

MV humbly presents for your enjoyment

the

FLUFFY PONY RPG: TALES OF SHIT AND SKETTIS



Inspired by the stories and illustrations posted at fluffybooru.org

*No fucks were given during the redaction of this... thing.
Some fluffies might have suffered, though.
Burning to death, drowning. That kind of thing.
Hope you are okay with that.
Little shitrats had it coming.*

Well, well, well... what's all this, then?

You are a fluffy pony.

No, really. You are a brightly colored biotoy with a more than passing resemblance to a (very) small horse. And a guinea pig. And also a shit factory. You can talk (with a lisp), have a (very) limited grasp of the basic concepts of existence (life, death, love, good, evil, shit, that kind of things) and an even more limited intelligence. Some say you are nothing more than a pre-programmed biological machine, not really sentient. Others consider you real animals (albeit a little annoying); living, sentient, beings with feelings, hopes and aspirations. It all depends on your headcannon.

Hell, if you are reading this, chances are you know exactly what I'm babbling about.

This is a roleplaying game, or RPG for short. Perhaps not the best to initiate yourself to the hobby; go play some Dungeons & Dorks, or whatever. From now on, I'll assume you, dear reader, know most of the terms we'll be using along this document. Let's just say that this is a RPG where you play the aforementioned fluffy ponies.

Fluffy Pony RPG: Tales of Shit and Skettis is not developed to cater specially to any facet of the fluffy fandom; it serves equally badly to hugboxers, abusers or even the pinnacle of literature that is sadbox. You can try weirdbox with this, but you are on your own.

Bored nao. Let's crunch some numbers.

Fluffy creation

A typical fluffy pony is made up of colorful fluff, tender bones, almost nonexistent muscles or brains, and a healthy dose of guts, filled up to the brim with smelly manure and partially digested pasta. But, to the purposes of this game, we are gonna use a few stats that will determine how incompetent you are at living. These are as follows:

- **CUTE:** it measures how... well, how cute you are. A lot of your cuteness comes, along with your bodily proportions and bearing, from the color combination of your coat, mane and tail. I'm not giving you a random pantone chart to roll on; just pick your colors, and try to keep it sensible (not giving a pristine white coat with a multicolored mane to a low CUTE pony). C'mon, I'll trust you.
- **FAST:** your land speed, the quickness of your reactions and your fine manipulation skills. Useful to evade huwties, play with blockies and balls, or direct a well placed stream of sorry poopies to its intended target. Covers also your sneakiness.
- **WOUD:** the volume of your cheerful, childish, annoying voice. Also your willpower, selfconfidence and dickishness. WOUD is useful to intimidate other fluffys, so smarties score high in it.
- **SMAWT:** how intelligent you are. Compared to other fluffys, I mean. You will roll SMAWT to arrive to logical conclusions, figure how things work and as a general perception check.
- **STWONG:** your size, strength and resilience. STWONG controls whether you can move or lift heavy things, resist strong winds or perform useful work (hint: you can't). It also influences the huwties you give your enemies in a successful attack, and the amount of injury you are able to sustain before you fall (hint: not much).

Each of this stats is rolled on 3d6. Pussys can roll five times and assign each roll to a stat as you wish, but real fluffery rolls them in order, no rerolls allowed. Ask your NM for your options.

What's that? Oh, the NM. It's the nickname we'll be using for the Game Master in Fluffy Pony RPG. It means *Nice Mistah*, and sounds somewhat like "enema", which is cute and helps set the tone. I suppose you could always call the NM "Daddeh", or "Mommeh" or something. It's up to you, as everything. Of course, NW stands for *Nice Wady*.

Stats are modified by the breed of your pony, as per the chart below. Ideally, you should choose your breed before rolling for stats, but fuck me if I'm gonna care how you do things.

- **Earth ponies** (or *earthies*) are generally larger and sturdier than other breeds, and lack wings, horns or other fancy things. In some headcannons they are loyal, hearty and stupid (more than usual, I mean), but we'll stop at physical characteristics for now, so they get a plain + 2 to STWONG.
- **Pegasi** are the lithest and most agile of pony breeds, and they have a pair of wings on their backs. That gives them + 2 to FAST, - 1 to STWONG and the limited ability to glide (more details in page xx; *Falling down*).
- **Unicorns** are really average in the physical department, but for some reason they are the most self confident and outspoken of all breeds, so they get a + 1 to WOUD. They also get a formidable natural weapon, a queratine horn protruding from their foreheads with which they can sow death and destruction among their opponents (no, not really). They also have a high chance of growing up to be smarties, but that is not covered by the rules. ROLEPLAY, GODDAMIT!

Alicorns are rare. Most of them are born to housepets, fluffy mills or in shelters, because all fluffies tend to have an irrational fear and hatred of alicorns (*munstah babbeh! wun!*), and ferals will generally kill them on sight. A pity, actually, because alicorns get + 1 to SMAWT and STWONG, a

horn and wings to glide on.

Designer fluffies are not, actually, a separate breed, but they are sufficiently different from the four previous types that merit being here. A designer fluffy can be from any other type, but they do not gain any of their characteristics; they were bred for show. That means a designer earthie is not stronger than the average fluffy, nor a unicorn has a usable horn, the successive breeding having reduced it to a small nub in the middle of the forehead. Designers get + 3 to CUTE (that's what they were created for), and - 1 to SMAWT (inbreeding can be a bitch).

Once you are done with this, there are some things to consider:

- **PWETTY!** Fluffy mummahs are genetically programmed to sort their babbehs by color. That means a well colored foal will be the "bestest babbeh", and will be well fed and cared for. Conversely, a "poopie babbeh", if it has the luck to survive, will almost always suffer malnutrition and neglect. In game terms, a fluffy with a CUTE stat of 7 or less will suffer an additional - 1 to WOUD and to STWONG, and those with a CUTE of 14 or more will get an additional + 1 to WOUD and STWONG.
- **FLUFLEH BLONEH!** Any fluffy with a SMAWT stat of 7 or less will suffer derp syndrome, and babble even more incoherently than the norm (perhaps eliciting their fwends to roll SMAWT to understand them). A fluffy with a SMAWT of 14 or more can, if the NM allows so, learn to read and write. Slowly. Veeeery sloooowly.
- **NUUU! BAD BABBEH!** Any fluffy with a STWONG of 7 or less can be considered born a runt (no, not *born to run*, you damn Springsteen fans). Most other fluffies, specially feral ones, will consider them abnormal and almost certainly refuse to mate with them or take them seriously.

From this basic stats we can derive some others:

- **HUWTIES POINTS (HP):** measure the damage the body of the fluffy can absorb before fovevah sweepies. Their maximum is equal to STWONG x 2.
- **HUWTIES MODIFIEW(HM):** the amount of damage the fluffy can dish out on a hit. It is dependant on the STWONG stat, and this little handy chart here:

STWONG	HM
0 - 2	- 3
3 - 5	- 2
6 - 8	- 1
9 - 12	+ 0
13 - 15	+ 1
16 - 18	+ 2
19 - 21	+ 3

- **NOT GET HUWTIES OWSOWWY POOPIES:** your general defense skill, how well you can evade disgusting or dangerous things headed your way. It's the average of FAST and SMAWT.
- **GIF BIGGEST HUWTIES AND SOWWY POOPIES:** your attack skill, and the average of FAST and STWONG.
- **SOWWY POOPIES STOWAGE:** the maximum amount of sorry poopies the fluffy can have stored in its bowels. Equals 1/3 its STWONG. It starts at maximum, goes up by one every time the fluffy eats something and goes down each time the fluffy shits. If the fluffy eats and there is no more place for poopies, it must evacuate them in short order. - 1d6 for a day for laxative use.
- **MAXIMUM HEAWT HUWTIES:** the maximum amount of heawt huwties you can whitstand before entering the "wan die" loop. Equal to WOUD x 2.
- **NOT GET HEAWT HUWTIES:** your resilience to emotional damage. It's dependant on critical thinking (something fluffies are not known for) and confidence, so it equals a sixth of the sum of WOUD and SMAWT. This stat is not rolled; insted acts as an emotional armor.

- **GIF HEAWT HUWTIES**: the skill to insult, demean and generally abuse other living beings (mainly fluffies), tugging at heartstrings to cause maximum emotional damage. As shitrats have the instinct to equal pretty to good, an insult from a cute fluffy has much better chances to connect than one from an ugly one. It's the average of CUTE and WOULD.
- **HEAWHEAWT HUWTIES**: hugs make ewewifin bettah. Well, not broken bones and internal bleeding, but they will certainly help with that low morale. The average of CUTE and SMAWT.
- **POOPIES CONTWOL**: the ability to make good poopies (they go in the wittahbox), avoid bad poopies (they go everywhere), not make scaredy poopies, happy poopies... whatever. Despite its name, this skill covers also good/bad peepees. It's the average of SMAWT (to know when and where to release) and STWONG (a strong sphincter muscle to keep them in). This skill does not cover the use of shit as an attack method; that pertains to GIF SOWWY POOPIES.
- **SPECIAWHUGGIES**: the ability to gif gud feews to other fluffies, and to make babbehs. The average of CUTE and STWONG. The utility of this skill is relative, but it is included here for the sake of completeness.

Let's put all this information to the test:

We are gonna create an earthie mare called Bwuebewwy, a domestic pony. We roll a 10 for CUTE, 8 for FAST, 15 for WOULD (Bwuebewwy might be a bit of a brat), 14 for SMAWT (but still can't read or write) and 11 for STWONG, which ends up as a 13 after modifying it for Bwuebewwy's earthie type. We will choose a purple coat, along with a green mane and tail.

Now, for derived stats:

- *HUWTIES POINTS is double STWONG, or 26.*
- *HUWTIES MODIFIEW, once checking the chart, is a + 1.*
- *NOT GET HUWTIES OWSOWWY POOPIES: 11.*
- *GIF BIGGEST HUWTIES OWSOWWY POOPIES: 11.*
- *SOWWY POOPIES STOWAGE: 4 maximum, 4 currentt*
- *MAXIMUM HEAWT HUWTIES: 30*
- *NOT GET HEAWT HUWTIES: 5.*
- *GIF HEAWT HUWTIES: 13.*
- *HEAWHEAWT HUWTIES: 12.*
- *POOPIES CONTROL: 13.*
- *SPECIAWHUGGIES: 11.*

Anatomy of a game system

As simple as a fluffy: most of the time you will just ask questions and the NM will answer them. Some things do not call for a roll; if someone puts you in a blender, you get liquified. Other times, a roll will be necessary.

The NM will tell you which stat or skill to roll, and any modifier (plus or minus) that affects your performance. Then, roll a twenty sided die (d20 for those in the know) and compare the value shown to your modified stat; if the die result is equal or lower to the stat, the roll has been successful, and you got what you wanted. More or less. If the die rolls over the value of the stat, you have failed. There might be consequences.

The higher a successful roll is, the better the result. In fact, if you get exactly the modified value of you stat, that's a **critical** success; this means you performed exceptionally well. In an attack, a critical success deals double damage.

If you roll a natural 20, though, it's a **botch**, things go badly for you, and you not only fail, but fail spectacularly. There is an exception to this, and that is if your skill is 20 or higher; in that case, you cannot fail, and a roll of 20 is a critical success.

Let's see an example.

Bwuebewwy, a beautiful earth mare with purple mane and tail and a pastel green coat has just scaped from home, because her caring but stern daddeh refused to allow her to have babies, and a handsome feral colt just happened to trot by and seduce her with the promise of freedom, gud feews and all the nummies she could get.

That was two bwight times ago; Bwuebewwy has had enough of "freedom" and hunger and munstahs and itchies in her poopie place, and really really really wants to go home again to daddeh. So she leaves the herd and the green place full of grassy nummies, and tries to find the way home. And then is when the NM asks Bwuebewwy for a SMAWT roll to remember which way she came before. She could get lost, after all

No problem; Bwuebewwy is a really smart fluffy (SMAWT of 13). But the city is far away, and the little fluffy didn't pay attention on the way here, so the NM says a modifier of - 5 is justified. So Bwuebewwy will be rolling against a modified SMAWT of 8.

If Bwuebewwy's player rolls 1 - 8, she manages to find the way home. With a 8, she does it so well she arrives before the dark time falls on her. With a 1, she might have complications (finding obstacles along the way, or having to search for a shelter for the night), but she is on her way.

If the roll is between 9 - 19, she gets lost, and wherever she ends, will not be her home. What she finds, or what finds her, depends completely on the NM.

With a roll of 20, Bwuebewwy will get lost for good as before, but this time she will have a stroke of bad luck, perhaps falling in a river or a puddle, finding a homet's nest, poisonous berries, the back yard of an abuser or whatever the NM can think of.

Sometimes the situation will call for an **opposed roll**, particularly in combat situations, where one character is trying to hurt another, who doesn't want to get hurt. In that case, both sides roll, and the one who gets the **highest successful roll** wins the contest. If one of the opposed stats is 20 or higher, that roll is boosted by the margin of skill over 20.

In her way home, Bwuebewwy hears a low growling down the road. It's a bawky munstah! Before it gets closer and smells her dirty fluff, she tries to hide to the side of the road, in the high grass (Bwuebewwy is smart enough to know hiding behind her hooves will not cut it). That's a contest between her SMAWT (13), and the bawky munstah's SMAWT, of which it has a high enough level (25).

Bwuebewwy's player rolls a 12, a success and a good one at that. That means the fluffy has successfully hid herself, but now the NM has to roll against the dog's SMAWT, with a result of 8. A success, and adding the + 5 for the dog's highly trained sense of smell, a 13, and a higher roll than Bwuebewwy's. The munstah wins the contest and spots the fluffy.

Had the dog rolled a 7, for a total result of 12, it would have matched the fluffy's roll. In that case, the NM would have decided what happened next. Had it rolled a 6 or less, while still a success, the fluffy would have remained hidden. Regretfully, that's not the case. Oh, well.

Dummeh hoomin! Dis is smawty wand nao! Gif skettis, ow smawty gif ou biggest huwties, an sowwy poopies, an foweew sweepies!

Also known as: the combat system chapter.

There is no way to avoid it; sooner or later, there will be blood. Better be prepared for the moment the poopies hit the spinny- windy- fwend.

The order in which everyone acts in a physical confrontation is known as **Initiative**. In general, everyone gets a turn in descending order of FAST, but the NM is free to give bonuses or penalties if the situation demands it (if your fluffy is soaking wet, it might act slower than usual).

Everyone gets an **action**. That means you can attack once, or give sorry poopies once, or move a significant distance once. Roleplaying is not an exact science, so the NM will be the one to decide what constitutes an action and what doesn't. You can't run to an enemy across the backyard, turn around and bath them in sorry poopies, for example, but an unicorn fluffy could very conceivably charge half the distance and hit them with its hom. It's all a very subjective thing.

Then, every action is resolved in order, using opposed rolls if need be. Rolling to dodge doesn't count as an action; you can evade multiple attackers and still act yourself when your turn comes.

Some actions take more than one round of combat, like pawing to a cage to get it to open or digging under a fence to scape; in that case, any roll necessary is made at the end of a series of actions. During the rounds in which someone is busy with an extended action, they can still defend as usual, but can't perform any other actions.

If an attack connects, the damage is rolled immediately, and any effects it might have are applied, potentially affecting posterior actions. A hurt fluffy might fall unconscious, negating any action it might take, and leaving it defenceless to attacks from other fluffies.

HUWTIES

Any given attack has a dice code associated with it; this is the damage to the HP of the victim on a successful hit. A hoove, for example, hits for a single d6 of damage, plus or minus any HUWTIES MODIFIEW.

In the simple huwties system, any damage is substracted from the HP of the victim. If HP reach 0, the fluffy dies in 1d6 rounds. No amount of huggies will make it better.

For the abusers out there, I present to you the advanced huwties system:

- 1.- Determine amount of huwties and substract it from HP, as usual.
- 2.- Roll 1d6 to determine point of impact in the main chart.
- 3.- If result is Noggin or Body, roll on the appropriate chart. If leg, refer to leg section below.
- 4.- Compare amount of huwties to threshold and take note of possible consequences.
- 5.- Roll any additional damage and substract from HP; these huwties do not call for another roll.
- 6.- Consider possible emotional damage for lost limbs, etc.
- 7.- Vividly describe results.

MAIN IMPACT LOCALIZATION CHART (d6)

1	Nogging. Roll on NOGGING CHART below.
2	Right front leg. Refer to LEGS below.
3	Left front leg. Refer to LEGS below.
4	Body. Roll on BODY CHART below.
5	Right hind leg. Refer to LEGS below.
6	Left hind leg. Refer to LEGS below.

LEGS (compare hwties to STWONG)

- Hwties less than STWONG / 2
- Hwties are STWONG / 2 or more, but less than STWONG
- Hwties are STWONG or more

Just a bruise. You got lucky.
Leg breaks.
Leg falls off or is badly mangled.

CONSEQUENCES

- Front leg broken: - 5 FAST while it heals (1d3+2 weeks).
- Front leg lost: - 5 FAST, - 1d3 CUTE.
- Hind leg broken: - 5 STWONG while it heals (1d3+2 weeks).
- Hind leg lost: - 5 STWONG, - 1d3 CUTE.
- 2 or more legs broken/lost: unable to move on its own and -2d6 WOULD.
- FAST and STWONG loss are **not** cumulative; CUTE **is** cumulative
- STWONG loss doesn't affect total HP or breakage limits for limbs; just skills and HP modifier.

NOGGING IMPACT LOCALIZATION CHART (d6) - See below for consequences.

1	Right eye. Lose it if Hwties equal STWONG/2 or more. Otherwise, closed for 1d6 forever.
2	Left eye. Lose it if Hwties equal STWONG/2 or more. Otherwise, closed for 1d6 forever.
3	Right ear. Lose ear if Hwties equal STWONG/2 or more.
4	Left ear. Lose ear if Hwties equal STWONG/2 or more.
5	Snout. Lose as many teeth as HP. If Hwties equal STWONG/2 or more, broken snout.
6	Brain. Dazed 1d6 rounds. If Hwties equal STWONG/2 or more, unconscious for 1d6 forever, lose horn, lose 1d6 SMAWT.

NOGGING CONSEQUENCES

- Lose one eye: - 5 to SMAWT checks involving sight. - 1d3 CUTE, + 1d3 WOULD (for the scar).
- Lose both eyes: can't see (Doh!). CUTE modifier is cumulative, but lose 2d6 WOULD.
- Lose both ears: - 5 to SMAWT checks involving hearing. - 1d3 CUTE.
- Teeth lost: fluffies have 24 teeth. If more than 12 are lost, have problems to eat solid food.
- Broken snout: unable to eat or talk for 1d6+4 days.
- Dazed: - 5 to everything.

BODY IMPACT LOCALIZATION CHART (d6, reroll if doesn't apply) - See below for consequences

1	Right Wing. It breaks. If Hwties equal STWONG/2 or more, it falls off.
2	Left Wing. It breaks. If Hwties equal STWONG/2 or more, it falls off.
3	Chesty. Ribs break and puncture things inside if Hwties equal STWONG or more.
4	Tummy. Internal injuries if Hwties equal STWONG or more. If slashing damage, instead bowels exposed.
5	No-nos. Lose function if Hwties equal STWONG/2 or more. If male, they are destroyed.
6	Tail. It breaks. If Hwties equal STWONG/2 or more, it falls off.

BODY CONSEQUENCES

- One or both wings unusable: lose the ability to glide.
- Broken ribs: + 1d6 hwties, - 5 to everything and can't run or jump for 1d6+4 days.
- Internal injuries: + 1d6 hwties, - 5 to everything and can't control poopies for 1d6+4 days.
- Exposed bowels: + 1d6 hwties, - 5 to everything, dies in 1d6 forever.
- No-nos lost: unable to mate. - 2d6 WOULD if male, - 1d6 CUTE if female (pheromones, you know).
- Tail lost: - 1d3 CUTE.

Bloody example follows.

Remember Bwuebewwy? Last we saw her, she was facing a stray dog. Let's assume she tried to befriend the beast and failed, and also that the dog is hungry enough to shrug the smell of scaredy poopies and attack the fluffy.

The dog has the highest FAST stat, so it goes first. Willing to give the fluffy a break, the NM decides the dog sniffs at Bwuebewwy, trying to determine what kind of animal is this. So it's the fluffy's turn. Let's say its feeble attempt at stomp connects, causing a whooping 2 Huwties Points to the pooch in its leg. Not nearly enough to put it to sleep. It's the dog's turn again.

The dog lunges at Bwuebewwy with its paw (not its most effective weapon, by the way, but enough for this). The hit connects for 6 HP. First roll for localization is a 4: BODY. BODY roll is a 5: no-nos. In her terror, the fluffy darts around and manages to get hurt in her special place; tissues tear under the strain and blood flows, soaking the purple fluff. A crimson flap of skin and fluff trails behind the fluffy.

Bwuebewwy screams and blindly counterattacks. Her desperate pawing at the munstah results in a lucky hit to its eye, rendering it temporarily blind and convincing it that this strange animal is not worth the hassle. The dog flees, and the fluffy is left alone and bloodied, having lost her babbehs and any chance to become pregnant again.

Ways to die

These are some examples of things that damage fluffies. The list is nowhere near exhaustive, and an enterprising NM will surely add new entries to it. Still, it is useful as a reference.

Soorry hooves or fluffy bite	1d6 huwties
Stomping (requires both front hooves free, and target to be prone)	2d6
Bucking (- 5 to GIF HUWTIES skill, only against targets behind you)	2d6
Horn attack (only unicorns, slashing)	2d6
Horn attack, sharp (only mutant unicorns, or fluffies with a knife strapped to their backs, slashing)	3d6
Horn charge (requires freedom of movement, slashing)	+ 1d6
Bawky munstah paw (slashing)	3d6
Bawky munstah bite (slashing)	6d6
Kitty munstah bite or paw (slashing)	4d6
Hoomin munstah casual kick (get outta my way, shitrat)	2d6
Hoomin munstah dedicated kick or punch	4d6 to 6d6
Sorry stick	1d6 to 3d6
Roaring metaw munstah of the black rockies	8d6
Foreing object in poopy pwace (all damage goes straight to tummy)	1d6/inch

Hugs make everything better (not really)

Physical pain is not all there is; as any self-respecting abuser knows well, giving a fluffy emotional pain, or heawt huwties, is in itself a work of art. To bring a shitrat to the point of giving up and enter the "wan die" loop... that is where the real skill is at.

Just kidding. The things' minds are as easy to break as their bodies; you should be ashamed you thought it had any merit. Anyway, I'm not gonna overthink this shit. Here are the rules:

When something happens that could have a negative effect on a fluffy's self-esteem, well being or sanity, it will be expressed as a number of d6 of "heawt huwties". This can range from a quick quip from another fluffy (*yu nu gu' mummah! yu bad mummah!*) to a more elaborate scheme (*as you will see, fluffy, if this pressure plate here is left as is, in its highest position, it will allow ice cold water to shower over and drown your best baby, but if it is depressed to its lowest position, will douse your especial friend in flames. If you are able to balance it perfectly in its middle position, you might just be able to save them both, but the weight necessary to accomplish this is, exactly, that of two of your second best baby's legs. I'm not gonna tell you which two. Well, you have a minute to pass this test, and it starts... now!*).

From this heawt huwties you subtract the fluffy's NOT GET HEAWT HUWTIES. The final heawt huwties that affect the fluffy can only be a positive number or zero. A fluffy with a NGH of 4 being insulted and yelled at for 7 points only suffers heawt huwties of 3; from a much less straining remark of 2 points, it suffers none.

The heawt huwties finally suffered are then compared to the current number of heawt huwties:

- If the newly suffered HH are up to half of the current ones, they have no effect on the fluffy.
- If they are more than half, but no more than total current HH, they add 1 HH to the current.
- If they are more than the current total HH, they become the new current.

That means that a sheltered and spoiled fluffy will greatly suffer insults and raspberries, but a scarred feral needs to see really horrible things to be affected.

As heawt huwties increase, the fluffy is more and more distressed; huu-huuing will gradually increase, and the NM is advised to encourage the player to play it out. Yes, with a falsetto. Other than that, there are no consequences in game terms.

Once heawt huwties reach their maximum, the fluffy has lost the will to live and enters the dreaded "wan die" state. It will refuse to eat, drink, play or gif huggies until the total of heawt huwties is lowered. Shitting will continue as usual, even if no aliments are consumed. Even if the fluffy survives this state and returns to a normal life, there might be consequences in the form of irrational fears, nightmares or conditioned responses.

Heawt huwties chart

Mild insults, raspberries, long hours of boring solitude, threats of sowwy box (from owner or the fluffy itself, knowing it has done wrong), boops to the nose, mild fears.	1d6
Receiving sorry poopies, days of solitude or hours of neglect or sowwy box, a loved one or the fluffy itself is hurt, threats of amputation, receiving a mild session of sorry stick, denied babbeks, or suffer separation from babbeks, screaming fear.	2d6
The fluffy or a loved one suffers grievous injuries or amputations, kicked out by the owner, days of neglect, sowwy box or inhumane living conditions, receiving a brutal session of sorry stick.	3d6
The fluffy or a loved one dies, or will die.	4d6
Owner or friend betrays fluffy, everything it's the fluffy's fault, it goes against all the fluffy had believed up until this point, or you can append "horribly" to it.	+ 1d6 each
Unusually imaginative abuse (NM's call).	+ 1d6 or +

Heawt huwties can be a fluffy's demise, but there are ways to scape the death of the soul. This chart below details the ways a fluffy can regain its will to live; the NOT GET HEAWT HUWTIES modifier doesn't apply, although every day only the highest entry that applies can be rolled. Even so, a fluffy will never have less than 1/5 the highest heawt huwties attained.

HEAWING HEAWT HUWTIES

Every day in relative tranquility (that is, not experiencing a triggering event from the chart above).	- 1
Reassurance from another fluffy (successful use of HEAW HEAWT HUWTIES skill), getting spaghetti for dinner, getting a new toy or friend.	- 1d3
Reassurance from daddeh or mommeh, going to have babbeks, finding a speciaw fwend, knowing a past threat is gone.	- 1d6
Having a healthy litter of babbeks, finding a nyu daddeh and a nyu housie.	- 2d6

An extended example:

Freddy is a scaped fluffy, a little bright orange and pink pegasus male with a WOULD of 10 and a SMAWT of 13, which gives him a MAXIMUM HEAWT HUWTIES of 20, and a NOT GET HEAWT HUWTIES modifier of 4. He had a nice mommeh once, but Freddy got lost during a visit to the park and hasn't seen her since. Nevertheless, he found a speciaw fwend, a beautiful unnamed earthie mare with green and yellow fluff, and they got to start a family. But cold times were coming, and the duo set off in search a nyu home.

Of course, they ended up with an abuser, who started with mild insults and sorry stickings, getting Freddy's heawt huwties to a more or less stable 7 for the few weeks it took to the babbehs to come. Then, the fun started, as the abuser forced Freddy to watch helplessly as his whole family was slaughtered in increasingly colourful ways. Let's just say Freddy suffered a whooping 8d6 heawt huwties (4d6 for death of his family, + 1d6 because his daddeh betrayed him, + 1d6 for Freddy's believing it was his fault and + 2d6 for some very horrible, gruesome and imaginative deaths), or a total of 25 points.

25 is way higher of his former total of 7, so it becomes Freddy's new current HH total. This sets him squarely in "wan die" territory, so he loses all will to live, play, eat or fuck. Losing interest in a broken toy (and having to study for his finals), the abuser dumps Freddy.

Sadbox ending: *Freddy ends up in a forgotten dumpster in an alley. Days go by, as Freddy's new situation in life can be considered neglect, he doesn't erase any heawt huwties and dies of hunger and thirst, cold, alone, dirty and miserable.*

Not so sadbox ending: *Freddy ends up in a park, under a bush, so no one bothers him and he can cry in peace. Days go by, and every day he recovers a single HH point, so it takes him 6 days to get out of the "wan die" loop, to a total of 19 heawt huwties. If the fluffy has the physical fortitude to survive this lapse, he will recover and start looking for nummies.*

Hugbox ending: *somehow Freddy ends up in a shelter, where a nice fat wady and some cute fluffies tell him every day that things will go well, that he is safe, and let him play with blockies and balls and shit, and make sure he is well fed. Let's say it's a 1d6 recovery every day. In a mere 2 days, Freddy will have snapped out of "wan die", and in a week or less will have recovered to his minimum, 1/5 of the 25 heawt huwties he once had, or 5 points. This means he is more or less immune to petty insults. He, of course, will have bad dweams for ever where his dead family cries for help, and a strange, even morbid, fixation with digital scales.*

Fun ways to die

Falling down

Fluffies suffer 1d6 huwties for each yard fallen straight down (or up if you are really into weirdbox) over a hard surface. A soft landing, as grass or that bouncy rubber floor in children playgrounds, subtract 1d6 from the total huwties, and a pegasus with functional wings can subtract an additional d6 if it makes its FAST roll to glide, double that on a critial. That means a pegasus could fall from a first storey window onto the garden below and, potentially, suffer no harm at all.

If the impact localization charts are used, roll as usual, but half of the rolled damage is applied to the chest. This huwties aren't accounted for right away (they reflect the concussion travelling through the body), but any additional roll due to broken ribs is, and must be subtracted from current HP. If the rolled body part is the chest, ignore this rule; the fluffy has landed on its back.

The following logs were retrieved from the Hasbio labs secret database: each of them features a completely average fluffy, with 10 in all their rolled stats, 20 HP, etc.

Fluffy n° 1 (*Mustawd*, wubs skettis, pway with bawws, dance to *Village People* and skettis) falls from 1 yard for 4 HP to the right front leg: the leg is hurt but not broken. The chest gets 2 HP. Fluffy n° 1 got lucky and will survive, just a bit shaken and bruised.

Fluffy n° 2 (*Mewwy*, wubs skettis, singing), falls from 3 yards, suffers 12 HP to the nogging. Subroll: snout. That means 12 teeth lost, broken snout, 6 points to chest. Merry will have to learn to tap dance for a while.

Fluffy n° 3 (*Dwacuwa*... who the hell names this things?), falls from 3 yards, for 12 HP to the chest. Breaks ribs, suffers 3 additional HP, will survive.

Fluffy n° 4 (*Bwue*. J ust *Bwue*. A second generation feral, isn't it?), falls from 5 yards, gets 18 HP to rear left leg. Leg is obliterated, 9 HP to the chest fail to break anything else. Fluffy n° 4 cries for help. No one comes to the rescue.

Fluffy n° 5 (*Bubbah*, wubs skettis, is somewhat lukewarm to blockies since one of them outsmarted him two weeks ago), falls from 8 yards onto his butt (rolled body: tummy), gets 25 HP that rupture his innards, and 12 to the chest that cause ribs to break, for 3 more HP. Fluffy explodes on impact, sending 1d6 bloody chunks of meat and shit 1d6 ft. in random directions.

Catching on fire

Fluff is very flammable. We all know that. Each body part on fire (nogging, body, legs) gives 1d6 huwties to the fluffy, every round, and will extend to a neighbouring body part if the fluffy doesn't pass a FAST roll to put out the fire, with a negative modifier equal to the damage suffered this round. Scarring and more detailed consequences of burns are left to the imagination of the NM. If the optional body localization charts are not used, you are free to come up with something yourself.

Drowning

Fluffy ponies drown. Like, by the lot. Sometimes, even in dry places. A fluffy pony completely deprived of oxygen suffers 1d6 general HP each round. These are not applied to a particular body part, and can be recovered from faster than actual injuries, at the NM discretion.

Ah. Drowning at the mere sight of water is cool. Let's just say it works the same, but that the fluffy can be distracted out of it easily, and that any actual damage suffered that doesn't kill it vanishes when the fluffy stops drowning.

Poisoning, radiation, whatever

At the NM discretion, other causes of death can affect fluffies. The amount of HP lost can be determined through this chart. As with drowning damage, it is n't applied to a particular body part.

Mild poison or toxins, fever, microwave for a few seconds.	2d6
Serious poisoning or illness, microwave for up to 30 seconds.	5d6
Almost surely lethal dose of rat poison, microwave for 2 full minutes.	10d6

Thirst

Fluffies deprived of water lose 1d6 STWONG per day, 1d3 if partially hydrated (severe diarrhea or insufficient water available). Lose 3d6 per day if in the desert. Regain 1d6 STWONG, up to original value, every day fully hydrated.

STWONG loss affects maximum HUWTIES and skills. If all STWONG is lost, fluffy pony dies.

Hunger

Starving fluffies lose 1 STWONG per day, 2 if exerting themselves. Regain 1 STWONG, up to original value, every day that fluffy has been fed correctly. Nursing mares that manage to eat enough to make milk for their foals but still don't eat their daily fill still lose 1 STWONG, and will stop lactating at all when under 5 STWONG. A newborn foal will die in one day if it can't get milk, a chirpy babbeh in 3 days, and a talkie babbeh, not weaned, in 5 days.

STWONG loss affects maximum HUWTIES and skills. If all STWONG is lost, fluffy pony dies.

Cold

Each hour in cold weather (it's up to the NM what constitutes cold weather) gives 1 hwties to general HP of the fluffy. Each hour in freezing temperatures gives 1d6 instead. Strong winds or soaking rain add 1 point or more to the roll (i.e.: 1d6+1 per hour).

Old Age

Each year past their third, each fluffy loses 1d6 in every stat. No exceptions. If any stat reaches 0, the fluffy dies and shits itself. No roll.

Shit

If the fluffy storage of poopies is full and, for any reason (usually involving a cork), the fluffy is unable to evacuate it, for each unit of poopies over the maximum shit storage in its bowels the fluffy suffers 1d3 hwties points every day. This hwties affect the tummy, can cause internal injuries and cannot be recovered from until the shit is ejected. Remember: each and every time the fluffy eats something the shit units stored inside it go up by one. Remember also that laxatives decrease the maximum shit storage by 1d6 units for a full 24 hurs. Hours.

Recovering lost HUWTIES

Each day that the fluffie has been well fed, watered and rested, it will recover STWONG / 5 hwties, up until its maximum. If someone with actual hands takes the time to clean, disinfect and bandage the injuries on the fluffy body, the NM can allow it to regain instantly some additional HP, perhaps 1d6 or so.

MUNSTAHS BIG AND SMAWW

This is your basic bestiary; it includes different kinds of fluffies and animals you can use as NPC's. Fluffies come first, then various animals. Strictly average fluffies would have 10's and 11's in all their stats, but I've tried to add some variety without deviating much from the norm. You'll notice some of the animals and humans don't follow the same rules as the fluffies. So? Sue me.

Average earthie

CUTE	10	HUWTIES POINTS	24	MAX. HEAWT HUWTIES	16
FAST	08	HUWTIES MOD.	+0	NOT GET HEAWT HUWT.	-3
WOUD	08	NOT GET HUWTIES	10	GIF HEAWT HUWTIES	09
SMAWT	12	GIF HUWTIES	10	HEAWHEAWT HUWTIES	11
STWONG	12	POOPIE STOWAGE	04	POOPIES CONTROL	12
				GIF SPECIAWHUGS	11

Strong earthie (toughie)

CUTE	09	HUWTIES POINTS	32	MAX. HEAWT HUWTIES	24
FAST	11	HUWTIES MOD.	+2	NOT GET HEAWT HUWT.	-3
WOUD	12	NOT GET HUWTIES	10	GIF HEAWT HUWTIES	11
SMAWT	08	GIF HUWTIES	14	HEAWHEAWT HUWTIES	09
STWONG	16	POOPIE STOWAGE	05	POOPIES CONTROL	12
				GIF SPECIAWHUGS	13

Average pegasus

CUTE	11	HUWTIES POINTS	16	MAX. HEAWT HUWTIES	20
FAST	13	HUWTIES MOD.	-1	NOT GET HEAWT HUWT.	-3
WOUD	10	NOT GET HUWTIES	11	GIF HEAWT HUWTIES	11
SMAWT	09	GIF HUWTIES	11	HEAWHEAWT HUWTIES	10
STWONG	08	POOPIE STOWAGE	03	POOPIES CONTROL	09
				GIF SPECIAWHUGS	10

Typical unicorn smarty

CUTE	12	HUWTIES POINTS	20	MAX. HEAWT HUWTIES	34
FAST	10	HUWTIES MOD.	+0	NOT GET HEAWT HUWT.	-4
WOUD	17	NOT GET HUWTIES	09	GIF HEAWT HUWTIES	15
SMAWT	08	GIF HUWTIES	10	HEAWHEAWT HUWTIES	10
STWONG	10	POOPIE STOWAGE	03	POOPIES CONTROL	09
				GIF SPECIAWHUGS	11

Average alicorn

CUTE	10	HUWTIES POINTS	24	MAX. HEAWT HUWTIES	18
FAST	13	HUWTIES MOD.	+0	NOT GET HEAWT HUWT.	-4
WOUD	09	NOT GET HUWTIES	13	GIF HEAWT HUWTIES	10
SMAWT	13	GIF HUWTIES	13	HEAWHEAWT HUWTIES	12
STWONG	12	POOPIE STOWAGE	03	POOPIES CONTROL	13
				GIF SPECIAWHUGS	11

Foal, chippy

CUTE	18	HUWTIES POINTS	02	MAX. HEAWT HUWTIES	10
FAST	01	HUWTIES MOD.	-3	NOT GET HEAWT HUWT.	-1
WOUD	05	NOT GET HUWTIES	03	GIF HEAWT HUWTIES	12
SMAWT	05	GIF HUWTIES	01	HEAWHEAWT HUWTIES	12
STWONG	01	POOPIE STOWAGE	00	POOPIES CONTROL	03
				GIF SPECIAWHUGS	N/A*

**babbeks aw not fow speciaw huggies! babbeks aw fow huggies, an miwkies, an wub!*

Foal, weanling

CUTE	15	HUWTIES POINTS	06	MAX. HEAWT HUWTIES	20
FAST	05	HUWTIES MOD.	-2	NOT GET HEAWT HUWT.	-3
WOUD	10	NOT GET HUWTIES	08	GIF HEAWT HUWTIES	13
SMAWT	10	GIF HUWTIES	04	HEAWHEAWT HUWTIES	13
STWONG	03	POOPIE STOWAGE	01	POOPIES CONTROL	07
				GIF SPECIAWHUGS	N/A*

**babbeks aw not fow speciaw huggies! babbeks aw fow huggies, an miwkies, an wub!*

Colt or filly

CUTE	13	HUWTIES POINTS	14	MAX. HEAWT HUWTIES	20
FAST	11	HUWTIES MOD.	-1	NOT GET HEAWT HUWT.	-3
WOUD	10	NOT GET HUWTIES	11	GIF HEAWT HUWTIES	12
SMAWT	10	GIF HUWTIES	09	HEAWHEAWT HUWTIES	12
STWONG	07	POOPIE STOWAGE	02	POOPIES CONTROL	09
				GIF SPECIAWHUGS	N/A*

**Eh, whatever, you fluffo-phile.*

Typical pampered designer prize fluffy, derped

CUTE	17	HUWTIES POINTS	18	MAX. HEAWT HUWTIES	34
FAST	09	HUWTIES MOD.	+0	NOT GET HEAWT HUWT.	-4
WOUD	17	NOT GET HUWTIES	08	GIF HEAWT HUWTIES	17
SMAWT	07	GIF HUWTIES	09	HEAWHEAWT HUWTIES	12
STWONG	09	POOPIE STOWAGE	03	POOPIES CONTROL	08
				GIF SPECIAWHUGS	13

Bawky munstah

CUTE	05	HUWTIES POINTS	100	Not-fluff armor: 3 points
FAST	20	NOT GET HUWTIES	20	
WOUD	10	GIF HUWTIES	25	Paw: 3d6
SMAWT	25			Bite: 6d6 (slashing)
STWONG	50			

Kitty munstah

CUTE	10	HUWTIES POINTS	60	Not-fluff armor: 2 points
FAST	30	NOT GET HUWTIES	25	
WOUD	15	GIF HUWTIES	30	Paw/bite: 4d6 (slashing)
SMAWT	25			
STWONG	30			

Bwack biwdy munstah (a crow)

CUTE	03	HUWTIES POINTS	20	Not-fluff armor: 2 points
FAST	20	NOT GET HUWTIES	20	
WOUD	15	GIF HUWTIES	20	Beak: 2d6 (slashing)
SMAWT	30			
STWONG	10			

Big scwëee biwdy munstah (some kind of bird of prey)

CUTE	04	HUWTIES POINTS	40	Not-fluff armor: 3 points
FAST	25	NOT GET HUWTIES	25	
WOUD	15	GIF HUWTIES	25	Beak/talon: 6d6 (slashing)
SMAWT	25			
STWONG	20			

Foxy munstah

CUTE	13	HUWTIES POINTS	80
FAST	16	NOT GET HUWTIES	20
WOUD	13	GIF HUWTIES	28
SMAWT	25		
STWONG	40		

Not-fluff armor: 3 points

Paw: 2d6

Bite: 5d6 (slashing)

Weggy munstah (a fucking spider)

CUTE	00	HUWTIES POINTS	02
FAST	15	NOT GET HUWTIES	15
WOUD	00	GIF HUWTIES	10
SMAWT	15		
STWONG	01		

Not-fluff armor: 2 points

(spiders are tough)

Bite: 1+ poison (1d6 HP).

Smaww hoomin munstah

CUTE	07	HUWTIES POINTS	80
FAST	10	NOT GET HUWTIES	20
WOUD	20	GIF HUWTIES	25
SMAWT	30		
STWONG	40		

Not-fluff armor: 5 points

Kick: 2d6

Stomp: 4d6

Warge hoomin munstah

CUTE	05	HUWTIES POINTS	200
FAST	15	NOT GET HUWTIES	20
WOUD	20	GIF HUWTIES	25
SMAWT	50		
STWONG	100		

Not-fluff armor: 5 points

Kick: 4d6

Stomp: 6d6

SCAPE FWOM SUNNY HAPPY MEADOWFWUFFY SHEWTAH

A Fluffy Pony Rpg introductory adventure. For ages 7+. May contain traces of nuts.

You are a fluffy pony, a lovable horse-shaped ball of fur and shit. You are an adult, but still young. Haven't seen much. Your world, for now, has been the daily routine at the shelter. Sunny Happy Meadow, it's called. Not the best, but certainly not one of those horrible places you hear about in the booru. It takes in strays, pregnant ferals and rejected housepets. Gives them another chance at living. Sometimes, the staff has to cull their numbers, but they don't like it. Or so they say.

Generate your fluffies now. I'll wait.

All of the fluffies are living together in the shelter. Perhaps they are siblings. Perhaps not. But they have known each other for all of their lives. Most were named by the staff, but some owe their names to their mummah.

Fluffies sleep in big wire cages, two or three a piece, each labeled with the names of their inhabitants. Each cage has its own water bottle, feeding bowl (nutritious but not very tasty kibble), litterbox and a bed. Each day, at opening time, the fluffies are put in two big play pens that take the majority of open space in the shelter, one each side of the door, under the big glass windows. The left one is for the big fluffies. The right, for the weaned foals. Pregnant or nursing mares stay at the back, in their own cage. The pens have balls, blockies, stuffy friends and artificial grass (not good at all for numming!). Bad poopies are cause to discipline, as is smarty behaviour. As the play pens have no litter box, any fluffy needing to shit during business hours has to call for help from the staff, and keep it in while it comes. Special huggies are estrectly forbidden by the staff; transgressors face the sorry box or, for repeat offenders, loss of no-nos. This shelter does neuter fluffies on demand, but doesn't perform aesthetic amputations.

There is a big metal and glass counter in the middle of the shelter, some distance from the pens. The walls, left, right and center, are lined with merchandise: litter boxes, pet carriers, diferent brands of kibble, canned spaghetti, pheromones and scents, laxatives, balls, stuffed animals, shampoo, bows and scarves, block sets, little fluffy jackets for the cold times, even sorry sticks.

All in all, not a bad place. Every day people come in, sometimes they go out again with a happy little fluffy in their arms. The player's fluffies haven't had this luck yet.

Let them play. Let them socialize. Ahnowd, the big tan and blonde earthie, wants to play ball with them, although he cannot play very well. Wiwwy, the white and yellow pegasus, needs hugs; she is younger than the rest of the fluffies, and she still misses her mummah. Other fluffies are having a block stacking contest; the record is three blocks stacked high. While they are horsing around, have them roll a die each; the lowest roll needs the litterbox, like, rite nao! Make them roll WOULD to attract the attention of the staff. It's just that someone called in sick today, and this bright may afternoon seems to be a busy one, and perhaps the cries for help of a little fluffy can go unnoticed for a while. Time to CONTWOL POOPIES, I guess. And they better make their roll. Otherwise, it's sorry stick time! Because poopies outside the litterbox are bad poopies, and only bad fluffies make bad poopies, and bad fluffies get the sorry stick. But the staff is not cruel, and if it comes around to it, they will not give the fluffy a brutal spanking.

Just a reasonable one.

Well, we have had a fun time today, haven't we? It's almost closing time. When the last customers exit the shelter, the fluffies will be put in their cages and be given their kibble for the night. Then come the good night huggies, and the fluffpiles, and sweet dreams of daddehs and spaghettis.

That's how it is every day. But perhaps today it will be different.

Have them roll SMAWT to hear it. A high pitched wailing sound, still far, but coming. Honks; that's the voice of the metaw munstahs! Never go near the metaw munstahs. Then, all heww breaks loose. A blinding flash of white light floods the shelter, and something, something very big and scary, comes roaring through the big glass window over the foals' pen. Shards of glass fly everywhere. Every fluffy rolls a d6; a 5 or 6 means they have been hit by the glass in a random location, for 2d6 HP. Time for scaredy poopies and heavt hwties (2d6 is a good start). If a fluffy dies you can roll another one in no time.

The foals got the worse part. Most of them are sleeping, very quietly, in a pool of boo-boo juice and something that looks like spaghetti. Some are missing weggies or other things, but are still alive. A few have scattered, wildly waddling and shitting all over the floor; the fence keeping them in has broken down and they are running from the munstah.

The big metaw munstah that has come through the glass roars some more, sputters and then stops and starts belching thick black smoke, while another metaw munstah roars outside, this time flooding the shelter in scary blue and red spinning lights. There are a pair of mistahs inside each munstah! The munstahs must have nummed them! Perhaps they want to num the fluffies! The fluffies must scape! They must help the injured foals!

The fence keeping the adults in has been damaged, but stands. A handful of fluffies, working in unison, could tear it down and get to the foals. Have the players roll SMAWT to realize this, and CUTE or WOULD to convince or intimidate other fluffies to help. Then, roll STWONG to bring the fence down; they need 4 successes or more *at once* to get it to break, and can try every few seconds. There are other ways out; they could stack blocks in a stair shape and climb over the fence (1 yard high), or even climb over other fluffies. The staff of the shelter still able to run is doing so, completely oblivious to the fluffies. They can't expect help from them. On the other hoove, bad poopies will go completely unpunished, so there's that. Speaking of poopies; perhaps the one who got to be taken outside to poop is still out there and can help the others in some way.

The NM must instill a sense of urgency: there are foals in need of a hug! And there's also the fire. Yes. Fire. The crashed car is burning, and the shelter is catching on, gradually filling with smoke. Nu smeww pwetty, certainly.

Each fluffy trapped in the smoke suffers 1d6 HP per round, as per drowning rules. Some of the foals are dying this way. Others have managed to get on fire, tiny embers blazing around, spreading the fire everywhere. Refer any fluffy stupid enough to hug this foals to the rules for burning to the death. Spice everything up describing some fluffies playing ball while violently coughing; for them is more important the little red spaghetti scented ball than their lives. Or perhaps they are just this stupid.

Let's assume the fluffies make it out of the pen. There are some foals hiding under the counter, mostly unharmed. They will respond to calls from older fluffies, and will follow them, albeit slowly. Each adult fluffy can grab a babbeh in its mouth and move faster; but there are more foals than player fluffies; they can try to make other fluffies help with CUTE or WOULD rolls, or balance a foal or two on their backs with FAST rolls. Describe what they can see or hear, but let them come up with their own ideas.

Seems clear that the shelter is going to burn down; it's time to get out. The front door is not an option, what with the fire and the smoke and the munstahs waiting outside. There's only the back door, and luckily the staff left it open in their hurried scape.

The air in the back room is clearer. This is where the fluffies sleep; three rows of big cages line each wall, and the nursing mares are kept in the center, in even bigger cages set on the floor, with soft shredded newspapers and better kibble. There are currently two mares with foals, too small to walk very far, and a soon-mummah, who will have to be rolled around. That is, if someone can open the cages; have them roll SMAWT to figure how to do it, and FAST to actually open the little

doors. The soon-mummah and one of the mummahs with foals will agree readily to get out; they can smell the fire and are terrified of it. The other, nearly derped, will put up a resistance and will have to be coaxed or intimidated out of the shelter. That is, provided the players want to save her; no one else will take an interest.

There are big bags of kibble here, and you must remind them that they haven't eaten nothing in a while. Have them choose between trying to save the mares or eating a hurried mouthful, because the fire is closing in. By the way, the back door is open, and fresh air comes in. Any fluffy that has made it here can get out without further drama. If one or more mares stay here, the survivors will be well able to hear them burning to death in a few minutes, which will elicit HEAWT HUWTIES rolls.

Anyway, now the fluffies (twenty or so, not counting the foals) are outside, lost in a hurry of cops and firemen. The shelter staff is nowhere to be seen, and no one seems to be paying attention to them. At best, they will get told to get out of the way. At worst, they will get their butts kicked. They must decide a course of action.

If they stay around the shelter, they will spend a frightful night. No one will come to help them or pick them up, and they will be homeless. Luckily, the shelter was in the outskirts of town, so there are grassies to eat and some puddles of water left by the last rains. There are fields nearby, and the biggest (and only) trees the fluffies have ever seen loom in the distance, two or three forevers away.

Some of the fluffies, if left on their own, will start prancing around the fields, grazing and playing until the night falls and they become scared of the dark and run for cover. If no one takes control, the little herd will disgregate. Most of them will die in short order, trampled under cars or eaten alive by stray dogs. The mummahs need help to find nummies, or they will be forced to leave their babbeks unattended for a while. The soon-mummah is completely immobile; if left alone will die of thirst and starvation. If it rains, everyone will be wet, cold and miserable. Make sure the players are aware of this.

What happens next is completely up to you. A smarty can emerge and lead the herd to a life of freedom, or each fluffy can eke out a living in the mean streets on their own. The possibilities are endless from this point on. Assuming the herd stays together under a smarty, their quest for a place to live in can be a compelling adventure to play. They can find a pack of ferals, a new smarty to challenge the players, a well-guarded farm full of delicious nummies. They can find new homes, new friends, they can find love, hate, death. They can fall under abusers, or thrive and become an enduring herd in an isolated valley. They can even hear tales of that fabled place in Cleveland, *Spaghetti Land*. THAT would be a fucking epic campaign to play in.

But that is up to you, as I've said.

A note on experience.

Come on. Fluffies are able to forget its own name under stress; expecting them to level up is folly. At the NM's discretion, you can rearrange 1 point from one stat to another one, once every adventure, to simulate some evolution. If you can find an explanation for this change, flimsy as it might be, all the better.

Closing comments

There's not much left to say. This shit of RPG will not have a second edition, nor any supplement or support. At least not by my hand. I had to barf it out, and now I'm done. It's all yours now.

You are a fluffy pony, and you are on your own.

The FLUFFY PONY RPG: Tales of Shit and Skettis - Fluffy record sheet

Name of the fluffy: Name of the player:
Color of coat: Color of mane & tail: Sex: *Stallion* *Mare*

Type of pony: Earthie (+ 2 STWONG)
.... Pegasus (+ 2 FAST, - 1 to STWONG, wings)
.... Unicorn (+ 1 WOULD, hom)
.... Alicorn (+ 1 STWONG and SMAWT, hom, wings, issues)
.... Designer (+ 3 CUTE, - 1 SMAWT)

CUTE	HUWTIES POINTS	Huwties Mod.
<u>FAST</u>		0 - 2 -3
<u>WOUD</u>		3 - 5 -2
<u>SMAWT</u>		6 - 8 -1
<u>STWONG</u>		9 - 12 +0
		13 - 15 +1
HUWTIES POINTS (STx2)	HUWTIES MODIFIEW	16 - 18 +2
NOT GET BIGGEST HUWTIES OWSOWWY POOPIES (FA, SM)		19 - 21 +3
GIF BIGGEST HUWTIES OWSOWWY POOPIES (FA, ST)		
MAKSIMUM HEAWT HUWTIES BEFOH WAN DIE (WOx2)		HEAWT HUWTIES
NOT GET HEAWT HUWTIES (WO+SM)/6		
GIF HEAWT HUWTIES (CU, WO)		
HEAWHEAWT HUWTIES AN GIF HUGGIES (CU, SM)		
MAKSIMUM POOPIE STOWAGE (ST/3)		CUWWENT POOPIES
POOPIES CONTWOL (SM, ST)		
GIF SPECIAWHUGS (CU, ST)		

Fluffy sketches, notes, things in your fluff, broken or lost limbs, etc.
