on mutations.

Critical failures begin dying of radiation poisoning, and suffer penalties to endurance, agility, strength, and linked skills as though they were at 800 rads. They will die within 24 hours if they do not receive treatment (anything that reduces a character's radiation count will do).

Penalties to attributes (and their corresponding skills) resulting from radiation exposure are displayed on the character sheet below the level of absorbed radiation that they correspond to.

When a character has absorbed 1000 rads, they must immediately roll endurance, MFD 1/10. The results of this roll are discussed more in depth in "They Were Ponies, Once."

Failures die immediately of severe radiation poisoning. Remember to have your next character take Radaway with them when they go out adventuring!

Table V: Radiation exposure levels, by intensity.

Level	Effect
0	Negligible magical background count – 200 years after the balefire blasts made the surface of the world all-but totally uninhabitable, most of the equestrian wasteland and its surrounding territories have settled down to this level. Depending on wind conditions, you can expect to absorb less than 5 rads per day at this level.
1	Residual magical background count – 5-10 rads absorbed per minute (less than 1 rad per second, about 1 per combat round). More than 25% radiation protection will render a character totally protected. Fillydelphia has large areas inside the wall that are at this level.
2	Extremely low magical background count – 1-2 rads absorbed per combat round (less than 1 rad per second, 20 per minute). The Geiger counter on a pipbuck isn't calibrated to register radiation below this level.
3	Low magical background count – 5-10 (≈8) rads absorbed per combat round (less than 1 rad per second, 40 per minute). This is the background count of most water sources around the wasteland.
4	Medium magical background count – 10-20 (≈16) rads absorbed per combat round (about 1.5 rads per second, 100 per minute). This is the radiation level you might expect to encounter around radioactive waste dumps, recently-detonated balefire eggs or sky wagons, or similar sites. Over-irradiated ghouls and alicorns also emit radiation at this level.
5	High magical background count – 30-40 (≈32) rads absorbed per combat round (about 3.5 rads per second, 200 per minute). Active spark generators with partially damaged or incomplete shielding will create a magical background count of this magnitude.
6	Extremely high magical background count – 60-70 (≈64) rads absorbed per combat round (about 10.5 rads per second, 640 per minute). This is roughly the ambient radiation you might expect to experience <i>inside</i> an active spark reactor or within a half-mile of a balefire bomb that has exploded in the last day or so. You would be hard pressed to find radiation levels higher than this.
7	Deadly magical background count – 120+ rads absorbed per combat round (more than 20 rads per second, over 1200 rads per minute. Less than a minute's exposure at this level will kill any character that isn't hardened against radiation. Damaged balefire bombs and areas with enormous amounts of magical waste byproducts could conceivably throw off this much radiation. You might also see this much radiation within less than 100 yards of a balefire bomb's detonation, if you weren't blinded and/or incinerated by it.

Taint

Taint is at the same time more and less subtle than most of the other deadly effects listed in this section. It isn't really an ambient effect; only direct contact with the shimmering, rainbow-hued sludge will have any effect on a character. This doesn't seem so bad until you consider that in many areas taint is in a large percentage of the water supply, making it into any food grown there. On top of that, taint, under the name "biomagical flux" was a major ingredient in quite a large amount of processed foods and in many industrial manufacturing processes before the war. It's even a major ingredient in flamer fuel.

Taint exposure works in stages, a fact mirrored by the taint slider on the character sheet. Each distance between markers represents a minor exposure to the substance – drinking enough river water in Hoofington to survive for a week or two, or eating visibly tainted fish or seaweed a few times might bump you up one of these steps. So might getting a few droplets of the shimmering rainbow-colored fluid on your hooves or skin, or inhaling a bit of flux that's been vaporized. Larger exposures might bump you up more steps on this slider – falling face first into a puddle of taint, for example, would probably bump you up at least six tick marks. Having a large globule of it fall on your from a leak in the ceiling might bump you up anywhere from two to four depending on its size. Characters that skip one or more stages are automatically considered to fail any dice rolls associated with determining that step's results.

Highly tainted creatures like floaters or centaurs may even expose targets to taint via their attacks.

Taint is dangerous because it is a mutagenic and transformative agent; it magically alters and destabilizes the genetic makeup of those who are exposed to it, generally not in a way that is beneficial to them. At the same time, the effects of taint are inherently random (SPOILER: TAIN IS LITERALLY DERIVED FROM THE BLOOD OF DISCORD, AND IS THUS 100 % REFINED LIQUID CHAOS); it is occasionally beneficial to its victims, especially if administered in controlled doses over an extended period of time. Both alicorns and hellhounds are the end result of relatively-positive outcomes of taint exposure. Falling into a pool of taint can turn an adorable filly into a horrific monster in ten seconds flat, but it might also turn her into a beautiful Alicorn. The trouble with the whole business is that uncontrolled taint exposure is easily a hundred times more likely to kill or horrifically mutate a character than it is to give them a positive benefit.

GMs should be careful when dealing with taint. I know I've said 'be careful with x' quite a bit, but I mean it here more than any other place in the book. Because its effects are inherently random, it is difficult to use as a tool or as part of a campaign. Characters should always be aware that it's a dangerous substance, but if they do become exposed to small doses of it they should be able to remain hopeful that they won't suffer the negative effects (at least until after they begin suffering from said negative effects). After all, Little Pip came out of it alright, didn't she? Blackjack, on the other hand... well, you can't be lucky 100% of the time.

The diamonds and tick-marks on the taint slider represent different levels of transformation. These distances are described as "the distance between ticks," or in terms relating to it (i.e. 'markers', 'bars', etc.), which is how taint effects are meted out by items in the system known to contain the substance. The effects of exposure at its different levels are outlined in the table on the next page. Negative and positive effects are not clearly described – this is done intentionally, as due to the inherently chaotic effects of taint they can vary widely. The most obvious common negative effect is the development of cancerous growths, but flux can do almost anything to a character, up to and including giving them eye-tentacle penises, turning them into a blind octopus, covering them in chitinous spines, warping their gender, or slowly randomly rearranging their anatomy.

Table VI: Taint exposure and effects, by level of exposure. Color bars chosen at random.

Level	Effect
1st Diamond	No taint exposure. Don't you wish you could keep it this way?
1st Tick	Low Exposure – Characters begin to feel distinctly itchy around the exposed areas. This itchy feeling continues into stage 1.
2nd Diamond	Stage 1 – Minor transformations occur. Characters should roll Luck, MFD ¼. Successes mean that nothing substantive has happened yet. Failures or critical failures on this roll begin to develop negative effects (normally only internal or easily missed physical effects). Neither positive nor negative effects are overtly obvious at this stage.
2nd Tick	Significant Exposure – Itching increases, to the point where characters not actively resisting the itch will begin to rub their skin raw. Discoloration of varicose veins in the area may occur, but otherwise no transformations progress further.
3rd Diamond	Stage 2 – Visible transformations occur. Characters that have succeeded their luck roll should roll again at MFD 1/10. Successes continue to have positive effects, which at this stage may be more noticeable, such as an increased horn size or stature.
3rd Tick	Noticeable Exposure – The negative effects of characters who have failed at least one luck roll are dramatically increased in magnitude. Cancerous growths should be visible beneath the skin, and reduction of appetite is noteworthy. All other transformations begin to become more pronounced.
4th Diamond	Stage 3 – Extreme physical transformations are apparent. Characters that have succeeded both luck rolls at the previous stages must now make a staggering luck roll MFD Crit or will suffer mutations and other negative effects (though cancer is unlikely if they've made it to this stage). Characters that have made 3 luck rolls successfully do not need to roll.
4th Tick	Deadly Exposure – Characters with exactly two successful luck rolls must roll luck MFD 1/10 immediately upon reaching this level. Failure reduces the number of their previously successful rolls by one for the purposes of future taint exposure. Critical failure reduces their successful luck roll count to 0. Critical success counts as a successful luck roll <i>and</i> grants them immunity to disease – including any cancer that was previously affecting them. All their malignant tumors become benign. Characters with three or more successful luck rolls at this stage also gain this benefit. Characters with less than two successful luck rolls must now make an END roll MFD ¼. Should they fail they are killed outright. Should they succeed, they'll be slowly turned into an abomination. They must make an INT roll MFD ¼ to retain their intelligence (though they might not necessarily retain their speech). This state of being is <i>highly</i> inconvenient for them, (to say the least) but at least they're still alive. Their life expectancy drops dramatically; without medical attention, their increasingly dramatic mutations will kill them within a month. Characters with three successful luck rolls begin to develop vestigial alicorn characteristics, such as an enlarged horn, wings, or an inadvertent telepathic link with the Goddess. They may also increase in size.
5th Diamond	Stage 4 – Characters with taint exposure that have succeeded on at least 3 luck rolls immediately begin to transform into alicorns (or hellhounds), permanently and painfully changing their race (and possibly their gender) over the course of a 1-2 day transformation; they proceed immediately to stage five in the process of transformation (see "They Were Ponies Once"). Less successful characters must roll Luck MFD ¼. Successes transform into centaurs or other heavily tainted but survivable creatures. Failures are twisted so horribly that they slowly and painfully die. Critical successes complete their transformation into alicorns (or hellhounds).

Wherever a luck roll is mentioned, a critical success counts as two successes for the purpose of tallying luck rolls (except for the roll made in the 4th diamond – there it only counts as one success). Critical failures remove all successful luck rolls.

Taint is insidiously difficult to remove – it ignores all but the most magically intensive water filtration techniques. It does not break down over time when present in a water supply. Examined under a microscope, it acts almost as though it were alive. The only place in the wasteland capable of removing it is Tenpony Tower; other medical facilities can only treat the symptoms of exposure (and usually not with much success). Physical alterations, such as a character developing cancer or any other alteration of appearance, however minor or severe, are not removed when the taint itself is removed. Cleansing the body of taint merely lowers the bar back to zero and makes rolls to avoid negative effects easier to achieve.

Just like in the fictions, repeated smaller exposures and cleansings are much more likely to result in positive transformations than just repeated smaller exposures are. If a character passes three consecutive luck rolls at any level of exposure they will begin to take on alicorn traits (or hellhound traits if they're a sand dog) instead of suffering from negative taint effects. Each further dose of taint after the first three successful rolls moves them up a stage on their progression towards becoming an alicorn or hellhound, whichever is appropriate.

NOTE! If a character progresses without ever being cleansed, the effects occur exactly as listed in the taint exposure effects table above. If they are cleansed of taint at any point, they retain any present physical transformations, good or bad, and may continue to acquire more as appropriate as they progress through the levels of contamination once more. If at any point they have three successful luck rolls (critical successes count as two luck rolls for all MFDs above MFD crit), they will begin transforming into an alicorn or hellhound and should see the corresponding rules in “They Were Ponies Once,” in the last chapter of this document. As previously noted, they progress to a new stage with every additional exposure. Transforming into an Alicorn or hellhounds does not necessarily mean that previous physical transformations will be reversed.

Characters whose race changes to alicorn (or hellhound) over the course of play level up as they would normally, and do not suffer the limitations placed on characters who begin play as members of those races; they've earned their increase in power by surviving the most deadly series of poisons the wasteland has to offer (and they're not out of the woods yet!).

Transformed ponies gain the *Large* trait in either case (even if they already had it – Alicorns can be doubly large, after all), and newly-minted alicorns gain the *Channeler* trait as well as the increased magical strain reserve. Alicorn characters also have the goddess in their head, should she still live, who will very rapidly try to make them her pawn and completely assimilate their personality and knowledge. Hellhounds gain the enlarged, terrifyingly sharp claws of their new species.

Enervation

Enervation is a particularly nasty and deadly phenomenon that is thankfully local only to the areas around Hoofington. Very few ponies have any real understanding of what causes it, or why it is stronger in some areas than others. It can kill you as quickly as the static from a corrupted broadcaster, as painfully as radiation sickness, and as quietly as the cancerous growths of taint exposure. At low levels (such as most of the area around Hoofington) it can prevent natural healing and drain the magic out of healing potions, making them slowly toxic. In moderate fields such as the tunnels under Hoofington it can actually reverse the natural healing process, causing small cuts and bruises to turn into amputation-worthy cases of gangrene, horrific internal hemorrhaging and unprecedented decay. Exposure to strong fields of it can literally melt the skin off your bones, or cause organ failure and internal bleeding so severe that blood begins to seep out of every orifice.

GMs and players should consider the following four levels of enervation fields (five, counting the absence of a field) outlined in the proceeding table when determining effect.

Alicorns are severely adversely affected by the presence of enervation due to their passive telepathic abilities. Most alicorns begin taking mental penalties even at the lowest levels of enervation; those with the Forged in the Hoof perk do not suffer mental penalties unless experiencing fields of strength level 2 or higher.

Ghouls are also severely affected by enervation, due to their weakened ties to their mortal coil. In any level of enervation field, ghouls must make a willpower roll every five minutes to maintain their sanity and prevent their soul from being torn from their body!

This roll is MFD 1 in level 1 'light-strength' fields, and increases in difficulty to $\frac{3}{4}$ MFD in level 2, $\frac{1}{2}$ in level 3, and $\frac{1}{4}$ in level 4.

Enervation effects can be negated by the presence of moon rock. Moon rock is a rare substance in Equestria, and is worth five times the cost of a normal gemstone of the same weight.

SPOILERS AHEAD

While almost no characters would know this fact, devices that produce an enervation field (by running an electrical or magical current through starmetal) create fields of differing strength and intensity depending on the number of ponies who have died in the area, and how close the area is to the fallen star beneath Hoofington. Enervation feeds off of the deaths of ponies without hope or with hearts full of sadness and despair, entrapping their souls to join in a glorious chorus of eternal screams and suffering that is caused inadvertently by the suffering of the fallen star. This otherworldly screaming is what resonates within the metal to create the effect known as enervation. Magical stimulation amplifies the effect.

END SPOILERS

Table VII: Enervation Effects

Level	Effect
0	None – Like most of Equestria, there isn't any enervation here, thank Celestia. Areas full of living, non-cybernetic creatures, such as settlements, are almost all at this level.
1	Light – Most of uninhabited areas around Hoofington are at this level. Natural healing takes three times as long per wound healed. Health potions that are not recharged with healing energies can go for up to 4 days at this level before becoming unusable (rejuvenation potions take twice as long, and restoration potions take four times as long); as their level of potency decreases, they shift from a vibrant purple (full) to a brackish, muddy brown (depleted). For every day of depletion at this level, they heal one less wound when used (minimum 1). Fully depleted potions cannot be restored, and burn like a mild acid if touched, healing nothing. They may occasionally become actually poisonous (though most are smart enough not to drink a potion that looks like mud). If a character is carrying health potions in any level of enervation field, those potions will be drained of their energies one at a time, but that character's natural healing will be unimpaired by enervation. Magical bandages become depleted within a day if subjected to this level of field. This level of enervation is bearable for most alicorns, but they take -5 on all rolls unless they have the Forged in the Hoof perk.
2	Moderate – Abandoned settlements and battle sites tend to be up around this level, particularly sites of <i>recent</i> battles. Natural healing rates are halted all-together, characters take a -20 penalty on all END-based rolls, and health potions drain twice as fast as in a level 1 field, going through their four stages of depletion in 2 days at a rate of one stage per 12 hours (stronger potions either double or quadruple this time frame). Health potions no longer shield the character from the diminished natural healing effect, but while in possession of non-depleted potions characters do not suffer the penalty to endurance rolls. Characters who have suffered wounds that have not been fully healed must roll END MFD $\frac{3}{4}$ every hour to avoid bleeding out and taking an additional wound to that location. Alicorns take a 1 MFD step penalty on all rolls due to the constant screaming they hear in their heads. All ponies who try to cast spells within a field of this intensity suffer a 1 MFD step penalty; when they try to channel energy they start to hear a screaming inside their heads.
3	High – Many of the red-lit security tunnels that run beneath Hoofington are at this level. All characters suffer a -50 penalty to all END based rolls, a -25 penalty to STR and AGI based rolls, a reduction of pace by 5 feet per action, and take one wound to every location (except their horn if they have one) for every 5 minutes spent in a field of this strength. Those who become crippled in this way begin to bleed out of their orifices. Prolonged exposure to fields of this magnitude (more than 30 minutes) can cause permanent deformations such as loss of bone density, particularly in the limbs. Healing potions go from fully charged to totally depleted within 20 minutes, one stage every five minutes. Characters in possession of non-depleted healing potions do not begin to take wounds until their potions are depleted, but still suffer the attribute and related skill penalties. Alicorns exposed to this area for more than 5 minutes must make INT rolls at MFD $\frac{1}{2}$ every minute or be rendered totally catatonic, capable only of forward movement and responding only to simple instruction. They cannot use magic. All unicorns that try to cast magic in a level 3 field suffer a whopping 3 MFD step penalty on their casting roll.
4	Deadly – Levels of enervation this high are found only in the deepest tunnels or inside the Hoofington Core. Healing potions will deplete and become rancid and poisonous within 60 seconds; even restoration potions can go from full to totally depleted in four minutes. Alicorns and any unicorns with telepathy at any level suffer hemorrhaging of the brain, taking 1 wound to the head per 6 seconds spent in this field. All other characters take 1 wound to every location for every minute spent here. Surviving for five minutes in this dense of an enervation field will permanently deform almost any creature in body if not in mind – spending longer can reduce even bone to little more than viscous goo. Characters gain no benefit from having non-depleted healing potions on their person. Even those without magic can hear an unearthly screaming resonating within their skull, making all skill rolls 1 MFD step harder.

Monsters, Mutants, Manticores & More

My Little Monster Manual

Giant Ant – The scourge of many parts of the wasteland, giant ant colonies are normally only dangerous if they perceive you as a threat. On the surface, you tend to encounter only their soldiers and workers.

Soldier – These ants are large, territorial and – for the unprepared – very dangerous. Their sharp mandibles and tough exoskeleton makes them challenging for any average wanderer, especially

Creature Name: Giant Ant, **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 4–15
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Dig	STR	15	45	33	22	11		0	Antennae	1/4	
PER	40	30	20	10		Unarmed	END	50	75	55	37	18		5	Head	1/2	
END	50	37	25	12		Speechcraft	CHA	5	5	—	—	—		5	Thorax	1	
CHA	—	—	—	—		Additional Abilities/Effects: —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may take one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!											
INT	20	15	10	5													
AGI	40	30	20	10													
LUCK	20	15	10	5													
Add'l Equipment/Loot:																	
Ant Pheromones, 25%																	
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						3d8 + 18	x1.5	—	—	—	—	—	Ignores 5 DT				

en masse.

Worker – Not much bigger than a foal and not pre-disposed for aggression, worker ants do the work that keeps their hive functioning: gathering food, supplies, and building materials, and moving things around to where they're needed within the hive.

Creature Name: Giant Ant, **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 2-8
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Dig	STR	25	50	37	25	12		0	Antennae	1/4	
PER	40	30	20	10		Unarmed	END	25	50	37	25	12		1	Head	1/2	
END	50	37	25	12		Speechcraft	CHA	5	5	—	—	—		1	Thorax	1	
CHA	—	—	—	—		Additional Abilities/Effects: —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may take an additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!											
INT	20	15	10	5													
AGI	40	30	20	10													
LUCK	20	15	10	5													
Add'l Equipment/Loot: Giant Ant Egg, 5%																	
Ant Pheromones, 25%																	
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						2d8 + 10	x1.5	—	—	—	—	—					

Fire Ant – Who knows why, but these ants have developed the ability to spit fire out of their mandibles! Otherwise, they're essentially normal giant ants – just as dangerous and territorial, but relatively harmless if avoided and unprovoked.

Soldier – This is what happens when you get a pony-sized ant that can literally spit fire. They're easiest to engage from long distance, if you can help it.

Creature Name: Fire Ant, **Soldier** **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 6-18

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds							
STR	60	45	30	15		Dig	STR	15	45	33	22	11		0	Antennae	1/4								
PER	40	30	20	10		Unarmed	END	50	75	55	37	18		5	Head	1/2								
END	50	37	25	12		Big Guns	END	50	75	55	37	18		5	Thorax	1								
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		5	Legs	3/4								
INT	20	15	10	5		Additional Abilities/Effects: —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!							Movement 10 ft Dig 10 ft Grnd		Dmg/Wnd: 10 Crippled: 2 Maimed: 5									
AGI	40	30	20	10																				
LUCK	20	15	10	5																				
Add'l Equipment/Loot: _____																								
Ant Pheromones, 25% _____																								
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes											
Bite						3d8 + 18	x1.5	—	—	—	—	—	Fire Effect if it breaks DT.											
Fire Breath						4d8 + 5	x2	10	—	—	—	—	Fire Effect. Big Guns.											

Worker – Worker fire ants are relatively easy to dispatch compared to the soldiers. Though they can still spit flame, their range is limited to their immediate proximity.

Creature Name: Fire Ant, **Worker** **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2-10

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds			
STR	50	37	25	12		Dig	STR	25	50	37	25	12		0	Antennae	1/4				
PER	40	30	20	10		Unarmed	END	25	50	37	25	12		1	Head	1/2				
END	40	30	20	10		Big Guns	END	50	75	55	37	18		1	Thorax	1				
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		1	Legs	3/4				
INT	20	15	10	5		<div>Additional Abilities/Effects: —Fire: Sets the target on fire if Bite breaks DT. Fire deals 3d12 to target between combat rounds until put out. Fire can be put out on a character by spending one action to stop, drop, and roll or rolling AGI MFD 1/2 at no cost.</div> <div>—Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may take an additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!</div>							Movement		Dmg/Wnd: 8					
AGI	40	30	20	10									10 ft Dig		Crippled: 2					
LUCK	20	15	10	5									10 ft Grnd		Maimed: 4					
Add'l Equipment/Loot: _____																				
Ant Pheromones, 25% _____																				
Giant Ant Egg, 5% _____																				
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes							
Bite						2d8 + 10	x1.5	—	—	—	—	—								
Fire Breath						4d8 + 5	x2	10	—	—	—	—	Fire Effect. Big Guns.							

Radscorpions – With greatly reduced competition and predation from their mammalian and avian desert dwelling brethren, and an endless supply of radiation to spur evolutionary growth, the scorpions of the equestrian frontier have grown to enormous sizes in the past 100-200 years. These things are bigger than a foal and meaner than your crazy ex-wife! You know the one we mean. Oh, and watch out for the stinger – radscorpion venom is deadly, and the antidote fetches quite a high price on the open market.

Creature Name: Radscorpion

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 3-6

[illegible]

Addt'l Equipment/Loot:

1d4 Radscorpion Poison Glands

Chitin Fragments, 20%

Additional Abilities/Effects: —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become "maimed" in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment.

—Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target's AGI. If the radscorpion

wins, it can use its stinger attack as a free action. In addition, see Squeeze.

—Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit for the rest of the round. At the end of the round, they are released. They may make an opposed roll with STR or AGI vs. the radscorpion's STR to break free. Any modifiers to or methods of dodging may be applied or used.

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claw	2d12 + 8	x1.5	—	—	—	—	—	See Claw Grasp.
Stinger	3d20 + 8	x1.5	—	—	—	—	—	Ignores 10 DT. See Radscorpion Poison.

Giant Radscorpion – Exactly what it says on the tin: An even larger, even more territorial radscorpion. These things are as big as a pony!

Creature Name: Giant Radscorpion						Organization:			Level of Difficulty: 6-10												
						Solitary (1)		Pair (2)		Patrol (3-6)											
						Squad (7-12)		Gang (13-20)		Horde (20+)											
MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds				
STR	70	52	35	17		Dig	STR	40	75	56	37	18		10	Torso	1					
PER	50	37	25	12		Survival	END	40	80	60	40	20		10	Tail	3/4					
END	80	60	40	20		Unarmed	END	75	115	86	57	28		10	Claw, L	1/2					
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		10	Claw, R	1/2					
INT	20	15	10	5		Sneak	AGI	30	60	45	30	15		10	Leg, L	3/4					
AGI	60	45	30	15		Additional Abilities/Effects: —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment. —Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target’s AGI. If the <creature name> wins, it can use <another weapon> attack as a free action. [Radscorpion Specific - Instead of stinging, it may choose to Squeeze (Below).] —Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the scorpion’s STR to break free. Giant radscorpion cannot squeeze more than two targets at a time. If the claw holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit.												10	Leg, R	3/4	
LUCK	—	—	—	—																	
Addt'l Equipment/Loot:																					
2d4 Radscorpion Poison Glands																					
Chitin Fragments, 20%																					

Albino Radscorpion – A rare mutation has bleached the exoskeleton of these radscorpions, while simultaneously increasing their size, the thickness of their carapace, and their aggression! Watch out, or they'll eat you whole. If you're lucky though, they might poison you to death first.

Creature Name: Albino Radscorpion

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15-24

Radscorpion						Skills								DT				Area				MFD		Wounds	
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds								
STR	100	75	50	25		Dig	STR	50	100	75	50	25		15	Torso	1									
PER	50	37	25	12		Survival	END	50	100	75	50	25		15	Tail	3/4									
END	100	75	50	25		Unarmed	END	100	150	112	75	37		15	Claw, L	1/2									
CHA	30	22	15	7		Speechcraft	CHA	15	30	22	15	7		15	Claw, R	1/2									
INT	30	22	15	7		Sneak	AGI	15	45	33	22	11		15	Leg, L	3/4									
AGI	60	45	30	15		Additional Abilities/Effects: —Pierce: Critical success on a stinger attack ignores all DT. —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment.												15	Leg, R	3/4					
LUCK	—	—	—	—																					
Addt'l Equipment/Loot: _____																									
3d4 Radscorpion Poison Glands _____																									
Chitin Fragments, 50% _____																									

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claw	2d12 + 40	x1.5	—	—	—	—	—	See Claw Grasp.
Stinger	3d20 + 40	x1.5	—	—	—	—	—	Ignores 10 DT. See Radscorpion Poison.

Momma Radscorpion – Every wonder where baby radscorpions come from? Every wonder what a radscorpion as big as a house would look like? Encounter a Momma radscorpion and put your mind at ease... or run in terror. It's your call, really. Her exoskeleton's tough as a tank, and her claws can cut through rock and steel, crumpling powered armor like tissue paper. Try not to piss her off.

[illegible]

Spore Shooter (Floater) – These grotesquely mutated plants are actually large sacs of spores with a hanging root assembly trailing below them. They tend to congregate around highly radioactive rivers or in valleys around Maripony and Old Olneigh. As a defense mechanism, they shoot toxic spores at any perceived threats, able to hit threats up to 60 feet away. These spores are highly corrosive and carry a small dose of taint with each one. The gasses they produce to keep them afloat are noxious and foul smelling, but also highly flammable.

Creature Name: Spore Shooter (Floater) **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 6-15
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Unarmed	END	50	80	60	40	20		0	Head	1/2	
PER	60	45	30	15		Speechcraft	CHA	5	5	—	—	—		0	Vines	1	
END	40	30	20	10		Flight	AGI	10	40	30	20	10		0	Leaves	3/4	
CHA	—	—	—	—		Small Guns	AGI	50	80	60	40	20		0	Roots (Torso)	1	
INT	—	—	—	—		Additional Abilities/Effects: —Vulnerability: Fire. Takes x3 damage from attacks with the Fire special weapon effect. —Immunity: Electricity. Immune to damage from attacks with the Electricity special weapon effect. —Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below). —Spore Shooter Poison: Poison effect on each spine shot that penetrates armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder.											
AGI	60	45	30	15													
LUCK	10	7	—	—													
Movement		Dmg/Wnd: 10															
35 ft Fly		Crippled: 2															
5 ft Grnd		Maimed: 4															

Add'l Equipment/Loot:

None; Self Destruct.

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Spore Shot	6d4+5	x2.5	20	—	—	—	—	Ignores non-metallic armor. See Spore Shooter Poison.
Thorny Tendrils	3d6 + 12	x1	—	—	—	—	—	
Explosion	8d8	-4d8	10	—	—	—	—	Fire. (Maimed in Roots or Head)

Centaur – There is a point at which a pony can become so grotesque, so mutated and warped by harmful and degrading magic, that they cease to be a pony altogether and become something entirely different. A centaur is a common end result of such a transformation, a horrifically warped abomination with a transfixing stare that can root a pony to the ground out of fear while its three elongated tendril-tongues wrap around them and ensnare them to be consumed whole.

[illegible]

Manticore – The most ubiquitous massive monster of the modern wasteland, the Manticores of Equestria are surprisingly resistant to the effects of radiation. Despite frequent exposure, they seem to suffer no visible mutations or other ill effects. As a result of this remarkable immunity, they've become a dominant apex-predator in many parts of the equestrian wasteland, particular the areas around city ruins.

Creature Name: Manticore

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 8-12

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	100	75	50	25		Unarmed	END	80	125	93	62	31		10	Head	1/2					
PER	70	52	35	17		Survival	END	50	95	71	47	23		10	Torso	1					
END	90	67	45	22		Speechcraft	CHA	25	35	26	17	8		10	Leg, FR	3/4					
CHA	20	15	10	—		Flight	AGI	25	55	41	27	13		10	Leg, FL	3/4					
INT	30	22	15	7		Sneak	AGI	40	70	52	35	17		10	Leg, BR	3/4					
AGI	60	45	30	15		Additional Abilities/Effects: —Disease Chance: May serve as a disease vector for Mange, Rabies. —Invokes fear roll MFD 1/2 on first encounter. —Scent: +10 to PER and Survival rolls if the wind is favorable (+5 in still air, +0 if upwind). —Manticore Poison: Poison effect on all hits penetrating armor, MFD 1/2 END to resist. If failed, the target is paralyzed. The target gets one roll per action to resist again until they fail or succeed three times in a row. Critical rolls of either kind count for double. Succeeding at resisting makes the poison wear off next combat round; failure to resist paralyzes the target for 1d4 hours or until they are treated. Antidote or antivenom will cause the poison to wear off in 2 rounds (12 sec.). If the afflicted is dosed with poison again during this 12 second gap, it will not affect them further. Antidote prevents re-poisoning for the applicator's medicine rank in minutes, rounded down to the nearest five minutes. —Multi-Attack: As part of a single attack action (including attacks made at the end of a charge), a manticore may make a second attack with a different weapon than its first attack was made with at a 1 MFD step targeting penalty.												10	Leg, BL	3/4	
LUCK	—	—	—	—														10	Wing, R	3/4	
Movement 30 ft Fly 20 ft Grnd					Dmg/Wnd: 18 Crippled: 4 Maimed: 9													10	Wing, L	3/4	
Addt'l Equipment/Loot: 1d4 Manticore Poison Glands Manticore Fang, 25% Manticore Hide, 5%																		15	Tail	3/4	
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes								
Claws						3d10 + 40	x1.5	—	—	—	—	—									
Bite						3d12 + 40	x1	—	—	—	—	—									
Stinger						2d20 + 40	x1	—	—	—	—	—	Poison—See Manticore Poison effect.								
Maneuvers (Name & Description)																MFD					
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.																1					
Hover — Allows held actions while flying.																1					

Plant Monsters – If you thought the Everfree forest was scary BEFORE the bombs fell, you won't even want to know about the sorts of terrors that lurk there today... But if for some reason you do, we've provided a sampling for you below.

Moss Ponies – Dark green shadows in the shape of ponies that are nearly invisible in the forest, moss ponies are the end result of one of the numerous ways in which ponies can enter the Everfree Forest and not come out. They normally assume the shape of ponies, and will stalk and surround lone travelers and small groups before closing in for the kill. The preferred method they have for attack is envelopment, beginning with the legs and slowly surrounding and swallowing their immobilized prey whole. It is unknown if their thick clouds of spores they release have a long term negative effect, but short term they seem to have a strong hallucinogenic fear inducing or paralytic effect. It is thought that ponies incompletely consumed by these monstrosities join their ranks after they are transformed by the dark magics of the forest.

Needle Pines – These relatively mundane looking pine trees are capable of shooting their needles out at high velocities to attack anything that comes near. There is no clear reason for this behavior in the trees, as they do not themselves appear carnivorous or, indeed, gain any sort of benefit other than defense. Nonetheless, anything the size of a parasprite or larger that treads too near to the roots of these deadly conifers is sure to get skewered by a barrage of razor-sharp needles.

Taint Weepers – Only common in areas exposed to large amounts of bio-magical flux, taint weepers appear to be silver-leaved willow trees that drip sap from the ends of their branches. Upon close inspection, however, you'll find that the trees themselves are living conduits for concentrating and channeling the magical chemical out of the ground. The sap and fluids dripping constantly from the branches and leaves and which gives the tree its silvery coloration is actually 100% *pure taint*. These sad-looking trees tend to overlook pools of silvery taint, possibly as a result of the taint they constantly 'bleed' collecting in a single location. While not actually hostile, the highly toxic nature of these trees makes them a threat worth noting.

Creature Name: Taint Weeper **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Survival	END	25	75	53	37	18		30	Trunk (Default)	1	
PER	20	15	10	—		Speechcraft	CHA	100	125	93	62	31		40	Roots (x1.5 DMG)	3/4	
END	100	75	50	25		Magic	INT	50	50	37	25	12		6	Leaves	1/2	
CHA	50	37	25	12		<div>Additional Abilities/Effects: —Healed by Taint: Taint heals 1 wound/location per 10oz dose. If tainted, heal 1 wound/location every combat round.</div> <div>—Immobile: This creature cannot move under its own power. It occupies a 15'x15' space with its leaves above ground and its roots below ground, with a 5'x5' trunk at its center.</div> <div>—Supernatural Beauty: All characters and creatures that come within 25' of the tree's base must roll opposed willpower vs. the tree's speechcraft. Failures are compelled to move to the base of the tree and sit beneath it peacefully without rolling perception to examine the tree.</div> <div>—Tainted Blood: Characters who are within 5' of this creature when it receives at least one wound must roll Luck MFD 1 (once per wounding attack). On a failure, they receive 1/4 bar of taint. If they are the cause of the wound, they may make a dodge roll at MFD 1 in addition to the luck roll.</div> <div>—Vulnerability: Fire. Takes x3 damage from attacks carrying the Fire special weapon effect.</div> <div>—Weeping Strands: All characters that come into contact with the branches of a Taint Weeper receive 1/2 bar of taint. Characters beneath the branches of a taint weeper contract and absorb 1/2 a bar of taint per round (1/4 bar per 3 seconds).</div>											
INT	—	—	—	—													
LUCK	20	15	10	—													
														Movement N/A ft Grnd		Dmg/Wnd: 20 Crippled: 5 Maimed: 10	
														Add'l Equipment/Loot: 2d4 Firewood, 80% 2d20 Flux (10 oz Samples) 100% 1d4 Wooden Stick, 50%			

Applebugs – When these segmented arthropods are dormant, they curl up into bright red spheres that any incautious observer might reasonably mistake for an apple or sort other sort of tree-borne fruit – hence the name. When any character or creature approaches the tree they occupy to the point where they are beneath its branches, however, their dormancy ends. When a target is directly beneath the canopy occupied by an applebug swarm, they uncurl and reveal their true form, dropping on their target from above. They attack in swarms exclusively, relying on their numbers to attack, systematically immobilize, and finally consume targets. The bugs themselves seem to have a symbiotic relationship with the tree that houses their swarm, often leaving large portions of a corpse at the root base as fertilizer. In areas high in biomagical flux, these creatures' bites carry taint. In the Everfree and other relatively low-taint regions, their bite carries a powerful paralytic agent instead.

Delicious Fruit Trees – It is actually unknown what the fruit of these trees tastes like. It looks and smells absolutely beautiful and delicious; fruit of all apparent types can be found growing from trees like these. Often times, ponies have reported that looking away and looking back at the tree changes what it yields. Regardless of your character's appetite, however, under no circumstances should they consume the fruit, or even the leaves, of this tree. It is filled with a poison that is so deadly and fast acting that many trees of this sort have a small pile of bones gathered at their base from those who sat down to enjoy a piece of fresh fruit. It kills instantly.

Zapapple Bombers – Clearly the mutated descendant of zapapple trees, there is nothing delicious about the rainbow colored fruits found in these trees! When no living creatures or characters are nearby, zapapple bombers appear to be dead, withered husks. When a character or creature approaches however, rainbow-striped apples and foliage start to rapidly appear in the branches of the tree. In the span of about 30 seconds, the tree goes from seemingly totally dead to vibrant and full of life! After that happens, apples begin to fall from the now-fully laden branches, about 2d4 every combat round. Well that doesn't sound so bad, does it? I mean, hey! Free apples!

Unfortunately for your wastelanders, they explode.

Each zapapple that drops deals damage as a satchel charge. Once awakened, the tree will actively continue to bombard any living creature larger than a foal, 'throwing' its apples up to 40 feet from its trunk! It will not return to its dormant state until 24 hours after the end of any encounters.

Barricade Bark – Some forests are alive. No, we aren't talking about all of the living creatures inside of a forest all coexisting in a natural fashion – we mean that the forest itself has a **living consciousness**. Barricade bark is common in such forests, where the trees themselves literally conspire to make progress towards a specific are difficult or to lead travelers astray to their untimely demise. This fast-growing motile plant is actually capable of shifting and growing naturally on the order of *seconds*. Many travelers have come across 'fallen trees' that are actually just barricade bark trying to prevent progress. In particularly aggressive instances, barricade bark can also create pitfalls, extend spines out of trees to attempt to skewer its targets, and even drop trees on their victims. It's known to be remarkably fire resistant; the best way to deal with it is actually to bargain with it or attempt to explain your purpose, and hope that it leaves you alone.

Killing Joke – These green and bright-blue flower covered vines are potentially the most deadly thing in the entire wasteland, though not in the conventional sense. The vines themselves are neither poisonous nor physically harmful; they lack spines, and their flowers are quite pleasant to look at. If they touch you, however, their magic takes effect. The magic of killing joke is based on irony – it takes something a character has said in their past and applies it to them in a way that makes them suffer. Good examples of this are visible in both Project Horizons and Fallout: Equestria proper. GMs planning on introducing this should keep track of what characters say for several sessions before introducing it – it's no fun if the joke simply kills them, it needs to make them regret something they've said in the past. Bonus points if the effect is deadly to others, causes others to want to harm them, or inconveniences or causes them discomfort to the point where they wish they were dead.

Nightstalkers – Nasty creatures that were created by combining a dog and a rattlesnake via taint. They were originally marketed (unsuccessfully) as pets; despite their fierce loyalty, these creatures are extremely venomous and predatory, leading to them attacking and devouring the foals given them during market tests.

Nightstalker venom is exceptionally deadly; the same magic that created these creatures enhances its effect. Upon injection, targets must make a difficult MFD ½ END roll. 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 MFD ½ 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 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.

Scorposprites – This creature is a bad idea. I mean, SERIOUSLY. These taint-spawned artificial critters are half parasprite, half scorpion – the result of some particularly poorly thought out biomagical weapons research pre-war, and following that were actually marketed as pets. They eat like parasprites and sting like radscorpions – what’s not to love? Have we mentioned how bad an idea these things are? Yeah. Scorposprites are normally found in areas with extremely high levels of ambient taint, which they seem to be able to feed off of in lieu of normal food when prey is scarce. Their stings carry powerful taint-laced venom that is exceptionally deadly, which in combination with their size and agility makes any encounter with these a low-point for your character’s day.

Timberwolves – Terrifying constructs formed of the natural wild magic of the forest and the earth, timberwolves are fierce and territorial creatures that guard their home-forest against creatures big or small – even those without hostile intent. The wounds caused by timberwolf claws and teeth embed small fragments of magic that tamper with and prevent most forms of magical healing. The wolves themselves cannot be destroyed by conventional weapons or blunt force, and fear only destructive magics and fire.

Creature Name: Timberwolf **Organization:** Solitary (1) Pair (2) Patrol (3-6) **Level of Difficulty:** 12
 Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Dig	STR	30	60	45	30	15		5	Head	1/4	
PER	60	45	30	15	*	Melee Weapons	STR	5	35	25	17	8		5	Torso	3/4	
END	60	45	30	15		Survival	END	50	80	60	40	20	*	5	Leg, FL	1/2	
CHA	40	30	20	10		Unarmed	END	50	80	60	40	20		5	Leg, FR	1/2	
INT	20	15	10	5		Speechcraft	CHA	30	50	37	25	12		5	Leg, BL	1/2	
AGI	80	60	40	20		Sneak	AGI	50	90	67	45	22		5	Leg, BR	1/2	
LUCK	10	7	5	—		Additional Abilities/Effects: —Immunity: Radiation. Immune to (but not healed by) radiation effects.											
—Immunity: Poison. Immune to any and all Poison special weapon effects.																	
—Reform: Unless enough of the wood composing a timberwolf is burned, disintegrated, or otherwise destroyed, if maimed in any location a timberwolf will re-grow the limb at full health (no wounds) on its next action. Reforming any number of locations takes 1 combat action. Multiple timberwolves reforming in the same area at the same time may create and Oakami instead of recreating the original timberwolves.																	
Movement																	Dmg/Wnd: 8
5 ft Dig																	Crippled: 3
20 ft Grnd																	Maimed: 6

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	3d8+18	x2	—	—	—	—	—	

Add'l Equipment/Loot: _____ Timberwolf Sapling, 1%
 2d4 Timberwolf Tooth _____ Wooden Stick, 50%
 Firewood, 80% _____

Dog – Mare’s best friend, in spite of what the jewelry companies might want you to think. Dogs survived the wars hiding out in primarily the same way as ponies – in stables. There were at least two stables that were specifically designated to allow pets. Many dogs actually survived with ponies in other ways as well – in tunnels, caverns, and other fallout shelters that weathered both the blast and the following... well, fallout.

Many packs of wild dogs, the descendants of those whose owners died in the wasteland or who simply abandoned them to fend for themselves when the end came, still roam the wasteland today.

Creature Name: Dog

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5-20

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Dig	STR	30	60	45	30	15		0	Head	1/4	
PER	60	45	30	15	*	Melee Weapons	STR	5	35	25	17	8		0	Torso	3/4	
END	50	37	25	12		Survival	END	50	75	53	37	18	*	0	Leg, FL	1/2	
CHA	40	30	20	10		Unarmed	END	50	75	53	37	18		0	Leg, FR	1/2	
INT	20	15	10	5		Mercantile	CHA	5	25	18	12	6		0	Leg, BR	1/2	
AGI	80	60	40	20		Speechcraft	CHA	30	50	37	25	12		0	Leg, BL	1/2	
LUCK	10	7	5	—		Sneak	AGI	50	90	67	45	22		0	Leg, BR	1/2	

Additional Abilities/Effects: —Disease Chance: This creature may serve as a disease vector for Mange or Rabies.

—*Scent: Based on wind direction, gain a bonus to Perception and Survival rolls for the purposes of detection and analysis only. In still-air, +5 bonus. Upwind, no bonus; downwind +10. Capable of tracking creatures via scent.

Movement	Dmg/Wnd: 8
5 ft Dig	Crippled: 3
20 ft Grnd	Maimed: 5

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	3d8+18	x2	—	—	—	—	—	Disease Contraction Chance

Add'l Equipment/Loot: _____
 Dog Hide, 50% _____
 Dog Meat, 50% _____

Cyberdog – Pre-war cybernetics were not ready for equine testing in most cases before the bombs fell. However, some of the first large animal model tests that were successful were done on – you guessed it – dogs. Before even Diamond Dogs, cybernetics designs were field-tested on the faithful companions of pony kind.

Cybernetically enhanced canines reap the benefits of an extended lifespan, increased strength and stamina, and –so long as their repair talismans hold out – rapid regeneration and recovery. Their increased strength, size and durability tends to put them in the position of pack-leader among packs of roaming wild dogs.

Creature Name: Cyberdog

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-21

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Dig	STR	30	70	52	35	17		15	Head	1/2	
PER	60	45	30	15	*	Melee Weapons	STR	25	65	48	32	16		20	Torso	1	
END	80	60	40	20		Energy Weapons	PER	70	100	75	50	25		20	Leg, FL	3/4	
CHA	40	30	20	10		Explosives	PER	75	105	78	52	26		20	Leg, FR	3/4	
INT	40	30	20	10		Big Guns	END	75	115	83	57	28		20	Leg, BR	3/4	
AGI	80	60	40	20		Survival	END	50	90	67	45	22	*	20	Leg, BL	3/4	
LUCK	40	30	20	10		Unarmed	END	75	115	83	57	28		20	Leg, BR	3/4	
Additional Abilities/Effects: —Belt Fed: No need to reload. —Disease Chance: This creature may serve as a disease vector for <i>Tetanus</i> . —Linked Energy Reserve: No need to reload. —Integrated Weapon: This creature or character's weapons are destroyed with it, and cannot be looted. —*Scent: Based on wind direction, gain a bonus to Perception, Explosives and Survival rolls for the purposes of detection and analysis only. In still-air, +5 bonus. Upwind, no bonus; downwind +10. Capable of tracking creatures via scent. —Vulnerability: Cybernetics. Takes additional damage from weapons with the Spark and Electricity special weapon effects.						Mercantile	CHA	5	25	18	12	6		Movement 5 ft Dig 20 ft Grnd		Dmg/Wnd: 10 Crippled: 5 Maimed: 8	
						Speechcraft	CHA	40	60	45	30	15					
						Small Guns	AGI	60	100	75	50	25					
						Sneak	AGI	50	90	67	45	22					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	3d8+32	x2	—	—	—	—	—	Disease Contraction Chance
Machine Grenade Launcher (x2)	6d12/ 6d10	—	40'	40mm Grenade	40	DTM	20	Fires 2 Grenades per action; targets must be adjacent to each other. Integrated battle saddle.
FIR-9 Magical Beam Rifle (x2)	5d8+7	x1.5	50	MFC	24	DTM	8	Integrated battle saddle.
IFR-9 Assault Rifle (x2)	5d8/3+6	x1	50	5.56mm	24	DTM	7	Integrated battle saddle.

Add'l Equipment/Loot:

1d4 Scrap Metal

Dog Hide, 25%

1d2 Scrap Electronics

Dog Meat, 50%

Sensor Module, 50%

W-1N0N4 – The loyal dog of the ministry mare of the MWT is rumored to still be alive even today, cybernetically altered to the point where she's more machine than canine. Story has it that she's the leader of a whole pack of cyber dogs that ruthlessly guard an old MWT facility, waiting for their owners to come back to them once more.

Creature Name: W-1N0N4

Organization:

Solitary (1)*	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 30

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Dig	STR	50	100	75	50	25		20	Head	3/4	
PER	70	52	35	17	**	Melee Weapons	STR	50	100	75	50	25		30	Torso	1 1/2	
END	100	75	50	25		Energy Weapons	PER	100	135	100	67	33		30	Leg, FL	1	
CHA	50	37	25	12		Explosives	PER	100	135	100	67	33		30	Leg, FR	1	
INT	40	30	20	10		Big Guns	END	100	150	112	75	37		30	Leg, BL	1	
AGI	80	60	40	20		Survival	END	100	150	112	75	37	**	30	Leg, BR	1	
LUCK	60	45	30	15		Unarmed	END	100	150	112	75	37		30	Leg, BR	1	
Additional Abilities/Effects: —Disease Chance: This creature may serve as a disease vector for <i>Tetanus</i> . —Linked Energy Reserve: No need to reload. —Integrated Weapon: This creature or character's weapons are destroyed with it, and cannot be looted. —**Scent: Based on wind direction, gain a bonus to Perception, Explosives and Survival rolls for the purposes of detection and analysis only. In still-air, +5 bonus. Upwind, no bonus; downwind +10. Capable of tracking creatures via scent. —Vulnerability: Cybernetics. Takes additional damage from weapons with the Spark and Electricity special weapon effects.						Mercantile	CHA	5	25	18	12	6		Movement 5 ft Dig 30 ft Grnd		Dmg/Wnd: 20 Crippled: 6 Maimed: 11	
						Speechcraft	CHA	60	85	63	42	21					
						Small Guns	AGI	60	100	75	50	25					
						Sneak	AGI	50	90	67	45	22					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	3d8+50	x3	—	—	—	—	—	Disease Contraction Chance
Machine Grenade Launcher (x2)	6d12/ 6d10 +10	—	40'	40mm Grenade	40	DTM	20	Fires 2 Grenades per action; targets must be adjacent to each other. Integrated battle saddle.
AER-20 Magical Gatling Beam (x2)	8d12/10 +10	x1.5	50'	Gem Cells	240	DTM	18	Integrated battle saddle.

Add'l Equipment/Loot:

Dog Hide, 25%

Dog Meat, 50%

1d4 Scrap Metal

1d2 Scrap Electronics

Sensor Module, 50%

Dog Bowl (Labelled WINONA)

Stetson

Brahmin – Cows, due to their position of strict neutrality and their culture of non-violent integration, saw no need for the stables constructed by Ponies. When the bombs fell, no cows took shelter in caverns, nor did they take to caves or tunnels. But fortune smile upon their race, sort of. While many cows undoubtedly died in the megaspell exchange between the zebra and the ponies, enough of their race survived to face the fallout that came after the end. Surviving in the deadly radiation changed them, and over the course of multiple generations, they mutated into the creatures now known, both to themselves and to ponies, as Brahmin. Brahmin aren't the smartest critters in the wasteland, but they're tough enough to get by, and they to this very day seem to bear the ponies and zebra no real grudge for the lasting effects of the war; since the re-emergence of ponies onto the surface, many Brahmin herds were more than willing to be integrated with their hooved brethren again.

Creature Name: Brahmin

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2-10

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds	
STR	70	52	35	17		Melee	STR	5	40	30	20	10		0	Head, L	1/2		
PER	40	30	20	10		Energy Weapons	PER	5	25	18	12	6		10	Horns, L	1/4		
END	60	45	30	15		Explosives	PER	5	25	18	12	6		0	Head, R	1/2		
CHA	40	30	20	10	*	Big Guns	END	5	35	25	17	8		10	Horns, R	1/4		
INT	20	15	10	5	*	Survival	END	30	60	45	30	15		0	Torso	1		
AGI	40	30	20	10		Unarmed	END	10	40	30	20	10		0	Leg, FL	3/4		
LUCK	20	15	10	5		Mercantile	CHA	5	25	18	12	6	*	0	Leg, FR	3/4		
<p>Additional Abilities/Effects:</p> <p>—Docile: This creature is peaceful, and will only attack if provoked or attacked first.</p> <p>—Immunity: Radiation. Immune to (but not healed by) radiation effects.</p> <p>—*Two Heads: Brahmin heads may have varying levels of intellect. An intelligent brahmin receives a +50 bonus to INT and linked skills and a +25 bonus to CHA and linked skills. Its base INT score does not increase unless both heads are elevated to the same level of intelligence. Two head-ed creatures may roll PER once per head.</p>						Speechcraft	CHA	10	30	22	15	7	*	0	Leg, BL	3/4		
						Medicine	INT	5	15	11	7	—	*	0	Leg, BR	3/4		
						Repair	INT	5	15	11	7	—	*	Movement 10 ft Grnd				Dmg/Wnd: 12 Crippled: 3 Maimed: 6
						Science	INT	5	15	11	7	—	*					
						Small Guns	AGI	5	25	18	12	6						
						Sneak	AGI	10	30	22	15	7						
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes					
Horns						3d6+7	x3	—	—	—	—	—	+6d10 damage on a charge attack.					
Hooves						7	x1	—	—	—	—	—						

Add'l Equipment/Loot:

Brahmin Milk, 25%

1d2 Brahmin Steaks

1d2 Brahmin Skulls, 25%

Brahmin Hide, 50%

Balefire Phoenix – The balefire phoenix is an elusive, mysterious, and beautiful creature; but before it is any of those things, it is a survivor. When fire rained from the sky and ponies fled or died, the phoenixes of Equestria literally rose from their ashes and greeted the charred remnants of their once-beautiful homeland. The magical energies of balefire changed their innate magic, making them living conduits for the radiation that still blankets much of Equestria. Despite this fact, spotting the green-flare of a phoenix flame is considered good luck. These creatures are thought to still nest as far away as both the southern badlands in the south and the Crystal range in the north.

Creature Name: Balefire Phoenix **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 8

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	30	22	15	7		Survival	END	50	80	60	40	20					
PER	60	45	30	15		Unarmed	END	75	105	78	52	26		5	Head	¼	
END	60	45	30	15		Speechcraft	CHA	15	50	37	25	12		5	Torso	¾	
CHA	70	52	35	17		Magic	INT	85	120	90	60	30		10	Wing, L	½	
INT	70	52	35	17		Flight	AGI	80	120	90	60	30					
AGI	80	60	40	20		Sneak	AGI	20	60	45	30	15		10	Wing, R	½	
LUCK	70	52	35	17		Additional Abilities/Effects: —Accelerated Magical Healing: Radiation heals 1 wound/location per 100 rads every 30 minutes (50 rads removed per wound)								Movement		Dmg/Wnd: 4	
Add'l Equipment/Loot: 1d4 Feather (Phoenix), 100% Phoenix Talon (as Griffin Talon)						—Ashes to Ashes: If killed via magical means (including								40 ft Dig/Fly		Crippled: 3	
														5 ft Grnd		Maimed: 6	
														5 ft Sneak			

Ankha – These mysterious and extraordinarily magical birds are associated with the harshest of blizzards that rock the mountain ranges far to the north of Equestria. Very few ponies have ever met them, though it is said that occasionally an ankha will appear as a beacon of brilliant white light in the midst of a hopelessly harsh blizzard to guide a solitary traveler out of the storm to safety.

Creature Name: Ankha

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-15

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Melee	STR	25	45	33	22	11		-	Head	¼	
PER	60	45	30	15		Unarmed	END	50	70	52	35	17		10	Wing, L	½	
END	40	30	20	10		Survival	END	50	70	52	35	17		10	Wing, R	½	
CHA	80	60	40	20		Mercantile	CHA	75	115	86	57	28		-	Body	¾	
INT	60	45	30	15		Speechcraft	CHA	75	115	86	57	28		<div>Movement</div> <div><div>35 ft Dig/Fly</div><div>5 ft Grnd</div><div>5 ft Sneak</div></div> <div>Dmg/Wnd: 6</div> <div>Crippled: 2</div> <div>Maimed: 4</div>			
AGI	70	52	35	17		Magic	INT	100	130	97	65	32					
LUCK	50	37	25	12		Medicine	INT	50	82	60	40	20					
Additional Abilities/Effects: —The Stare (Level 3) —Accelerated Magical Healing:						Flight	AGI	75	110	82	55	27					
						Sneak	AGI	75	110	82	55	27	+15				

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Beak	3d4 + 12	x1.5	—	—	—	—	—	
Claws	3d8 + 12	x2	—	—	—	—	—	

Add'l Equipment/Loot:	Abilities/Spells/Recipes/Maneuvers (Name & Description)	MFD	Cost
Ankha Feather (1d4), 100%	Create Matter — Water, ice, and snow only.	1/2	4
Block of Ice, 50%	Ice Bolt — Ice shards hit opponent for 4d8 +10, crit. X3, range 30	3/4	2
Dog Meat, 5%	Chill (constant) — Lowers ambient temperature by 10°F	—	—
	Shield Bubble — Provides a 30 DT shield.	3/4	2
	Faucet — Manipulate 30 ft^3 of water with relative ease. Can also manipulate ice at double cost. The manipulation is relatively slow.	1	2
	Invisibility (at will—does not cost an action)— Generates stealth field with sneak MFD bonus equal to number of steps below 1 the caster succeeded their roll by. Lasts 1d4 minutes, disrupted by attacking.	1	1

Qetzal – These legendary birds are not thought to be native to Equestria; rather, it is believed that, because they are historically and mythically renowned as protectors of the rainforest, they migrated to Equestria as a result of rapidly changing climates during and immediately after the war. The Qetzal were renowned for the beauty of their plumage; their feathers are said to be of a magical hue that diffracts the light to leave a rainbow trail in its wake, casting an aura of light around its body even when still.

Creature Name: Qetzal **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 30

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Survival	END	50	100	75	50	25		0	Head	1/4	
PER	60	45	30	15		Unarmed	END	100	150	112	75	37		0	Torso	3/4	
END	100	75	50	25		Speechcraft	CHA	50	100	75	50	25		0	Wing, L	3/4	
CHA	100	75	50	25		Magic	CHA	100	150	112	75	37		0	Wing, R	3/4	
INT	50	37	25	12		Medicine	INT	50	75	56	37	18		0	Leg, L	1/4	
AGI	60	45	30	15		Flight	AGI	70	100	75	50	25		0	Leg, R	1/4	
LUCK	100	75	50	25		Sneak	AGI	70	100	75	50	25					

Additional Abilities/Effects: —Ability Strain Pool: Max Strain 20, regenerates 1/min. while within 5' (adjacent to) at least 1 living creature (plants count). If moved away from all living creatures, strain drains at a rate of 1/hour and does not regenerate.

—Fearless: Immune to fear effects.

—Fearsome: Ignore all crippled limbs and related penalties.

—Immunity: Poison. Immune to any and all Poison special weapon effects. Qetzal are also immune to inhaled toxins and the effect of magical poisons derived from Zebra Magic and natural sources, including the negative effects of Killing Joke.

—Gaian Link: When wounded or within 5' of another living character or creature that is wounded, a Qetzal may sympathetically shift wounds to or from any living creatures that are within 5' of it as a single action. It cannot maim or kill in this way.

—Special Diet: Cannot consume food containing Taint or Radiation.

—The Stare (Level 3): a successful intimidation causes the target to be temporarily paralyzed as long as eye contact is maintained. Can affect up to 10 opponents at a time.

Movement 30 ft Fly 5 ft Grnd	Dmg/Wnd: 15 Crippled: 10 Maimed: 20
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Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claws/Beak	3d10 + 25	x3	—	—	—	—	—	
Wings	25	x1	—	—	—	—	—	
Tail	2d20 + 12	x1	—	—	—	—	—	Fire.

Add'l Equipment/Loot: _____ Qetzal Feather, 50% _____ Qetzal Talon, 25%

Abilities (Name & Description)	MFD	Cost
Iridescent Plumage— The Qetzal becomes a glowing beacon, illuminating everything within 50' as Daylight. Hostile characters and creatures within this radius must roll END, the MFD set at the roll of the flier performing this maneuver. Failures are affected as a flashbang grenade. Successes are unaffected. Friendly characters within this radius receive a 1 MFD step bonus to all non-combat skills for the next 10 minutes.	*	2
Karmic Retribution—Deals damage to or heals a single target based on that target's net karma. If a character has negative karma, it deals twice their karma score's absolute value in damage. If they have a positive, it heals the target for a number of wounds equal to their net karma score divided by 20.	1	1
Shapeshift—A Qetzal may take the form of any living creature as per Alter Form, but ignores mass restrictions. Instead, for every 10% change in mass, the strain cost increases by 1 (minimum cost 1).	3/4	*
Cleansing Wind— Removes all radiation and taint from all living creatures within a 100' radius of the Qetzal. For creatures formed of or by taint, this spell forces an END roll MFD 1/2; if failed, the creature dies. If succeeded, the creature suffers crippling injuries to all locations.	1	10
Gaian Fury — Deals damage equal to the target's radiation level multiplied by their taint level (tick marks). For creatures formed of or by taint, this spell forces an END roll MFD 1/2; if failed, the creature dies. If succeeded, the creature suffers crippling injuries to all locations.	1	1

Mole Rat – A relatively harmless burrowing rodent that has been grotesquely enlarged by balefire induced mutation. They likely descended from prewar mole rats kept as pets. Griffin settlements often farm these creatures as a source of meat.

Creature Name: Mole Rat

Organization:

Solitary (1)

Pair (2)

Patrol (3-6)

Squad (7-12)

Gang (13-20)

Horde (20+)

Level of Difficulty: 2-4

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Dig	STR	50	70					3	Head	1/2	
PER	50	37	25	12	*	Survival	END	50	70					3	Torso	1	
END	40	30	20	10		Unarmed	END	25	45					3	Leg, FL	3/4	
CHA	20	15	10	—		Speechcraft	CHA	10	20					3	Leg, FR	3/4	
INT	10	7	—	—		Sneak	AGI	20	40					3	Leg, BL	3/4	
AGI	40	30	20	10		Additional Abilities/Effects: —Disease Chance: This creature may serve as a disease vector for Mange and Rabies.											
LUCK	10	7	—	—													
Add'l Equipment/Loot:						—Immunity: Radiation. Immune to (but not healed by) radiation effects.											
Mole Rat Meat, 80%						—*Scent: Based on wind direction, gain a bonus to PER and Survival rolls for the purposes of detection and analysis only. In still-air, +5 bonus. Upwind, no bonus; downwind +10. Capable of tracking creatures via scent.											
						</											

Yao Guai - Yao guai are the mutated descendants of the ursine tribes that occupied some of the lands bordering northern Equestria and the Griffin territories. They are intelligent and immune to radiation, as well as highly resistant to taint, but they are quick to anger and extremely dangerous in melee. While not directly involved in the war, many yao guai took advantage of the chaos to by uniting to carve out a formal territory of their own north of the Griffin homelands. Most yao guai to not speak or understand pony language, and as they are fiercely territorial trying to help one will likely get your head bitten off really quickly (and that's not just a colorful metaphor), but if you can earn their loyalty you've got a friend for life.

Creature Name: Yao Guai

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Dig	STR	50	100	75	50	25		12	Head	1/2	
PER	60	45	30	15	*	Melee	STR	30	80	60	40	20		12	Torso	1	
END	120	90	60	30		Explosives	PER	10	40	30	20	10		12	Leg, FL	3/4	
CHA	40	30	20	10		Lock Picking	PER	10	40	30	20	10		12	Leg, FR	3/4	
INT	50	37	25	12		Big Guns	END	30	90	67	45	22		12	Leg, BL	3/4	
AGI	50	37	25	12		Survival	END	80	140	105	70	35		12	Leg, BR	3/4	
LUCK	10	7	5	—		Unarmed	END	80	140	105	70	35		12	Leg, BR	3/4	
Additional Abilities/Effects: —Fearless: Immune to fear effects. —Fearsome: Ignore all crippled limbs and related penalties. —Grab: Can grab opponents with teeth to hold them in place. Opposed STR roll, made post-hit with a bite attack. Single action (opposed Strength) to try to break free. —Immunity: Radiation. Immune to (but not healed by) radiation effects. —Pierce: Critical success on an attack with Claws or Bite ignores all target DT. —*Scent: Based on wind direction, gain a bonus to Perception and Survival rolls for the purposes of detection and analysis only. In still-air, +5 bonus. Upwind, no bonus; downwind +10. Capable of tracking creatures via scent.						Mercantile	CHA	10	30	22	15	7		Movement 10 ft Dig 10 ft Grnd		Dmg/Wnd: 15	
						Speechcraft	CHA	10	30	22	15	7				Crippled: 6	
						Small Guns	AGI	10	35	26	17	8				Maimed: 12	
						Sneak	AGI	25	50	37	25	12					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claws	5d10+40	x2	—	—	—	—	—	Pierce (see above)
Bite	4d12+40	x3	—	—	—	—	—	Grab, Pierce (see above)

Add'l Equipment/Loot:

Yao Guai Meat, 100%

Yao Guai Claw, 5%

Yao Guai Fang, 5%

Radroach – The most ubiquitous and easily dispatched pest in the wasteland. Radroaches are large and territorial, but slow and relatively harmless. Still, against an unarmed pony caught off guard they can still prove lethal. Their meat is an excellent source of protein.

Creature Name: Radroach

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 1-2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	20	15	10	—		Dig	STR	5	15	11	7	—		1	Body	1	
PER	40	30	20	10		Unarmed	UNA	25	30	22	15	7		Movement 5 ft Dig 10 ft Grnd		Dmg/Wnd: 6 Crippled: 0 Maimed: 1	
END	10	7	—	—	Speechcraft	CHA	5	5	—	—	—						
CHA	—	—	—	—		Additional Effects/Abilities: —Disease Chance: Depending on environment, this creature's bite may serve as a vector for Blood Hunger Plague, Hoof and Mouth, Horn Rot, Mange, Mud Fever, or Rabies. —Immune to Radiation.								Add'l Equipment/Loot: _____ Radroach Meat, 50% _____			
INT	10	7	—	—													
AGI	20	15	10	—													
LUCK	40	30	20	10													
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						3d4 + 7	x1	—	—	—	—	—	May carry disease.				

Add'l Equipment/Loot: _____
Radroach Meat, 50%

Bloatsprite – These giant, mutant parasprites are a common deadly nuisance in the equestrian wasteland. They look much like a parasprite, but are covered in tumorous growths and are almost all a sickly shade of green or grey. They attack from range by spitting sharp spines made of compressed bone and metals they've consumed, frequently coated with a poisonous slime can transmit several diseases. Up close, they will try to consume an opponent whole, generally preferring to do so from the inside out if the opportunity presents itself. Fortunately, they tend to travel alone or in pairs; larger groups will cannibalize each other.

Creature Name: Bloatsprite

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	10	7	—	—		Speechcraft	CHA	5	5	—	—	—		—	Head	1/2					
PER	60	45	30	15		Flight	AGI	20	50	37	25	12		3	Torso	3/4					
END	20	15	10	—		Small Guns	AGI	40	70	52	35	17		—	Wings	1/2					
CHA	—	—	—	—		<u>Additional Abilities/Effects:—Bloatsprite Poison: Poison effect on each spine shot that penetrate armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated.</u> <u>—Bloatsprites hover constantly unless they choose to land, and may choose to hold actions in flight.</u> <u>—Disease Chance: This creature may serve as a disease vector for Cawngo Fever, EE, or Sleeping Sickness.</u>												Movement 30 ft Fly 5 ft Grnd		Dmg/Wnd: 6 Crippled: 1 Maimed: 2	
INT	10	7	—	—																	
AGI	60	45	30	15																	
LUCK	20	15	10	—																	
Add'l Equipment/Loot:																					
Bloatsprite Wings																					
Bloatsprite Poison Gland, 50%																					

Add'l Equipment/Loot: _____

Bloatsprite Wings

Bloatsprite Poison Gland, 50%

Fillydelphian Parasprite – Differently mutated than their wasteland cousins, Fillydelphian ‘sprites do not spit spines. They instead have acquired a taste for equine flesh, and prefer to simply consume their victims from the inside out, multiplying as they go. They target any region of exposed skin, burrow in, and multiply using the flesh of their soon-to-be-deceased host as food for increased multiplication. Within the areas of Fillydelphia they dominate, parasprites of this variety travel in swarms ranging from a half dozen to as many as thirty or forty. Such a swarm can reduce a pony to little more than bones within half a minute. Expect them to spit the bones out at any pony looking on – they apparently think this sort of thing is funny.

Creature Name: Fillydelphian Parasprite

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Flight (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 18-25

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds						
STR	10	7	—	—		Unarmed	END	100	110	82	55	27		—	Head/ Torso	1/2							
PER	40	30	20	10		Speechcraft	CHA	5	5	—	—	—		—									
END	20	15	10	—		Flight	AGI	20	50	37	25	12		—	Wings	1/4							
CHA	—	—	—	—		Small Guns	AGI	40	70	52	35	17											
INT	10	7	—	—		Additional Abilities/Effects:—Immune to intimidation and fear effects. <i>Stare</i> all you want, they’re un-phased. —Multiply: When this creature successfully deals at least one wound to a living, non-mechanical, non-ghoul target with its bite attack, it multiplies. 1d4								Movement 15 ft <i>Fly</i> 5 ft <i>Grnd</i>		Dmg/Wnd: 2 Crippled: 1 Maimed: 2							
AGI	60	45	30	15																			
LUCK	20	15	10	—																			

Add'l Equipment/Loot:

Parasprite Wings, 50% if undamaged

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	3d12 + 5	x2	—	—	—	—	—	Multiply (Above)
Spit	5d4 + 4	x2	20	—	—	—	—	Spits a non-organic item at the target. Requires prior action to pick up the item.

Zebra Remnants – The Caesar’s forces were scattered during the last weeks and days of the war; rumors of horrifying war machines and dissent within the zebra ranks ran rampant, chaos on the front lines as large numbers of zebra considered defection in the face of superior equestrian arms, armor and technology. The remnants are descendants of those forces that pulled together during these days and solemnly swore to continue to fight against the forces of Nightmare Moon and her pony legions at any cost. These zebra are fanatical, shooting even noncombatant ponies on sight and forcibly recruiting and subsequently brainwashing and indoctrinating zebra from settlements as a matter of principle. Their arms and training make them a force to be reckoned with in the wasteland.

Technicians – Certain zebra clans, predominantly the Propoli, chose to serve their Roamani leaders before the war in ways other than providing foot soldiers – they instead provided machines and technology for the war effort. Many technicians in the remnants are descendants of propoli survivors, specializing in zebra technologies such as robotics, megaspell-warheads and missiles, stealth technologies and even terminals. Technicians are given only the most basic and cursory combat and survival training, and are usually not given armaments during field operations.

Soldiers – Trained to survive on little more than rice and dried grasses, zebra soldiers were known for their incredible endurance and survivability long before the war. They are extremely well versed in stealth and guerrilla warfare; the remnants have maintained the same training and survival regimen among their soldiers that they employed before the war. Most zebra soldiers are armed with standard RK-74 Zebra Assault Rifles, though many also have small arms or sniper rifles depending on their deployment.

Hunters – These are the most fearsome combatants the remnant can field. Alchemically augmented, highly trained and veteran combatants, these terrifying elite stealth soldiers are dispatched to leave no trace of their actions except corpses and craters. They're trained in hoof to hoof combat, long and medium range weapons confrontation, and covert operations. Hunters are frequently dispatched, either alone or in small groups, to recover valuable information, eliminate potential threats, or track down traitors to the legion. They frequently carry stealth cloaks and are trained in the use of any melee, unarmed or long ranged weapon, aside from larger or more obtrusive weapons that can't be used with any degree of subtlety.

Steel Rangers/Applejack's Rangers – While differing radically in ideology, both Rangers organizations are structured similarly in terms of their division of pony-power and skill sets. After the schism, most steel rangers were successfully reintegrated into Applejack's rangers, and allowed to either operate under the Applejack's Rangers' credo or to peacefully leave the order. Many chose to leave the order in a body bag instead, and holdouts following the less-kind of the two orders' tenets are known to still exist.

Scribe – While not a large part of the public face of either of the Ranger organizations, the scribes serve a vital purpose to both orders – the preservation and restoration of prewar magic, technology, and the knowledge needed to operate both. They tend to be lightly armed and armored, kept far away from the fighting lines unless their presence is absolutely necessary to operate a device or reclaim technology.

Initiate – Normally, before a pony can be trained in the use of power armor or in the use of more advanced technologies, they must first prove themselves as an initiate of the order. These initiates are trained in basic weapons and armor use and sent to accompany patrols or to accomplish objectives that don't require as much expertise. Even scribes begin their tenure as rangers as initiates.

Knight – These armor-clad ponies are the mainstay of the ranger forces. Well trained, well-armed, and equipped with P-45d model powered armor and integrated SATS, the knights are a force to be reckoned with, especially from long range where their missiles and other explosives launchers are most effective. Knights usually travel in groups to maximize their effectiveness.

Paladin – Leaders of squads of knights and initiates, Paladins are well trained and tend to be armed with more versatile weapons than their subordinates. They are intelligent and resourceful foes not to be taken lightly, but rarely operate without support except under special circumstances.

Star Paladin – Star paladins are the most elite combatants that either of the ranger organizations can offer. Well equipped with superior arms and armor, these specialists are frequently dispatched as leaders of larger operations or on single missions of great importance. They are experienced, resourceful and deadly, and their experience is usually put to use by having them serve as adjutants to their local elder when not out on missions.

Creature Name: Ranger Scribe

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-12

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Melee	STR	25	45	18	12	6		15	Horn	1/4	
PER	50	37	25	12		Energy Weapons	PER	50	75	56	37	18		0	Head	1/2	
END	40	30	20	10		Explosives	PER	25	50	37	25	12		2	Torso	1	
CHA	60	45	30	15		Lock Picking	PER	25	50	37	25	12		2	Leg, FL	3/4	
INT	70	52	35	17		Big Guns	END	5	25	18	12	6		2	Leg, FR	3/4	
AGI	40	30	20	10		Survival	END	25	45	33	22	11		2	Leg, BL	3/4	
LUCK	30	22	15	7		Unarmed	END	50	70	52	35	17		2	Leg, BR	3/4	
Addt'l Equipment/Loot: Robe (Ranger Scribe), wt. 2 Sensor Module, 25% Scrap Electronics, 25% Misc. Tools (up to 3 wt.), 50% 2d10 Bottlecaps 1d2 Misc. Food, 50% Purified Water, 5%						Mercantile	CHA	75	105	78	52	26		Movement 10 ft Grnd Dmg/Wnd: 10 Crippled: 2 Maimed: 4			
						Speechcraft	CHA	50	80	60	40	20					
						Magic U	INT	100	135	100	67	33					
						Medicine	INT	50	85	63	42	21					
						Repair	INT	100	135	100	67	33	+10	Additional Abilities/Effects: —Ability Strain Pool: Max Strain 15, regenerates 1/hour.			
						Science	INT	100	135	100	67	33					
						Small Guns	AGI	25	45	33	22	11					
						Sneak	AGI	25	45	33	22	11					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
FIP-7 Magical Beam Pistol (mw)	4d8 + 5	x1.5	20	ME-Cell	30	Internal	3	
FS-4 10mm Pistol (mw)	4d6 + 2	x1	20	10mm	12	DTM	3	
Wrench (Tire Iron)	3d6 + 8	x1	—	—	—	—	3	Can deal non-lethal damage.

Spells (Name & Description)	MFD	Cost
Telekinesis —Can telekinetically lift up to 14 wt. Overflow doubles carry capacity.	1/—	1/—
Conjure Tool—Conjure a simple tool or item that lasts up to 14 minutes. Overflow doubles duration.	1	2
Polish—Raises an item's condition by 1 step (or recovers 1/10 of its maximum DT). Usable once per item per week.	1	2
Field Strip—Disassembles target weapon. Cannot target weapons held in TK. INT roll of variable MFD required for weapons not of common make or design (to establish familiarity). Passive +10 on repair rolls.	3/4	2
Magical Beam II—Functions as a 5d8+10 Magical Beam Rifle shot, without the Disintegration effect. Usable 14 times per day. Overflow adds 2d8 damage or grants it the Disintegration special effect. Target with Magic.	1	2
Repair— Raises an item's condition by 2 step (or recovers 1/4 of its maximum DT). Usable once per item per day.	3/4	3
Power Source—Power a small to medium device for 1 hour per cast (maintained for the duration of use). Can't power anything larger than a terminal. Can also replenish depleted spark batteries; each cast restores 1 battery to full.	1	2
Ward Against Radiation—+30% Rad resist. to targets, can be cast on up to 7 targets at once. 1 strain/hour to sustain.	1	3
Zap—Deals 3d12 damage, or 6d12 to cyborg, cybernetic, and arcanotech targets. Overflow allows damage to chain to one additional target within 15 feet of the initial target.	1	2

Creature Name: Rangers Initiate **Organization:**
(E/U)

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5-8

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Melee	STR	25	45	33	22	11		15	(Horn)	1/4	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		6	Head	1/2	
END	60	45	30	15		Explosives	PER	25	60	45	30	15		25	Torso	1	
CHA	40	30	20	10		Big Guns	END	25	55	41	27	13		25	Leg, FL	3/4	
INT	50	37	25	12		Survival	END	40	70	52	35	17		25	Leg, FR	3/4	
AGI	60	45	30	15		Unarmed	END	50	80	60	40	20		25	Leg, BL	3/4	
LUCK	20	15	10	5		Mercantile	CHA	25	45	33	22	11		25	Leg, BR	3/4	
Addt'l Equipment/Loot:___						Speechcraft	CHA	25	45	33	22	11		Movement 15 ft Grnd		Dmg/Wnd: 10 Crippled: 3 Maimed: 7	
Equestrian Reconnaissance Bard- ing, wt. 20						Magic (U)	INT	50	75	56	37	18					
Equestrian Recon Helmet, wt. 3						Medicine	INT	25	50	37	25	12		Additional Abilities/Effects:_____ —Ability Strain Pool: Max Strain 11, regenerates 1/hour.			
1d2 Misc. Food, 50%						Repair	INT	40	65	48	32	16					
Purified Water, 25%						Science	INT	40	65	48	32	16					
Dirty water, 25%						Small Guns	AGI	75	105	78	52	26					
2d10 units of ammunition						Sneak	AGI	40	70	52	35	17	+5				

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
IFR-9 Assault Rifle	5d8/3 + 7	x1	50	5.56mm	24	DTM	7	
FIR-9 Magical Beam Rifle	5d8 + 7	x1.5	50	MFC	24	DTM	8	
FS-4 10mm Pistol (mw)	4d6 + 7	x1	20	10mm	12	DTM	3	

Abilities/Spells/Recipes/Maneuvers (Name & Description)	MFD	Cost
Telekinesis —Can telekinetically lift up to 10 wt. Overflow doubles carry capacity.	1/—	1/—
Conjure Tool—Conjure a simple tool or item that lasts up to 14 minutes. Overflow doubles duration.	1	2
Detect Movement—Detects movement within 70' of the caster for up to one hour, differentiates between hostile and non-hostile. Overflow increases the range by 10'. Cannot be maintained. Functionally identical to Pipbuck EFS.	1	1
Magical Beam I—Functions as a 4d8+5 Magical Beam Pistol shot, without the Disintegration effect. Usable 5 times per day. Overflow adds 1d8 damage or grants it the Disintegration special effect. Target with Magic.	1	1
Polish—Raises an item's condition by 1 step (or recovers 1/10 of its maximum DT). Usable once per item per week.	1	2

Creature Name: Ranger Knight

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 12-20

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds		
STR	50	37	25	12	+10	Melee	STR	75	100	75	50	25	+10	15	Head	1/2			
PER	70	52	35	17		Energy Weapons	PER	100	135	100	67	33		40	Torso	1			
END	60	45	30	15		Explosives	PER	75	110	82	55	27		40	Leg, FL	3/4			
CHA	40	30	20	10		Big Guns	END	75	105	78	52	26		40	Leg, FR	3/4			
INT	50	37	25	12		Survival	END	50	80	60	40	20		40	Leg, BL	3/4			
AGI	60	45	30	15	-10	Unarmed	END	50	80	60	40	20		40	Leg, BR	3/4			
LUCK	20	15	10	5		Mercantile	CHA	25	45	33	22	11		40					
Addt'l Equipment/Loot: Ranger Powered Armor (P-45d), wt. 40 Ranger Powered Helmet (P-45d), wt. 5 1d2 Misc. Food, 50% 1d2 Purified Water, 25% 3d10 Gem Cells OR 5mm rounds, OR 1d4 Missiles, OR 2d4 40mm Grenades						Speechcraft	CHA	40	60	45	30	15		Movement 10 ft Grnd		Dmg/Wnd: 12 Crippled: 3 Maimed: 7			
						Medicine	INT	25	50	37	25	12							
						Repair	INT	50	75	52	37	18		Additional Abilities/Effects: _____					
						Science	INT	25	50	37	25	12							
						Small Guns	AGI	75	105	78	52	26	-10						
						Sneak	AGI	25	55	41	27	13	-10						
						—Gas Mask: Immune to inhaled toxins. —Lamp: This character is wearing a personal light source. Its beam can illuminate as daylight a 5' wide swath as far away as 20' from the character. —Rad Resistance: This character has 15% radiation resistance. —SATS: This character has SATS or a similar ability to quickly target shots. They have a SATS AP pool of 60, which regenerates at 5/combat round.													

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Shishkebab	4d10 + 20	x2	—	—	—	—	6	SATS cost 30. Fire on hit.
Minigun (x2)	6d12/10 + 7	x1	50'	5mm	240	DTM	18	SATS cost 30.
AER-20 Magical Gatling Beam (x2)	8d12/10 + 7	x1	50'	Gem Cells	240	DTM	18	SATS cost 30.
Missile Launcher (x2) (mw)	12d20/ 12d10	-4d10	75'	Missiles	1	Breech +5	20	SATS cost 55.
Machine Grenade Launcher (x2)	6d12/ 6d10	—	40'	40mm Grenade	40	DTM	20	SATS cost 30. Fires 2 grenades per action; targets must be adjacent to each other.

Paladin

Star Paladin

Tribals – Many of the ponies and zebra who survived the apocalypse have long since left their stables, either due to planned failure or for one of any number of other reasons. Once they left their shelters, with very little of society left to cling to, most ponies formed into relatively insular and self-supporting tribal societies. In most tribes, the majority of members are non-combatants.

Warrior – Tribal warriors are trained to defend their homes, and the homes of their tribe members, friends, and family. With few exceptions, tribal warriors may not have access to pre-war technology or the means to maintain it, meaning that most of their weapons are relatively crude in design.

Chieftain – Tribal chieftains are normally stronger, smarter, or simply more experienced warriors than their kin. Expect them to put up a fight – after all, their entire tribe is counting on them.

Mirelurks – The mutated descendants of the horseshoe crabs that frequented the coastline of Equestria before the war. Mirelurks are actually quite advanced, and have developed societies of their own since their accidental uplift by way of balefire holocaust. They are extremely territorial and defensive of their settlements, and are aggressive to anything that enters their domain or their young. Their tough outer carapace makes them very difficult to take down using conventional munitions, though experienced mirelurk hunters know to aim for the unarmored face to take one down with a minimum of fuss.

Creature Name: Mirelurk

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 6-18

MFD	1	¾	½	¼	+	Skills	ATT	RK	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	70	52	37	25		Survival	END	40	60	45	30	15		0	Face	1/4	
PER	40	30	20	10		Unarmed	END	75	95	70	47	23		15	Torso	1	
END	40	30	20	10		Speechcraft	CHA	20	40	30	20	10		15	Arm, L	3/4	
CHA	40	30	20	10		Sneak	AGI	40	70	52	35	17		15	Arm, R	3/4	
INT	40	30	20	10		<div>Additional Abilities/Effects: —Aquatic: This creature has a swim speed, and can still attack even when fully submerged in water.</div> <div>—Headbutt: When charging, this creature lowers its head to ram an opponent, blocking its face from view. Until it next acts after charging, its face is 3 MFD steps harder to target.</div>							15	Leg, L	3/4		
AGI	60	45	30	15									15	Leg, R	3/4		
LUCK	10	7	5	—									15	Leg, R	3/4		
<div>—Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the Hunter's STR to break free. Mirelurk Hunter cannot squeeze more than 2 targets at a time. If the arm holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit.</div>														Movement		Dmg/Wnd: 15	
														15 ft Grnd		Crippled: 2	
														30 ft Swim		Maimed: 4	
														Addt'l Equipment/Loot: _____			
														1d2 Mirelurk Meat			
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Claws						3d12+28	x2	—	—	—	—	—	Squeeze on hit.				
Tail Spike						3d5+14	x3	—	—	—	—	—					
Headbutt						28	x1	—	—	—	—	—	Usable only on a Charge				

Hunter – These are a mirelurk colony's most seasoned hunters, skilled at using their natural armor and weapons to best foes. They have at least a rudimentary understanding of tactics and have been known to set ambushes for ponies and to make use of the terrain to their advantage.

Creature Name: Mirelurk Hunter **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 9-21

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Survival	END	70	100	75	50	25		5	Face	1/4	
PER	60	45	30	15		Unarmed	END	90	120	90	60	30		20	Torso	1	
END	60	45	30	15		Speechcraft	CHA	40	60	45	30	15		20	Arm, L	3/4	
CHA	40	30	20	10		Sneak	AGI	70	100	75	50	25		20	Arm, R	3/4	
INT	50	37	25	12		<div>Additional Abilities/Effects: —Aquatic: This creature has a swim speed, and can still attack even when fully submerged in water.</div> <div>—Fearless: Immune to fear effects.</div> <div>—Fearsome: Ignore all crippled limbs and related penalties.</div>							20	Leg, L	3/4		
AGI	60	45	30	15									20	Leg, R	3/4		
LUCK	20	15	10	5													
<div>—Headbutt: When charging, this creature lowers its head to ram an opponent, blocking its face from view. Until it next acts after charging, its face is 3 MFD steps harder to target.</div> <div>—Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the Hunter's STR to break free. Mirelurk Hunter cannot squeeze more than 2 targets at a time. If the arm holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit.</div>																	
														<div>Movement</div> <div>15 ft Grnd</div> <div>30 ft Swim</div>		<div>Dmg/Wnd: 15</div> <div>Crippled: 3</div> <div>Maimed: 6</div>	
<div>Add'l Equipment/Loot:</div> <div>1d4 Mirelurk Meat</div> <div>Softshell Mirelurk Meat. 50%</div>																	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claws	3d12+40	x2	—	—	—	—	—	Squeeze on hit.
Tail Spike	3d6+20	x3	—	—	—	—	—	
Headbutt	40	x1	—	—	—	—	—	Usable only on a Charge

King – So-called mirelurk kings are actually evolved from a totally different species than normal mirelurks, but are seen frequently directing other mirelurks and coordinating colony activities. They have less armor overall and a clearly more well developed set of graspers on their arms that may indicate some level of tool use capability (though they have never actually been seen using tools) The relationship between Kings and normal mirelurks is poorly understood. The king moniker sticks, mostly because of the devastating sonic attacks these creatures unleash that remind onlookers that the role of dominant species in the wasteland is currently up for grabs, and also because of the distinct tendency of equestrian royalty to yell.

Creature Name: Mirelurk King **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 12-25

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Energy Weapons	PER	100	135	100	67	33		5	Head	1/2	
PER	70	52	35	17		Survival	END	60	100	75	50	25		10	Torso	1	
END	80	60	40	20		Unarmed	END	60	100	75	50	25		5	Arm, L	3/4	
CHA	40	30	20	10		Speechcraft	CHA	60	80	60	40	20		5	Arm, R	3/4	
INT	50	37	25	12		Sneak	AGI	50	80	60	40	20		5	Leg, L	3/4	
AGI	60	45	30	15		Additional Abilities/Effects: _____								5	Leg, R	3/4	
LUCK	10	7	5	—		—Aquatic: This creature has a swim speed, and can still attack even when fully submerged in water.								5			
Addt'l Equipment/Loot: _____														5			
Hatchling Mirelurk Meat, 50% _____														Movement		Dmg/Wnd: 18	
1d2 Mirelurk Meat _____														15 ft Grnd		Crippled: 6	
1d4 Softshell Mirelurk Meat _____														30 ft Swim		Maimed: 12	

Radigators – This is what happens when alligators are exposed to enormous amounts of balefire radiation. Unsurprisingly, not only does it not *kill* them, it makes them bigger and meaner. Go figure.

Creature Name: Radigator

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	90	67	45	22		Dig	STR	5	50	37	25	12		15	Head	1/2	
PER	40	30	20	10		Survival	END	50	120	90	60	30		15	Torso	1	
END	140	105	70	35		Unarmed	END	60	130	97	65	32		15	Leg, FL	3/4	
CHA	20	15	10	5		Swim	AGI	50	80	60	40	20		15	Leg, FR	3/4	
INT	40	30	20	10		Sneak	AGI	10	40	30	20	10		15	Leg, BL	3/4	
AGI	60	45	30	15		Additional Abilities/Effects: —Aquatic: This creature has a swim speed, and can still attack even when fully submerged in water.											
LUCK	10	7	5	—													
<p>—Crush: If a location is hit with a bite attack and is successfully Grabbed (using Grab, below), if it remains grabbed for at least one full round, it receives a number of wounds equal to the number of wounds required to cripple the grabbed location. This is not limited to non-vital extremities. For every full round it remains grabbed after the first complete round, it receives an additional wound.</p> <p>—Grab & Pull Under: Can grab opponents with teeth to hold them in place relative to the Radigator. Opposed STR roll, made post-hit with a bite attack. If the Radigator wins, it forces its target to remain adjacent and move with the Radigator on its subsequent actions. Single action (opposed Strength) to try to break free.</p> <p>—Immunity: Radiation. Immune to (but not healed by) radiation effects.</p>														<p>Movement</p> <p>5 ft Dig</p> <p>10 ft Grnd</p> <p>50 ft Swim</p> <p>Dmg/Wnd: 18</p> <p>Crippled: 7</p> <p>Maimed: 14</p>			

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	6d12+27	x2	—	—	—	—	—	Crush, Grab & Pull Under
Tail Slap	2d20+27	x1	—	—	—	—	—	Knockback 10' (away from Radigator) on successful hit.

Add'l Equipment/Loot:

1d2 Radigator Meat, 100%

Radigator Hide, 25%

1d4 Radigator Tooth, 50%

Hydra – A towering creature with multiple heads on long, prehensile necks and a penchant for eating smaller creatures whole. They tend to live in swampy environments, where they hunt as ambush predators but their fearsome reputation led both sides to attempt weaponization during the war; as a result hydra are frequently found in places nothing like the swamps from which they originate. The blood of a hydra is the primary ingredient in the drug of the same name.

Creature Name: Hydra

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 25-30

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Survival	END	5	95	71	47	23		5	Heads	3/4	
PER	100	75	50	25		Unarmed	END	50	140	105	70	35		25	Torso	1.5	
END	180	135	90	45		Speechcraft	CHA	20	30	22	15	7	+50	5	Leg, L	1	
CHA	20	15	10	—		Small Guns	AGI	50	70	52	35	17		5	Leg, R	1	
INT	20	15	10	—		Sneak	AGI	5	25	18	12	6		<div>Movement</div> <div>10 ft Grnd</div> <div>40 ft Swim</div> <div>Dmg/Wnd: 28</div> <div>Crippled: 9</div> <div>Maimed: 18</div>			
AGI	40	30	20	10		Additional Abilities/Effects: —+50 to intimidation rolls.											
LUCK	10	7	—	—		—Fear Effect: If a character has never encountered a Hydra before, they must make a Fear roll MFD 1 1/2.											
Add'l Equipment/Loot:						—Tainted: Fluid contact gives half of a bar of taint.											
Hydra (2d20 doses), containers						—Grab & Shake: A successful bite attack prompts a											
required, 100%						contested roll of Hydra STR against the target's END.											
Hydra Eggs (1d4), 50%						Losing results in the maiming of a random location, losing by 3 steps or worse results in in-											
						stant death.											
						—Regenerate: Heals 1d4 wounds per area per combat round. It can use this ability											
						Dmg/Wnd times per day. If a head is maimed, 2 heads grow back from regenerate.											
						—2 Heads Are Better: Starts with 1d4 heads (1 attack/head). See Regenerate effect.											
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						3d20 + 24	x1.5	30'	—	—	—	—	Grab & Shake (Above); each head may attack once per attack action, including charges.				

Automated Turrets - Produced by multiple companies on both sides of the zebra-pony war, automated gun turrets were a staple of pre-war defensive and security technology. They have two targetable locations – the hull (containing the gun and any armor), and the IFF chip. The IFF chip is generally located immediately behind or below the hull.

Guns – Gun turrets were a standard feature of security at most public and private institutions towards the end of the war. They were cheap, effective, and more easily maintained than mobile robotic security. Gun turrets are generally equipped with either standard or armor piercing ammunition.

Magical Beam – Magical energy beam weapons became fairly commonplace towards the end of the war, to the point where they began to be available for civilian use. It is unsurprising then that they were also integrated into security systems and defensive turrets.

Magical Pulse – Magical energy pulse emitters super-ionize the air their projectiles travel through, turning it into plasma that can melt a pony from the inside out. Plasma turrets are equipped with such fearsome weapons. These turrets are relatively rare, as the sophisticated electronics that support the pulse emitter were more expensive than more conventional weaponry for only moderately increased lethality

Creature Name: Mk I, II or III

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5

Stationary Gun Turret

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	—	—	—	—		Energy Weapons	PER	50	75	56	37	18		10	Hull (Torso)	1	
PER	50	37	25	12		Small Guns	AGI	50	80	60	40	20					
END	40	30	20	10		Additional Abilities/Effects: —Frenzy: If crippled in the targeting talisman, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!								3	Targeting Talisman	1/4	
CHA	—	—	—	—													
INT	30	22	15	7		—Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below). Debris will fall on any								Movement N/A ft Grnd		Dmg/Wnd: 8 Crippled: 2 Maimed: 4	
AGI	—	—	—	—	—												
LUCK	—	—	—	—	—												

Add'l Equipment/Loot: _____

None; Self Destruct _____

(Scrap Metal, 5%) _____

(Scrap Electronics, 5%) _____

(1d10 Ammo, 50%) _____

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Effects/Notes
Gun Turret	5d8+5	x1	50	(5.56mm)	
Magical Beam Turret	4d8+5	x1.5	40	(MEC)	Disintegration.
Magical Pulse Turret	5d8+5	x1.5	30	(MFC)	Disintegration.
Explosion	6d12	-2d12	—	—	Fire.

Automated Turrets – (Heavy Models) Heavier automated turrets were generally deployed near ministry-secured areas in remote locations where pony guards were either impractical or a liability. In terms of stationary defense platforms, they're unmatched for their size and durability-to-firepower ratios.

Creature Name: Mk IV, V or VI

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10

Stationary Gun Turret

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	—	—	—	—	—	Energy Weapons	PER	65	100					15	Hull (Torso)	1	
PER	70	37	25	12		Big Guns	END	60	100					5	Targeting Talisman	1/4	
END	80	30	20	10		Small Guns	AGI	75	100								
CHA	—	—	—	—	—	Additional Abilities/Effects:											
INT	30	22	15	7		—Frenzy: If crippled in the targeting talisman, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!											
AGI	—	—	—	—	—	—Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below). Debris will fall on anything below it, causing 1d20 damage per 5' of fall, Fire effect.											
LUCK	—	—	—	—	—	—Stationary: This character or creature is immobile, and cannot move under its own power.											
															Movement		
															N/A ft Grnd		
															Dmg/Wnd: 10		
															Crippled: 4		
															Maimed: 8		

Add'l Equipment/Loot:

None; Self Destruct

(Scrap Metal, 5%)

(Scrap Electronics, 5%)

(1d10 Ammo, 50%)

—Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below). Debris will fall on anything below it, causing 1d20 damage per 5' of fall, Fire effect.

—Stationary: This character or creature is immobile, and cannot move under its own power.

—Knows No Fear: Immune to Intimidation effects

—Single Minded: Immune to Persuasion Effects

—Linked Energy Reserve/Belt Feed Hopper: No need to reload.

—Configurable: Can be altered to fire any Big Gun, Small Gun, or Energy Weapon that fires 5.56mm, 5mm, Flamer Fuel, MFC, MEC, or Gem Cells as ammunition, of weight 18 or less, of reload type Internal or DTM. Alterations require that the turret be shut down, science roll MFD 1 and repair roll MFD 3/4. Standard armaments are listed below.

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Effects/Notes
Flame Turret	4d8+10	x2	10	(Flamer Fuel)	As Flamethrower.
Heavy Gun Turret	6d12+10	x1	50	(5mm)	
Gatling Beam Turret	8d12+10	x1	50	(Gem Cell)	Disintegration.
Heavy Pulse Turret	6d12+10	x1.5	30	(MFC)	Disintegration.
Explosion	6d12	-2d12	—	—	Fire.

Ponitron (Securitron) – These strange mono-wheeled robots with a screen set inside their ‘headless’ torso never became popular inside Equestria proper despite their incredibly durable design and extremely competent and combat versatile AI and weapons loadout. Manufactured in Caledonia, an equestrian satellite state, very little is known about them. Much of their lack of success is due to competing influences within the Equestrian military that were directly the result of the president of RoBronCo, Mister Horse, and his internal connections within the equestrian military industrial complex. Red Eye is known to have seized a pre-war factory in Fillydelphia filled with a large number of these robots that have never seen use.

[EDIT HERE](#)

-Missile Launchers (Barrage ability)

-Beam Weapons

Protectapony (Protectron) – Cheap, effective, and durable, these ponies of wire and steel were the main-stay of autonomous industrial robotics and the biggest money-maker for RobronCo industries. The first generation had a gun-metal grey armored ‘coat’ over their mostly hollow interior, with a light-up faceplate that hid a small magical energy beam projector for security uses and ‘self-defense’. Many Equestrian corporations employed these robots as security forces pre-war, and they were highly endorsed by the Ministry of Wartime Technology. The second generation replaced the gun-metal grey with a construction-equipment yellow.

Creature Name: Protectapony

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Melee	STR	25	45	33	22	11		5	Head	½	
PER	60	45	30	15		Energy Weapons	PER	50	80	60	40	20		10	Torso	1	
END	50	37	25	12		Unarmed	END	25	50	37	25	12		10	FL Leg	¾	
CHA	50	37	25	12		Mercantile	CHA	25	50	37	25	12		10	FR Leg	¾	
INT	40	30	20	10		Speechcraft	CHA	25	50	37	25	12		10	BL Leg	¾	
AGI	40	30	10	10		Repair	INT	15	35	26	17	8		10	BR Leg	¾	
LUCK	-					Science	INT	15	35	26	17	8					

Additional Abilities/Effects:

—Linked Energy Reserve: No need to reload.

—Integrated Weapon: Destroyed with the creature, cannot be looted.

Add'l Equipment/Loot: 1d2 Scrap Metal, 50%

1d6 Magical Energy Cells, 50%

1 Spark Battery, 25%

Movement

— ft Dig/Fly

5 ft Grnd

— ft Other

Dmg/Wnd: 10

Crippled: 2

Maimed: 5

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Reload	Range Inc.	Mag Sz	Wt	Ammo Type	Effects/Notes
FIP-7 Magical Beam Pistol (INTG)	4d8+5	X1.5	—	—	—	—	ME-Cell	Disintegration.

Robronco (Robo Brains) – RoBronCo developed these machines to use a pony brain as a processor. The brain is (usually) wiped completely clean of memories, and is encased in a biogel-glass hemisphere where the 'head' of these robots would otherwise be. They have two large treads alongside a roughly pony-shaped torso, and two mechanical armatures that extend out from rad around the level of the withers. These armatures have magical energy projectors attached to their ends.

Sentry Bot – Terrifying opponents that are little more than rolling weapons platforms, these were deployed during the war on both sides to function as mobile heavy weapons support. Many of them still guard highly sensitive locations. Generally speaking, sentry bots are a case of heavily armed, heavily armored bad news.

Creature Name: Sentry Bot

Organization:

Solitary (1)
Squad (7-12)

Pair (2)
Gang (13-20)

Patrol (3-6)
Horde (20+)

Level of Difficulty: 15-20

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Melee	STR	50	90	67	45	22		45	Head	1/2	
PER	50	37	25	12		Energy Weapons	PER	100	125	93	62	31		5	Targeting Talisman	1/10	
END	120	90	60	30		Big Guns	END	100	160	120	80	40		45	Torso	1	
CHA	—	—	—	—		Speechcraft	CHA	50	50	37	25	12		45	Arm, L	3/4	
INT	40	30	20	10		Sneak	AGI	10	30	22	15	7		45	Arm, R	3/4	
AGI	40	30	20	10		Additional Abilities/Effects: —Belt Fed: No need to reload. —Frenzy: If crippled in the targeting talisman, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, and will consistently target whatever creature is nearest to it—be they friend or foe! —Integrated Weapons: A sentry bot's weapons are destroyed with it, and cannot be looted. —Knows No Fear: Immune to Intimidation effects —Linked Energy Reserve: No need to reload. —Redundancies: This robot is ridiculously over-engineered, and suffers no penalties from crippled limbs. —Single Minded: Immune to Persuasion Effects —Targeting Talisman: The targeting talisman on a sentry bot is only visible from the rear, and cannot be targeted from the front.											
LUCK	10	7	—	—													
Add'l Equipment/Loot: 2d20 Gem Cells/5mm Ammo, 50% 1d2 Missiles, 50% 1d4 Scrap Metal, 80% 1d4 Scrap Electronics, 50% Fission Battery, 80%																	
															Movement 10 ft Grnd		
															Dmg/Wnd: 14 Crippled: 6 Maimed: 12		

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Big Gun (Melee)	3d8+24	x1	—	—	—	—	—	
Missile Launcher	12d20/ 12d10	4d10/ 5'	75'	Missiles	—	Breech +5	20	Belt Fed.
Gatling Laser	8d12/10	x1	50	Gem Cells	—	DTM	18	Disintegration. Linked Energy Reserve.
Minigun	6d12/10	x1	50	5mm	—	DTM	18	Belt Fed.

Mister Gutsy – Unlike its Mister Handy civilian counterpart, the mister gutsy was a dedicated military robot for the Equestrian Army. They are normally armed with a magical pulse weapon and a flamethrower in addition to a manipulating arm, and their military-grade artificial intelligences were top of the line before the war, especially for their size. They tend to have soldierly personalities, frequently shouting anti-zebra phrases both in and out of combat. They also possess a hover propulsion system that prevents them from setting off most mines or floor based traps and allows them to reach high-up areas with relative ease.

Mister Handy – Uncommon before the war except in upper middle class households that could not otherwise afford servants or as general cleaning staff in government or ministry-funded facilities, these robots had a fairly sophisticated AI and were capable of a wide variety of household tasks. Their hover propulsion systems allow them to get up into elevated areas without problems, and prevent them from setting off floor based traps and mines. They came standardly equipped with a grabbing arm as well as a buzz-saw and flamethrower. The mister gutsy model was a militarized variant.

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Wasteland Merchant (Earth Ponies, Unicorns) – Ponies travel the wasteland and sell things. This is rather dangerous (in case you weren't aware of this fact), so they tend to do so in groups, if at all. But hey, there're caps to be made. Also, trade saves the wasteland or something like that. Really, ponies get into this sort of thing to make caps, not to save anyone.

Caravan Guard (Earth Ponies, Unicorns, Pegasi) – Ponies travelling around selling things are not often personally well equipped to defend their merchandise. To rectify this state of affairs, they will frequently hire others to help with that task. Caravan guardin' ain't the best job, but it'll pay the bills. And if you're lucky, or good, you'll live to tell about it.

Settlement Militia (Earth Ponies, Unicorns) – In areas where there are ponies who have accrued *things* – anything of value at all, really – there will always be those out there who set about to take these things away, normally for their personal benefit. The vast majority of these ponies are not in the habit of asking politely first. Settlement militia ponies like these work to try and protect the homes and families from that sort of pony. Somepony needs to lay down the law – might as well be them.

Crusaders (Earth Ponies, Unicorns) – The wasteland kills ponies. Lots of ‘em. Pretty much every day, really. Well, not all of those ponies are prepared to die. Quite a few of them are just out trying to make ends meet, get enough food to survive until tomorrow, and bring back enough food to feed their starving family. Not all of those with foals make it back. The Crusaders are an organization that takes in foals like that; they may all be orphans, but orphans banding together can make a family that’s a whole hell of a lot better than dying out in the wasteland alone. Don’t underestimate these ponies just because they’re young – they know better than most what it takes to survive in a harsh, uncaring place like the wasteland.

Raiders (Earth Ponies, Unicorns) – Raiders are ponies who take what they want, when they want, and ain't into askin' politely.

Raider Grunt – the most commonly seen raiders are little more than grunts. This doesn't imply any sort of organizational structure, mind you – raiders fend for themselves, and follow only the extremely strong or brutal.

Creature Name: Raider Grunt **Organization:** Solitary (1) Pair (2) Patrol (3-6) **Level of Difficulty:** 2
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Melee	STR	50	75	56	37	18		10	Horn	1/4	
PER	60	45	30	15		Explosives	PER	30	60	45	30	15		5/8	Torso	1	
END	50	37	25	12		Big Guns	END	45	70	52	35	17		3/0	Head	1/2	
CHA	20	15	10	5		Survival	END	20	45	33	22	11		5	Leg, FR	3/4	
INT	40	30	20	10		Unarmed	END	50	75	56	37	18		5	Leg, FL	3/4	
AGI	60	45	30	15		Mercantile	CHA	5	15	11	7	—		5	Leg, BL	3/4	
LUCK	20	15	10	5		Speechcraft	CHA	5	15	11	7	—		5	Leg, BR	3/4	
Add'l Equipment/Loot: —Raider Barding (DT 5) & —Raider Helmet (DT 3) OR —Mercenary Leather Barding (DT 8) —1d8 caps (50% chance) —Radiated Food (50% chance) —Dirty Water (50% chance)						Magic (U)	INT	30	50	37	25	12		Movement 15 ft Grnd		Dmg/Wnd: 12	
						Small Guns	AGI	50	80	60	40	20				Crippled: 2	
						Sneak	AGI	45	70	52	35	17				Maimed: 5	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Sawed Off Shotgun (mw)	6d12/2+5	x1	20	12 Gauge	2	Breech	6	
.32 Pistol (mw)	4d4+5	x1	20	.32ccal	6	Revolver		
Spiked Shoes	3d8 + 15	x1	—	—	—	—	1	
Sledgehammer	4d8 + 15	x1	—	—	—	—	12	
IF-9 Assault Rifle	5d8/3+5	x1	50	5mm	240	DTM	7	Either mounted on a light battle saddle or wielded by a unicorn.
10mm Pistol (mw)	4d6+5	x1	20	10mm	—	DTM	3	
Tire Iron	3d6+15	x1	—	—	—	—	3	
.32 Hunting Rifle (mw)	4d8+5	x1	75	.32 cal	5	DTM	6	

Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Magical Arrow—Bolt of energy that hits for 3d6. Ignores 10 DT. Overglow adds 2d6 damage and ignores 10 more DT.	1	1
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.	1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.	1	2

Raider Lieutenant – Lieutenant is not really the right term for a leader of small groups of raiders; most raider bands are not very well organized, but in cases where there are leaders, the leader tends to be stronger or in some way physically superior to his subordinates, enforcing coordination through brute strength or cruel brutality rather than through charisma or intelligence. They're not the worst of the worst, but expect raider lieutenants to be more talented and cruel than their subordinates. Expect 1-2 lieutenants for each group of 4-10 grunts.

Creature Name: Raider						Organization:			Level of Difficulty: 8-15										
Lieutenant (Earth Pony/Unicorn)						Solitary (1) Squad (7-12)		Pair (2) Gang (13-20)		Patrol (3-6) Horde (20+)									
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds		
STR	70	52	35	17		Melee	STR	75	110	82	55	27		15	(Horn)	1/4			
PER	60	45	30	15		Explosives	PER	50	80	60	40	20		25*	Torso	1			
END	70	52	35	17		Lock Picking	PER	5	35	26	17	8		3	Head	1/2			
CHA	50	37	25	12		Big Guns	END	50	85	63	42	21		10	Leg, FR	3/4			
INT	60	45	30	15		Survival	END	50	85	63	42	21		10	Leg, FL	3/4			
AGI	60	45	30	15		Unarmed	END	50	85	63	42	21		10	Leg, BL	3/4			
LUCK	—	—	—	—		Mercantile	CHA	50	75	56	37	18		10	Leg, BR	3/4			
<div>Add'l Equipment/Loot: <u>Leather Barding, Reinforced (10 DT), 50%</u> <u>Equestria Combat Barding (25 DT), 50%</u> <u>Light Battle Saddle, 50%</u> <u>Food Item</u> <u>1 Healing Potion</u> <u>1d10 Shell Casings</u> <u>1 Dirty Water</u></div>						Speechcraft	CHA	35	60	45	30	15		<div>Movement <u>15 ft Grnd</u></div>		<div>Dmg/Wnd: <u>12</u> Crippled: <u>3</u> Maimed: <u>7</u></div>			
						Magic (U/Z)	INT	25	55	41	27	13							
						Medicine	INT	25	55	41	27	13							
						Repair	INT	20	50	37	25	12							
						Science	INT	50	80	60	40	20							
						Small Guns	AGI	75	110	82	55	27		Additional Abilities/Effects: _____					
						Sneak	AGI	50	85	63	42	21							
— Ability Strain Pool: Max Strain 13, regenerates at 1/hour. (Unicorn Only)																			

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes	
Combat Shotgun	6d12	x1	15	12 gauge	12	DTM	7		
Sledgehammer	4d8 + 28	x1	—	—	—	—	12		
.44 Magnum	5d10	x2	40	.44M	6	Revolver	3		
Minigun	6d12/10	x1	50	5mm	240	DTM	18	Attached to Battle Saddle.	
IFR-9 Assault Rifle	5d8/3	x1	50	5.56mm	24	DTM	7	Attached to Battle Saddle.	
Abilities/Spells/Recipes /Maneuvers (Name & Description)								MFD	Cost
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.								1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.								1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.								1	2

Raider Boss – Larger bands of raiders (any raider group with more than 20 members) often have multiple sub leaders, with a single exceptionally strong or brutal single leader. That’s the boss – the craziest, meanest, strongest or simply the most deadly of all of them. It’s rare, but at this level you sometimes also see leaders who have survived by charisma or smarts in addition to sheer brutality – those are the most dangerous. Raider bands big enough to have a boss tend to have tribal names or insignias – vipers, fiends, jackals, etc. – and control or menace multiple settlements or areas.

Creature Name: Raider Boss **Organization:** Solitary (1) Pair (2) Patrol (3-6) **Level of Difficulty:** 18-27
 Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Melee	STR	80	130	97	65	32		18	Horn	1/4	
PER	70	52	35	17		Explosives	PER	80	115	96	57	28		28	Torso	1	
END	100	75	50	25		Lock Picking	PER	15	50	37	25	12		18	Head	1/2	
CHA	60	45	30	15		Big Guns	END	80	130	97	65	32		28	Leg, FR	3/4	
INT	70	52	35	17		Survival	END	50	100	75	50	25		28	Leg, FL	3/4	
AGI	80	60	40	20		Unarmed	END	80	130	97	65	32		28	Leg, FL	3/4	
LUCK	10	7	5	—		Speechcraft	CHA	70	105	76	51	26		28	Leg, BL	3/4	
Addt'l Equipment/Loot: <u>Equestrian Combat Barding, Reinforced (25 DT)</u> <u>Reinforced Metal Helmet (15 DT)</u> <u>1d4 Healing Potions</u> <u>Purified Water 50%</u> <u>Irradiated Food 50%</u> <u>2d10 Bottlecaps</u>						Magic (U/Z)	INT	25	60	45	30	15					
						Medicine	INT	50	85	63	42	21					
						Repair	INT	30	65	48	32	16					
						Science	INT	45	80	60	40	20					
						Small Guns	AGI	80	120	90	60	30					
						Sneak	AGI	75	115	96	57	28					
														Movement 20 ft Grnd		Dmg/Wnd: 15 Crippled: 5 Maimed: 10	

Additional Abilities/Effects: —Ability Strain Pool: Max Strain 17, regenerates 1/hour.
 (Unicorns Only)

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Yao Guai Shoes	4d8 + 40	x3	—	—	—	—	10	
Super Sledge	4d10 + 40	x1	—	—	—	—	20	
Minigun	6d12/10	x1	50	5mm	240	DTM	18	
Point and Click (Sniper Rifle)	7d12	x5	300	.308 cal	8	DTM	10	Scoped.
Sparkle Grenade	10d20	2d20	10'	—	—	—	1	Has 1d2; Fire and Radiation Effects.

Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.	1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.	1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.	1	2

Raider Warlord – This is the scariest motherfucker in an entire horde of raiders. They have the strength and charisma to have united multiple large bands of raiders under their rule – you'll rarely see them with less than a hundred subordinates. Warlords lead barbarian hordes, scouring, consuming and destroying all in their path. They command through charisma, strength, endurance, and brutality, and are often somewhat legendary within the regions they menace. Just because they appear as hulking brutes doesn't mean they're stupid – don't make that mistake. In fact, just don't underestimate a raider warlord at all; they didn't take power easily, and it might be the last thing you do.

Creature Name: Raider Warlord **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 20-30

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	120	90	60	30		Melee	STR	100	160	120	80	40		21	(Horn)	1/4	
PER	70	52	35	17		Explosives	PER	90	125	93	62	31		38	Torso	1	
END	120	90	60	30		Lock Picking	PER	20	55	41	27	13		21	Head	1/2	
CHA	80	60	40	20		Big Guns	END	100	160	120	80	40		38	Leg, FR	3/4	
INT	80	60	40	20		Survival	END	50	110	82	55	27		38	Leg, FL	3/4	
AGI	80	60	40	20		Unarmed	END	100	160	120	80	40		38	Leg, BL	3/4	
LUCK	50	37	25	12		Speechcraft	CHA	80	120	90	60	30		38	Leg, BR	3/4	
Addt'l Equipment/Loot: —Metal Armor, Reinforced (32 DT) —Metal Helmet, Reinforced (15 DT) —1d10x10 caps —Purified Water 50% —Food Item 50% —Healing Potion 1d4 50%						Magic (U/Z)	INT	50	90	67	45	22		Movement 20 ft Grnd		Dmg/Wnd: 20 Crippled: 6 Maimed: 12	
						Medicine	INT	50	90	67	45	22					
						Repair	INT	50	90	67	45	22					
						Science	INT	50	90	67	45	22					
						Small Guns	AGI	90	140	105	70	35	-5				
						Sneak	AGI	75	125	93	62	31	-5				
Additional Abilities/Effects: —The Stare (Level 3)																	
—Ability Strain Pool: Max Strain 20, regenerates 1/hour. (Unicorns Only)																	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Power Hooves	4d10 + 60	x1	—	—	—	—	6	
Shishkebab	4d10 + 60	x2	—	—	—	—	6	Fire Effect.
Minigun	6d12/10+9	x1	50	5mm	240	DTM	18	
Boom Stick II: The Sluggening	10d12+9	x2.5	75	.45-70	6	Internal	5	Named Double Barreled Shotgun
Sparkle Grenade	10d20	2d20	10'	—	—	—	1	Fire and Rads Effects.

Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Icebolt—Create a large ice shard that deals 4d8 damage (Range 30', Crit x3). Overglow creates an additional bolt.	1	2
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.	1	2
Teleportation II—Travel up to 800.' Can teleport small objects (wt. < 2) independently. 1 layer of overglow per additional character teleported.	1	2
Royal Canterlot Voice—Project voice to be able to be heard over great distances. Provides a 1 MFD step bonus for intimidation rolls.	1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.	1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.	1	2

Plague Raiders – Want to know what’s worse than raiders? Insane cannibalistic raiders! These poor psychopaths have contracted the *blood hunger plague*, a terrifying illness that perforates the forebrain of its victims and drives them very rapidly to violent, cannibalistic insanity. Avoid fluid contact if you can help it, and whatever you do, don’t eat them!

Creature Name: Plague Raider **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5-20
(E/U)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Melee	STR	50	90	67	45	22		3	(Horn)	1/4	
PER	80	60	40	20		Explosives	PER	25	65	48	32	16		0	Head	3/4	
END	40	30	20	10		Big Guns	END	25	45	33	22	11		0	Torso	1	
CHA	40	30	20	10		Survival	END	5	25	18	12	6		0	Leg, FL	3/4	
INT	30	22	15	7		Unarmed	END	50	70	52	35	17		0	Leg, FR	3/4	
AGI	50	37	25	12		Mercantile	CHA	5	25	18	12	6		0	Leg, BL	3/4	
Additional Abilities/Effects: —Disease Chance: This creature is a vector for <i>Blood Hunger Plague</i> . Ingestion, voluntary or otherwise, is the primary vector. Infected will attempt to infect others. —Ability Strain Pool: Max Strain 7, regenerates at 1/hour. (Unicorn Only) —Mindsick: Ignore all crippled limbs and related penalties. Immune to fear effects. Cannot be reasoned with using speechcraft. +10 to Intimidation rolls. —One of Us: Will not attack any character that is infected with Blood Hunger Plague.						Speechcraft	CHA	5	25	18	12	6		0	Leg, BR	3/4	
						Magic	INT	50	65	48	32	16		0			
						Small Guns	AGI	50	75	53	37	18		0			
						Sneak	AGI	5	30	22	15	7		0			
														Movement 15 ft Grnd		Dmg/Wnd: 10 Crippled: 2 Maimed: 5	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Hooves	24	x1	—	—	—	—	—	
Bite	1d12+24	x1	—	—	—	—	—	Disease (see above)
Sawed Off Shotgun (mw)	6d12/2	x1	5	12 Gauge	2	Breech	6	Loses one die of damage per range increment unless using slugs. Firing only one round deals only 3d12.
Knife	3d4+24	x1	—	—	—	—	1	Disease (see above)
.32 Hunting Rifle	4d8	x1	75	.32 cal	5	DTM	6	

Add'l Equipment/Loot: 1d4 Basashi, 100% Fresh Apple, 50% Raider Barding (DT 5), 80% Raider Helmet (DT 3), 50% 1d6 Ammo, 50%	Spells (Name & Description) Telekinesis—Levitate up to 9 Macs. Flare—3d6 damage, range increment 25'. Illuminates everything within 30' of its path. Overglow adds 1d6 damage per layer.	MFD	Cost
		1	1/—
		1	2

Slavers and Slaves (Earth Ponies, Unicorns) – The ownership of another living, intelligent creature is immoral and wrong. That principle, like many of the higher ideals of pre-war times, has been forgotten in Equestria. Slavers such as those in Fillydelphia and U Cig are not above brutally destroying the minds and wills of those ponies (and zebra, donkeys, etc.) from whom they have already taken their freedom. The wasteland is a dark and terrifying place, but who knows what evil lurks in the hearts of ponies...?

Slave – The most pitiful creature you will likely ever encounter in any part of the wasteland is the slave. Beaten, broken, and totally without freedom, slaves are ponies kept alive as the property of others. It is very rare that you'll see a slave *without* telltale signs of physical abuse, usually including mutilation. If they're extremely lucky, they won't also have signs of extreme sexual abuse as well. Most slaves aren't very lucky. Due to the horrible conditions in which they're kept, the majority of slaves are malnourished and frequently diseased, gaunt figures just barely clinging to life. Don't count them out of a fight though – if they've lived as long as they have, they'll likely try to do whatever it takes to survive.

Slaver Grunts – The lowest rung on the slaver totem pole, grunts are often not much better off than slaves. Sure, they have weapons and a more regular source of higher quality food, but slaver grunts are often the ones who have to wade into the same conditions as the slaves themselves to make sure the work gets done. As a result they're frequently bitter and extraordinarily cruel to the slaves they oversee – after all, it's pretty easy to take out your aggression on helpless slaves who can't fight back. Slaver grunts are often the same sort found out in the wasteland, looking for easy 'merchandise' to pick-up.

Slaver Lieutenant – Not much better off than normal slavers, Slaver lieutenants are usually in charge of receiving and handling merchandise, and overseeing or coordinating other slavers. Not all are exceptionally cruel, but it takes a certain coldness to organize anything within an organization literally built on the backs of those held in bondage against their will. Lieutenants tend to be a fairly even mix of intelligent, physically strong or able, and charismatic. They know just whose frogs to grease to get tasks they need done, and don't lack the strength or resolve to crack a few skulls if the task calls for it.

Slaver Smooth Talker – Not all slavers are logistically savvy or hulking brutes built to bully others into submission. No, instead many slavers get by on simple, elegant guile. They trick their subordinates, or outwit and confuse their victims until they cannot help but do as they are told. Damaging a slave's body is horrible – damaging their mind, however, is a more lasting reward. Smooth talkers are as slick as they are deceptive, and will say whatever they think a pony will believe if it achieves their own ends. Slavers of this type are often tasked to bring in merchandise by convincing ponies to follow them until it's too late for them to escape from whatever trap has been set.

Slaver Visionary – Slavery is not an end unto itself. Rather, it is a means to an end – a tool, and wielded correctly, it can be used to further the greater good. Whether or not you agree with that statement, slaver visionaries believe it. This ‘ends justifies the means’ argument is how they recruit others to join their cause. They are intelligent and charismatic, and willing to kill, enslave, and potentially even die to further their cause. Radical behavior like this makes them unpredictable, and the intelligence and charm they use to mask the violence underlying their ideas can be both disarming and potentially deadly to those who lack resolve. Red-Eye himself is an extreme case, but a good example of this archetype.

Slaver Boss – For every Red-Eye preaching about sacrifice and a better tomorrow built on the backs of slaves, there is at least one pony like Chainlink Shackles. A true monster, an individual so hideously twisted that they have made it their governing purpose in life to subjugate and destroy the wills of all they come into contact with. They care little for individuals beyond themselves; even those with whom they align to accomplish their goals are merely ‘slaves to be.’ Nothing delights them more than crushing the dignity and individuality out of another living creature, or destroying every individual facet of a pony’s personality to turn them into little more than a living automaton that has no will to act on their own. For them, a true slave is not merely one that acts as told out of fear of reprisal, but one who cannot even form their own thoughts, whose will utterly annihilated, leaving little more than a shell. They are brutal, ruthless, and horribly intelligent. Encountering one in a situation where you can’t fight back directly is a deadly proposition.

Mercenaries (Earth Ponies, Unicorns, Griffins) – In a place like the Equestrian Wasteland, it's really not very hard to imagine that anyone could make a good living as a gun for hire. Even without all of the ponies trying to kill you, take your stuff, put you in chains, or all of the above, day to day life is just *dangerous*. Mercenary and bodyguard work fills an essential need for ponies just looking to get by without being shot themselves, especially merchants.

Talon Mercs – In central Equestria, by far the largest mercenary organization is the Talon Mercenary Company, frequently abbreviated as the Talons. Descendants of griffin mercenaries who fought both for and against Equestria during the war, this merc clan has the horse-power to take most of the large caravan and settlement defense contract work, and thrives as a result. Their primary fighting force is comprised entirely of griffins, and is noted for being able to respond rapidly and effectively to threats to their organization and clientele.

Creature Name: Talon/Griffin **Organization:** Solitary (1) Pair (2) Patrol (3-6) **Level of Difficulty:** 8-20
Mercenary Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	50	85	63	42	21		3	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		26+3	Torso	1	
END	70	37	25	12		Explosives	PER	75	110	82	55	27		5+13	Wing, L	3/4	
CHA	40	30	20	10		Lock Picking	PER	15	50	37	25	12		5+13	Wing, R	3/4	
INT	50	37	25	12		Big Guns	END	55	80	60	40	20		3	Leg, FL	3/4	
AGI	60	45	30	15		Survival	END	55	80	60	40	20		3	Leg, FR	3/4	
LUCK	50	37	25	12		Unarmed	END	55	80	60	40	20		3	Leg, BL	3/4	
Additional Equipment/Loot: Frag Grenade 1d2, 50% Talon Combat Barding, 100% Ammunition 1d10, 100% Combat Knife, 25% Bladed Wings, 50% Mercenary Contract (Note), 25% 						Mercantile	CHA	30	50	37	25	12		3	Leg, BR	3/4	
						Speechcraft	CHA	30	50	37	25	12					
						Medicine	INT	15	40	30	20	10					
						Repair	INT	15	40	30	20	10					
						Science	INT	15	40	30	20	10					
						Flight	AGI	50	80	60	40	20		Movement 15 ft Grnd 30 ft Fly		Dmg/Wnd: 12 Crippled: 4 Maimed: 7	
						Small Guns	AGI	75	105	78	52	27					
						Sneak	AGI	70	100	75	50	25					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
FI-9 Magical Beam Rifle	5d8 +7	x1.5	50	MFC	24	DTM	8	Disintegration.
RK-74 Zebra Assault Rifle	5d10/3 +7	x1	50	5.56mm	24	DTM	7	
IFD-86 Combat Shotgun	6d12 +7	x1	15	12 Gauge	12	DTM	7	Shotguns deal -1 die of dmg per range inc. from the target.
IFD-501 Sniper Rifle	5d12 +7	x4	300	.308 cal	5	DTM	10	Scoped
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage
(Combat Knife)	3d6+21	x3	—	—	—	—	1	
(Bladed Wings)	3d8+21	x4	—	—	—	—	3	

Maneuvers (Name & Description)	MFD
Zig-Zag (Dodge) - Allows you to re-roll your next flight-based dodge roll.	3/4
Aerial Dash — Move up to 2x flight movement in a single action.	3/4
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1.5
Hover — Allows held actions while in flight.	1.5
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	3/4

Pony Mercenaries (Earth Ponies, Unicorns) – While griffins as a race have a fairly long tradition of mercenary work, they're not as common as ponies in the equestrian wasteland. Many ponies good with a gun make their living as caravan guards, but those who are truly skilled join the ranks of mercenaries, taking contracts for specialized operations and wet work. Talon Company often hires pony mercs as subcontractors to accomplish jobs that they need extra bodies to pull off, or that they deem to be of low value to their company as a whole.

Creature Name: Mercenary **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5-15
(Earth Pony/Unicorn)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Melee	STR	50	60	45	30	15	+2	0	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		15	(Horn)	1/4	
END	50	37	25	12		Explosives	PER	70	105	78	52	26		8	Torso	1	
CHA	30	22	15	7		Lock Picking	PER	15	50	37	25	12		8	Leg, FL	3/4	
INT	30	22	15	7		Big Guns	END	55	80	60	40	20		8	Leg, FR	3/4	
AGI	60	45	30	15		Survival	END	55	80	60	40	20		8	Leg, BL	3/4	
LUCK	40	30	20	10		Unarmed	END	35	60	45				8	Leg, BR	3/4	
Additional Equipment/Loot: _____						Mercantile	CHA	15	30	22	15	7		Movement _____ ft Grnd		Dmg/Wnd: 10 Crippled: 3 Maimed: 6	
Frag Grenade 1d2, 50%						Speechcraft	CHA	15	30	22	15	7					
Mercenary Barding, 100%						Magic U/Z/Other	INT	55	70	52	35	17					
Ammunition 1d10, 100%						Medicine	INT	15	30	22	15	7					
Combat Knife, 25%						Repair	INT	15	30	22	15	7		Additional Abilities/Effects: _____ — Ability Strain Pool: Max Strain 11, regenerates 1/hour. (Uni. Only)			
						Science	INT	15	30	22	15	7					
						Small Guns	AGI	75	105	78	52	27	+2				
						Sneak	AGI	70	100	75	50	25					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
IFR-9 Assault Rifle	5d8/3 +7	x1	50	5.56mm	24	DTM	7	
FIR-9 Magical Beam Rifle	5d8+7	x1.5	50	MFC	24	DTM	8	
Grenade Rifle	3d20/3d20	-2d20	50	40mm Grenades	1	Breech	6	
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	75% Damage
(Combat Knife)	3d6+18	x3	—	—	—	—	1	Unicorns deal only 3d6+6.

Spells (Unicorn Only—Pick any two + Telekinesis) (Name & Description)	MFD	Cost
Mighty Telekinesis 1 (Lift up to 18 wt. without penalty)	1/—	1
Flare (Deals 3d6+5, layers of overglow add 1d6 and ignore 5DT. Fire special weapons effect. Range Increment 25'. Illuminates a 30' radius from its path, increased by 5' for every layer of overglow.)	1	2
Zap (Deals 3d12+5, 6d12+5 vs. machines. Range Increment 25'. Electricity special weapons effect. Overglow chains to an additional target within 15'.)	1	2
Light Show (Creates a pyrotechnics display visible at range.)	1	1
Fog Bank (Covers a 9 square foot area in fog up to 8' high. Fog provides a 1 MFD step targeting penalty.)	3/4	2
Magical Beam I (Deals 4d8+5, Range Increment 25'. Layers of overglow add 1d8. Usable 3x/day)	1	1

Mercenary Lieutenants – The Talons aren't the only mercenary game in town, and every mercenary troop is generally well organized enough to have a single leader to which its members report. A Merc Lieutenant is that leader. They're generally a cut above their rank and file members in terms of skills, but not necessarily in equipment or gear; many regions don't have a talon-equivalent dominant mercenary force, and are instead home to a larger number of smaller mercenary bands that take on smaller contracts or may even group together to take pieces of larger ones.

Creature Name: Mercenary LT. **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-20
(Earth Pony/Unicorn)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	55	90	67	45	22	+2	9+6	Head (Horn)	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27					
END	70	52	35	17		Explosives	PER	75	110	82	55	27					
CHA	40	30	20	10		Lock Picking	PER	15	50	37	25	12					
INT	40	30	20	10		Big Guns	END	75	110	82	55	27					
AGI	60	45	30	15		Survival	END	75	110	82	55	27					
LUCK	50	37	25	12		Unarmed	END	45	80	60	40	20					
Additional Equipment/Loot: Frag Grenade 1d4, 50% Mercenary Barding, 100% Ammunition 2d10, 100% Combat Knife, 25% Metal Helmet (Earth Pony only), 75%						Mercantile	CHA	20	40	30	20	10					
						Speechcraft	CHA	30	50	37	25	12					
						Magic U/Z/Other	INT	70	70	52	35	17					
						Medicine	INT	25	45	33	22	11					
						Repair	INT	25	45	33	22	11					
						Science	INT	15	35	26	17	8					
						Small Guns	AGI	100	105	78	52	27	+2				
						Sneak	AGI	70	100	75	50	25	Additional Abilities/Effects: — Ability Strain Pool: Max Strain 11, regenerates 1/hour. (Uni. Only)				

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
IFD-86 Combat Shotgun	6d12 +10	x1	15	12 Gauge	12	DTM	7	Shotguns deal -1 die of dmg per range inc. from the target
FIR-9 Magical Beam Rifle	5d8 +7	x1.5	50	MFC	24	DTM	8	
Minigun	6d12/10+7	x1	50	5mm	240	DTM	18	
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage
(Combat Knife)	3d6+21	x3	—	—	—	—	1	Unicorns deal only 3d6+6.

Spells (Unicorn Only—Pick any two + Telekinesis) (Name & Description)	MFD	Cost
Mighty Telekinesis 1 (Lift up to 18 wt. without penalty)	1/—	1
Sonic Scream (4d12+7 damage to targets, flamethrower-like cone. Affected suffer 2 MFD step penalty to audio PER for 1d4 rounds. Deals +2d12 versus machines. Ignores all non-sealed DT.)	1	2
Zap (Deals 3d12+7, 6d12+7 vs. machines. Range Increment 25'. Electricity special weapons effect. Overglow chains to an additional target within 15'.)	1	2
Light Show (Creates a pyrotechnics display visible at range.)	1	1
Fog Bank (Covers a 9 square foot area in fog up to 8' high. Fog provides a 1 MFD step targeting penalty.)	3/4	2
Magical Beam II (Deals 5d8+7, Range Increment 50'. Layers of overglow add 1d8. Usable 8x/day)	1	1

Stern or Gawdyna Grimfeathers – Stern and Gawd are special examples of mercenaries from the original story canon. Both are excellent examples of Mercenary Captains – leaders of a very large band of mercenaries that are extremely competent in both logistical skill and combat ability. The only significant difference between them is ideology and choice of weaponry. Stern uses either wing blades or an anti-machine rifle in combat, while Gawdyna uses her wing blades, combat knife or sniper rifle.

Creature Name: Merc. Captain **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 25
(Stern / Gawdyna Grimfeathers)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	50	85	63	42	21		12+6	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		26+6	Torso	1	
END	100	37	25	12		Explosives	PER	75	110	82	55	27		5+16	Wing, L	3/4	
CHA	50	37	25	12		Lock Picking	PER	15	50	37	25	12		5+16	Wing, R	3/4	
INT	50	37	25	12		Big Guns	END	80	120	90	60	30		6	Leg, FL	3/4	
AGI	70	45	30	15		Survival	END	80	120	90	60	30		6	Leg, FR	3/4	
LUCK	60	45	30	15		Unarmed	END	80	120	90	60	30		6	Leg, BL	3/4	
Additional Equipment/Loot: Frag Grenade 1d2, 50% Griffin Mercenary Combat Barding, 100% Ammunition 3d10, 100% Combat Knife, 50% Bladed Wings, 100% Griffin Mercenary Combat Helmet, 50%						Mercantile	CHA	65	90	67	45	22		Movement 15 ft Grnd 35 ft Fly		Dmg/Wnd: 20 Crippled: 6 Maimed: 10	
						Speechcraft	CHA	65	90	67	45	22					
						Medicine	INT	15	40	30	20	10					
						Repair	INT	45	70	52	35	17					
						Science	INT	15	40	30	20	10					
						Flight	AGI	50	80	60	40	20					
						Small Guns	AGI	100	135	101	67	33					
						Sneak	AGI	70	105	78	52	26					
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Anti-Machine Rifle						9d20 +8	x1	300	.50 cal	8	DTM	20	Ignores 50 DT.				
IFD-501 Sniper Rifle						5d12 +10	x4	300	.308 cal	5	DTM	10	Scoped				
(Frag Grenade)						6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage				
(Combat Knife)						3d6+28	x3	—	—	—	—	1					
(Bladed Wings)						3d8+28	x4	—	—	—	—	3					
Maneuvers (Name & Description)																	MFD
Zig-Zag (Dodge) — Allows you to re-roll your next flight-based dodge roll.																	3/4
Aerial Dash — Move up to 2x flight movement in a single action.																	3/4
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.																	1.5
Hover — Allows held actions while in flight.																	1.5
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.																	3/4
Aileron Roll (Dodge) — Redirect the next incoming damage to the location of your choice.																	1
Dive-Bomb— After losing altitude on a move action, deal bonus damage on an unarmed or melee attack equal to the altitude lost in feet. Can be used as part of an aerial charge or aerial dash as a free action.																	1

Enclave Soldiers – These bird-brains have been hiding up above the clouds, hoarding resources and fighting amongst themselves while the block out the sun with their oppressive cloud layer. Despite their superior pre-war technology and firepower, their isolationist and pegasus-first ideology is beginning to show signs of wear around the edges.

Creature Name: Enclave Soldier **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Melee	STR	20	60	45	30	15					
PER	70	52	35	17		Energy Weapons	PER	85	120	90	60	30		21	Head	1/2	
END	60	45	30	15		Explosives	PER	75	110	82	55	27		42	Torso	1	
CHA	40	30	20	10		Big Guns	END	80	110	82	55	27		42	FL Leg	3/4	
INT	50	37	25	12		Survival	END	50	80	60	40	20					
AGI	60	45	30	15		Unarmed	END	30	60	45	30	15		42	FR Leg	3/4	
LUCK	—					Mercantile	CHA	5	25	18	12	6		42	BL Leg	3/4	
<div>Add'l Equipment/Loot:</div> <div>Healing Potion (1d2), 50%</div> <div>Enclave Powered Armor (P-51f), with integrated Energy Reserve, four-pronged battle saddle and 2 wing covers, 100%</div> <div>Enclave Powered Helmet (P-51f), 100%</div> <div>2d6 MFCs, 100%</div>						Speechcraft	CHA	5	25	18	12	6		42	BR Leg	3/4	
						Medicine	INT	50	75	56	37	18		20	L Wing	3/4	
						Repair	INT	50	75	56	37	18		20	R Wing	3/4	
						Science	INT	50	75	56	37	18		Movement		Dmg/Wnd: 15	
						Flight	AGI	80	110	82	55	27		30 ft Fly	Crippled: 3		
						Small Guns	AGI	20	50	37	25	12		15 ft Grnd	Maimed: 6		
						Sneak	AGI	50	80	60	40	20					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Reload	Range Inc.	Mag Sz	Wt	Ammo Type	Effects/Notes
Magical Pulse Rifle	5d12+8	X2	DTM	50	12	8	MFC	Disintegration
Plasma Grenade	10d20	-6d20	—	10	—	0.5	—	1 per Soldier.
Hoof/Wing	12	X1	—	—	—	—	—	
Enclave Stinger Tail	4d6+12	x4	—	—	—	—	—	Poison—See Below. Unarmed.

Additional Abilities/Effects:
 —All level 0 Flight Maneuvers
 —Poison: On each sting that penetrates armor, MFD 1 END to resist. Every additional sting a character has received in a round makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated.
 —Fear Effect: If you've never encountered Enclave Soldier (or a variant) before, you must make a fear roll against MFD 1/4.

Maneuvers (Name & Description)	MFD
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1
Cloud Cover — Create a single, pony-sized cloud.	1
Downdraft — Direct a strong current of air downwards.	3/4
Hover — Allows held actions while flying.	1
Zig-Zag (Dodge)— Perform to allow a re-roll of your next aerial dodge.	3/4
Barrel Roll (Dodge) — Spread damage out across multiple locations.	1/2
Basic Contrail (Passive) — May choose to leave a thin, 5' wide trail of clouds behind you as you fly.	—
Dive-bomb— Altitude lost converted directly to damage on next melee or unarmed attack. Can be used as part of an Aerial Charge.	3/4
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	1/2

Ghouls – When the balefire bombs fell on Equestria, millions died. But the necromantic radiative energies that balefire presents and continues to generate, even after detonation have a curious side effect. Out of every 10,000 ponies that would have died, for some reason... one didn't. They just kept on living. Baked and charred by the radiation, these ponies remain alive, though not in the same sense that they were before the radiation. The dramatically altered appearance makes them look more like a member of the living dead than the pony they once were, earning them a ghastly nickname: Ghouls.

Ferals – Most ghouls do not retain their sanity after transforming into a creature that looks like it might have had a role in an old monster movie. They become feral ghouls, or ferals. They often retain some portion of their intelligence, but have no memories of their life and are gripped with an inequine hunger for the flesh of non-ghoulified ponies.

Creature Name: Feral Ghoul

Organization:

Solitary (1)
Squad (7-12)

Pair (2)
Gang (13-20)

Patrol (3-6)
Horde (20+)

Level of Difficulty: 2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	40	30	20	10		Unarmed	END	50	70	53	35	17		0	Head	1/2					
PER	40	30	20	10		Speechcraft	CHA	30	40	30	20	10		10	(Horn)	1/4					
END	40	30	20	10		Sneak	AGI	10	40	30	20	10		0	Torso	1					
CHA	20	15	10	—		<div>Additional Abilities/Effects: —Fear Effect: If a character has never encountered a Ghoul before, they must make a Fear roll MFD 1/4.</div> <div>—Grab and Pull: If two or more ghouls have succeeded in biting a single character or creature and breaking DT within the same round, as a free action each ghoul after the first that succeeds in breaking DT may roll STR versus the target's END, an opposed roll. If the ghoul wins by more than 1MFD step (i.e. a 1/4 roll versus a 3/4 roll, but not a 1/4 roll versus a 1/2 roll) the target becomes maimed in one randomly selected location. If the second ghoul targeted a non-essential extremity with their attack (leg, wing, etc.) that area is lost instead, and no random roll is required. Scoodle RIP.</div> <div>—Healed by Radiation: Radiation heals 1 wound/location per 50 rads every combat round (50 rads removed per wound). Radaway is harmful if ingested, dealing 1 wound to a random location per 25 rads removed.</div>												0	Leg, FL	3/4	
INT	20	15	10	—														0	Leg, FR	3/4	
AGI	60	45	30	15														0	Leg, BL	3/4	
																		0	Leg, BR	3/4	
														Movement 15 ft Grnd		Dmg/Wnd: 10 Crippled: 2 Maimed: 3					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Hooves	12	x1	—	—	—	—	—	
Horn	2d6 + 12	x3	—	—	—	—	—	+2d6 on a Charge. Unicorns only.
Bite	2d4 + 12	x1	—	—	—	—	—	

Add'l Equipment/Loot:

1d4 Bottlecaps, 10%

Dirty Water, 10%

Pre-war Clothes, 10%

Random Foal's Toy, 15%

Pass Card, 15%

Baseball Bat, 5%

Baseball Glove, 5%

Glowing pOne – In addition to having lost their minds, glowing pOnes have become living conduits of the balefire radiation that so dramatically altered their form. They emit radiation constantly into their surrounding area at low levels, and are capable of focusing to release a heavy burst of radiation with an additional concussive effect. About 1 in every 500 ghouls is a Glowing pOne.

Creature Name: Feral Ghoul

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 8

Glowing POne

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	50	37	25	12		Unarmed	END	75	115	86	57	28		0	Head	1/2					
PER	40	30	20	10		Speechcraft	CHA	30	40	30	20	10		10	(Horn)	1/4					
END	80	60	40	20		Magic	INT	70	80	60	40	20		0	Torso	1					
CHA	20	15	10	—		Sneak	AGI	20	50	37	25	12		0	Leg, FL	3/4					
INT	20	15	10	—		Additional Abilities/Effects: <u>—Fear Effect: If a character has never encountered a Ghoul before, they must make a Fear roll MFD 1/4.</u>												0	Leg, FR	3/4	
AGI	60	45	30	15														0	Leg, BL	3/4	
														0	Leg, BR	3/4					
—Grab and Pull: If two or more <u>ghouls</u> have succeeded in biting a single character or creature and breaking DT within the same round, as a free action each ghoul after the first that succeeds in breaking DT may roll STR versus the target's END, an opposed roll. If the ghoul wins by more than 1MFD step (i.e. a 1/4 roll versus a 3/4 roll, but not a 1/4 roll versus a 1/2 roll) the target becomes maimed in one randomly selected location. If the second ghoul targeted a non-essential extremity with their attack (leg, wing, etc.) that area is lost instead, and no random roll is required. Scoodle RIP.																Movement 20 ft Grnd		Dmg/Wnd: 10 Crippled: 3 Maimed: 5			
—Healed by Radiation: Radiation heals 1 wound/location per 50 rads every combat round (50 rads removed per wound). Radaway is harmful if ingested, dealing 1 wound to a random location per 25 rads removed.																					

—Radioactive: Emits ambient radiation at rate of 1 rad/sec within a radius of <END*5>. Can't absorb its own radiation. Radaway is harmful, dealing 1 wound to a random location per 25 rads removed. Glowing pOnes start with a radiation level of 200 rads.

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Hooves	20	x1	—	—	—	—	—	
Horn	3d6 + 20	x3	—	—	—	—	—	+3d6 on a Charge. Unicorns Only.
Bite	3d4 + 20	x1	—	—	—	—	—	Rads.

Addt'l Equipment/Loot:

2d4 Bottlecaps, 10%

Dirty Water, 10%

Pre-war Clothes. 10%

Random Foal's Toy, 15%

Pass Card, 15%

Baseball Bat: 5%

Baseball Glove, 5%

Baseball Glove, 5%

Abilities/Spells/Recipes /Maneuvers (Name & Description)
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MFD	Cost
-----	------

Irradiate— Increase the ambient radiation levels in a 10' radius around the Glowing pOne to 5 rads per combat round. Lasts for 20 Combat rounds (2 Minutes).

Rad Burst— The Glowing pOne explodes with stored ambient radiation, dealing 6d12 damage to everything within a 10' radius. Rad burst damage carries the Rads special weapon effect, dealing 25 rads per 10 damage dealt. Characters and non-ghoul critters within this radius must succeed at a STR roll MFD 3/4 or will be knocked back 5' away from the ghoul and knocked down.

1	50 Rads
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1	50 Rads
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Reavers – This is the rarest type of balefire radiation ghoul. Reavers are exceptionally hardened by the effects of radiation on their body, with dramatically increased strength, exceptionally tough skin and bones, the ability to focus the radiation in their environment into a grenade-like ball of ichor that can be thrown at would-be victims. While most ghouls are individually rather weak and only frightening in great numbers to armed ponies, a single reaver can wipe out entire settlements. Like the majority of other ghouls, their mind is completely gone; unlike other variants, no reaver has ever been found to retain any aspects of their original personality – possibly as a result of the extreme magnitude of their mutation. About 1 in every 5,000 ghouls is a Reaver.

Creature Name: Feral Ghoul **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 30
 Reaver Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Unarmed	END	100	200	150	100	50					
PER	50	37	25	12		Speechcraft	CHA	75	100	75	50	25		20	(Horn)	1/4	
END	200	150	100	50		Magic (U)	INT	100	120	90	60	30		0	Head	1/2	
CHA	50	37	25	12		Sneak	AGI	30	60	45	30	15	-5	20	Torso	1	
INT	40	30	20	10		Additional Abilities/Effects: —Ability Strain Pool (Unicorns and Zebra only): <u>Max Strain 24, regenerates 1/30 minutes, or 1/5 minutes if in radiation.</u> —Fear Effect: If a character has never encountered a Feral Ghoul Reaver before, they must make a Fear roll								20	Leg, FL	3/4	
AGI	60	45	30	15	-5									20	Leg, FR	3/4	
LUCK	40	30	20	10										20	Leg, BL	3/4	
MFD 3/4.																	
—Grab: Can grab opponents with teeth to hold them in place. Opposed STR roll, made post-hit with a bite attack. Single action (opposed Strength) to try to break free.																	
—Grab and Pull: If two or more ghouls have succeeded in biting a single character or creature																	

—Grab: Can grab opponents with teeth to hold them in place. Opposed STR roll, made post-hit with a bite attack. Single action (opposed Strength) to try to break free.
 —Grab and Pull: If two or more ghouls have succeeded in biting a single character or creature and breaking DT within the same round, as a free action each ghoul after the first that succeeds in breaking DT may roll STR versus the target's END, an opposed roll. If the ghoul wins by more than 1MFD step (i.e. a 1/4 roll versus a 3/4 roll, but not a 1/4 roll versus a 1/2 roll) the target becomes maimed in one randomly selected location. If the second ghoul targeted a non-essential extremity with their attack (leg, wing, etc.) that area is lost instead, and no random roll is required. RIP Scoodle.
 —Healed by Radiation: Radiation heals 1 wound/location per 50 rads every combat round (50 rads removed per wound). Radaway is harmful if ingested, dealing 1 wound to a random location per 25 rads removed.
 —Mindless: Immune to fear effects and mind affecting spells (automatically succeeds all willpower rolls).
 —Terrifying Presence: Once per round, this character may make an intimidate roll as a free action against all opponents within 10'.

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Bite	2d10+50	x2	—	—	—	—	—	Grab; Grab and Pull (see above)
Hooves	50	x1	—	—	—	—	—	
Thrown Guts	10d20	-4d20	15	Guts	END	—	1	Rads. Targeted with Magic (even for non-unicorns; see below)
Horn	3d6+50	x3	—	—	—	—	—	+3d6 on a Charge. Unicorns Only

Add'l Equipment/Loot:	Abilities (Name & Description)	MFD	Cost
Metal Armor, 20%			
Addictive Drugs/Chems, 15%			
Non-addictive Drugs/Chems, 15%			
1d4 Bottlecaps, 100%			
1d10 random ammunition, 25%			
Teddy Bear, 20%			
	Thrown Guts—Rips out a portion of the ghoul's own internal organs to throw the radiation-laden sludge at a target. The ghoul suffers one wound to the torso to activate. The sludge explodes on contact, coating the victim and those nearby in radioactive gore. Requires no roll to activate; target with magic. Thrown range increment is 15' per MFD step penalty, max range 60'.	—	END
	Irradiate (Unicorns and Zebra only; Unicorns cannot cast this if their horn is crippled or removed) —Radiation level within 25' of the caster is increased to +5 Rads/Sec for 5 combat rounds.	1	4

Canterlot Ghouls (Earth Ponies, Unicorns) – While similar in appearance and behavior to ‘normal,’ balefire radiation-spawned ghouls, Canterlot ghouls are in fact quite different. For one, they are significantly more dangerous; Canterlot ghouls cannot be killed by many conventional weapons, and have an extremely difficult-to-deal-with regenerative effect when maimed or harmed.

Creature Name: Feral Canterlot Ghouls (Earth Pony/Unicorn) **Organization:** Solitary (1) Squad (7-12) Pair (2) Gang (13-20) Patrol (3-6) Horde (20+) **Level of Difficulty:** 25-40

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Melee	STR	50	75	54	37	18		3	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	25	60	45	30	15		23	(Horn)	1/4	
END	60	45	30	15		Explosives	PER	25	60	45	30	15		3	Torso	1	
CHA	40	30	20	10		Big Guns	END	25	50	37	25	12		3		3/4	
INT	30	22	15	7		Survival	END	20	50	37	25	12		(23)	Leg, FL	3/4	
AGI	60	45	30	15		Unarmed	END	25	55	41	27	13		3	Leg, FR	3/4	
LUCK	—	—	—	—		Speechcraft	CHA	40	60	45	30	15		3	Leg, BL	3/4	
						Magic (U)	INT	65	80	60	40	20		3	Leg, BR	3/4	
Additional Abilities/Effects:														Movement 15 ft Grnd Dmg/Wnd: 10 Crippled: 3 Maimed: 6			

—Invokes fear roll MFD 1/4 at first sighting.

—Reform: Unless the brain and/or spine is destroyed, if maimed in any location a Canterlot ghouls will return to full health on its next action. Reforming takes 1 combat action.

—Ability Strain Pool (unicorns only): Max Strain 12, regenerates 1/minute while in pink cloud of density level 1 or greater, 1/hour elsewhere. —Cloud Breath: Canterlot ghouls can inhale deeply and exhale a cloud of density-level 4 (Choking) pink cloud. This can only be done in low cloud density areas (density level 0 or 1). Targets within 5’ of the cloud suffer as though they had spent 6 seconds (a full combat round) in the cloud’s radius. Unless wearing a breathing apparatus, this will deal 2d4 wounds to both the head and torso and an additional wound to every exposed location, potentially including the head and/or torso.

—Grab and Pull: if two or more ghouls have succeeded in biting a single character or creature and breaking DT within the same round, as a free action each ghouls after the first that succeeds in breaking DT may roll STR versus the target’s END, an opposed roll. If the ghouls wins by more than 1MFD step (i.e. a 1/4 roll versus a 3/4 roll, but not a 1/4 roll versus a 1/2 roll) the target becomes maimed in one randomly selected location. If the second ghouls targeted a non-essential extremity with their attack (leg, wing, etc.) that area is lost instead, and no random roll is required. Scoodle RIP.

—Broadcaster: Some feral Canterlot ghouls still wear corrupted pipbuck broadcasters. At point blank range (within five feet), they deal 6 wounds to both the head and torso every combat round (that’s 1 wound per second). Every five feet away from the device lowers the number of wounds dealt per round by 1, to a minimum of 1 wound per combat round between 30 and 35 feet. The broadcaster is on the left foreleg, has DT 20, and can be destroyed if it receives more than 30 damage in a single attack.

Weapon Name	Damage Direct/ 5’ Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Teeth	2d12+10	X2	—	—	—	—	—	Grab—Can grab opponents with teeth to hold them in place.
Hooves	10	X1	—	—	—	—	—	
Horn	3d6+10	x5	—	—	—	—	—	+3d6 on a charge.

Add’l Equipment/Loot:

Corrupted Broadcaster Module, 25% if present (roll pre-encounter)

Pre-war Clothes (assorted types), 10%

Abilities/Spells/Recipes /Maneuvers (Name & Description)

	MFD	Cost
Telekinesis	1	1/—
Pink Cloud—Creates a 5’ radius, 10’ cylindrical area centered within 15’ of the caster of dense (Density level 3) pink cloud. The cloud dissipates slowly, reducing density by 1 level per hour unless accelerated by airflow or water.	3/4	2
Cloud Breath—See Above. Targeted with Big Guns, MFD 1 under normal conditions. MFD may be affected by ambient airspeed (wind, etc).	—*	—

Canterlot Ghoul Zebra – The ruins around the base of Canterlot Spire were home to a large number of zebra refugee ‘towns,’ where zebra native to Equestria were gathered, often by force, and kept under close watch by equestrian military forces. Many of them were actually strong supporters of Equestria, mistreated as a result of the hostility towards their race that developed as the war dragged on. Regardless of their race, they too suffered from the noxious pink cloud that spilled down from the top of the mountain, driven savage and near-feral from the magical poison. Unlike most Canterlot ghouls, rather than simply use what tools, armor and weapons they fused to, Canterlot ghouls have been known to create and wield tribal weaponry. It’s possible that the magic of the cloud was diluted, and thus affected their mind slightly less than it did those trapped nearer to the source.

Creature Name: Feral Canterlot Ghoul (Zebra) **Organization:** Solitary (1) Pair (2) Patrol (3-6) Squad (7-12) Gang (13-20) Horde (20+) **Level of Difficulty:** 25-40

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	75	110	82	55	27		6	Head	1/2	
PER	70	52	35	17		Explosives	PER	50	85	63	42	21		6	Torso	1	
END	60	45	30	15		Big Guns	END	20	50	37	25	12		6	Leg, FL	3/4	
CHA	40	30	20	10		Survival	END	100	130	97	65	32		6	Leg, FR	3/4	
INT	30	22	15	7		Unarmed	END	75	110	82	55	27		6	Leg, BL	3/4	
AGI	70	52	35	17		Speechcraft	CHA	40	60	45	30	15		6	Leg, BR	3/4	
LUCK	—	—	—	—		Magic	CHA	50	70	52	35	17					

Additional Abilities/Effects: —Invokes fear roll MFD 1/4 at first sighting.
 —Reform: Unless the brain and/or spine is destroyed, if maimed in any location a Canterlot ghoul will return to full health on its next action. Reforming takes 1 combat action.
 —Cloud Breath: Canterlot ghouls can inhale deeply and exhale a cloud of density-level 4 (Choking) pink cloud. This can only be done in low cloud density areas (density level 0 or 1). Targets within 5’ of the cloud suffer as though they had spent 6 seconds (a full combat round) in the cloud’s radius. Unless wearing a breathing apparatus, this will deal 2d4 wounds to both the head and torso and an additional wound to every exposed location, potentially including the head and/or torso.
 —Bloatsprite Poison: Poison effect on each spine shot that penetrate armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated.

Movement 15 ft Grnd	Dmg/Wnd: 10 Crippled: 3 Maimed: 6
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Weapon Name	Damage Direct/ 5’ Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Zebra Spear	4d8 + 28	x1.5	20’	—	1	—	3	1 MFD step penalty to targeting if thrown. Poisoned—as Bloatsprite Poison
Hooves	51	x1.5	—	—	—	—	—	Ignores 15 DT

Add’l Equipment/Loot:	Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
1d4 Zebra Spears	Cloud Water Potion—Drink/Throw. Range Increment 10, Max range 15’	3/4	—
Bloatsprite Wings, 50%	- Heals Canterlot ghouls 1d4 wounds to all locations if imbibed or successfully hit. On non-ghouls, a successful hit deals 1d4 wounds AoE		
Bloatsprite Poison Gland, 50%	Damage and target must make an AGI roll to remove any articles, or they will begin to fuse with that character’s skin.		
1d20 Bottlecaps	Cloud Breath—See Above. Targeted with Big Guns, MFD 1 under normal conditions. MFD may be affected by ambient airspeed (wind, etc).	—*	—
Teddy Bear or Random Toy, 5%			
1d2 Cloud Water Potions			

Canterlot Ghoul Foals (Earth Ponies, Unicorns) – Colts, Fillies and foals died in Canterlot, same as the rest. And, same as the rest, not all of them stayed dead. Judge them not by their size, these feral foals are just as dangerous as their larger counterparts. Packs of ghoulish unicorn foals still roam the halls of Celestia's school for gifted unicorns; many of them have learned to use the corrupted magic of the cloud as a focusing point for their spellcasting abilities.

The Lost Herd – The lost herd are terrifying abominations borne of the fall of Canterlot and the misguided attempts of Fluttershy's ministry of peace to protect the lives of foals at all costs. Protected by Mk IV Omni-Environmental suits complete with integrated healing talismans that incorporate zebra soul-binding healing magic, fillies and colts wearing these suits were kept safe from the initial spread of the Pink Cloud through the region surrounding Canterlot. They were the only survivors of the rush of deadly pink gas that flooded the city. Even the best magical filters couldn't keep out the noxious anti-magic poison forever, though, and it was only a matter of time before the lost, scared and confused foals within these suits became its victims. The suit's talismans mitigated the effects of the cloud significantly, preserving all but the sickliest foals and turning them into terrifying abominations as they fused with the cloud and the suit that had prevented their death. They are exceptionally deadly opponents, their small size and armored suits containing pink cloud in deadly concentrations, easily released in the event of perforation. The magic of their corrupted suit talismans and backups makes anything less than total disintegration useless against them.

Alicorns – No pony in the wasteland with knowledge of recent wasteland history likes alicorns. When alicorns show up, they do one of three things – destroy everything they deem unworthy, take recruits and prisoners, or both. Usually both. They followed this pattern for nearly 50 years before Stable 2 opened, and while this wasn't their only mode of operation, it is the one for which they are remembered – and feared. While they are essentially fully reformed as a race as a result of the actions of Little Pip and Velvet Remedy, this is a recent event – many do not yet realize that the alicorns now walking the wasteland are not the same ones that served as extensions of the Goddess' will not so long ago. While individual alicorns have a very similar power set of extremely powerful magical abilities, the spells available to an individual alicorn are directly linked to their color, reflecting one of the three core minds that originally combined to form The Goddess.

Blue – Blue alicorns are masters of stealth, capable of powerful illusion magic. This type of alicorn is most closely linked to the most controlling mind within the Goddess; all alicorns of this color possess an invisibility spell, and many are believed to know spells geared towards assassination without detection.

Green – Green alicorns all possess spells that rely on synergy with each other. Green alicorns all possess a lightning spell that is particularly lethal against flying targets, and can work together to create an incredibly powerful shield. While acting as shield batteries, green alicorns are more or less totally immobilized and left exceptionally vulnerable. This color of alicorn is also reputed to have exceptionally strong telepathic abilities, and have been seen used as telepathic 'repeaters' of sorts.

Purple – Purple alicorns are magically the most dangerous variety of alicorn, and possess powerful teleportation magic. Under the Goddess, these alicorns see use both as shock troops and as rapid transport for other colorations of alicorns and allies of the Goddess.

Rad-Soaked – When alicorns absorb an extremely large amount of radiation, it dramatically increases both their size and both their physical and spellcasting strength. The spells they possess are automatically channeled with two or more layers of overglow, making even their less powerful spells horrifically dangerous. Rad soaked Alicorns may be of any coloration; their rarity generally indicates that the goddess is assuming direct control of them, granting them access to any of the spells available to all three times.

Creature Name: Alicorn

Organization:

Solitary (1)
Squad (7-12)

Pair (2)
Gang (13-20)

Patrol (3-6)
Horde (20+)

Level of Difficulty: 15-30

(Blue, Green or Purple)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	80	60	40	20		Melee	STR	75	115	83	57	28		6	Head	1/2	
PER	50	37	25	12		Energy Weapons	PER	50	75	56	37	18		21	Horn	1/4	
END	80	60	40	20		Explosives	PER	25	50	37	25	12		6	Torso	1	
CHA	40	30	20	10		Big Guns	END	100	140	105	70	35		16	Wing, L	1	
INT	40	30	20	10	+40	Unarmed	END	25	65	48	32	16		16	Wing, R	1	
AGI	60	45	30	15		Speechcraft	CHA	50	70	52	35	17		6	Leg, F L	3/4	
LUCK	60	45	30	15		Magic U/Z/Other	INT	100	120	90	60	30	+40	6	Leg, F R	3/4	
Additional Abilities/Effects: _____ —Ability Strain Pool: Max Strain 18, regenerates 1/minute in radiation, and 1/30 minutes elsewhere. —Healed by Radiation: Radiation heals 1 wound/location per 50 rads every combat round (50 rads removed per wound). Alicorns typically maintain personal radiation levels of 200-300 rads. —Hive Intelligence: All mental effects and knowledge are shared/experienced by the entire alicorn population, allowing them to learn from the experiences of any individual member. As a result, they are immune to fear and mental domination effects, and all other magical mental effects are 3 MFD steps harder to induce. —Blessing of the Goddess: All alicorn spells receive a free layer of overglow. This effect is already included in the spell name and description below.						Medicine	INT	50	70	52	35	17	+40	6	Leg, B L	3/4	
						Science	INT	100	120	90	60	30	+40	6	Leg, B R	3/4	
						Flight	AGI	50	80	60	40	20		6			
						Sneak	AGI	70	100	75	50	25		6			
														Movement 30 ft Fly 15 ft Grnd		Dmg/Wnd: 15 Crippled: 4 Maimed: 8	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Horn	3d6+16	x3	—	—	—	—	—	Deals an additional 3d6 on a charge.
Wings/Hooves	16	x1	—	—	—	—	—	

Spells (Name & Description)	MFD	Cost
Magical Arrow Barrage—Target up to three targets for 1d8+10 damage, or one target for 3d8+10. Ignores 30 DT.	3/4	2
Mighty Telekinesis I—Levitate up to 120 mcs. Doubled with Overglow.	1	1/—
Shield Bubble— +80 DT, max area 320 ft ² , collapses with 180 Damage or more in a single attack. 1/min to maintain.	1	3
Telepathy II— 16 mile range, or 50' broadcast up to 8 targets.	—	—
Zap (Green only)— 3d12 damage, double damage to tech. Wet characters take an additional die and damage is dealt as AoE. Jumps to a 2nd target within 15' of first target. Electricity special weapon effect.	1	2
Building Shield (Green only)— 1600 DT, requires 2+ Green Alicorns to maintain.	3/4	4
Telepathy III (Green only)—No distance limit, up to 8 targets	—	—
Invisibility (Blue only)— +80 Sneak, Up to 4 Targets. Field strength of 2 Steps default (Roll vs. MFD to cast). 1/min to maintain.	1	3
Teleportation III (Purple only)— Teleport up to 8 willing targets up to 4000 Feet, or to any well known location.	1	6
Heartstopper (Blue/Purple only)— Opposed END vs. Caster; Caster gets a 1 step bonus. Failures go into cardiac arrest. Two additional rolls END MFD 1/2 as combat actions before they go unconscious.	1	3

Creature Name: Rad Soaked Alicorn

Organization:	Solitary (1)	Pair (2)	Patrol (3-6)
	Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 30

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	160	120	80	40		Melee	STR	100	180	135	90	45		30	Head	3/4	
PER	50	37	25	12		Energy Weapons	PER	75	100	75	50	25		45	Horn	1/2	
END	160	120	80	40		Explosives	PER	75	100	75	50	25		30	Torso	1.5	
CHA	20	15	10	5		Big Guns	END	100	180	135	90	45		40	Wing, L	1.5	
INT	40	30	20	10	+40	Unarmed	END	100	180	135	90	45		40	Wing, R	1.5	
AGI	80	60	40	20		Speechcraft	CHA	50	60	45	30	15		30	Leg, FL	1	
LUCK	60	45	30	15		Magic U/Z/Other	INT	100	120	90	60	30	+40	30	Leg, FR	1	
						Flight	AGI	50	90	67	45	22		30	Leg, BL	1	
Additional Abilities/Effects: _____ —Ability Strain Pool: Max Strain 60, regenerates 1/round. —Blessing of the Goddess: All alicorn spells receive a free layer of overglow. This effect is already included in the spell name and description below. —Invokes fear roll MFD 1 at first sighting. —Healed by Radiation: Radiation heals 1 wound/location per 50 rads every combat round (50 rads removed per wound). Rad Soaked Alicorns start with a radiation level of 3000 rads. —Radioactive: Emits ambient radiation at rate of 20 rad/sec within a radius of 50'. Cannot absorb its own radiation. —Hive Intelligence: All mental effects and knowledge are shared/experienced by the entire alicorn population, allowing them to learn from the experiences of any individual member. As a result, they are immune to fear and mental domination effects, and all other magical mental effects are 3 steps harder to induce.														Movement 40 ft Fly 40 ft Grnd			Dmg/Wnd: 30 Crippled: 8 Maimed: 16

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Horn	6d6+80	x3	—	—	—	—	—	Deals an additional 6d6 on a charge.
Wings/Hooves	80	x1	—	—	—	—	—	

Spells (Name & Description)	MFD	Cost
Brain Bleed — Target takes—30 on next three actions and 5d10 damage to the head.	1	4
Building Shield— 1600 DT, requires 1 full round to cast	1	4
Electrocute— Deals 5d12, double damage to tech. Spell matrices overload and shut down, regardless of shielding. Wet characters take and additional die of damage and damage is dealt as AoE. Electricity special weapons effect. Jumps to 2 additional targets within 15'.	1	3
Heartstopper—Opposed END vs. Caster; Caster gets a 1 step bonus. Failures go into cardiac arrest. Two additional rolls END MFD 1/2 as combat actions before they go unconscious.	1	3
Mighty Telekinesis III— Levitate up to 4000 macs, or multiple objects of up to 1600 macs each. Can use Magic instead of strength in opposed strength rolls.	1	1/—
Return to Sender— Activate spell as a Dodge action to capture all projectiles fired at targets within a 5' radius of you, and then send it all back as a single action. Target up to 2 locations with the returned projectiles.	3/4	4
Tears of the Goddess— Fire 15 arrows that deal 1d12+16 each and ignore 50 DT. Arrows can be grouped into single attacks dealing Xd12+16, where X is the number of arrows in a given group.	3/4	2
Telepathy III— No distance limit, up to 12 targets	—	—

Hellhounds – The hellhounds are the tainted, irradiated descendants of the diamond dogs displaced from the Maripony test facility and its surrounding area. These mutagen-hardened descendants of the diamond dogs are extraordinarily fast diggers, fast to anger, and in possession of extremely advanced military hardware that they know how to use. They also tend to hold a grudge against ponies for polluting the world and driving them out of their ancestral homes in Splendid Valley, which they will defend using fairly sophisticated hit and run and ambush tactics. They have a deep-seated hatred of Alicorns in particular as a result of the Maripony MAS facility. Do not take them lightly, or their razor-sharp claws will cut even the most experienced of combatants to ribbons.

Sniper – The most visible combat role taken by hellhounds is that of a sniper. Often posted in buildings or on rooftops, snipers are specialized at taking down opponents from a long range using their magical beam rifles. Their role's need for clear line of sight diminishes the combat effectiveness of their claws, though the strong nose and sensitive ears of a hellhound make sneaking up on a hellhound sniper quite difficult – not that it's *ever* a good idea to engage a hellhound in close combat! (LRMB) They do not normally wear armor, aside from helmets.

Guard – Hellhound guards are the front line troopers for the defense of their clan’s territory. Ferocious, large, and armored even beyond their naturally tough hide, hellhound guards do not generally carry ranged weapons. Instead they prefer to rush at their opponents with their claws and teeth, cutting them to ribbons.

Digger – Hellhounds are masters of ambush and hit-and-run guerilla tactics. Diggers are ambush-focused, tunneling up beneath unsuspecting invaders of their territory and popping up directly below them to launch surprise attacks with their deadly-sharp claws. Diggers are known to pursue targets that are perceived as “difficult to manage” with gusto, especially those using pipbucks or wearing powered armor. Pipbucks and powered armor helmets are prized by diggers as trophies of successful difficult kills, and often kept -- with pieces of their original owners still inside!

EDIT HERE

Changelings – Their banishment from Equestria was a minor setback for the changelings; their most significant setbacks were actually the zebra-pony war and the ensuing apocalypse. Even magically hardening themselves against the radiation, the love that they needed to survive was in short supply long before the balefire and megaspells flew.

Those few changelings that did survive did so the same way most ponies did – in the stables, or above the cloud layer. A few changelings had the good fortune of impersonating ponies who had already purchased tickets, and so they rode out the holocaust trapped within the safety of StableTec's bunkers, slowly infiltrating and working to ensure their survival as a species.

Very few of these elusive creatures have been encountered in the Equestrian wasteland, but, well, there are always rumors....

Make Your Own Monster

Want to use a monster from your favorite Fallout: Equestria fiction that I haven't added in yet? Want to create your own wasteland-encounter, or has taint spawned an abomination you want to make unique stats for? Look no further! Here's a handy template that has space for everything you'll need to know about your creature, be it equine, lupine, ursine, supine or b-spline. It's also handy for stating out friendly NPCs and encounters.

Sorry Wastelanders, we're not going over this one line-by-line like we did the character sheet. Simply look to the bit just before this for examples of what a filled out monster sheet should look like.

It is worth noting that this sheet doesn't have space for SATS or Magical Strain. You can write that in on the side if you'd like, but most creatures won't have access to those sorts of things. If your creature has magic, it may not be limited by strain like unicorn magic is. As a GM, this would make it easier to use (one less thing to keep track of).

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty:

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	Wounds
STR						Dig	STR									
PER						Melee	STR									
END						Energy Weapons	PER									
CHA						Explosives	PER									
INT						Lock Picking	PER									
AGI						Big Guns	END									
LUCK						Survival	END									
Additional Abilities/Effects:						Unarmed	END									
						Mercantile	CHA									
						Speechcraft	CHA									
						Magic U/Z/Other	INT									
						Medicine	INT									
						Repair	INT									
						Science	INT									
						Flight	AGI									
						Small Guns	AGI									
						Sneak	AGI									
														Movement _____ ft Dig/Fly _____ ft Grnd _____ ft Other		Dmg/Wnd: Crippled: Maimed:

[illegible][illegible]

“Is there anything out here that *isn’t* trying to kill us?”

I’m willing to bet you came looking here to read about all of the joys that the wasteland has to offer to your character. Well, instead, I’m going to answer the question posed in this section’s title.

The short answer is, no. Everything out in the wasteland is trying to kill you.

That’s not, strictly speaking, true, obviously – I mean, most things out in the wasteland aren’t actually *looking* to murder you (with the exception of raiders) or gobble you up on a whim. Animals and mutated insects are more likely than not just defending against you because they perceive you as a threat, a place to lay their eggs, or are just hungry. Many creatures out in the wasteland are highly territorial, and will aggress against anyone that they perceive as an invader. Settlements are generally full of ponies just trying to live their lives in peace, without the threat of horrible and lonely death looming over them, and really don’t want to kill others unless threatened themselves. But yeah, quite a lot of things in the wasteland are really just there to try and kill you and take your stuff.

But that’s part of the fun, you see – this game is, at its core, about survival. The game (and the source material, for that matter) wouldn’t be nearly as challenging, engaging, or fun if survival came easily. Without the risk of failure, the reward of successful survival is inherently lessened.

Everything Else That Might Kill You

So you might die from monsters (or ponies, griffins, etc.), or you might die from the horrific effects of magical radiation, taint, or enervation. What else might be able to kill or brutally maim your wastelanders? Luckily for you, I've compiled every other way to die or take damage into a handy list, right here! Read on, noble survivors!

Bleeding Out

If your character has become maimed in an area that isn't the head or torso, they will begin to bleed out. This can be prevented with either the application of healing potions or magics, or a medicine roll (MFD ½, or ¼ if the character is doing it to themselves) to seal off the wound with cauterization or a tourniquet.

If it is not prevented, your character will begin to suffer from blood loss, taking one wound per turn to both the head and torso until they fall unconscious. If the bleeding is not stopped, they will die within 60 seconds of falling unconscious (10 combat rounds).

After having taken one wound from blood loss, a character goes into shock. They find it difficult to focus, and feel a dramatic reduction of pain. While in shock, the body lacks enough blood to properly function, clouding the character or creature's mind. Crippling wounds to the torso and legs can be ignored for the purposes of calculating accuracy and intelligence bonuses and penalties. However, regardless of their wounds they suffer penalties to skills and accuracy as though they were crippled in the head.

This is an optional rule-set that may add complications undesirable to a game; feel free to ignore it if your GM gives the go-ahead. The rules are included for optional increased realism.

Starvation and Dehydration

The rules for dying of dehydration or starvation are covered in the Gettin' By section under the Survival Day to Day heading, earlier in this document. Suffice it to say, this is an optional rule set, but it makes for a much more engaging game and provides ample opportunities for character development if you actually have to make sure your wastelanders have enough food and water to survive.

The short and sweet version is that characters begin to be dehydrated after not drinking or eating at least 4 hydrating items every 24 hour period. Characters who have suffered 4 consecutive 6-hour periods without drinking or eating anything that provides hydration begin to suffer penalties to attributes, skills and accuracy. These penalties worsen every 6 hours afterward, culminating in death after a full 72 hours (3 days) has passed. To reduce the penalties incurred, characters must over-hydrate for a day (8 hydrating items instead of four) for every day they were dehydrated, rounded down to the nearest day.

Starvation is much slower. Characters must eat at least 1 *nourishing* meal a day to avoid starvation. Every consecutive day they do not do so they suffer increasing penalties to skills and attributes.

If a character eats a meal that does not match their diet, it will not prevent starvation but it will prevent them from taking penalties due to starvation for the next six hours; in this way, the penalties incurred by starvation and the eventual resulting organ failure can be ignored by a character until the point it kills them. After 3 consecutive weeks of less than 1 meal a day, they will die. Eating more than 3 nourishing meals a day grants ponies a +15 bonus to endurance rolls for the rest of that day. Characters

who have starved for more than a week cannot reliably keep down foods that provide 2 or more meals worth of nourishment (excepting only Oatmeal and Slop), and must make END MFD ½ to keep such foods down.

Falling Damage

Ever seen a pony fall off a cliff? It's actually pretty amazing, right up until they hit the ground. At that point it swaps from amazing to horrific and slightly messy.

Ponies (and other wasteland characters) take 1d20 damage for every 10 feet that they fall in an uncontrolled fashion. Uncontrolled means that nothing is slowing them down, or, for that matter, speeding them up (except gravity). Damage taken from falling ignores any DT provided by worn armor – DT provided by traits and perks, such as Tough Hide or Cyberpony, still applies.

On a related note, characters take only 1d10 per 10 feet from a controlled fall. What is a controlled fall? That means they had some way of slowing themselves down every ten feet or so, such as a tarp or cape stretched out as a makeshift parachute or a series of clotheslines strung out across the alleyway they just fell through. Characters may also attempt to slow their fall by sliding down the face of a building, falling onto a flying creature (and then knocking them down with you) or a similar scenario. If you fall onto another creature or character, flying or otherwise, they take as much falling damage as you do, usually impacting on the torso (though you may roll their point of impact randomly as well).

Falling damage is dealt as massive damage, applied appropriately based on how your character impacts. For a random first-point of impact (to determine what areas slam into the ground first), creatures without wings should roll 1d6, and with wings (though Luna only knows why you didn't use them to stop falling) should roll 1d8. Damage is dealt to the area corresponding to the number rolled on the die. For those missing limbs, simply re-roll if the missing area is rolled. This table loosely corresponds to the simplified random location table provided in the hit locations section.

Location (1d8)	Die Roll #	Location (1d6)
Right Foreleg	1	Right Foreleg
Left Foreleg	2	Left Foreleg
Right Hind Leg	3	Right Hind Leg
Left Hind Leg	4	Left Hind Leg
Torso	5	Torso
Left Wing	6	Head
Right Wing	7	--
Head	8	--

As a recommended but optional rule (and to promote player longevity) for characters falling more than 100 feet, massive damage should hit every location regardless of point of impact.

Similarly recommended, damage is divided by a value equal to the number of other characters a falling character has landed on as they fall. So a character that has landed on one other character has their damage divided by two. If that character lands on a third character, their damage is divided by 2 while the damage dealt to the character atop them is now divided by 3, and so on.

Characters already on top of each other on the ground (for whatever reason – yes, this has come up) take the same amount of fall damage even if they 'fall' onto one another.

Suffocation

If for some dreadful reason your character is rendered unable to breathe, they don't *immediately* begin to suffocate. All characters can hold their breath for up to four times their endurance score in rounds – that's 24 seconds per point of endurance, with an absolute maximum of four minutes and 48 seconds. For your convenience, a table of endurance score and the amount of time it take a pony to suffocate is listed in the table below. If they didn't know they were going to hold their breath, (i.e. someone snuck up on them and attempted to garrote them or something similar) this time to

Table VIII: How long a character can hold their breath, by endurance score.

Endurance Score	Time to Unconsciousness	
	Rounds	Time
1	4	0:24
2	8	0:48
3	12	1:12
4	16	1:36
5	20	2:00
6	24	2:24
7	28	2:48
8	32	3:12
9	36	3:36
10	40	4:00
11	44	4:24
12	48	4:48

unconsciousness is **divided by four**.

At that end of that time period, a character goes unconscious. Unless their airflow and ability to breathe is restored within two minutes (20 combat rounds), or they're put on some sort of life-support or into magical stasis, they will die of suffocation.

An unconscious character that has stopped breathing, pony or otherwise, will not begin breathing again on their own even if they otherwise could. In order to begin breathing again they must they must first receive appropriate medical attention, such as mouth to mouth resuscitation or CPR (medicine or survival, MFD 1) or regain consciousness by other means.

Just as a rule – ponies and other equines can't really swim. It's physiologically not something they can do for extended periods; they're just not built for it. Neither are griffins, donkeys or buffalo. With few exceptions, characters in the wasteland would not have reason to know how to swim, or to *need* to know how, but it does come up.

The ocean will likely forever remain the domain of the seaponies.

Pink Cloud

Anyone who's seen the ruins of Canterlot knows well the dangers of the Pink Cloud. The pink cloud is a gas infused with necromantic energy, the lingering end-result of the specialized megaspell employed by the Zebra Nations to put an end to the princesses within the walls of their capital city.

Pink cloud has some interesting and unusual, if quite destructive, effects, the severity of which depends on the level of exposure and of the density of the cloud in the area. Similarly to radiation and enervation, a density table is provided below.

This table does not reflect water that has been saturated with pink cloud; any body of water that has been sufficiently exposed to pink cloud is saturated with it, and depending on the saturation has the same effects as the corresponding level of density. Due to water's incredible ability to absorb and suspend the noxious gas, placid bodies of water in clouded areas are usually one level of density higher than the surrounding air, while moving water tends to be at or below the same density level.

Density	Effect
0	None – The air is clear and breathable. It's a fine day to be outside, even if the forecast seems to be partly cloudy for the next decade or two.
1	Light – Wisps of pinkish vapor are visible in the air. <i>Sickly</i> ponies have trouble breathing, and characters in-the-know will want to take off their armor. Exposure at this level for longer than 30 continuous minutes prompts an END check MFD ¾ or characters will begin to develop a rash where flesh meets barding and clothing – this is the earliest stage of their flesh warping to fuse to their armor or surroundings. The areas around the base of the mount Canterlot are at this level of density for up to a week after it rains. Drinking water saturated at this level inflicts 1d4 wounds to the torso.
2	Moderate – The world has a pinkish hue. Characters without breathing protection begin taking 1 wound to head or torso every five minutes (alternate between the locations). Characters that become crippled by this damage must roll Endurance MFD ½ or will fuse to whatever is directly in contact with them at the time they become crippled. The pinkish vapor clumps together at varying heights, burning the skin as you pass through or nearby. Water in the falls coming off Canterlot is at this level of saturation. Drinking water at this level inflicts 3d4 wounds to the torso. Pink cloud at this density or above completely disrupts telepathic communication and makes spellcasting more difficult (1 MFD step penalty to casting rolls).
3	Heavy – The cloud is dense enough that you can see individual swirls as it rolls around you, limiting visibility to 60 feet in all directions even with a strong light source. Characters without breathing protection take 1 wound to the head or torso every 30 seconds (5 combat rounds). All other exposed areas take 1 wound every minute. Exposure to the cloud at this density for longer than 30 seconds will begin to fuse a pony with their surroundings, be it armor, clothing, accessories, or scenery.
4	Choking – The cloud is so dense here that it's neigh-impossible to see anything more than 10 feet away. Breathing is a poor proposition – just inhaling this gas causes 2d4 wounds to both the head torso every six seconds. Even not breathing the noxious gas, characters will take 1 wound to every exposed location every combat round – the choking poison has long since seeped through any potentially protective armor or clothing, making every location potentially exposed. At this density, characters will begin fusing with their gear or into their surroundings after only 6 seconds (1 combat round).

Unlike enervation, the effects and (general) source of pink cloud are mostly common knowledge – it originates in Canterlot as the result of a zebra megaspell. At medium to high density, the cloud is deadly when inhaled, but not immediately fatal. The really troubling part about pink cloud is that it fuses ponies with their immediate surroundings – any inanimate object, up to and including armor, accessories, the ground (though this is quite rare), park benches, walls, etc.; anything a pony is directly touching is fair game. Only liquids, like water, and gases, like air, seem to be out of the range of what ponies can be fused to. They can even be fused to each other. Ponies that survive being fused to their armor or surroundings but later die of the cloud's effects have a chance to become Canterlot Ghouls. Most of them lose their minds and go insane in the process.

Characters that are still alive and fused to armor or clothing frequently have the option of cutting off the fused pieces. This is generally quite messy and painful, and can leave horrific looking scarring over the affected areas, often most of the victim's body – assuming they survive the process.

Alicorns are immune to the normal negative effects of pink cloud, but do find that it makes spells 2 MFD steps harder to cast while inside moderate or higher densities (2+). Long term exposure to the cloud (longer than 6 hours) at these levels gives them a temporary penalty to intelligence of -1 INT for every successive 6 hour period spent there, maximum -5. It cannot reduce their intelligence score below 2.

Any pink cloud density greater than 1 blocks telepathy, mind control and teleportation of any sort completely (and that's not just for alicorns).

Disease

Radiation and taint poisoning aside, there are any number of diseases and sicknesses contractible in post-apocalyptic Equestria, with effects ranging from the merely uncomfortable to the debilitating and deadly. Pre-war, many of these diseases actually neared extinction due to immunizations and vaccination regimens, but many settlements lack the knowledge and materials needed to treat or prevent disease contraction on any noteworthy scale.

While the full range of diseases present in post-war Equestria may never truly be known, here are a few examples.

Diseases Short List

Disease Name	Deadliness
Blood Hunger Plague	High
Botulism	High
Cawngo Fever	High
Common Cold	Low
Covering Sickness	High
Cutie Pox	Low
Cushing's Disease	Low
EE	High
EHV	Medium
Feather Flu	Low
Heeves	Medium
Hoof and Mouth	High

Disease Name	Deadliness
Horn Rot	Low
Mad Brahmin Disease	High
Mange	Low
Mud Fever	Low
Pink Eye	Low
Pony Pox	Low
Rabies	Medium
Swamp Fever	High
Tetanus	Medium
Sleeping Sickness	High
Strangles	Medium

Blood Hunger Plague – More commonly known as Hoofington's infamous raider disease, this sickness attacks the forebrain of its victim, turning them from a normal pony into a cannibalistic savage in a manner of days. It is believed to have originated in zebra territories, where it lay dormant until a zebra or pony was consumed in times of great famine.

CONTRACTION: This disease is contracted via ingestion of meat or bodily fluids from an infected source. There are no rolls that can prevent this, but pegasi are *usually* immune.

PROGRESSION: After contraction, the disease takes 1d4 days to begin to manifest symptoms.

Initially the effects are psychological, with the infected becoming unreasonably suspicious and untrusting of any uninfected, while simultaneously becoming extremely loyal to their fellow infected. There are signs of diminished intellect and higher level reasoning (-2 INT, -2 CHA). More than their loyalty to each other, the infected victims respect shows of brute strength and violence, and will willingly follow the commands of anyone they recognize as more physically powerful than themselves.

Within 2 days of the psychological symptoms manifestation, the infected begin to hunger strongly for flesh. This hunger is both irresistible to them and insatiable, to the point where they will even attack their fellow infected if no uninfected target presents itself. They have been known to eat themselves to death if kept isolated for too long, resulting in them consuming their own lips and tongue before finally dying. Relatedly, they will instantly attack and attempt to devour any among their number who becomes wounded unless already occupied.

If a victim continues to survive in this state they will no longer care for their own health, quickly degenerating into filth and jaundice (-2 STR, -2 END, -2 PER, -4 CHA, -4 INT).

They will offer to share and/or force food upon any character or creature they come into contact with that they do not immediately try to attack and/or consume.

TREATMENT: There is no known treatment, magical or otherwise. Death is the only cure.

Botulism – Botulinus Intoxication is a rare, curable but often fatal paralytic illness caused by bacterial infection. It is usually contracted by the consumption of food containing the bacteria. While easily treated if caught early, the rapid onset of botulism makes it terrifically deadly. Zebra assassins used this disease against a number of high-profile equestrian officials during the war; death by food poisoning.

CONTRACTION: Direct blood contact with infected characters or creatures or ingestion of infected foodstuffs causes an END roll MFD ½. Failures catch the disease.

PROGRESSION: The rapid onset of this disease is what makes it so dangerous. Within an hour of contracting the illness, the bacteria begin to affect the nerves along the spine that control primary motor function. The muscles controlling the eyes, mouth, throat and face are most severely affected. At this stage, afflicted characters are suffering a -2 temporary attribute penalty to STR, PER, CHA, and AGI. Double vision (a personal accuracy penalty), drooping of the eyelids, loss of facial expression are common. The nerves and muscles closest to the brain are affected first, spreading slowly down the spine into the limbs. This stage is normally accompanied by nausea and vomiting (the afflicted loses all food and drink consumed in the last 6 hours – can result in instant dehydration). Within another thirty minutes, weakness and loss of the nerve control in the muscles and limbs graduates to full or partial paralysis (increasing the existing penalties to -5 from -2), and spreads to the entire body. Thirty minutes after that, afflicted characters and creatures should roll Endurance MFD ½ again. Failures become unconscious; they will die within six hours if not treated. Critical failures experience uncontrollable muscle spasms culminating in a seizure and death within the span of 1d4 minutes.

Successes and critical successes merely pass out. They will remain stable until treated, or until they die of starvation or dehydration.

TREATMENT: This debilitating disease is thankfully easy to treat. If treated within the first hour with a medicine roll MFD ¾ in conjunction with a healing potion or a healing spell of level 2 or higher, the afflicted will stabilize and recover within a few (2d4) hours. After full paralysis sets in, the use of a zebra curative (level 3 or higher), advanced healing spell (level 3 or higher) or a rejuvenation potion or talisman is necessary to stabilize the patient; common healing magics (Healing spells below level 3) are required to stabilize the patient, in conjunction with an MFD ½ medicine roll. Each roll uses the curative spell or potion, even if unsuccessful. They need to be cared for by a trained medic (medicine rank 75 or higher) for at least 24 straight hours before the symptoms start to recede. It may take up to a week (1d8 days) for symptoms to fully recede at this stage. In many cases, the symptoms may never fully recede – partial paralysis may plague the afflicted character or creature for the rest of their natural life.

Cawngo Fever -- Also known as Meridian Sleeping Sickness, this is a multi-stage disease that almost invariably ends in permanent neurological damage or death. For a long time, the fear of this disease kept Equestrian explorers away from the areas in Meridionalis (Pony Africa) frequented by the local variant of parasprite, known as Tsetse sprites. The development of Cawnine, a drug derived from plants endemic to Ngalopngalop Crater, finally allowed for extensive Equestrian exploration of the Meridional interior in the century before the war.

CONTRACTION: Tsetse bloatsprites are carriers of the parasite that causes this disease, and their bite has a roughly 20% chance to pass on the disease to their target (roll 1d100 and call a range). It can also be caught through open-wound exposure to water in which the parasite lives. Characters that have pre-treated themselves with Cawnine have a 75% chance to resist the disease (roll once per exposure).

PROGRESSION: There are two stages to the disease. Symptoms characteristic of the first stage begin to appear within one day of infection; they include fever, headaches, and swelling of the lymph nodes, especially those along the neck and withers. Characters with these mild symptoms suffer a slight penalty to endurance (-1 END) and focus (-20 to rolls requiring extreme precision, such as disarming a land mine, lockpicking, or surgery).

Appearing about one week (2d6 days) after initial infection, the second stage of the disease is significantly more debilitating, as it occurs once the parasite has invaded the central nervous system. The most infamous symptom of the disease is what gives it its nickname; its victims are unable to maintain regular sleeping habits. This manifests itself as an END MFD ½ check, to be made once per hour. Critical successes alleviate the problem for the next four hours. Successes allow the afflicted to remain awake until the next hourly check. Failures mean that the victim falls asleep immediately, unable to be awoken for four hours. Critical failures represent multiple organ failure, fatal in 30 seconds without immediate and skillful medical attention (MED 1/10).

Other symptoms include muscle weakness (-3 STR), speech disorders (-40 to SPC rolls), palsy-like uncontrollable movements (-40 to targeting outside of SATS, -80 to rolls requiring extreme precision), and severe apathy (-40 to combat initiative).

TREATMENT: The most effective treatment for cawngo fever is prevention. Cawnine is extremely effective as a preventative measure against it, but can also be used to treat the disease during its first stage. A single dose allows an END ¼ roll, success at which means that the afflicted is completely cured.

Once it has reached the second stage, the neurological effects of this disease are irreversible. While still curable by an auto-doc (or a spell of equal magnitude), any character who reaches the second stage and is cured will never shake some of its effects, specifically the uncontrollable palsy (-20 to rolls requiring extreme precision) and difficulty maintaining consistent sleeping habits (as the *Narcolepsy* hindrance).

Common Cold – Even the slowest of ponies can catch a cold.

CONTRACTION: Fluid contact or proximity with the infected. Endurance roll to resist is MFD 1.

PROGRESSION: A cold can make a pony miserable for anywhere from half a day to a few weeks. 2d6 hours after infection, symptoms such as coughing, congestion, and sneezing begin to manifest. These symptoms weaken and distract the victim, giving them a 1 MFD step penalty on all PER, AGI and END rolls. Every twelve hours after infection, the infected may roll Endurance MFD ¾. Successes and critical successes mean that they're cured. Any symptoms will persist for another 1d4 hours (during which the character is no longer contagious, and is eligible to re-contract the disease if circumstances correctly align), but will then dissipate. Failures remain sick, and may roll again in another twelve hours. Critical failures mean that the character's health worsens.

If a critical failure is rolled, the endurance MFD for the next roll becomes 1 step more difficult, and the penalties to AGI and PER increase to two MFD steps. A success on the next roll means that the MFD returns to its initial state; the character is not cured. Failures remain sick and maintain the more difficult MFD. Critical failures have the END MFD increase in difficulty one step further on the following roll and the AGI and PER penalties correspondingly increase in severity by another step. If the difficulty of the roll ever drops below 1/10, the sick character dies of the disease. While not common, dying of a cold does happen. Critical successes at any MFD of difficulty automatically restore the sickened character to health, with the 1d4 hour recovery period.

TREATMENT: Over hydration, medical aid and bed rest can greatly accelerate the rate of recovery. If resting or under the care of a trained medical professional (Medicine rank 75 +) for at least half of a twelve hour period, the endurance roll at the end of that period becomes two MFD steps easier (so a net MFD step bonus of 1). For each additional drink imbibed beyond the two required for survival during a 12-hour span, the recovering character receives a +10 bonus on their END roll (maximum +40).

Covering Sickness – A relatively common STD among ponies and other equine species, also known as dourine. This disease often has little to no visible symptoms, but can prove deadly in the long term for more than 70% of infected victims.

CONTRACTION: Fluid contact, as through sex. There is no resistance roll.

PROGRESSION: Upon infection, the afflicted show no symptoms for 1d4 days. Following that period, they become visibly lethargic (-1 temporary AGI penalty), and there is noticeable swelling of the genitalia. Swelling spreads to affect internal organs slowly over the course of the following week, followed by the formation of small patches of silver and white skin forming on the loin, shoulders and withers. About 10 days after the first symptoms show, victims begin to experience the first signs of anemia and muscular and immune degeneration (-2 END and STR). At this point, infected characters must roll END MFD 1. Successes go into remission temporarily – usually for periods as long as a month. During remission, they suffer no penalties from this disease, but can still transmit it to others. Critical successes go into remission for 2d4 months. Failures begin a steady decline, the END and STR penalties increasing by 1 per week until they eventually die. Critical failures go into a slow decline just as failures, but also suffer additional effects. Have them roll on the table provided below and take its effect.

Die Roll (1d6)	Covering Sickness Symptom
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>Blind</i> , as per the hindrance.
3	<i>Skinny as a Rail</i> , as per the hindrance. Permanent decreases to STR and END included.
4	<i>Conjunctivitis</i> – -30 Penalty to all accuracy rolls. -10' per action movement speed.
5	<i>Severe Immunosuppression</i> – -1 MFD step penalty to resist other diseases.
6	<i>Edema</i> – Character must drink twice as many fluids per day to remain hydrated. Dehydration effects occur twice as fast.

TREATMENT: No non-magical treatment exists. High-potency magical healing spells and zebra potions are the only known cures, and even then they often aren't permanent solutions. (Spells or recipes level 3 or above, or rejuvenation/restoration talismans. Healing potions of any potency have little to no effect.) Treatments have a 75% chance of effectiveness. Have your GM roll percentiles, and call a range.

Cutie Pox – A debilitating disease that was once thought to have been rendered totally extinct hundreds of years before the war, several cases of this disease have been documented more recently.

CONTRACTION: Consumption of any food or potion containing Heart's Desire. Not transferrable through physical contact.

PROGRESSION: Characters without a cutie mark will have a cutie mark appear in the proper place within the next 24 hours of ingestion. A second cutie mark will form in the next six hours (the first visible symptom for characters that already have their cutie mark). At this point, characters will begin to be nigh-irresistibly compelled (Willpower (INT or CHA, take the better) MFD 1/10 to resist for 60 seconds) to perform whatever talents their new cutie marks represent.

Further cutie marks will form at an increasing rate – the next at three hours, then after 90 minutes, then after 45 minutes, etc. (though they'll never form faster than one per six seconds)– until the character eventually dies of some natural cause (thirst, hunger, sleep deprivation, etc.) or is treated.

TREATMENT: This strange malady can only be cured by the ingestion of a rare flower that was uncommon in Equestria even before the war, commonly referred to as the Flower of Truth. It only

matures into a full flower if someone admits to some dishonest act within close proximity to its location of planting.

Cushing's Disease – Common in ponies living in war-torn areas (almost everywhere qualifies these days), this disease has no known cure. If medicated daily, symptoms are minimal and characters can go about their business as normal.

CONTRACTION: Excessive stress for a prolonged period of time coupled with regular taint exposure can prompt an END roll, MFD ¾ to contract this disease.

PROGRESSION: While this disease does not generally progress past the symptomatic phase, characters with it will generally experience an increased appetite for both food and drink (double what they would normally require), weight loss (despite the appetite), and a lengthening of their fur, hair and/or mane. Cushing's disease puts an enormous amount of stress on a character's internal organs and will dramatically shorten a character's lifespan, almost by half.

TREATMENT: There is no permanent cure, but symptoms can be suppressed with daily doses of healing potion or a more specialized medicine. (MFD ½ science or zebra magic to create, requires a healing potion to make, but creates 1d4x3 doses).

EE - Equestrian Encephalitis is one of the deadliest diseases transmittable by parasprites, with a mortality rate of almost 50% even before the war. The treatments are demanding and highly intensive-very few doctors outside of large settlements or the steel rangers are even capable of administering them. It is frequently called by its colloquial name, Sleeping Sickness, though the two diseases are actually caused by different things and progress quite differently.

CONTRACTION: Failing an END roll MFD 1 when attacked by a carrier Bloatsprite, Parasprite or Paradore. After the first failed roll, the potential host must roll endurance MFD ½ every day for the next three days. If they do not succeed two or more of those rolls, they have contracted the disease.

PROGRESSION: After the initial failed END roll, the patient develops a high fever (-10 to all rolls, requires twice as much hydration.) There are no rolls to prevent the progression of this disease.

2d4+1 days after contraction, brain inflammation begins to occur – the victim feels compelled to walk, often aimlessly, but loses coordination and begins to suffer visual hallucinations or partial blindness (-3 PER, -3 INT, -3 AGI).

2d4+1 days after the brain becomes inflamed, the victim becomes lethargic and develops a staggering, inconsistent gait. Their muscles begin to twitch uncontrollably, and they feel weak constantly (-5 feet move speed per action, -4 AGI, -4 STR, -4 PER, -4 INT, -2 END).

1d6+3 days after the previous phase starts they enter into the final stage of this disease: total muscular paralysis and seizures, resulting in death by suffocation.

TREATMENT: No non-magical treatment exists. Magical treatments require full anesthesia and usually involve modified ice spells that reduce inflammation of the brain and freeze the afflicting bacteria to death, with limited success. Zebra treatments involve blood purification via talismans or alchemical reactions within the patient. If treated before inflammation begins, they suffer no long term effects. Patients treated after that point have a 50% chance (call a range) of taking a permanent -1d4 INT.

EHV – The Equestrian Herpes Virus is a highly contagious serious respiratory illness with the ability to infect an entire settlement within a few days. While usually only deadly to young foals, it can cause pregnant mares to miscarry.

CONTRACTION: Fluid contact or direct physical exposure to the infected. END MFD 1 to resist infection. If infected, roll luck MFD 1. Successes show no symptoms unless pregnant, in which case they will miscarry 1d4 weeks after infection.

PROGRESSION: 75% of infections are not visible. Those that fail their luck roll, however, must roll endurance one day after infection, MFD 1. Failures roll on the table below, and receive that effect. Successes roll again the next day. Two concurrent successes means that the character becomes a permanent carrier, and is no longer affected by the disease themselves. Young characters must roll four concurrent successes to reach this phase. Critical failures count as two failed rolls (and receive two effects), critical successes count as two consecutive successes.

Die Roll (1d4)	EHV Effect
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>EE (Equestrian Encephalitis)</i> , as per the disease.
3	<i>Heeves</i> , as per the disease.
4	<i>Common Cold</i> , as per the disease.

TREATMENT: There are no known treatments for this extremely debilitating disease, magical or otherwise. Those infected with the disease that survive, however, are totally immune to further infection.

Feather Flu – This pegasi and alicorn specific disease is contracted by contact with the feathers of the infected, and can put a character's wings out of commission for several weeks. Griffin can catch it, but it is far less common.

CONTRACTION: Physical contact with molted feathers of the infected. Griffins need only to make an END roll MFD 1.5 to prevent contraction; Pegasi and Alicorns must make MFD 1.

PROGRESSION: After 24 hours, the victim will begin to develop pink blotches on the skin of their head, neck, torso, and wings, visible through the coat. Victim's wing muscles begin to become sore and their wings require unusually frequent preening, inflicting a 1 MFD step penalty on flight rolls. After 48 hours, this penalty doubles. Unless constantly preening, the wings begin to molt prematurely, increasing the flight penalty to 2 MFD steps. The afflicted also develop cold-like symptoms, giving them a 1 MFD step penalty on all PER, AGI and END rolls. Beginning at the end of the first 48 hours and recurring every twelve hours afterward the infected character or creature may make an END roll, MFD 1 (so ¾ after penalties). Two successes remove the disease and its molt-inducing effects, though the feathers may take several weeks to grow back (generally recovery takes one week, plus a week for every failed roll). Each failure increases the amount of feathers lost.

TREATMENT: Just as with a cold, over hydration, medical aid and bed rest can greatly accelerate the rate of recovery. If resting or under the care of a trained medical professional (Medicine rank 75 +) for at least half of a twelve hour period, the endurance roll at the end of that period becomes two MFD steps easier (so a net MFD step bonus of 1). For each additional drink imbibed beyond the two required for survival during a 12-hour span, the recovering character receives a +10 bonus on their END roll (maximum +40).

Heeves – A lung disease that became prevalent in the decades before the war as Equestrian cities began producing substantial coal-based air pollution. It's characterized by severe shortness of breath or difficulty breathing. This disease is extremely detrimental towards the accomplishment of long bouts of difficult or strenuous work.

CONTRACTION: Prolonged exposure to severely polluted air (usually on the order of 1d8 weeks or 1d2 months) and closely packed spaces prompts a Luck roll, MFD 1. Characters that succeed will never contract this disease. Failures must make an END roll MFD 1 every week after their failed luck roll to resist the disease, as long as they remain exposed to those conditions.

PROGRESSION: Heeves is a long-lasting disease with no real cure. After contraction, characters will suffer from a -1 penalty to STR, END and AGI rolls if at any time they are forced to push their physical limits, or are exposed to particulate-filled air (such as smoke or dust).

TREATMENT: While this disease cannot be truly cured, heeves can be treated with an inhaled magical healing compound. The symptoms can be suppressed at any time by taking a Making the medicine requires a single healing potion, a unit of purified water, and either both a science and a medicine roll at MFD ¾ or a single zebra magic roll at MFD 1. Successes create 4d4 doses. Critical successes create 4d8 doses. Failures create 2d4 doses, and critical failures produce nothing. Administering the doses requires an inhaler (which can hold up to 40 doses), such as the sort usually seen repurposed for holding dash out in the wasteland. Pre-war, inhalers were used almost exclusively for treating heeves. You didn't really think all those inhalers were made for *dash*, did you?

Hoof and Mouth – An exceptionally contagious and deadly disease that affects most large mammals. Griffins and Dragons are the only known intelligent species that are immune.

CONTRACTION: Indirect contact or proximity with an area that has contained an infected character or creature in the last 24 hours prompts an END roll MFD ½. Failures contract the disease. Critical failures skip the incubation period and start to develop symptoms in 1d4 hours.

PROGRESSION: After infection, the disease has an incubation period of 2d4 days. Beginnings on the morning of the last day of incubation, infected begin to develop a high fever that lasts for 1d4 days, making them more susceptible to environmental cold as though they were 5 degrees cooler than the ambient temperature. During the fever, they also begin to develop blisters on their feet and on the inside of their mouth, including their tongue. For each day of fever, they take a -5' per action movement penalty and a -1 temporary attribute penalty to AGI and CHA. Equine and bovine characters in particular rapidly lose up to 1d4x10 units of weight. Those characters that roll a four also become *Skinny as a Rail*, as per the hindrance (including the permanent attribute penalties).

After the fever breaks, the infected character or creature receives one END and Luck roll for every day they were feverish, both at MFD ¾. Each success and critical success reduces their AGI and CHA penalty by one, and recovers their speed by 5', to a minimum penalty of 0 in both cases. Failures do nothing.

Critical failures on any endurance roll regress, and suffer an additional 1d4 days of fever per critical failure. Characters that suffer from more than 5 additional days of fever as a result of critical failures will enter into cardiac arrest and die, and must be resuscitated using healing magic or devices – Healing potions won't cut it.

TREATMENT: There are no effective treatments or vaccinations for this disease. Magical healing or direct care by a trained doctor (medical skill rank 75 or higher) for the duration of the fever-period provides 1 MFD step bonus to END rolls. Magical healing has to have been repeated at least once per day during every day of the fever to receive the roll bonus.

Horn Rot – This disease only affects unicorns, causing the horn to lose its structural integrity and causing immense pain whenever they try to focus their magic. Horn rot is extremely detrimental to casting magic, especially precision magics.

CONTRACTION: Overexertion of magic (hitting strain 0) in a highly irradiated or tainted environment prompts an END roll MFD 1. Casting non-offensive magic on an infected character also prompts the same MFD endurance roll. The Everfree Forest is the main source of this disease in the Equestrian Wasteland.

PROGRESSION: After contraction via a failed endurance roll, the disease is slow in its onset. Over the first few 2d4 weeks, the unicorn starts finding it harder to focus their magic. Spells requiring precision become increasingly harder to cast, their casting MFD becoming progressively harder. After the onset period is complete, the unicorn finds it totally impossible to perform any sort of precise task with their magic; even holding an item becomes nearly impossible. The only usable and learnable spells are those in the Telekinetic Force spell tree or any other suitably blunt area of effect spells that don't need to be targeted to function. At full onset, channeling more than one layer of overglow into a spell (excepting only Telekinetic Force and its related spells) becomes totally impossible – the magic simply can't be focused enough to provide that much sustained power.

TREATMENT: This disease is exceptionally difficult to treat. The horn must first be surgically removed; the area at the base of the horn where it attaches to the skull must be cleansed with magical potions or talismans (spells directly cast would risk infecting the caster). After the rot is removed, the bone can be regrown with an appropriate spell. The unicorn will have to recover from magical burnout from having had their horn totally removed, but if and when their magic does recover it will recover to its full strength.

The entire process requires a medicine roll MFD ¼ to perform properly, as it is extremely difficult to remove the rot entirely without harming the patient. This roll should be made by the GM – players should not immediately know if the operation was a success. Failures will see resurgence of the rot over the course of the next week; critical failures deal 2d4 wounds to the head of the patient, potentially killing them.

Mad Brahmin Disease – Mad Brahmin Disease is a horrific variant of the pre-war mad cow disease. Mutated and warped by radiation and magical contamination, the already crippling disease has developed new side effects – upon full mental remission, the infected will charge into the nearest uninfected and detonate explosively, dealing as much damage as a satchel charge.

CONTRACTION: Ingestion of infected brahmin flesh or fluid contact with the infected. There is no endurance roll to resist this.

PROGRESSION: This disease has a thankfully long period of progression, taking anywhere from 10 to fifty *years* to manifest symptoms. At onset of symptoms, the sickened character becomes highly aggressive and loses higher brain functions, becoming unable to distinguish between friend and foe. Within a day of onset, they become extremely temperamental, flying into rages seemingly without provocation. Within three days of onset, they begin charging at and trying to gore or otherwise injure any non-infected. If they've been allowed to progress to this stage for more than a day, then they will immediately explode the next time they make contact with the flesh of another character or creature. This explosion is fatal to the infected, and deals 6d12 damage at its epicenter. Treat damage as though it were from a satchel charge thrown by a character with a rank of 100 in explosives. While they will not intentionally attack infected characters or creatures, they may still be detonated by skin contact with other infected.

TREATMENT: There is no known treatment for this disease.

Mange – A skin disease caused by parasitic mites. While not actually debilitating, it does ruin the coat of many wastelanders. Characters and creatures without fur or feathers are immune.

CONTRACTION: Prolonged periods without washing or bathing and frequent sleeping on the ground are all excellent ways to develop a case of mange, though it can also be contracted by proximity to afflicted characters or creatures. The mites themselves cannot be resisted except by magical means.

PROGRESSION: Characters with mange will begin to lose hair or feathers in seemingly random splotches and patches all over their body. For each week that the disease goes untreated after contraction, afflicted characters and creatures suffer an additional -1 temporary attribute penalty to charisma.

TREATMENT: Washing thoroughly in water (radiated or no) for at least fifteen minutes allows an END roll MFD ½ to resist mange. Washing with soap and/or shampoo (if you can find any) increased the MFD to ¾. Anti-mange shampoo (Science MFD ½ to make, given a chemistry set, an inhaler of dash, water, and a unit of crushed gemstone dust – can also be created by a zebra mage at a low ingredient cost, MFD ¾) grants an MFD 1 roll.

If a resistance roll is successful, the patches begin to grow back. The charisma penalty is reduced by 1 point per week.

Mud Fever – Characterized by a rash or irritation of the skin on the legs. These rashes can worsen over time becoming skin lesions that are known for being quite painful, but easily treatable and never deadly.

CONTRACTION: Wearing unclean or contaminated clothes or barding for an extended period (longer than an hour) prompts an END roll MFD ¾. Barding can become contaminated by exposure to mud, especially in swampy areas.

PROGRESSION: A failed roll will result in the development of a distracting itchy patch, usually on the legs at the hip. This itchy patch will spread slowly over the course of a few weeks to encompass most of the legs and underside of the torso (grants -2 CHA after one week's exposure, which increases to a maximum penalty of -4 CHA after one month untreated).

TREATMENT: A medicine roll MFD 1 can treat this disease, requiring only enough healing agents to cover all of the afflicted locations on the victim's body (1 healing potion or equivalent magical effect for each afflicted limb).

Pink Eye – Not necessarily caused by the pink cloud over Canterlot, though the noxious vapor can certainly cause pink eye if the eyes of a character are directly exposed (though that's honestly the *least* of your worries at that point). Conjunctivitis, commonly known as 'Pink Eye,' is a form of common irritation of the eyes that is frequently caused by bacteria or a virus. It physically manifests as a redness and swelling of the tissue around the eye, followed by off-white secretions from the eye that may cause the lashes to stick together.

CONTRACTION: The eyes of a character must be exposed to a source of the disease. Viruses and bacteria for pink eye are frequently airborne. END Roll MFD $\frac{3}{4}$ to resist when exposed. Alternatively, chemical fumes exposure may prompt the END roll, though it is at a significantly easier MFD 1.

PROGRESSION: After contraction, the eyes immediately begin to swell and redden. Vision is immediately impaired, giving a -1 PER penalty. After 1d6 hours, the swelling becomes painful, and impairs vision further (-2 PER). The eyelids begin to itch and burn and the victim's eyes may tear involuntarily. If closed for long periods, the eyes may drain a gray or yellow substance that can cause the eyelashes to stick together. This state will continue for 2d8 days unless treated. At the end of that time, the swelling will decrease until the eyes return to normal. Bacterial or viral pink-eye variations are generally no longer contagious after the first 2d4 days.

TREATMENT: For chemically induced pink eye, washing the eyes with clean water for 5-10 minutes will remove the source of irritation. Viral pink-eye is not treatable by pony medicine (though some zebra medicines will work). Bacterial pink-eye can be treated with a medicine roll MFD $\frac{3}{4}$ and the proper application of a healing potion or spell.

Pony Pox – A frequently contracted disease among foals, this disease is only mildly debilitating but carries highly visible symptoms – bright red, pink and purple 'dots' appear on the skin, visible through the coat. It is easily survivable with only minimum treatment.

CONTRACTION: Direct fluid or physical contact. Airborne spread may also occur. If exposed, prompts an END roll MFD 1– failures contract the disease. Those who have already contracted the disease roll END MFD 1.5 instead.

PROGRESSION: The raised pink and purple blotches on the skin appear within 4d6 hours of contraction. The blotches itch constantly and fiercely; INT or Medicine MFD 1 every 3 hours to not to scratch them. The result of scratching the blotches is outlined in the treatment subsection below. The infected may feel more tired and sluggish than normal, reducing their movement speed by 5' per action and causing them to require rest while traveling more frequently.

TREATMENT: While not treatable with medical magic, this disease is still not hard to be rid of. On the first day and at the beginning of each subsequent day after contraction, the infected must roll endurance. The base MFD is $\frac{3}{4}$; if the infected has scratched the blotches, the MFD is one step harder. IF they've been resting for at least half of that day (8-12 hours), it is one step easier. Two days of successful rolls in a row removes the disease on the following day.

Rabies – Rabies is a disease that attacks the brain stem, causing swelling and radically altering the behavior of the afflicted. If allowed to progress, it ends in brain damage and death.

CONTRACTION: If bitten or exposed to direct fluid contact from an infected character or creature, you must roll Endurance MFD ½ to resist infection. Cleaning the wound with purified water, alcohol or a healing potion within five minutes of exposure allows a second roll, END MFD 1.

PROGRESSION: Beginning 2d10 days after infection, the victim begins to develop cold like symptoms – 1 MFD step penalty to END, AGI and PER rolls. Within two days these symptoms dissipate as the virus overwhelms the native immune system and begins to attack the brain. New symptoms develop as a result, and the victim develops one additional symptom per day off of the table below. These hindrances and effects are permanent, and are not removed if the disease is cured. If a player has already contracted one of these effects from this disease and would contract it again, they instead take ten wounds to the head and immediately begin to convulse and die. The three listed phobias count as separate hindrances for the purposes of re-contraction.

Die Roll (1d10)	Rabies Symptom
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>OCD</i> , as per the hindrance.
3	Insomnia – The infected cannot sleep. The only way they may become unconscious is through the efforts of others
4	<i>Hallucinations</i> , as per the hindrance. The GM should roll for these once for the day. Re-roll if the result is no-hallucinations.
5	<i>Phobia – Water</i> , as per the hindrance. Each phobia is a unique hindrance.
6	<i>Phobia – Fire</i> , as per the hindrance. Each phobia is a unique hindrance.
7	<i>Phobia – Electricity</i> , as per the hindrance. Each phobia is a unique hindrance.
8	<i>Half-Decked</i> , as per the hindrance.
9	<i>Psychosis</i> , as per the hindrance. (GM's Choice)
10	<i>Agitation</i> – Your character acts more violently than normal. They take a -25 penalty to speechcraft rolls; if provoked even slightly (minor or joking insults, un-wanted come-ons, etc.) they must roll INT MFD ½ to prevent themselves from attacking.

TREATMENT: Six simultaneously injected dosages of a vaccine to the underside of the loin of a pony will cure the disease and prevent progression. Creating a vaccine for this disease requires nerve tissue from an infected pony, and takes 1+1d4 days. Note that while the vaccine halts the progression of the disease, it will not reverse any mental degeneration (i.e. you keep any of the hindrances or other negative effects you've gotten from this disease). The injection procedure is supposed to be quite painful

Swamp Fever – A more-often-than not fatal disease contracted from insects. It's more common in swampy or marshy areas, such as those around Hoofington – hence the name. While it can be cured with magic or medicine, it cannot be staved off permanently by natural means.

CONTRACTION: Insect bites or fluid contact with the infected. END MFD ½ to resist. Many characters and creatures may successfully resist the disease but still become carriers.

PROGRESSION: Within six hours of infection, the victim begins to develop a high fever. There is visible swelling of the lower legs and abdomen, and they begin to feel weak (-1 temporary penalty to END and STR). Twelve hours after infection, the victim must roll END MFD 1. Failures suffer a heart attack, and must either receive treatment within 2 minutes or die. (Medicine roll MFD ½ to restart the heart, or MFD 1 with a defibrillator). Successes remain as they are, and begin to rapidly lose weight over the course of the next few weeks (giving them the *Skinny as a Rail* hindrance and an additional decrease to STR and END, this one permanent). Once every 1d4 weeks (roll after any successful endurance checks made against this disease) the infected character or creature must again roll END MFD 1 or will suffer a heart attack.

Critical successes on any END roll negate the END and STR penalties and remove the *Skinny as a Rail* hindrance for the next 1d4 weeks. Two critical successes in a row removes the disease completely and the afflicted becomes a carrier.

TREATMENT: Vaccines existed for this disease pre-war, and can be recreated today with a dose of infected blood, a healing potion, a chemistry set, and a science roll MFD ¼ (Zebra magic MFD ½). One successful roll makes 1d4 doses of vaccine, crit successes make twice that much. Failures waste the resources, and critical failures waste the resources and damage the equipment, exposing the chemist to the disease if they weren't already infected.

A dose of vaccine allows a character afflicted with the disease to immediately make an END roll, MFD 1 – successes and critical successes are cured of the disease, the latter becoming totally immune. Failures are seemingly cured, but remain carriers. Critical failures are totally unaffected, and future vaccine doses will not work on them.

Tetanus (Lockjaw) – Contracted through blood contact with rusted metal, this disease attacks the central nervous system of a pony over time. It can be quite serious, but if caught and treated within a month of contraction it isn't usually fatal.

CONTRACTION: END roll at MFD 1 when in blood contact with rusted metal – bullets don't count, but many bladed melee weapons do. Failure contracts the disease. Cleaning the wound with pure water or a healing potion/disinfectant within 5 minutes of contraction allows a reroll at MFD 1½.

PROGRESSION: An infected character will go through three stages before eventually dying of respiratory paralysis.

Immediately upon contraction they'll start to develop spasms in the jaw, neck, hind legs, and muscles around the wound (-1 STR, -1 AGI). Pegasi and Alicorns may find their wings stiffer than normal, hindering their maneuvering ability (-10 Flight).

If not treated within two weeks, the disease worsens to "stage 2", with victims developing labored breathing and increased stiffness in all limbs (-2 STR, -2 AGI, -1 END). Flight penalties increase to a -20.

2d8 days after phase two starts the disease will progress even further; stage three of this disease's progression involuntarily stiffens muscles in the face, jaw, ears, and tail in addition to those areas already affected. Victims are usually unable to open their mouth or move their tongue. (-4AGI, -4 STR, -3 CHA, flight is impossible). Within a week of this phase starting the victim will lie down or fall over and die of respiratory paralysis.

TREATMENT: During stage one, immediately following contraction, the wound must be opened widely and all infected tissue removed (Medicine MFD 1, gives the patient an additional wound). The area should be cleared with pure water or a healing potion before being left open to allow drainage.

This disease cannot be treated non-magically after it has progressed to phase 2. Magical treatments that cleanse the entire body of toxins will generally treat this disease, regardless of how far it has progressed. If in stage three when treated, there's a 50% chance that AGI will permanently be reduced by 1.

Strangles – Also called distemper, strangles is a highly contagious upper respiratory tract infection that causes severe swelling of the lips, throat and tongue. Other common symptoms include a lack of appetite, sneezing and fever.

CONTRACTION: Direct or indirect fluid contact with an infected or carrier character or drinking from a still (non-moving) water source prompts an END roll MFD ½ to resist contraction. Failures contract the disease. Critical failures have an accelerated incubation period and immediately skip to the abscess formation stage, forgoing the swelling that normally precedes it (see below) and immediately taking a -3 temporary penalty to the associated attributes.

PROGRESSION: Symptoms begin to manifest after 1d4 days. At that point, the throat and tongue begin to swell, giving a -1 temporary attribute penalty on END, AGI and CHA rolls. These penalties increase by -1 per day for two days. On the third day, pus-filled abscesses begin to form in the swollen areas, and the afflicted must make an endurance roll (with penalties) at MFD ¾.

Successes are fine for another four days, after which time they must roll again. Critical successes experience a miraculous recovery within the next 1d4 days.

Failures begin to suffocate as the swelling closes off their throat, and will die if deprived of air for two minutes or longer. Performing a tracheotomy (Medicine MFD 1, requires a thin hollow tube and a knife or sharp object) will allow them to continue breathing for the hour or so it takes the swelling to go down, but they must continue to roll in subsequent four day intervals. Subsequent failures may prompt additional (or repeated) tracheotomies.

If a character succeeds twice in a row on their endurance rolls their immune system manages to overcome the disease, and they'll return to perfect health (with a small possibility of superficial scarring) within 2+1d4 days. Their attribute penalties decrease by 1 per day starting after the day they were cured.

Critical failures to any of these rolls must roll luck MFD 1. Successes develop a Cold in addition to their strangles (and yes, the penalties stack). Failures develop *Bastard Strangles*, which is a spreading of the disease to other parts of the body. Their penalties increase to -5 to AGI, END and CHA, future endurance, medical and magical treatments require twice as much medicine - or a layer of overflow for healing spells - to allow them to roll endurance against the disease (see below), recovery endurance rolls are 1 MFD step harder for the purposes of resisting the disease and in order to naturally recover they must make checks every two days and succeed four times in a row.

Whenever a character overcomes this disease either naturally or with magical or medical assistance, they must roll Luck, MFD 1½. Failures become permanent carriers of the disease. Either way, they cannot contract strangles again.

TREATMENT: At any point in its progression, the disease may be treated by strong healing agents. Treatments can be administered a maximum of once every six hours. The administration of any healing spell or zebra curative above level 2 allows the infected to make an endurance roll towards overcoming the diseases, and grants a +30 bonus on the roll. Any healing potions or talismans stronger than a normal healing potion also qualify. The patient must still make two (or four) consecutive rolls at MFD ¾ (or ¼) to recover from the disease.

Sleeping Sickness – Also known as *Eastern Equine Encephalitis Virus*. This disease is common on the coastal plains, and can be transmitted by direct contact with insects (a common carrier) or other infected mammals. While the virus's names, both colloquial and scientific, are similar to EE, the symptoms it causes in patients are quite different, and it has a much higher fatality rate – roughly 80% of infected patients die if untreated, and treatments are rare and expensive.

CONTRACTION: Direct physical contact with the infected, or with a carrier insect (Bloatsprites, Radscorpions and Mirelurks are all possible carriers). END MFD ½ to resist. Taken in advance, the drug Cawnine makes the END roll 3 MFD steps easier (MFD 1.5). Taking cawnine at least once in the last 5 days conveys the positive effect.

PROGRESSION: After they become infected, the virus immediately begins to attack the lymph nodes of the subject. After 3d6 days, they will start to experience the first symptoms, beginning with a high fever that lasts for 1-4 days (1d4). Feverish ponies must double their water consumption per day. During the fever, the victim will become sensitive to sound (as Big Ears), and experience intermittent periods of excitement and nervousness as the virus begins to attack the brain (manifesting usually as a Psychosis). Starting at the beginning of the fever and every 6 hours during its course (four times per day, five on the first day), they must roll Endurance MFD ¼. Failures begin to lose the fight with the virus; each failure worsens their symptoms. Critical failures double the total length of time of the fever as well as counting as a failure. Critical successes reduce the fever time by 12 hours.

After one failure, afflicted become incurably drowsy (-10 to all actions). The second failure leads to the beginnings of brain lesions that will eventually culminate in paralysis, resulting in an inability to swallow and an abnormally slow gait (-5 movement speed per action). If the afflicted character suffers four or more failures before their fever breaks, full paralysis starts to set in (**permanent** -5 AGI, STR). Paralyzed characters will die unless treated within the next six hours. Even if cured, the paralysis effects remain. Nerve damage sucks.

TREATMENT: No natural treatments exist. Only advanced magical treatments can halt the progression of the disease, and none have proved effective after symptoms have begun to manifest. If treated before symptoms manifest, a spell or curative recipe level 3 or above allows an additional END roll MFD ½ (or 1.5 if on Cawnine) to resist the disease. Rejuvenation and Restoration potions and talismans also allow an additional roll. After symptoms manifest, only level 4 curative recipes and spells can help treat the disease – they allow characters fighting through the fever to roll twice whenever they would roll END, and take the better of the two. If applied after a character has failed four rolls, they allow a Luck roll MFD 1 to prevent full respiratory paralysis from onset. It doesn't really cure them of anything at that point, but it does keep them alive when they would otherwise have died.

Traps

There are any number of different sorts of traps out and around that can catch a wastelander by surprise – often for the last time. Traps like these are great for throwing against characters that are very EFS reliant, as they do not show up on the EFS compass.

A basic trap has two parts – a trigger, and a deterrent. The trigger detects the presence of a victim, and the deterrent deals the harm to the victim that's been detected. More complicated traps also have lures, which bring victims close enough to set off the trigger and thus suffer the effect of the deterrent.

Most commonly seen are explosives such as landmines or satchel charges. These devices generally activate within a time limit after a character or creature has gone within a small radius (usually 5') of them, or can be rigged to blow upon receiving a command from a remote detonator, tripwire, or any other triggering device. There are many other types of traps littering the wasteland as well, ranging from primitive to high-tech; a few of the most common variations are listed below, along with some trap-triggers that are also fairly commonplace.

Common Trap Triggers – *Methods by which player characters can set off traps. If a character is looking for a specific type of trap trigger, it will be 1 MFD step easier to spot.*

- **Proximity Detector** – Triggers when you come near. Proximity triggers are often combined with a slight delay timer to allow hapless victims to get in close enough to experience the full effect of the trap's deterrent. These triggers are usually internally concealed within deterrents, making them difficult or even impossible to spot.

- **Remote Trigger** – Manually detonated by some onlooker. They may be nearby, or they may be watching through some sort of surveillance system (even just binoculars).

- **Trip Wire** – Breaking the wire sets off the trap. Very simple and easy to create, a favorite of raiders and other ponies without much in the way of smarts. PER MFD ½ to notice, but obscured wires may be even harder to spot.

- **Timer** – Set to go off a pre-determined number of seconds after it was placed. It could even be days, or possibly even years! In all likelihood though, timed explosives will go off within a span of a few seconds to a few minutes. Timers are often combined with other trigger types to mislead potential victims into thinking the trap wasn't actually sprung after realizing they've set off another trigger.

- **Floor Button** – A mechanical floor button that, when pressed, sends the signal to trigger the trap. There may or may not be an obvious method of communication between the trap and the button. Very easy to set up and use, but difficult to conceal without serious effort (PER MFD 1 to spot).

- **Pull Trigger** – Opening the box or moving the item from its anchored location pulls the trigger and sets off the trap! One of the most sinister sorts of trap triggers, pull triggers are often used as secondary arming systems to re-arm disabled explosives or other traps. They're also seen in places most ponies wouldn't think to look for them. Expect to find these on the bottom of land mines, on the underside of furniture stacked to block hallways, or inside ministry of peace supply boxes.

Common Deterrent Devices – Methods by which a trap can damage the victims that set it off.

- **Daring Do's Boulder/Rock Slide** – Remember that one scene from Daring and the Temple of Do-om? This is right out of that movie. Where did they even find a boulder that big? Earth pony magic, I tell ya. Attempting to stop the boulder requires strength 10 or greater, and a STR roll MFD Crit. Consider dodging out of the way instead? Alternate versions may use a large number of smaller rocks.

- **Exploding Skybus** – The burnt out husks of some powered carriages and sky buses may still have enough energy in their talismans that they can explode! The explosion deals 10d20 damage with an AoE decrease of -2d20/5'. Also irradiates those nearby (as Rads).

- **Falling Wall** – That wall doesn't look stable because it *isn't*. If you walk too close, it may fall on you, raising a cloud of concealing dust and pummeling you with debris. Damage depends on the wall materials, and can range from as little as 4d4 (cardboard, rotted wood or drywall) to as much as 10d20 (solid concrete or steel).

- **Grenade Bouquet** – A bunch of grenades, usually three, tied together on a string and usually suspended over the trigger. When triggered, the grenades drop, losing their pins as they're released. Frag grenades are the old standby for grenades used for this trap due to their commonality. Deals damage as grenades

- **Mine** – Land mines are a conventional explosive trap that combines an explosive with either a pressure plate or a proximity detector trigger, but a mine at its core is just any explosive charge on a trigger. They come in a variety of flavors of varying payloads and strengths (see the Explosives section of chapter 4). Many of them are hidden using a weak invisibility spell, concealed, or just lying around out in the open throughout the wasteland. A common but particularly nasty variant can be easily disarmed by magic, but will automatically rearm (via a wire mechanism) when lifted up to be re-claimed.

- **Pitching Machine Pummeler** – Great for guarding narrow approaches, pelting any who activate it with baseballs (or grenades, if they're really up on security). Between 2 and 5 of these projectiles are hurled at their victim per round, and while it's uncommon for machines to hold more than a half dozen projectiles, they can easily hold up to 2dozen.

Baseballs deal damage as per a wt. 10 rock (2d4 + between 5 and 25, depending on the condition of the pitching machine). Grenades deal damage depending on the grenade. More classical variants include dart launchers and spear launchers; the latter deal damage as a Zebra spear hurled by a 5-strength character (between 5 and 25 depending on the mechanism), and the former are usually harmless on their own but carry lethal poison.

- **Pit Trap** – A classic. Dig a hole; cover it with something innocuous – such as some poor wastelander's cardboard bedding. A victim walks over to investigate or in the course of their normal exploration, and fall in the pit. More lethal options also put jagged, 1-2 foot long spikes in the bottom, to make sure that whatever falls in doesn't have an opportunity to climb back out. Not only is fall damage onto spikes like those at the bottom of such a trap **tripled**, but they can also be poisoned or covered with a vector for some lovely disease. Tetanus, anyone?

- **Shotgun Surprise** – Walking around a corner, you never expected there to be a shotgun set to go off at you! This trap is usually triggered by a trip-wire or pressure plate. The trap deals damage as a single shot from either a Combat Shotgun or a Hunting Shotgun (12 gauge). Other guns can be mounted similarly, but high-damage close range guns work best, as this deterrent usually only fires a single shot.

- **Spark Deterrent** – When triggered, electrifies a region -- generally the floor, a metal plate, or a puddle of water. Those who step into the electrified region take damage as the Electricity special weapon effect.

- **Swinging Weight (Often with spikes!)** – A simple heavy weight on a length of chain, in an elevated position. When released, it swings into action and rams into the unsuspecting victim below. This sort of deterrent deals from 6 to 12 d10 of damage through armor, depending on the weight and the speed it's moving at when it impacts the victim. Spiked or bladed weights may deal even more damage. The penitent pony must kneel!

Common Trap Lures – *Devices which raw victims closer to the trap trigger or payload.*

- **False Trigger** – This is a classic piece of misdirection. While the wastelander thinks they've spotted and disarmed the trap, the trigger they saw was a fake. The real trigger was concealed nearby, waiting to be tripped by the victim who moves to disarm the obvious one.

- **Phony Foal Carriage** – This deterrent manipulates the psychological What's that noise? Is that a foal carriage? And there's crying coming from it! Maybe somepony's lost their child--- Nope! BOOM! Deals damage as a satchel charge, firebomb, or sparkle grenade.

- **Rigged Terminal** – Oh boy, a terminal! And the screen is still lit – maybe it's still functional! Let's see, just turn this thing on, and.... it explodes in your face. Deals damage as either a frag grenade, satchel charge, or sparkle grenade.

- **Treasure Trove** – Often, traps will present a seemingly easily attainable goal – such as a crate full of useful materiel, a sweet-looking gun, or even something like food or a trapped hostage. The path to get to these 'treasures' is where the trigger is hidden.

Exposure – Heat and Cold

As a race, ponies are acclimated to temperate zone climates of between about 5-35 °C (roughly 40-90 degrees Fahrenheit). Beyond that range, unless properly equipped and supplied, they tend to suffer. Most other races present in Equestria suffer from the elements in the same way, including alicorns and hellhounds (but not ghouls). As high-altitude races, Pegasi, Griffins and Yao Guai tolerate temperatures between 0-30 °C (30-80 °F); Zebra are the only noteworthy exception to this in the other direction, preferring temperatures of between 15-45°C (60 to 110 °F). Note that these are all ranges of 30 degrees. Additional information on how these four exceptional races react is provided in both of the subsections; it is safe to assume that they behave like characters of other races unless noted otherwise, merely with shifted temperature boundaries.

In the case of **cold**, characters will rapidly burn energy to try and stay warm. Failing this, they may suffer from crippling onset of frostbite and eventual death by hypothermia.

For low temperatures starting at 5°C (40°F, or the bottom of the tolerance range for a given race), characters must roll endurance MFD 1 for every 30 minutes spent out in the cold. They receive a penalty to this roll equal to twice the number of degrees below freezing it is. This means they take no penalty until the temperature drops to below 0°C (32°F). For every Celsius degree below this point, they take a -2 penalty on their roll.

So at -5°C, they'd be taking a -10 penalty to their endurance roll. Between 5 and 0, they must still roll END MFD 1 every half hour, but take no roll penalties.

Table IX: Cold Effects

Number of Failed Endurance Rolls	Effect
1	Numbing Cold – Temporary -1 penalty to AGI,
2	Numbing Cold – Additional Temporary -1 penalty to AGI
3	Numbing Cold – Reduced movement speed by 5' per action. Digging and flight are reduced by 10' per action.
4	Numbed Face – 1 MFD step penalty to all CHA based rolls, including skills and intimidation rolls.
5	Disorienting Cold – -25 penalty to survival for navigation Additional Temporary -1 penalty to AGI
6	Cold Exhaustion – Character must consume an additional serving of food or else make an INT check MFD ½ to remain awake.
7	Tiredness – INT MFD ½ to remain awake without stimulants. Additional Temporary -1 penalty to AGI
8	Extreme Tiredness – INT MFD ¾ to remain awake without stimulants. Additional Temporary -1 penalty to AGI
9	Frostbite – A random extremity becomes frostbitten. Frostbite can be alleviated if the character is warmed up to above 40°F and healed with healing magic or a potion within five minutes of onset. Otherwise, that extremity is lost.
10	Hypothermia – Death within 5 minutes unless warmed and healed using healing magic or a healing potion.

If they fail the END roll, they start taking penalties outlined in the Cold Effects table above. All of these penalties stack; if a character is at five on the table, he also incurs all of the effects of the preceding four levels of the table added together. These penalties, with the exception of permanent effects like death or full-onset frostbite, can be removed at any time by warming up the character to above 5°C (40°F, or whatever the bottom of their range is) and keeping them that at least that warm for at least 30 minutes.

If a character critically fails a roll, it counts as 3 failed rolls; they've done something to waste a large amount of heat. If a critical failure happens to a character that has already accrued four or more failures without being warmed up, they develop frostbite on a randomly selected extremity; ears, legs and nose are the most common. Frostbite can be alleviated if the character is warmed up to above 40°F and healed with healing magic or a potion within five minutes of onset.

For every piece of warm clothing they're wearing in a frigid environment, a character's effective temperature is five degrees higher than their surroundings. This can prevent them from having to make an endurance roll at all, if they're sufficiently attired. Most clothing, leather or cloth armors count as warming. Metal armor only counts if it's got some kind of heavy or insulating cloth backing (most don't, but you can certainly add one with the repair skill). Full body clothing like powered armor or heavy robes increases the effective temperature by 10°C, but still only counts as a single article of clothing. Fully sealed powered armor suits can compensate for up to 40°C of temperature shifts.

Zebra characters must begin rolling at 15°C (60°F), but still don't begin incurring penalties on their rolls until the temperature falls below 0°C. Pegasi, Griffins, and Yao Guai must begin rolling at -5°C, and start with their endurance rolls taking the -10 penalty for being that far below zero.

In the case of **heat**, excessive temperatures can cause characters to suffer from rapid dehydration, leading to heat exhaustion or possibly even heatstroke. Characters who spend more than three hours of a given day at temperatures above their maximum acceptable temperature range (45°C/110°F for zebra, 35°C/90°F for most others, or 30°C /80°F for the three high altitude races), must increase their intake of hydrating items for that day by a factor of 1.5x (6/day instead of 4/day), in addition to any penalties incurred by way of the heat effects table below.

Starting at their maximum comfortable temperature threshold, all characters must begin rolling END every half-hour they spend without relief from the heat. Similarly to cold weather, this END roll's MFD is 1. At 5°C above their maximum (so starting at 35°C for high altitude races, 40°C for ponies, 50°C for zebra), the roll begins to receive penalties. For every degree above 5°C hotter than their comfortable maximum, they suffer a penalty of -2 to the roll.

Unlike with cold, any sort of clothing or barding incurs further penalties to this roll – it retains heat. Each accessory incurs a -5 penalty (this includes things like battle saddles, pipbucks, saddlebags, bandoliers, and other accessories you might not normally think of – anything that touches a pony's skin or goes on top of something else that does). Clothing and bardings incur a penalty equal to their weight, with the partial exception of powered bardings; due to temperature control systems, sealed powered bardings incur a *bonus* of 1/10 their weight instead of a penalty. Non-sealed powered bardings incur only half their weight as a penalty. Penalties stack – add them together. Pith helmets, cowpony hats, and zebra bardings and helmets never incur a penalty to any heat endurance rolls regardless of their weight – they were designed for use in hot and arid environments, and shield their wearer enough to account for their burden.

Clothing and accessory penalties to the endurance roll are applied whenever a character must roll endurance for heat effects, even if they're less than 5°C above their comfortable maximum.

As with cold, if a character fails a roll, they start taking penalties outlined in the Heat Effects table below. All of these penalties stack; if a character is at five on the table, he also incurs all of the effects of the preceding four levels of the table added together. These penalties, with the exception of

permanent effects like death, can be removed at any time by cooling a character off to within their comfortable temperature range and keeping them there for at least 30 minutes.

If a character critically fails a roll, it counts as 3 failed rolls; they've done something to drastically heat themselves up while trying to beat the heat.

Table X: Heat Effects

Number of Failed Endurance Rolls	Effect
1	Excessive Sweating – Dehydrated more than normal. Character requires an extra hydrating item to prevent dehydration today.
2	Excessive Sweating - Dehydrated more than normal. Character requires an extra hydrating item to prevent dehydration today.
3	Dry Throat – Temporary -2 penalty to CHA
4	Heat Exhaustion – Temporary -1 penalty to STR, END and AGI
5	Mirage – Temporary -1 penalty to PER and INT.
6	Heat Exhaustion – Additional temporary -1 penalty to STR, END and AGI.
7	Mirage – Additional temporary -1 penalty to PER and INT
8	Heat Exhaustion - Additional temporary -1 penalty to STR, END and AGI
9	Cold Flashes – Character feels suddenly freezing. Willpower (INT and CHA, take the better of the two results) MFD ¼ every five minutes to resist actively trying to put on and keep on additional layers or articles of clothing.
10	Heat Stroke – Character passes out. If they're not cooled off and given at least one hydrating item in the next 30 minutes, they will die.

12 – GM’s Guide to the Equestrian Wastes

What’re you nosing’ around over here for? You don’t look like a GM at all! Can’t you read the title? It says *GM’s* guide. The player’s section is in the front part of the book. This is where we keep all the secret fun stuff so that GMs can taunt you with your lack of knowledge. So go on, get lost!

...

Just kidding! (Who’d you think we are, Peg Inc.?) We’re not going to turn you away, but be warned that this section is mostly just information on how to better run a game, with a few helpful tables and things to make your GM’s life a little bit easier. Very few rules are actually included in this section – most of those were deemed useful for the players to know *without* having to sift through all this stuff. There’s not much in the way of actual spoilers in this section either – we didn’t create the universe or the setting, so there’s nothing specific to hide.

Anyone with a good idea for a story can be a GM, but before you try your hand at it, be sure you have a thorough understanding of the rules for the system.

Cutie Marks and Glyph Marks

So first thing's first – As soon as you've got a story, you're going to need to help your players create characters. If you haven't looked through the character creation section yet at this point, you should – characters should fit in with the story, after all, and introducing them can tie in heavily with what traits and hindrances they pick. As GM you may want to encourage some hindrances or traits (i.e. reduce their point cost, provide extra creation points, or simply tell your players that you need someone to take a specific hindrance for story purposes), discourage others, and outright ban those that simply don't fit. If you want your characters to start in a stable, for example, consider giving *Stable Dweller* to any characters that choose to take it for no point cost. The same goes for player races – there are plenty of races that can make things quite awkward for a GM. Having a group of alicorns, zebras and hellhounds for characters might bode ill for a story where the characters have to solve a crime within a large pony settlement.

After you've gotten past the character creation point-distribution stage, the second thing a GM should be heavily involved in is helping decide cutie marks and, for zebras, glyph marks. As talked about in the player section, cutie marks *should* be related to tag skills – but as GM always be aware that they don't *have* to be. That way is simply easier than making them up without any point of reference.

Cutie marks can also be related to any number of other things, such as events in the character's life, defining characteristics (i.e. that character's traits and hindrances), or even have multiple meanings. Characters with extremely character-critical traits or hindrances will almost always have a cutie mark that reflects those traits or hindrances. Examples of traits that fit this bill are those that cost more than a single point at creation like *Arcane Devotion* and *Magical Savant*, but even lesser costing ones like *Faith* should be considered. Virtues, in particular, should always be reflected in a character's cutie mark in some capacity. Physical alterations are generally less ideal choices, as they tend to happen to characters later in life after they've solidified their special talent.

Any quality written on their sheet that would define that character's behavior in a wide range of situations needs to be at least considered before choosing exactly what the cutie mark of that character is.

A really strong character will nearly always have a cutie mark with multiple meanings; this is especially true in the case of meanings that are not immediately clear to the character (or to the player playing them).

Because of the number of factors that need to be considered when choosing cutie marks for characters at creation, those characters with a well thought out backstory are almost always easier to choose cutie marks for. Encourage your players to develop their character's backstory. It doesn't need to be complex, but history and past relationships and events in their character's life are often a great jumping off point for making their character feel more real, not to mention making it easier to choose their cutie mark out of game. A timeline or a bulleted chronology of some major life events is good enough for most cases. While you shouldn't limit the creativity of your players, more than 5 pages is generally excessive.

When asking them to generate backstories, you may want to give your players some idea of the setting. General locations, acceptable settlements to hail from, and reasons for being in the region are almost always a must.

Giving out Karma

Karma is functionally a measure of the morality of a player, and as such it should be handled with care. As GM you should always be at least loosely aware of a party's morality and their intended course of action with regards thereto. Don't ever feel like you have to give out karma every time a decision is made; depending on your players' actions, they may opt to take actions that are neutral. You should try to treat karma as a reward or punishment for player behavior, even if the player is trying to

If you can, it's always a good idea to try and structure events to lead to moral choices on the part of the players. Good moral choices have depth and complexity involved – there may not *be* a 'right' decision, or the 'good' thing might still feel wrong, such as ending a tainted pony's suffering. It's not always as simple as "Raiders are bad, peaceful trade caravans and settlements are good." Consider that the raiders might only have turned to raiding recently to try and support starving children, or that the merchants of the caravan are corrupt and deal in slaves on the down-low. In *Fallout Equestria Canon*, Arbu is a good example of a difficult moral decision; *Project Horizons* has a good example early on in the form of Fluttershy Medical Center. Player perspective - what they know about the situation - is important. Their choices should give them karma or lose them karma based on what they *know*, and the amount of karma they receive should probably vary based on how much they bothered to find out about the situation before making their decision. A character shouldn't lose karma for being tricked into doing the wrong thing, unless they realize and don't try to make amends. If a moral decision still feels wrong to a character regardless – like being forced to choose between killing an innocent child and freeing several hundred slaves – just remember that you don't have to give karma out if you don't feel like , and that the Guilty Conscience hindrance definitely exists for just such an occasion.

Numerically speaking, karma should be given out in proportion to two things: the difficulty of accomplishing the good or evil deed, and the difficulty of making the moral decision; both of these should be viewed through the lens of a player's intent in their character's reaction. What does this mean? Here's an example:

Let's say, speaking purely hypothetically, your characters end up torturing some innocent foals.

How much karma they should stand to lose is highly dependent on the reason for their actions. If the innocent foals (or their guardians) resist, they should lose more karma than if the foals hadn't. If the foals struck first, say by attempting to carve out a chunk of a player character's leg while they were sleeping, then the karma loss would be lessened (but not zero – you're still torturing them). If the character had to torture the foals to save an entire settlement from destruction (unlikely, but this is hypothetical), they might lose even less. If they were doing it for money, they would lose more, etc.

Basically, **reasons for a character committing an action matter.**

Waiting for us to get to the point and give you guys some numbers? For those of you who are more interested in portraying the world in moral absolutes, we've made a simplified karma distribution system outline below.

Karma should be given out (or taken away) in small amounts – five or less – for doing things that are easy and clearly good or evil. Stealing from charitable organizations, kicking foals, and attacking innocents without provocation are all great examples of ways to lose karma. Giving food to the hungry or medicine to the sick, volunteering to guard a caravan for free, freeing a captive from raiders, or sparing the life of a defeated opponent in a duel to the death are good examples of ways to gain it.

Karma should be given out in larger amounts – between 5 and 25 – for doing things that are more difficult, but are nonetheless clear-cut good and evil acts. Liberating an entire caravan of slaves, disrupting a harmful drug operation that knowingly damages pony lives, promoting a local business and re-establishing trade routes, or insisting on a fair trial or a second chance, even for someone who caused an enormous amount of suffering for the party or a group are all worthy of a larger karmic reward. Knowingly participating in cannibalizing ponies or hunting them for meat, raiding a caravan

Karma should be given out in very large amounts for doing impossibly good or despicably evil, inspirational acts – acts that inspire either kindness and hope or violence and suffering in the hearts of onlookers and those who hear of a character's deeds. Such acts should grant upwards of 50 karma, depending on the size of the audience. A character sacrificing their life to save the wasteland would grant them upwards of 250 Karma (pretty good, considering the ranges really only go out to ± 500).

Characters who are only following along with a group, not actually making the decisions should still receive karma, but should never receive more than half as much as the character who actually makes the decisions.

When giving out karma, consider the levels of recognition and speechcraft bonuses it affords characters. For every 10 points of karma away from 0, a character receives a +1 on speechcraft versus those who are karmically aligned with them. Good ponies like to talk to good ponies, after all, and bad ponies are more comfortable talking with those who don't spout on about goodness and light nonsense all day.

When a character has received at least 100 points of karma, they should start hearing about themselves on the radio. Now, a DJ can be a fickle thing, and DJ Pon3 in particular likes to try and spot upcoming heroes and leaders. As such, the first character in a group who attracted attention to themselves by hitting the 100-karma mark will probably be the only one mentioned or given a nickname, unless another character suddenly takes charge at a later time. This does not mean that other party members will remain anonymous, necessarily, but it does mean that they'll usually be talked about as "So and so's companions" rather than given a unique nickname.

When a character has developed a reputation by gaining more than 100 karma, other ponies may start to recognize them, and will treat them accordingly – ponies with bad karma will have a bad reputation, and may send caravans and settlement guards into a panic when they appear on the horizon, while seeing a pony with a high karma reputation might send your average raider or slaver running. This can both open and close doors for parties, especially if they choose a single pony to have as a de-facto leader who makes the moral choices and either gains or loses more karma.

As an optional rule, if a character starts drifting to one of the extreme ends of the karmic spectrum – more than 200 karma away from the zero-point – then forces representing the opposing karmic viewpoint will start tracking them down as they move around the wasteland. This can make for some interesting dialogue and roleplaying opportunity if played right, and even played poorly can still be used to give player characters a little bit of an extra challenge.

In general, try to think of karma as a spectrum ranging from 500 to -500 (but with no 'hard cap' limit). This can help you reward or punish your characters accordingly.

Rapid NPC Generation

Okay GMs – listen up, ‘cause this shit’s important. Making non-player characters (NPCs) quickly and on-the-fly is a skill that all game masters worth their salt should have or develop.

So how do we go about doing this, you might be wondering?

How you create an NPC all depends on what you plan on using the NPC for. NPCs don’t need to be full characters; they just need to be relatively unique and fulfill a specific purpose for your story and players.

You’re creating people in your world, and your goal in doing it quickly is to make it seem to the player characters that your NPC is a real person without actually giving them a full backstory, skill set, or character sheet. As such, you need to anticipate a few things about what your NPC is going to do. Very important in creating this illusion of a full character is their name. If *you* can’t remember a character’s name and their basic mannerisms (such as accents, distinguishing features or articles of clothing), then the odds are good that your players won’t remember them either. The MLP: FiM universe makes this easy – creating a character name is as simple as stringing together an adjective and a noun (or sometimes not even that) vaguely related to their field of expertise, and character designs are often colorful and distinct. More difficult is creating their cutie mark. It should be related to their expertise in some way, but it doesn’t need to be literal or directly related. A scavenger who specializes in tall ruins might have a grappling hook as a cutie mark, or she might have a can of sardines (her first find as a scavenger).

After you have a name and distinguishing features, you just need to make sure that your NPC is able to function in the story without you having to simply make up die rolls (though you certainly can, in a pinch).

Some GMs like to generate a list of names and personalities, and/or make a generic sheet or two that they can use for NPCs of different archetypes. This may not even be a physical sheet (it’s much less time consuming for you if you have a bunch of rough skill and attribute estimates that you can change as needed); you should just know how good your NPC needs to be at a given skill to advance the story or support (or oppose) the party. Similarly, they should have the equipment they need. Your archaeologist guide shouldn’t have to ask the player characters for a lighter or a length of rope, nor should your scientist require player characters to do his math for him (unless incompetence is his lot in life). As long as you know all of these things about your NPC, you can bring him into or out of a story at your leisure.

Once you’re experienced with the system, creating NPCs becomes easier. It helps to have a listing of cutie mark ideas on standby!

Creating and Dealing with Large Combat

Combat, for better or for worse, is a big part of many adventures. This section contains some ground rules and suggestions to help streamline and speed up any combat that occurs during your campaign.

The first rule of making combat run efficiently is this: be prepared. As a GM you should know how many enemies you're going to throw at a party, how difficult they should be to dispatch, and what their stats are – and we mean *all* of their skill rolls, attribute scores, etc., *in addition to any specific rules they may need to reference*. You don't want to waste time during combat looking up how much damage your steel ranger's gun does or how the mechanics of splash damage for the grenade your NPC just lobbed work. This goes for players too – encourage players to plan their actions out during other players' turns. When everyone knows what they're supposed to do when their turn comes around, combat moves much faster and keeps all of the players engaged.

Miniatures and Battle Mats

You and your players don't have to use miniatures in combat at all, but the use of miniatures in combat can help add visualization to the scenario that allows for a more enjoyable experience at the occasional cost of time spent.

If you're using a standard 1" square gridded battle mat as might be available in most game stores, try using blindbag figurines or figurines from any other miniatures system as your ponies; just try to keep all of the players to roughly the same scale and size. Having blindbags occupy squares can be a bit awkward at times, so having characters occupy and move between the intersections on the grid instead of occupying squares with each line representing a distance of five feet works very well. In play-testing, when miniatures were used, this was among the most preferred methods by testers. 1" hexagonal grid battle maps require that they occupy single hexes, and works better with player-tokens than it does with blindbags or other pony mini-figures.

If you're not in the market for an expensive battle mat, using a non-gridded map with a scale can also work, and made moving diagonally and representing altitude much smoother. Large whiteboards are great for this, as you can draw in and alter terrain with ease. Enemy character or creature locations can be marked with anything from poker chips change to extra dice – what's really important is that both you and the players can visually distinguish what enemies are where.

Creator's Note: I personally prefer using dice for marking enemies (different numbers facing up can record remaining health, altitude, or differentiate between groups or types of monsters), and by preference use a scale on an unmarked board as the battle space, but you should try to find a way that works for you and your players best. Coinage of varying denominations also works well.

Mooks

A good way to speed up combats with large numbers of enemies is to use mooks.

The term mook refers to a 'faceless' (meaning non-unique) or simply unnamed enemy combatant, generally of the sort considered expendable by those higher up the chain of command (if there is one). Mooks are 'canned' enemies that are easy for a GM to produce en masse, and are generally among the easier types of enemies for player characters to deal with. Now bear in mind that *Fallout Equestria* as a setting doesn't encourage the use of mooks in the conventional sense – even your bad guys are still *ponies*, and they should have at least some sort of reasonable (or unreasonable-but-explainable, as the case may be) motivation for their actions.

Then what are they in game terms? Simple: **Mooks are enemies that are toned down from full characters to make fighting them take less time.** When making mooks consider that most common enemies don't need a full stat block. The odds are they'll only use a few attributes or skills in the course of combat anyway, which is why the stats provided in the Monsters section are truncated for most enemies. If they take their END score in wounds, then they die – don't worry about if the wounds were to the leg or the horn or anywhere in between, unless your player characters are going specifically to disarm or cripple rather than kill. Not worrying about hit locations on the player side also speeds up combat by removing a die roll. If they took out a leg or just dealt single wounds to multiple locations, odds are they'll go unconscious from the pain and be left to bleed out anyway.

As a rule of thumb, use mooks whenever enemies outnumber the players by more than 3-1 as a way of speeding up combat. For extremely large numbers of weaker creatures (5-1 ratio or worse), consider allowing players to take them out with a single wound instead of multiple to further streamline it. Adding mooks to a larger fight between more powerful characters is a great way to add variety to a combat without greatly extending the time it takes out of a session. Don't be afraid to mix and match different difficulties of opponents against your players; things out in the wasteland shouldn't necessarily always be on equal footing.

As a GM, you want to conserve your energy and time during a session for more important encounters – boss fights, large monsters, plot-important hostile NPCs or encounters intended to be particularly challenging. Don't sweat the small stuff with chance encounters and random enemies out in the wasteland.

On the flip side of this coin, at lower levels a bunch of rag-tag raider grunts can give a party of player characters a **really** hard time. Mooks are for making combats easier for players, and should only be used here if the players *shouldn't* be challenged significantly by the encounter. Many GMs may not want to use them at all because of this; there is a prevailing attitude in post-apocalyptic settings that every experience should have a high risk of death associated with it.

But hey, if you're really just looking to make a game fatal, just don't play with luck cards. In tests, that upped our fatality rates by over 500%!

Big Bad Evil Guys – Making Tough Individual Enemies

Sometimes you don't want to be bogged down dealing with multiple enemies that try to out-flank your players. Maybe it's the end of a dungeon, and they need to have a final boss fight to clear the area for good. Maybe you just want to put the fear of losing their characters into the forefront of your players' minds. Big bad evil guys, or BBEGs, are your go-to solution for this kind of problem as a GM.

But how do you make one bad guy a match for multiple players? Your players are probably working their hardest to become the leanest, meanest killing machines in the wasteland, after all. There are three main methods you have at your disposal as a GM for making enemies tougher.

First off, you have **armor**. Having enemies with a high damage threshold can prevent characters from doing much damage, making them last longer and tougher to beat in a fight. Keep in mind that depending on your rules, armor may degrade. Natural armor, however, is immune to degradation, and is excellent for making enemies tougher to beat regardless of your rule-set.

The second easy way you have to make enemies tougher is increasing their **damage per wound**. Damage per wound is effectively a measure of the amount of damage that has to be dealt to an enemy before you can leave a lasting effect. Don't just increase this willy-nilly! Damage per wound for characters and creatures corresponds to their physical size; larger enemies have a higher damage per wound value, and smaller enemies have a smaller one. For example, most alicorns and buffalo are about 1.5-2x the size of an average pony, going by volume (Not by height). Their damage per wound value at the same level is correspondingly higher, usually by about 2 points. This size increase can be extrapolated based on volume. **For every factor of two larger than an average pony your boss character/creature is you should increase its damage per wound by two.**

A manticores, for example, is between $8(2^3)$ and $32(2^5)$ times the size of a pony. As a result, its damage per wound should be between 16 and 20. Be aware of the limitations of this method – starting at damage per wound 30, characters and creatures become one MFD step easier to hit. They continue to become one MFD step easier for each four points above that, i.e. 2 MFD steps easier to hit at damage per wound of 34, 3 MFD steps easier at 38, etc.

The increase in damage per wound for player characters as they level is a metaphorical representation of their growth – as a character increases in level, they literally become larger than life in terms of how they receive damage. Be aware of that fact if you’re increasing the damage per wound of character or creatures which aren’t pony-sized, especially if you’re doing it just to make that opponent tougher to beat.

The third and final way you have of making your big-bad tough to kill is their **endurance score**. This little number influences quite a lot of things, not the least of which are the points at which your big-bad becomes crippled or dead. Giving them a really high endurance score may not suit your needs as well as modifying the cripple and maim points for your boss – don’t be afraid to give your boss characters and creatures abilities similar to the Life Giver or Zebra Augmented perks or traits. Making creatures and characters that don’t respond to damage in ways the players are familiar with is really great at invoking a sense of challenge, or (more often than not) abject terror!

Hopefully these tips help you out when making your boss fights. For more situational difficulties, consider using your environment to make the fight more interesting for players. Stationary obstacles, traps, illusions and special abilities can all help a boss to avoid damage while thwarting player character attempts to push through.

Table XI: Base Damage per Wound versus Physical Size

Example	Size Mult.	D/W	Base MFD to hit Mod.
Bottlecaps, Bees	1/32	1	-3 Steps
Parasprite, Breezie	1/16	2	-2 Steps
Cat	1/8	4	-1 Step
Small Colt/Filly	¼	6	Dodge Bonus
Colt/Filly, Pipsqueaks	½	8	Dodge Bonus
Normal Pony	1	10	--
Large Pony, Normal Alicorn	2	12	--
Large Alicorn	4	14	--
Sentry Bot, Pegasi Bomb-wagon	8	16	--
Manticore, Albino Radscorpion	16	18	--
Main Battle Tank, Hot Air Balloon	32	20	Dodge Penalty
Vertibuck, Skywagon	64	22	Dodge Penalty
Young Adult Dragon	128	24	Dodge Penalty
Ursa Minor, Raptor	256	26	Dodge Penalty
Adult Dragon, Hydra	512	28	Dodge Penalty
Rad Alicorn, Ultra Sentry	1024	30	+1 Step
Large Adult Dragon	2048	32	+1 Step
Ursa Major	4096	34	+1 Step
Raptor Nacreous	8192	36	+2 Steps
Thunderhead	16384	38	+2 Steps
HMS Celestia	32768	40	+3 Steps

Don’t forget: Having a strong reputation or being well known may increase a creature or character’s damage per wound without affecting their physical size or base MFD to be hit. For example, certain dragons might have a much higher D/W than their size might suggest, because most races think dragons are fucking terrifying. Think of it as their being ‘larger than life.’

Group Initiative

For the GM, particularly when dealing with large numbers of enemies, it is simply impractical to roll and keep track of initiative for every single enemy. Grouping together enemies by some common characteristic can help accelerate combat drastically. This should be handled with care; it's not recommended for GMs to roll all of their forces' initiatives as a single group, because that can end up simply annihilating the player characters before they've even had a chance to retaliate. Instead, break things up so that each combat round has a chance of getting an even mix of player actions and enemy actions. Having several initiative groups of 4-6 mooks each with a single stronger combatant who gets his own initiative works particularly well; if you have enemies of more than two clear types you may want to simply group them together based on power and ability.

Initiative groups should be made such that they help you as a GM to minimize the time spent rolling for each combatant.

Fireball Formation

Armies tend to march in lines; navies and air forces tend to fly in formation. This is rather silly, when you think about it, because it makes it easy for would-be assailants to get a clear shot at multiple combatants (which is why it usually only occurs when they're parading far away from any sort of battlefield). That sums up fireball formation in a nutshell – when you bunch ponies or other characters and creatures together, it becomes much more likely that even misfires will hit someone or something important. When you have large number of characters trapped in a small environment or forced to fight into a narrow passageway, they're moving into fireball formation. Such characters are much more vulnerable to area of effect weapons and spells. While not practical for all enemy types – intelligent and well trained combatants would know better than to do this – if you know your players have Area of Effect weapons or spells, providing opportunities to use 'em by putting your hostile forces into fireball formation can be very satisfying for everyone involved.

Basically: Fireball formation enables combatants on both sides of a combat to very quickly increase the death toll and finish combat more rapidly. As such, it is a valuable GM tool – if a combat is moving too slowly or taking too long because you have too many combatants on the field, the use of area of effect spells (or grenades or similar weapons) is a quick and easy solution to your time crunch.

“They were ponies, once...”

Lots of things can happen out in the wastelands that are worse than death. Things that can break ponies’ minds, destroy who they are down to their very souls, and warp their bodies beyond recognition. Always bear in mind, GMs, and never let your players forget that Fallout Equestria has a very high magical and radioactive background count, and that most of the water supply is corrupted with the horrifically mutagenic taint. Sure, there are ways to escape the radioactive heat – but not forever. Eventually one of them won’t get so lucky.

And then you’ll be glad you read through this section.

Mutation and Ghoulfication – Taint, Radiation and the Canterlot Cloud

There are two major sources of mutations in the wasteland: Taint and Radiation. Taint is a horrific mutagen that is quite literally made of pure chaos, distilled directly from the blood of Discord. Radiation, on the other hoof, is laced with necromantic energies. It focuses more on the entrapment of the soul within the body, and altering that body in the process. The pink cloud works similarly, though its effects on the body are noticeably different than those of balefire-spawned radiation.

The bottom line is that all three phenomena tend to mutate characters quite differently, with radiation and pink cloud giving similar but non-identical results, and taint being totally different. If you’re reading this because you were referred to this chapter by the “Dangers of the Wasteland” section, you’re in the right place: Each of the three types of mutation is outlined below, complete with ghoulfication and other possible nasty end results for any character who’s gone and experienced a little too much of a bad thing. Because it’s the least complex, we’ll cover radiation first.

Mutation Due to Radiation

Mutations due to the wasteland’s overabundant supply of necromantic radiation are relatively consistent in nature. They can be acquired by being exposed to too much radiation in a short amount of time, or by simply having a high radiation level for too long of a period of time before seeking treatment. More precise rules for acquiring a mutation are elaborated in the Radiation section of “Dangers of the Wasteland.”

The kicker is that you don’t have to be dead to have this sort of mutation; if you *were* dead, as is technically the case for ghouls, then the mutation would seem commonplace. Characters with a radiation-derived mutation tend to have a feature changed in a way that resembles something you would only otherwise see on a ghoul. These features generally have small positive benefits but have significant speechcraft or charisma penalties associated with them unless hidden. Here are a few examples:

- Pegasi might have skeletonized wings that are more durable, but look hideous and are less effective at flight, providing roll or MFD penalties to the flight skill.
- A character’s eyes might glow faintly when they’ve absorbed more than 200 rads of radiation, resembling those of a glowing one.
- The voice of a character might sound like that of a ghoul, granting them bonuses when talking to non-feral ghouls

- The mutant may be able to digest meat without problem, but feel subtly compelled to eat other members of their race.

Ghoulification due to radiation occurs only when a character would have died of radiation poisoning, but succeeded on their endurance roll MFD ¼. The character dies either way, but if they roll a success or a critical success the soul is enabled to hold onto the body by sheer force of will. If they succeed on their endurance roll, they must then immediately make an intelligence roll at MFD ½. Characters with a Fixation receive a +25 bonus to this roll. Failures survive, but will slowly become feral over the course of the next few days. Critical failures go feral immediately. Successes and critical successes become ghouls.

Ghoulification due to pink cloud occurs similarly to ghoulfication from radiation, the process starting only upon the character having ‘died’ of the substance and making an endurance roll. The only differences between pink cloud ghoulfication and radiation ghoulfication are the MFDs; the endurance MFD becomes MFD 1/10, and the INT MFD to maintain their high thought processes becomes MFD ¾. Note that Canterlot ghouls are immune to radiation, and radiation-spawned ghouls, being technically dead, are immune to the effects of the pink cloud.

Canterlot ghouls gain immunity to corrupted broadcasters, the ability to exhale small quantities of the cloud within them on command as an attack, and unicorns gain the ability to produce Pink Cloud as a spell. These abilities may take time to fully manifest and/or control.

Mutation Due to Taint

Taint is a powerful mutagen. As outlined in chapter 11, it can be quite deadly to most characters. But that’s missing the point – taint is most powerful in creating things that defy explanation, rather than magical abominations. After all, what’s a good wasteland without a little bit of *Chaos*?

Mutations due to taint are **totally random** – to the point where it’s inherently wrong to codify them. So to the GMs, we say this: Make it up. Physically grotesque, part kangaroo, covered in glowing pustules, or what have you, just don’t ever have any two taint-induced mutations be quite the same and you’re right on track. The **only** exception to this is for characters that are lucky enough to become alicorns or hellhounds, or *just* unlucky enough to become a specific type of more-common taint-spawned creature, such as a centaur.

Becoming an Alicorn

The process by which a pony becomes an alicorn (or hellhound) is related to their interactions involving taint. Taint is usually quite deadly or otherwise harmful to ponies, but a lucky few live through it and have it function as a benefit to them. Such characters arise naturally using the taint rules outlined in chapter 11. If you were sent here by those rules, you need only look below to the bolded stages on the following page. If a character has succeeded on enough luck rolls to make it to the point where taint actually is beneficial to them, then each subsequent exposure to the stuff pushes them up through these stages, one at a time. Each of these stages roughly corresponds to the quest perk listed below it; the effects of either the stage or the quest perk (or both) are considered appropriate physical or magical alterations for a character to receive as a ‘beneficial’ change as a result of their taint exposure. Of course, a GM is certainly entitled to make up their own progression – these are just suggestions.

Stage 1 – Enhanced magical stamina (1d4 additional strain). For Hellhounds, enhanced physical stamina (+1 END or STR)

Suggested Quest Perk: Touched by Taint (1) – Exposure to Taint has altered your physiology. When under the effects of advanced radiation poisoning (400+ Rads) any crippled limbs will automatically regenerate at a rate of 1 wound per area per hour.

Stage 2 – Reduction of appetite; characters exposed to more than 100 rads per day don't need to eat that day to avoid starvation; crippled or maimed limbs will immediately begin to regrow if suffering from radiation poisoning (200+ rads).

Suggested Quest Perk: Touched by Taint (2) – Exposure to Taint has altered your physiology. You do not take attribute penalties from radiation. In fact, you heal at a rate of one wound per thirty minutes while exposed to it. However, radiation continues to build up in your system as normal, and can still kill you if you hit 1000 rads.

Stage 3 - Radiation is no longer harmful; instead, radiation will now heal characters (as Alicorns). Dramatic extension of natural lifespan. In clinical settings, this stage immediately progresses into stages four and five.

Suggested Quest Perk: Touched by Taint (3) – Exposure to Taint has further altered your physiology. You receive a +2 temporary bonus to Strength, Endurance and Agility, and move an extra 5 feet per action whenever you're basking in the warm glow of radiation. Your action points (SATS) regenerate five points faster every round per 100 rads you've absorbed, and radiation can no longer kill you. Your natural lifespan has increased.

Stage 4 – Noticeable physical changes, including increased stature (D/W increases by 1) in both cases. In alicorns, telepathic glands develop in the brain. The horn begins to grow, and muscles in the back begin to develop to support wings. Gawd does it ever itch! Hellhounds start to see a yellowing of the skin, more pronounced musculature, and elongation of the teeth and claws.

Suggested Quest Perk: You Got a Friend in Me! - You've been joined telepathically with the Goddess in Unity. This offers new dialogue options. The Goddess can manipulate your thoughts and actions through this link.

Stage 5 – Full alicorn or hellhound transformation. Usually (but not always) results in fusion with nearby ponies or living creatures for conservation of mass; may be lethal to those involved. Ponies without wings or horns gain either or, as appropriate. Magic starts at rank 50; flight starts at rank 25. Hellhounds do not fuse with other characters, but their transformation is much more painful as their claws grow and sharpen.

Note that these stages are not necessarily independent, and may flow together; the Great and Powerful Goddess created her alicorns by advancing them to stage five in a single dose, and redeye's lab workers were unable to provoke a transformation that stopped after advancing past stage 2. A single controlled application of taint is usually used to push characters into stage 5 without stopping at stages 3 or 4 as intermediate steps.

Augmentation – Magical, Alchemical or Technological

It is not entirely unheard of in many parts of the wasteland for ponies to receive cybernetic enhancements. Cybernetics has grown into a wide and varied field following the war, especially in light of the fact that many stables continued their technological advancement.

Cybernetic enhancements are in many ways more difficult to handle as a GM than mutation, despite their similar effects on a character in terms of game mechanics. Depending on the source of their implants, the GM should use their discretion as to their exact effects. If you're looking for inspiration, we recommend *Ghost in the Shell*, *Full Metal Alchemist*, *Trigun*, and *Fallout Equestria: Heroes*. Simply be aware that the level of technology that exists in the wasteland is so tremendously varied that cybernetics can take on almost any form in-universe. They need not be overly obvious, and they may have effects that are quite helpful to characters as a method of unique customization.

This rule section not really cutting it for you? Don't worry! Cybernetics as a method of character augmentation will be discussed in way more depth in the second rulebook.

Insanity and Raider Disease

Characters can lose their minds over the course of play, especially if your campaign is anything like the storyline of *Project Horizons*. When a character is sufficiently traumatized or terrified of something, they may gain a psychosis or a phobia, as per the hindrances of the same name. GMs should not be afraid to give either of these role-playing hindrances to players; this is just another form of character development, and psychoses reflect the changing mental state of a character in reaction to the events they've experienced and participated in.

As characters gain psychoses, however, their demeanor should slowly change. What may once have been a peaceful stable-dwelling repair pony may turn surly, introverted, or even outwardly deranged.

GMs interested in playing with insanity as a mechanic should roll INT secretly for a character every time that character receives a mental hindrance via role playing. Each existing Psychosis hindrance is a 1 MFD step bonus on the roll. If they ever get a critical success, then that character should become totally insane. This system reflects that genius leads more readily to insanity, meaning that a higher INT character is more at risk, but those without psychoses are unlikely to go insane regardless of their INT score.

A character that goes insane will not act rationally (though this does not necessarily mean that they will act violently), and will perceive the world differently than it really is. Some GMs may wish to take the character sheet of such characters and play them as an NPC to properly express this; others may wish to merely have the player reflect this radical alteration of behavior on the part of their character. In the latter case, the GM should take the player of the insane character aside and discuss privately what that character sees, or more generally how that character's view of reality has become warped. This can lead to some interesting party dynamics if handled carefully, though it should be mentioned that insane characters tend to have a short life-span in situations where death could potentially be on the line.

Raider disease – also known as the blood hunger plague – is a debilitating prion-based (look it up) disease that rapidly turns a character infected with it into a gibbering, violent mad-pony, directly affecting both their sense of loyalty and their normal behavior in a specific fashion. This is not a conventional form of insanity, and it is under no circumstances a good idea to knowingly contract it. That being said, if a character does contract this disease, GMs should treat it as they would conventional insanity (whatever that means), and either take their sheet or explain how their view of reality is altered to enforce the correct reaction from the infected. Any character is looking to be a cannibal is at risk. Check out the Blood Hunger Plague entry in the diseases section for more information on this particular type of insanity's psychological symptoms. Celestia help you.

Going Feral

Ghouls risk a specific kind of insanity that is referred to in the *Fallout* and *Fallout: Equestria* universes as *going feral*. A ghoul goes feral when they seem to lose higher brain function. They may still be intelligent (as far as any predatory animal could be considered intelligent), but they are no longer able or willing to communicate. Evidence suggests a sort of unending animal hunger develops as an instinct to fill the void, leading them to hunt down less-irradiated creatures. Feral ghouls do not distinguish between friends or foes, only between ghouls, heavily tainted creatures, and everything else. If you're not in one of the first two categories, they will attack you.

Ghouls can go feral for any number of reasons; most go feral upon achieving their state of undeath as a result of mental degeneration from the radiation that caused it to occur. Those that are sentient, however, are unique – their minds and souls remained intact enough that the necromantic radiation did not destroy their ability to act as they did before their near-fatal exposure. These are the types of ghouls that can be played as characters – sentient ghouls. This is the type of ghoul at risk of going feral.

Most ghoul characters had at least one major reason or another to cling to life, their Purpose. It may have been a loved one that they needed to see, a goal (such as a *Fixation*, though it doesn't need to be that specific), an ambition, or some sort of deep seated animal desire to go on living, but they had a reason. This reason is what keeps them sane, and prevents them from going feral.

That having been established, any ghoul whose main Purpose is completely removed or otherwise rendered totally untenable will begin to go feral. This process can take minutes or it can take days, but unless they find something new to focus on as a new Purpose, they're doomed to become little more than a flesh eating zombie-pony.

Going feral as a psychological process can be averted by the presence of friends and loved ones in a ghoul's life. If surrounded by friends or family members, ghouls are less likely to go feral. This is doubly true if any of those friends or family members is dependent on the ghoul in any way. If a ghoul has lost their Purpose and remains in the presence of one of more friends or family members, they will not begin to go feral until that social support is removed. This can keep a ghoul who lives and works as part of a settlement sane indefinitely, but significantly negative changes in interpersonal relationships – see Sanguine, of Project Horizons – can cause a ghoul to go feral even with social support present.

If they're not kept socialized, a ghoul who has lost their Purpose will go feral in a span of 1d20 minutes. After this process is complete, treat their behavior as you would any other feral.

Restoration of purpose (i.e. they thought their goal was lost, but in reality it wasn't) within a week of their becoming feral can sometimes snap a feral ghoul back to sanity, but documented cases of such are quite rare.

Ghouls that go insane in a conventional fashion are still able to descend into a different type of insanity by going feral. More 'conventional' madness doesn't prevent the loss of higher brain function.

For you as a GM, keep close tabs on the behavior of your ghoulished player characters. When helping to create such characters, you'll definitely want to reinforce the idea of giving those characters a very clear goal of some sort. It needs to be a reasonable goal – simply 'to keep on living' is not necessarily a bad choice, but goals with an inherently selfish nature like this often lead characters down morally bankrupt paths that will push them away from friends and other social support networks. That particular example is also a little overly simplistic for most characters. It's usually a better idea to establish some sort of hope that is that ghoul's primary motivation for not losing their mind to the necromantic energies that both keep them alive and threaten to consume them.

If a ghoul starts to fall away from their goal, have them make willpower (roll INT and CHA, taking the better of the two) checks at least once a day. If a ghoul fails a number of willpower rolls equal to the lower of their CHA or INT scores, they'll start to go feral, and will lose control of their character.

You may want to increase the frequency of these rolls as they drift farther and farther from their self-designated hope or purpose. Ghouls often go feral at inopportune moments – especially those of high stress or significant emotional trauma. Keep this in mind when forcing players to roll willpower to stave off going feral.

When they do go feral, the ghoul will immediately turn on their comrades and attempt to consume them. Feral ghouls lose too much of their cognitive ability, and cannot use ranged weapons with any degree of efficacy; have them simply attack with whatever simple weapons they have available, or with their teeth and hooves if nothing else is at hand.

In the case of characters of higher level, scale ghoul they turn into accordingly so that its encounter challenge rating is appropriate for the party.

How to Set Up a Scenario – Suggestions

Setting up a scenario for a group of players requires a few key things, depending on the scenario. In order of importance, you should consider first:

- How long the scenario should take the players to complete
- How many players there should be
- What level the characters involved will be

These three things determine how much resistance you as a game master can and should throw in the way of your characters as they go about their journey. For a particularly long session or an ongoing week-to-week campaign, lots of time-consuming combat encounters interspersed with roleplaying opportunities can be fun and engaging to a party. For a single-session game, combat should be kept to a minimum because it can be time consuming, and roleplaying should be emphasized to make the best use of time.

Similarly, how time consuming combat or roleplaying turns out to be depends on how plentiful and powerful your player characters are. Larger or more powerful groups of characters can handle combat situations more quickly than smaller groups, but take more time to roleplay through non-combat situations. The opposite is true of smaller or weaker groups of characters, which can make roleplaying segments proceed much faster but can take much longer to dispatch the same set of enemies.

From there, you can structure your campaign or scenario. We recommend starting with a goal in mind; something a group of players can, will or must initially set out to accomplish. Choosing or establishing such a goal is *much* easier if all of the characters come from a common background, such as a single small settlement or a stable, because it gives them a common background and reason to be associated. First time GMs should insist that characters start in the same location, or that otherwise their entry into the campaign should be staggered across multiple sessions. Staggering character entry can allow time for characters to develop motivations and make for a better experience overall, even if it does mean that at the start of a campaign some players won't immediately get to play.

Creator's Note: Over the course of making this system I've constructed and run three separate single or double session games, two ongoing campaigns (one of which is now fully completed after nearly 3 years), and helped in the construction of multiple other ongoing campaigns. Most of these were designed for 4-7 players, and in the process of creating and running I learned quite a bit about what most players are looking for when they hear about a new game of Fallout Equestria starting up. I've compiled a short list of helpful hints, below, to help GMs new to this system or new to running games in general out.

- **Setting is key.** Most of what people associate with Fallout is the background – a bleak, barely-survivable wasteland interspersed with factions trying to rebuild or trying to reclaim artifacts from those that came before. If you can master your setting, almost any scenario is possible. We recommend making a map, if at all possible, and then filling it with locations as you continue play.

- **Don't worry if it's not Fallout Equestria canon!** Most players, even those with intimate knowledge of the setting, won't even notice. Most players who do notice don't care. This is *especially* true if the canon conflicts with other stories or their own head-canon. Feel free to include elements from the show or from any of the games with a twist to make it fit the setting. As long as it's appropriate for the setting, it is fair game for you (and that includes things that might alter the setting!)
- **Try to stick to one or two sub-genres per adventure.** The Fallout Equestria universe is equally well-suited for a horrific escape from an unimaginable monster or a super heroine showdown as it is for a stand-your-ground firefight, a gumshoe-style mystery or an exploration-based 200-year-old tomb-raid. Mixing these subgenres can be fun, but if you're trying to tell a unified story then switching between too many too quickly can be detrimental to the players' immersion. Keeping to a single region for a given adventure is helpful in restricting this.
- If you don't want to write your own adventures, **there are plenty of stories already out there** – every FoE fanfiction has a story of its own, and many segments of those work very well as 1-shots if you can find a good starting and stopping point. Of those authors I've had the good fortune to speak with (admittedly very few), they were quite flattered to have their story become the basis of a campaign.
- **TV Tropes can be your friend**, if used sparingly. Many tropes can make for fantastic plot ideas or highly enjoyable background characters.
- From a GM perspective, **fewer NPCs** are easier to deal with, period. This goes for friendly as well as non-friendly NPCs.
- **You don't need to have combat to deal damage to player characters.** Try out some traps or environmental hazards!
- Dice rolls can frequently betray you as the GM – if something needs to happen, either thematically or to advance the plot, **don't leave it up to a roll of the dice (even with GM luck cards)**, and always have a plan to make it happen regardless of what the players decide to do. Having a critical event happen as a result of what the players do should be a bonus, not a requirement. Wizards' choices and xanatos gambits are always good GM tools.
- **Characters should always have a goal**, whether it's something as broad as survival or as specific as object retrieval. This goal should be difficult (or at least, not easy) to accomplish.
- Remember: the first rule of GMing in any system is to have fun, and to build a scenario that lets your players have fun too (barely escaping with their lives can be fun). In other words, all people involved should be able to enjoy themselves!
- The second rule of GMing is to tell a story. In any good story, at least one character must survive to tell the tale. Your goal as a GM should never be to kill all of your characters, though more often than not they can handle that job on their own.

“What Genre is this?”

Fallout Equestria can be a confusing setting to many people because it allows for a fusion of differing settings. In truth, it isn't a single genre or setting at all, and it can rapidly change between genres no matter how you try to establish literary boundaries. The 'core' genre of it could be described as “Action/Adventure”, with the heroes fighting for their lives to survive and win the day against powerful enemies and near-insurmountable odds. At the same time, it contains strong elements of horror, particularly with regards to the prevalence of Cannibalism, Alicorns, Ghouls, and necromantic magics, high fantasy, with mythically inspired monsters and the strong prevalence of magic, and Science Fiction, with the presence of robots, the stables, artificial intelligences, and advanced cybernetics. And all of these subgenres are wrapped up in an overall post-dystopian apocalyptic landscape backdrop that has strong overtones of rebuilding and reconstruction.

So what genre is it? This is going to sound like a cop-out to many of you, but it is *all* of those, as well as possibly a few others that I didn't even get to list. Depending on the specific location within the setting and the method in which the storyline of a specific campaign is handled, any single adventure may focus on, emphasize, or contain any single one of those major sub-genres. This doesn't mean you have to pick a genre within Fallout Equestria; in fact, it means quite the opposite. Almost any influence is fair game, which allows for a veritable roller coaster ride in extended campaigns where characters can bounce between areas or storylines that fall more heavily into one subgenre than another.

The genre is whatever the GM decides it should be for the story to progress – and even *that* is subject to change without notice.

Random Encounters Table

Even if you've got a good campaign worked up, it can often be problematic to try and maintain the feel of the wasteland while travelling. That's what this table can help you with – it's a list of random events and encounters that a party can run into while travelling from place to place. Some of these encounters also make great plot-hooks for things like side-quests.

Each event has a d% value associated with it, so that if you don't want to pick one of these events on your own you can roll and choose that way. A longer description of each of these events is not included – the details of the events should be consistent anyway. If they details of each event were the same each time, then this wouldn't be nearly as useful as what it is – a bunch of randomized ideas for GMs to make use of at their leisure.

Event or Encounter	D% Roll
Merchant Caravan	1
Slaver Convoy (Three or more slavers, three or more slaves)	2
Settlers	3
Wasteland Merchant – Miscellaneous Items, Chems, spare ammunition.	4
Raider Ambush	5
Radscorpion	6
Travelling Spritebot	7
Concealed Tunnel Entrance	8
Local Radio Signal Broadcaster Detected	9
Hunters	10
Nomads	11
Slave Hunters	12
Steel Ranger Patrol	13
Applejack's Ranger Patrol	14
Wing of Alicorns	15
Unity Cultists	16
Wandering Protectapony	17
Escaped Slave(s)	18
Giant Insect(s) (Radroach, Radscorpion, Bloatsprite, Giant Ant, etc.)	19
Giant Insect(s) (Radroach, Radscorpion, Bloatsprite, Giant Ant, etc.)	20
Yao Guai	21
Destroyed Pre-War Military Convoy	22
Travelling Merchant – Chems	23
Travelling Merchant – Weapons	24
Travelling Merchant – Armor	25
Travelling Merchant – Food	26
An Explosion Sounds in the Distance (Potentially some sort of combat)	27
Feral Ghouls	28
Mercenaries	29
Hellhound Scout(s)	30

Local Gang Patrol	31
Local Tribe Scouts	32
Path is blocked by fallen debris, and the party must go around.	33
Small Settlement	34
Raider Encampment	35
Battle or Skirmish in Progress (Any two factions, or any one faction versus creatures)	36
Enclave Volunteer Corps Merchants or Scouts	37
Corpses in a shallow, unfilled grave. (Random Weapons and Armor)	38
Travelling Singer ("Preserving pony culture through songs is vitally important!")	39
Abandoned Bunker	40
Manhole Cover (maybe there's something below it, maybe there isn't. One way to find out!)	41
Tribal or Ganger War Party (2-4 hostiles)	42
Spore Plants	43
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), singular	44
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), pack	45
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), pack	46
Overtured Wagon - Barrels of Taint/Flux ("Property of the Ministry of Arcane Science. Do Not Ingest.")	47
Overtured Wagon - Barrels of Radioactive Material ("It bears some very faded zebra glyphs.")	48
Small sized Animals (Molerats, small geckos, etc.)	49
Small sized Animals (Molerats, small geckos, etc.)	50
Farmer Ponies	51
Bandits	52
Bandit Ambush	53
Rotting Corpses (the aftermath of some battle, perhaps? Random Weapons)	54
Pony trapped in power armor, rusted to immobility.	55
Toxic Waste Dump	56
Hooded Bridge Guardian (Guards a bridge over a large chasm. There seems to be no other way across.)	57
Wrecked rail-car	58
Wrecked Mobile-Home	59
Small Makeshift Memorial	60
Overtured Sky-Wagon or Personal Transport	61
Derpy-eyed Alicorn (Comes and boops you on the nose, before flying away - upside down, no less)	62
Mercenary Hit Squad	63
Local Faction Patrol - Friendly	64
Local Faction Patrol - Hostile	65
Local Faction Patrol – Neutral	66
Cannibal Hunters	67
A Highwayman with an unloaded gun	68
Escaped Slave wearing an armed Bomb Collar	69
Skeletons	70
Minefield	71
A wastelander, dying of thirst.	72

Military supply convoy with Celestia's cutie mark (a box on the truck contains "Celestial Frag Grenades.")	73
Earth Pony Witch Burning Mob ("Burn the unicorns, burn them for turning ponies into newts!")	74
Petrified Dog (Seymour)	75
Table of Sand Dogs or Hellhounds playing poker	76
Watcher's Spritebot	77
Gasmask Wearing Colt ("Are you my mummy?")	78
Random Radio Broadcast. "Game over, man, game over!"	79
Graffiti reading "Zebra Eunt Domus." (There's a can of spray paint on the ground nearby)	80
Fridge with a dead pony inside it. He has a whip and a cool looking hat.	81
A dog leads (or attempts to lead) the party to a Scavenger trapped down a well.	82
Hell's Grannies (Three old Nags with rolling pins and leather jackets)	83
Zebra Radio Beacon (May lead to dead zebra dragon rider skeleton or zebra commando corpse)	84
Alicorn Philosopher (Exactly what it says on the tin)	85
Vertibuck	86
Enclave Patrol	87
Lone Surviving Dog (Very unlucky – Permanently reduces one party member's luck by half)	88
Dried up Riverbed. A beached yacht (or other boat) lies near the center, half buried.	89
Irradiated lake or pond.	90
Thick Fog rolls in. Roll Again.	91
Malfunctioning Robot(s)	92
Automated Defense Systems	93
Robotic Sentry (possibly multiple)	94
Half-Buried Sparkle Cola Sky Wagon	95
Gigantic Footprint (or Hoofprint)	96
Unusual Police Call Box	97
Brahmin Herd (Moo, I say.)	98
Killing Joke vines	99
Fallen Star (meteorite) crater. Possibility of Star Blaster.	100

Managing Party Loot

One of the most frequently asked question about weapons and loot in this system is how best to determine what to give player characters as ‘appropriate’ loot for their level. This can be challenging for GMs both with and without a good idea of the mechanics of the fallout universe. To make this easier for everyone, here’s a complete list of armor and weapons from the front half of this book (Chapter 4) with recommendations for what level your player characters should start to encounter them. That’s start to encounter them for a reason – the level listed is definitely not the only time they should be around, especially if you’re having your characters repair their gear as it wears down!

The Far Right Column lists the commonality of an item on a scale of 0 to 5. 0 items are one of a kind, likely specialist gear only available to raiders of lost vaults or well preserved ruins, while 5 items are extremely common and can be found in almost any setting. Rarer items should be much less common.

0	One of a Kind
1	Extremely Rare, usually Pre-War Tech
2	High Tech, Difficult to Make
3	Faction Specific, Rare
4	Uncommon
5	Common

Armors Table - Clothes	DT	Wt	Value	Recommended Level	Commonality
Birth Skirt	0	1	0	1	3
Jail Uniform (Orange)	2	2	6	1	3
Jumpsuit (RoBronCo)	0	1	6	1	3
Jumpsuit (Stable)	0	1	6	1	3
Robe (Ranger Scribe)	2	2	6	1	3
Robe (Priest)	2	2	6	1	3
Enclave Officer Uniform	1	3	8	1	3
Enclave Scientist Uniform	3	2	8	1	3
Robe (Ranger Elder)	1	2	8	1	3
Jumpsuit (Zebra)	1	2	10	1	3
Jumpsuit, Utility (Stable)	0	1	10	1	3
Jail Uniform (Black & White Striped)	2	2	50	1	3
Jumpsuit (Zebra Detention Facility)	1	1	60	1	3
Formal Wear	0	1	120	1	3
Society Attire	0	1	120	1	3
Tactical Turtleneck	0	1	150	1	3
Naughty Nightwear	0	1	200	1	3
Patient Hospital Gown	1	1	200	1	3
Athlete of the Wastes Outfit	0	1	300	1	3
Aristopony's Tuxedo/Dress	2	2	600	1	3
Gambler Suit, Shabby	0	1	6	1	4
Gambler Suit, Well-Kept	0	1	6	1	4
Handypony's Coveralls	1	2	6	1	4
Jumpsuit (Mechanic, Engineer, or Handypony)	0	1	6	1	4
Pre-War Kid's Outfit	0	2	6	1	4
Sexy Sleepwear	0	1	6	1	4
Wasteland Doctor's Fatigues	0	2	6	1	4
Wasteland Surgeon's Outfit	0	2	6	1	4
Lab Coat	0	2	8	1	4
Lab Coat, Doctor's	0	2	10	1	4
Nurse's uniform	0	8	10	1	4
Sleepwear	0	1	10	1	4
Pajamas	2	2	30	1	4
All Nighter Nightwear	1	1	200	1	4
Chained Sex Slave/Prostitute Outfit	0	2	390	1	4
Exposed Sex Slave/Prostitute Outfit	0	2	390	1	4
Sex Slave/Prostitute Outfit	0	2	390	1	4
Dirty Pre-War Parkstroller Outfit	0	10	5	1	5
Dirty Pre-War Spring Outfit	0	2	5	1	5
Leather Jerkin	0	1	5	1	5
Brahmin-Hide Outfit	0	2	6	1	5
Dirty Pre-War Casualwear	0	2	6	1	5
Dirty Pre-War Relaxedwear	0	5	6	1	5

Armors Table - Clothes	DT	Wt	Value	Recommended Level	Commonality
Grimy Pre-War Businesswear	0	2	6	1	5
Leather Jacket	1	1	6	1	5
Robe	2	2	6	1	5
Slave Clothes, Worn	0	2	6	1	5
Slave Laborer Outfit	2	2	6	1	5
Slave Rags	0	1	6	1	5
Trader Barding	0	2	6	1	5
Wasteland Wanderer Outfit	2	2	6	1	5
Dirty Pre-War Businesswear	0	2	8	1	5
Leather Vest	1	1	8	1	5
Pre-War Parkstroller Outfit	0	2	8	1	5
Pre-War Relaxedwear	0	2	8	1	5
Pre-War Spring Outfit	0	2	8	1	5
Tribal Outfit (Generally just a loincloth)	2	2	75	1	5
Caravan Outfit	2	1.5	180	1	5
Farmworker Outfit	2	1.5	180	1	5
Prospector Outfit	2	1.5	180	1	5
Settler Outfit	2	1.5	180	1	5
Radiation Suit and Tie	1	7	100	2	3
Wasteland Legend Outfit	2	2	6	2	4
Scrubs (Medical or Scientific)	2	2	600	2	4
Wasteland Settler Outfit	2	2	6	2	5
Duster	0	3	70	2	5
Equestrian Army Fatigues	2	26	300	2	5
Neural Interface Suit	1	10	180	5	2
Stealth Cat-suit	2	4	300	5	2
Zebra Legionary Commander Uniform	0	1	1000	5	2
Equestrian Military Commander Uniform	1	1	1500	5	2
Scrubs (Mad Scientist)	3	3	850	5	3
Raider Barding, Sharp Dresser	3	15	100	5	4

Armors Table – Light Barding	DT	Wt.	Value	Recommended Level	Commonality
Flight Suit (Military)	4	1	6	1	3
Prison Guard Vest	5	8	100	1	3
Zebra Legionnaire Scout Barding	4	10	120	1	3
Jumpsuit (Military)	4	1	6	1	4
Security Armor (Stable)	16	15	70	1	4
Trenchcoat	5	3	40	1	5

Armors Table – Light Barding	DT	Wt.	Value	Recommended Level	Commonality
Armored Duster	6	3	70	1	5
Leather Vest, Armored	5	7	100	1	5
Armored Formal Wear	5	1	145	2	2
Zebra Legionnaire Barding	10	16	300	2	3
Gladiator Barding	12	15	1600	2	3
Radiation Suit	4	5	60	2	4
Raider Throwdown Barding	6	15	150	2	4
Tribal Hunter Barding	5	3	150	2	4
Tribal Raiding Barding	5	5	150	2	4
Sheriff's Duster	6	3	170	2	4
Tribal Hide Barding	7	5	175	2	4
Baseball Catcher/Umpire Barding	8	10	200	2	4
Hoofball Barding	8	15	220	2	4
Leather Barding	6	7	160	2	5
Raider Barding	4	15	180	2	5
Mercenary/Slaver Barding	8	10	260	2	5
Radiation Suit, Advanced	6	7	100	5	3
Armored Jumpsuit (Stable)	8	15	180	5	3
Armored Jumpsuit (Stable Utility)	8	15	250	5	3
Armored Robe (Ranger)	10	8	280	5	3
Zebra Legionnaire Praetorian Guard Barding	12	12	300	5	3
Zebra Infusco Phasmatis Stealth Suit (Mk I)	12	20	500	5	3
SWAT Ballistic Vest	15	8	2000	5	3
Raider Commando Barding	6	15	200	5	4
Raider Iconoclast Barding	6	15	200	5	4
Raider Ordinance Barding	6	15	200	5	4
Gecko-Backed Leather Barding	10	15	500	5	4
Leather Barding, Armored	8	10	200	5	5
Raider Paingiver Barding	6	15	200	5	5
Space Suit	10	7	800	10	0
Armored Gala Wear, Ministry Mare Line	15	2	1000	10	1
Equestrian Stealth Suit	14	20	7500	10	2
Security Armor (Casino)	16	15	400	10	3
Leather Barding, Armored and Reinforced	10	15	1200	10	4
Zebra Stealth Cloak	5	20	500	15	1
All-Purpose Science Suit	13	2	1400	15	1
Security Armor (Casino, Reinforced)	18	17	1000	15	2
Gecko-Backed Leather Barding, Reinforced	15	18	2000	15	3

Armors Table – Medium Barding	DT	Wt.	Value	Recommended Level	Commonality
Slaver Tribal Barding	15	26	2750	1	4
Settlement Security Barding	20	25	3500	1	4
Equestrian Reservist Combat Barding	15	26	300	1	5
Caravan Scout Barding	22	25	390	1	5
Slaver Trooper Barding	12	20	2250	1	5
Zebra Legionnaire Centurion Barding	27	35	800	5	3
Equestrian Reconnaissance Barding	25	20	7200	5	3
Lightweight Metal Barding	18	20	460	5	4
Zebra Legionnaire Vexillarius Barding	21	26	600	5	4
Bombshell Slaver Barding	18	15	1500	5	4
Slaver Patrol Barding	18	22	2900	5	5
Equestrian Combat Barding	22	25	6500	5	5
Talon Combat Barding	26	25	6500	5	5
SWAT Riot Gear	30	30	8000	10	2
Friendship City Security Barding	22	25	3900	10	3
Fireproof Barding	24	20	7500	10	3
Equestrian Combat Barding, Reinforced	25	25	8000	10	3
Equestrian Combat Barding, Medical	25	25	8200	10	3
Samurai Barding	22	15	5000	15	1
Equestrian Lunar Guard Combat Barding	30	30	7500	15	1
MoM Counter Terrorist Strike Barding	22	25	3900	15	2
Equestrian Royal Guard Combat Barding	27	25	8500	15	2
SWAT Riot Gear, Advanced	31	25	8500	15	2
Equestrian Combat Barding, Reinforced Mk II	33	25	8000	15	3
Ranger Desert Scout Barding	33	26	8000	15	3
Equestrian Stealth Suit Mk II	21	25	15000	20	0
Dashite Tesla Barding	40	30	8200	20	1
MoA Special Forces Barding	32	27	11500	20	1
SWAT Riot Gear, Elite	33	23	12500	20	1
Zebra Infusco Phasmatis Stealth Suit (Mk II)	27	20	5000	20	2
Light Bringer's Leather Barding	36	15	16000	20	3
Fillydelphian Metal Barding	36	15	15000	20	4

Armors Table – Heavy Barding	DT	Wt	Value	Recommended Level	Commonality
Barrel Barding	25	30	350	1	4
Clipboard Armor	60	45	1000	1	4
Metal Barding	24	30	1100	1	5
Gecko-Backed Metal Barding	34	33	2000	5	4
Necro Shield Barding	36	45	3750	10	2
Salvaged Ranger Barding	40	40	3000	10	3
Griffin Powered armor	42	40	4000	10	3
Ranger Powered armor (P-45d)	40	45	4500	10	3
Metal Barding, Reinforced	32	30	3500	10	4
Gecko-Backed Metal Barding, Reinforced	40	35	5750	10	4
Stronghoof Family Powered armor	44	35	6500	15	0
Prototype Medic Powered armor	40	45	9000	15	0
Zebra Legate Barding	30	45	2500	15	1
Fillydelphian Powered armor	35	40	7300	15	1
Lunar Guard Powered armor	36	30	16500	15	1
Griffin High Reaches Powered armor	48	45	5000	15	3
Ranger Powered armor (P-51b)	50	40	5200	15	3
Enclave Powered Armor (P-51f)	42	30	6500	15	3
Royal Guard Powered armor	48	40	18500	20	1
Winterized P-51b Powered armor	45	40	10000	20	2
Enclave Tesla Barding (P-52f)	38	30	8200	20	3
Enclave Starfire Barding (P-53a)	58	35	9000	25	2

Unique Weapons and Armor

Okay game masters, here's the deal with unique weapons, armors, and the like: make it up. No, really. Yes, I know we included rules on how to make them, but that's really just for the players to look at. As a GM there's no need to limit you beyond anything other than, "Do I want to allow something this powerful to possibly fall into the hands of my players?" Equestrian weapons manufacturers were trying some pretty crazy stuff towards the end of the war, so there's no reason to feel you should be limited in the same ways we outlined earlier in the named weapons section. If you want to have a starting point, take a weapon from the list and modify it – make it larger, smaller, heavier, or lighter. Give it special abilities, like the ability to inform players about floor based traps or sneaking opponents. Increase or decrease the damage or the range. Have fun with it, and make it something memorable for your players! A laser rifle that apologizes every time it disintegrates an opponent or a bullet that sings Sapphire Shores' biggest hit after embedding in an opponent are both hilarious, effective and memorable ideas. Don't feel limited by technology in any way other than this: It has to be usable, and don't give your players something that will make their lives too easy. No arms manufacturer would make a bullet that couldn't be fired from any of their guns, nor would an armorer ever design a suit of combat armor for something he wasn't concerned with protecting. Giving your characters an unstoppable weapon or an impregnable suit of armor won't be interesting or fun for you or for them. The *challenge* makes the game (also, having to come up with monsters to fight an invincible party is frustrating as all hell).

While they can certainly be as outlandish as those two examples, named weapons and armor don't need to be extravagantly different than their normal counterparts; more than 80% of the unique armor and weapons in both Fallout 3 and Fallout: New Vegas are just slightly better versions of more common guns and armor, modified to make them more desirable in one or two ways. Some of the unique variants were actually *worse* than their common counterparts in some ways; it all depends on how the item was created and what it was created to do.

Here are some examples of named weapons from the Fallout: Equestria Universe.

Big Guns - Direct Fire	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt
Filly Mays (Rock-It-Launcher)	6d12	X3	35	75	Junk	3	Breech	8
The Punchline (A-M Rifle) "mw" (not really) ¹	10d20	x2	80	10	.50 Cal	1	Breech	5
Spitfire's Thunder (A-M Rifle)	12d20	x2	65	300	.50 Cal	8	DTM	13
Subtlety (A-M Rifle) (s)	10d20	x2	75	450	.50 Cal	8	DTM	15

1 – Attempting to mouth-wield the Punchline while firing deals 5d20 damage to the user's head (*before* head location multipliers). If fastened to a battle saddle, firing will break the battle saddle and deal 3d20 damage to the wearer.

Big Guns – AOE	Direct Dmg	Splash (≤5' Radius)	AOE - Inc. (-Dice/5')	Max Radius	SATS	Range Inc.	Ammo	Mag Size	Reload	Wt
Bunker Buster (Grenade Launcher)	8d20	4d20	4d20	5'	50	35	40mm Grenades	4	Breech	10
Persuasion (Grenade Rifle)	8d20	6d20	3d20	10'	25	50	40mm Grenades	1	Breech-5	6
Tom (Missile Launcher)	12d20	12d20	4d20	15'	55	150	Missiles	1	Breech+5	20

Small Guns	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt
Boom Stick II: The Sluggening (Double Barrel Shotgun)	10d12+9	x2.5	50	75	.45-70	6	Internal	5
Duty and Sacrifice (Hunting Revolver) ¹	6d8	x2	25	150	.45-70	6	Revolver	4
Lil' Macintosh (.44 Magnum) ²	5d12	x2	25	150	.44 M	6	Revolver	3
Point and Click (Sniper Rifle) ²	7d12	x5	40	300	.308 cal	8	DTM	10
Rarity's Grace (.357 Pistol) ³	4d10	x2	25	40	.357 cal	3	Revolver	2
Rail of Tears (Railpony Rifle)	6d10	x3	25	50	Rail Spikes	8	Internal	9
Taurus Rifle (H-P Hunting Rifle) ²	6d12	x4	25	300	.308 cal	6	DTM	6
Vigilance (12.7mm Pistol)	6d12	x1	30	50	12.7mm	8	DTM	4

1 – Duty and Sacrifice are special paired hunting revolvers. While they individually have lower damage per shot, when used together they allow the use of both weapons as a single action at no accuracy penalty.

2 – Scoped.

3 – Silenced.

Melee Weapons	Dmg/Hit	Crit	SATS	Degradation Rate	Wt
Dragon's Claw (Combat Knife) ¹	5d6+STR	x3	15	20	1
Duct Tape's Wrench (Lead Pipe)	3d8+STR	x3	25	20	3
Starmetal Officer's Sword ²	5d10+STR	x3	30	N/A	3

1 – Dragon's claw ignores 20 DT.

2 – Ignores all DT. Starmetal weapons do not degrade.

Unarmed Weapons	Dmg/Hit	Crit	SATS	Degr. Rate	Wt
The Rock of Destiny (Rock)	1d20+STR	x5	5	N/A	1
Hoof of the Fourth Star (Bladed Hoof)	5d10+STR	x2	10	14	8

The Legacy of the Ministry Mares

Wow did they ever screw up. You know who I'm talking about – the Mane 6. When they were separated and tasked to head the individual ministries of Luna's government, their friendship weakened. And this was no simple friendship – these mares were each embodiments of an element of harmony, after all. When their friendship weakened, it meant the war was only the beginning of the bad times for Equestria.

The logical outcome of the weakening of the bonds between the elements of harmony was, of course, disharmony. So when they did finally drift apart, kept apart by the secrets and lies they spread to protect each other and their desperate individual attempts to win the war, their morality too weakened. They, who gazed too long into the abyss seeking answers and victory, realized too late, if at all, that the abyss gazed right back into them.

Before their eventual downfall and the inescapable end of the world, all of the ministry mares were involved in multiple projects that influenced the setting dramatically. **This section does not describe their projects in detail – that's what the fan fictions that this book is based off of are for.** What this section is for is a brief overview of what those projects were and what they produced, and is included almost entirely for use as a reference by GMs.

Below is a listing of the major impacts or advances that each of the ministries made or had on Equestria that remain impactful today, organized by ministry and associated member of the Mane 6. The Statuettes, technically a product of the Ministry of Image, are listed separately below, and any distinctly OIA-related projects are not listed.

Ministry of Arcane Sciences – Twilight Sparkle	Alicorns and The Great and Powerful Goddess Taint in the Water Supply Tenpony Tower (the MAS main office) MASEBS system (Emergency broadcast centers built into the sides of the SPP Towers; used by Homage to broadcast to and survey the wasteland) Megaspell Chambers and Weaponized Megaspells Shields and Shield Talismans Memory Orb development Bypass Spells Stealth Bucks (whether they were also partially responsible for Pipbucks is unclear) Some Energy Weapons development The Gardens of Equestria
Ministry of Awesome – Rainbow Dash	Numerous covert activities, particularly involving spies, espionage, and sabotage of zebra activities. Megaspell Targeting Systems (and use thereof) Encouragement of Pegasus Military Activity, particularly the Raptor fast attack vehicles and the Thunderhead sky fortresses Single Pegasus Project (Towers everywhere!) Weather Monitoring Stations The Grand Pegasus Enclave (Technically)

Ministry of Image – Rarity	<p>Enclave Power Armor (P-51-F and associated models)</p> <p>Armored Casual Wear</p> <p>Soul Jars</p> <p>Propaganda and Idea Suppression</p> <p>Memory Extraction (Memory Orbs)</p> <p>Book Censorship and Removal</p> <p>Statuettes</p>
Ministry of Morale – Pinkie Pie	<p>Police Force Coordination</p> <p>Internal Secret Police</p> <p>Memory Extraction (Memory Orbs)</p> <p>WSD treatment by Memory Extraction/Alteration</p> <p>Propaganda and Idea Suppression (much less subtle than that of the Mol)</p> <p>Amusement Parks</p> <p>Pinkie-Bots and Spritebots (Eye-bots, functionally)</p> <p>Counterterrorism</p>
Ministry of Peace – Fluttershy	<p>Mass produced healing potions and regularly available first aid kits</p> <p>Fluttershy's cutie mark as a universal sign of medical aid</p> <p>Hospitals</p> <p>Stasis Chambers</p> <p>Pony-Machine Neural Linkage</p> <p>Virtual Reality</p> <p>Auto-Docs</p> <p>Implanted Cybernetics</p> <p>Healing Potions and Talismans</p> <p>Portable Life-Support Systems</p> <p>Megaspells (on both sides)</p>
Ministry of Wartime Technology – Applejack	<p>Powered Armor (P-45-D and onward; even the Mol armor was based on their designs)</p> <p>Battle Saddles</p> <p>Conventional and Energy Weapons Development</p> <p>Sponsored companies like RobronCo, Four-Stars, Ironshod Firearms, and Flash industries</p> <p>Armor Piercing Bullets and other specialized munitions</p> <p>Tanks, Battleships, and other large war machines (it is unclear on their involvement with pegasi war machines).</p> <p>Trottingheimer's Folly</p> <p>Implanted Cybernetics</p>

Statuettes

Rarity, despite being heavily corrupted by the influence of an infamous Zebra Black Book, was extremely conscious of the gap that had begun to form between her and the other ministry mares. She was the last link between her friends to remain unbroken, and bringing her friends back together became something of an obsession for her towards the end of the war - to the point where she was willing to sacrifice a large part of her soul in order to accomplish this goal.

The Statuettes are the end result of her obsession. Rarity divided her soul into 43 fragments, placing forty two of these fragments inside of one each of these similarly numbered small statues, made in the color of their associated mare. There are seven complete sets, one each given initially to each of her once-close friends, one given to Princess Luna, and one kept for herself. Princess Luna is believed to be the only one who kept all 6 friends together, which all of the others distributing their statuettes to friends as reminders or personal keepsakes. These statuettes are now all that remains of Rarity, who was killed in the fall of Canterlot.

Within each statuette a small piece of Rarity's soul has been transplanted and transformed into a representation of all that was once harmonious and good within the mare it was carved to represent. When obtained by a character, these statuettes increase one attribute score by a single point, which counts as a permanent increase (rather than a temporary one) while the character possesses the statue, and also (though not immediately known to the players or their characters) grants a bonus towards resisting the mental influence of taint, mind controlling or influencing spells, and dark magic. The attribute corresponding to each mare, as well as the inscription at the base of each statue, is listed below.

Applejack – Strength – “Be Strong”
Pinkie Pie – Perception – “Awareness - it was under E!”
Rarity – Endurance – “Be Unwavering”
Fluttershy – Charisma – “Be Pleasant”
Twilight Sparkle – Intelligence - “Be Smart”
Rainbow Dash – Agility – “Be Awesome!”

When all 6 are united by a single character, grants the quest perk “My Little Ponies”, which gives the character in possession of the statues an additional point of Luck. The power of the statuettes, when united, is enough to ward off the evil influences of other soul jars.

Individually, each of the mares grants a +5 bonus on rolls to resist outside mental influences, and may communicate with the holder through dreams. Together, they grant a +50 bonus to resist mental influences and allow their caretaker a willpower roll against outside mental influences even if the spell or other outside mental influence would not normally allow one. When a decision is being made that may cause karma loss or gain, the statuettes will try to influence their bearer towards the good karma option.

When in possession of one statuette, a carrier with good karma feels subconsciously compelled to take care of it. A carrier with bad karma feels compelled to commit acts that would garner them good karma, or (if they're 'beyond help') to leave the statue someplace hidden and safe. If the opportunity presents itself, they may also feel compelled to reunite it with other statuettes. GMs may communicate the influence of the statues as they see fit, but it is usually very subtle, such as an internal suggestion towards the character.

Memory Orbs

Memory orbs are spherical, opaque, and slightly luminescent specialized talismans that ponies developed before the war as a way of storing a pony (or zebra, or any other species it seems)'s memories and experiences. They had myriad uses in conjunction with memory extraction and modification spells. Many memory orbs were used by the Ministry of Morale as a means of gleaning information from a prisoner or spy without having to go through a time consuming and potentially messy interrogation, or by the Ministry of Peace to remove memories of psychologically traumatic events in an attempt to treat mental illnesses like WSD. Some memory orbs were even used as audiovisual storage for recording devices such as security cameras or MoM listening and observation talismans.

These multicolored talismans can literally put their user in the shoes of whoever's memory is stored on them. While in use, the using-character experiences all of the physical sensations that the recorded subject did for the duration, but with no control over the actions that are occurring in the memory. Basically, they're just along for the ride. The only things not recorded are any thoughts and non-vocalized feelings of the subject. For audiovisual recordings, the viewer of the orb would simply see and hear a specific event, not feel anything.

Memory orbs can be accessed in one of two ways. Unicorns and alicorns can access a memory orb by simply grasping out with their magic. In fact, grasping a memory orb with their magic (telekinetic or otherwise) within 5 feet will automatically cause such characters to enter the orb. The exception to this is if the memory orb is locked; locked memory orbs can only be accessed while the character attempting to grasp it is thinking of a specific subject, usually an event, another pony, or something else close to whoever possessed the orb. Depending on their type, locked memory orbs may give mental feedback to characters who attempt to operate them too many times (dealt as damage to the head or horn), or may even trap the offender's mind within the orb indefinitely, leaving them a vegetable.

On the other hoof, *any* character can access a memory orb if they possess a recollector. These exceptionally delicate, black tiara-like devices have a slot for a single memory orb in the front. When assembled and worn on the head, they allow anyone to access the memory inside whatever orb is loaded. Locked memory orbs used in conjunction with a recollector behave exactly as they would for unicorns or alicorns.

When a character uses a memory orb, they are rendered unconscious and catatonic for as long as that memory orb lasts. They cannot move nor do anything else for the duration of the orb, which can range from a few minutes to multiple hours. Their muscles are totally non-responsive, though their body may attempt to respond to some of the more powerful physical sensations within the orb, both good and bad, in ways that may embarrass the orb's viewer or illicit concern from their compatriots. They continue to breathe, and if necessary may perform other bodily functions that do not require conscious effort (like relieving themselves, if they haven't recently).

Memory orbs are tricky business, but handled correctly they can add an enormous amount of depth to a campaign as well as serve as an excellent way to reveal the secrets of a character or location's past to the players.

As GM, when placing a memory orb in a campaign, you should consider three things:

1. How the memory orb was created
2. How it was kept safe (assuming it *was* kept safe and isn't damaged)
3. Who in your party can receive and view it

How the memory orb was created is important because it should be reflected in what information that memory orb contains. If the memory is of a lover's tryst, it might be from one of the lovers, or it might be a friend who stopped in unexpectedly to find actions in progress. If it's of a high-ranking ministry official it might be from their perspective or it could be from the perspective of a stealth-cloaked zebra infiltrator who was captured after having witnessed something, like a phone conversation or a meeting. In either of those cases, depending on the location, it could also have been a recording from a device – don't feel that you have to use memory orbs for all of your historical explanation of the events that occurred in an area.

How the memory orb was kept safe can also be extremely important to how a character obtains it. Many memory orbs have been kept safe by those who value the memories inside – creatures such as alicorns and ghouls, which have a long lifespan, are often the first to recognize the value of memories from the past. Other orbs (the majority of them) have been spared from the holocaust by having been locked away in cabinets, safes, stables and government vaults, particularly those belonging to the Ministry of Peace or the Ministry of Morale. Some of these are defended by locks, others simply by their nature of being small and easily overlooked.

That being said, memory orbs are quite durable – barring intentional damage or collateral damage from the balefire megaspells, it's completely feasible for memory orbs to have survived out in the open or in flimsy crates or containers. Memory orbs frequently hold memories related to the places in which they're found.

Finally, as a GM you should consider who in your party can actually view the memory within the orb. Without a recollector, only those with unicorn-magic can access the information stored within these talismans. Remember to consider the fact that whoever is watching the orb is effectively out of commission for the duration of the memory! This can definitely make for some dramatic scenes, well-executed kidnappings, flawless ambushes, or even just interesting combat scenarios.

Weather and Lighting – Quick Reference Guides

These guides list the bonuses and penalties associated with each type of non-magical weather and every type of lighting, magical, technological, natural or otherwise, for Accuracy, Perception, and Sneak rolls. For a list of cover and its various types, complete with accuracy penalty suffered by shooter and DT it provides, see [Chapter 7](#). These values represent a combination of visual and auditory perception effects.

Weather	Accuracy/Perception Modifier	Sneak Modifier	Light (Assumed)	Visibility Range, ft.
Sunny	+1 MFD	-2 MFD	Bright	15x PER
Partly Cloudly	None	-1 MFD	Well Lit	10x PER
Overcast (Standard)	None	None	Overcast	10x PER (Normal)
Drizzle	-5 Roll Penalty	+1 MFD	Filtered/ Dim	10x PER
Stormy (Rain)	-1 MFD	+1 MFD	Dim	5x PER
Typhoon/Hurricane	-3 MFD	+2MFD	Dark	5x PER
Hailstorm	-2 MFD	+1 MFD	Dim	5x PER
Stormy (Snow)	-1 MFD	+1 MFD	Dim	5x PER
Blizzard	-3 MFD	+2 MFD	Dim	2x PER
High Wind	-1 MFD (Acc. only)	None	Overcast	10x PER
Mist	-5 Roll Penalty	+1 MFD	Overcast	5x PER
Fog/Clouds/Smoke	-1 MFD	None	Overcast	5x PER
Magical Fog/Clouds	-2 MFD	+1 MFD	Overcast	3x PER
Eclipse	-1 MFD	+2 MFD	Dark	3x PER
Dust Storm	-2 MFD	+1 MFD	Dim	3x PER
Sandstorm	-3 MFD	+3 MFD	Dark	PER

Light Level	Example Location(s)	Accuracy/Perception Modifier	Sneak Modifier	Visibility Range, ft.
Bright or Daylight	Direct Sunlight above the Cloud layer, Floodlights	+1 MFD	-2 MFD	15x PER
Well Lit	Pipbuck Lighting, buildings with powered lighting systems	None	-1 MFD	10x PER
Overcast	Wasteland outdoors.	None	None	10x PER
Dim	Ruined buildings with windows, lantern or campfire light, night around Fillydelphia	-5 Roll Penalty	+1 MFD	5x PER
Dark	Caves, Office basements without windows, wasteland night	-1 MFD	+2 MFD	2x PER

Thank you for playing!

