

## My Little Pony Adventures

**Author's Note:** What you see before you is a rough version of my very own tabletop RPG based on *My Little Pony: Friendship is Magic*. Originally, this was simply an unfinished product that I have submitted to my scraps simply to help promote the game. However, now that I have a completed version, I keep this up for those who are curious to see the game in its original formatting and working tittle. To see the completed version, find it in my gallery or click on the link in the description.

### Preface

What started my interest in making this game came from a fellow DeviantArt user named Catspaw-DTP-Services who created a tabletop RPG based off of *My Little Pony: Friendship is Magic*. The game was called *Pony Tales* and when I first heard about it, the idea of a RPG where you play as a pony just sounded awesome. So, I got to work experimenting with the character creation and seeing if I could come up with some possible adventure scenarios. However, as I did so, I ran into problems. The game Catspaw made was a simplified version of *Open D6* and the game was designed to be rather freeform as opposed to having lots of ridged rules, making the game easily accessible to every pony, but when I tried it out, I didn't like how the game felt like a free-for-all when it came to game mechanics. Also I thought the character creation was too rigid, the rules were too simplistic, there were no magic item lists, no spell lists, no monster lists, and no guidelines for adding to the game.

I'm not criticizing Catspaw for the way he wrote the game. I openly support his goal of making a game that's simple and easy to play for every pony, and if you are a newcomer to tabletop RPG's or just like freeform games, then I do recommend you give *Pony Tales* a try. It's just that the game he made doesn't fit my interests. I like RPG's that have detailed rules that can be easily changed, added to, expanded upon, omitted, or used as is. As a result, it felt like I was rewriting Catspaw's game as oppose to adding to it. So then I thought if I'm rewriting his game, then I might as well make my own game, and what you are currently reading is what came out of that idea.

The rules to my game are simple enough for newcomers to play, but the game is designed to provide a consistent and easy to understand framework to build off of, allowing for

a wide variety of options. As far as this game is concerned, the sky's the limit.

While I did throw in my own ideas, much of the game does borrow from *Pony Tales* and the 3<sup>rd</sup> Edition *Dungeons & Dragons*.

*My Little Pony: Friendship is Magic* is produced by Hasbro Studios and DHX Media Vancouver (formerly known as Studio B Productions) and is based on the *My Little Pony* toy line by Hasbro. This is a nonprofit fan-based game. Please support the official release.

And special thanks goes to Catspaw for giving me the idea.

#### How to use this book

While *Pony Tales* has a lot of simplistic rules, my game has much more detailed rules, but try not to feel intimidated when you read through this book. I wrote this game to have a lot to it, so you can have all you would need at your convenience, and you only need to read what is necessary or whenever it is relevant for the circumstances. With adventure scenarios that are about slice-of-life stories and role-play, you might not need to read about monsters, magic items, HP loss, or combat, and you can be very loose with the rules if you want. With action/adventures games, you have plenty of material to add into your adventures and you can follow the rules to keep it balanced and fair for all the players.

That's why I used the third edition *Dungeons & Dragons* as a reference. It's that manageable versatility in the 3<sup>rd</sup> D&D rules that I tried to emulate with my game. Throughout the book, there are simple and consistent rules that allow the players to bend the rules whenever the situation calls for it without feeling like they're making it up as they play. But, if you don't want to go through the effort, the book already has everything you need to add in whatever elements you want and move on. For example, it might be cool to make up your very own monsters to challenge your PC's, but if you're in a position where you need to throw in another monster on the spot, the game provides complete lists of monster stats already written out for your convenience.

No matter what, remember the number one rule at the end of Twilight's slumber party book: have fun.

## Tools for Play

Playing a game requires several supplies that can be easily obtained at local office supply stores and game shops. All of these are common in many types of tabletop RPG's.

- **Writing utensils:** In addition to regular pencils and pens, you might want to use colored pencils and/or markers to represent different conditions such as fire, craters, buildings, trees, pits, water, etc.
- **Square graph paper:** The paper is used to draw maps of the environments to represent the position, movement, and orientation of all the characters. Each square represents 5 cubic feet in the game.
- **Regular paper:** Naturally, both PC's and GM's will want to have notes detailing information on the characters and their abilities so it is ideal to have all this information available, possibly typed and printed off of a word processor. Since this game includes creatures that can fly, the graphs are usually measured in cubic feet rather than square feet for when dealing with giant creatures who might be tall enough to reach a flying creature.
- **A covering:** The GM requires some kind of covering for his notes so the PC's don't see them. An ideal covering would be a sheet of cardboard you can stand up, kind of like the kind you might find in most RPG board games. If you can't find one, then improvise with whatever you have.
- **Playing pieces:** There needs to be playing pieces, which are used to represent characters on the graph paper. Most game shops sell small metal playing pieces for tabletop RPG's. You could try using *My Little Pony* toys, but they might be too big. Ideally, the pieces shouldn't be larger than the playing pieces to a *Monopoly* board game because they have to be small enough to reasonably approximate the confines of the grid on the graph paper. Playing a tabletop RPG with pieces that are too large is like playing checkers with hockey pucks: they're too big to make a reasonable indication of which square the pieces are suppose to be in, especially when crowded together. The only instance where large pieces would be appropriate would be with very large monsters like dragons, ursas, etc. Whatever you use, the pieces need a clear front to allow players to see where a character is facing.
- **Dice:** Not ordinary dice, mind you. This game uses non-cubic dice, i.e. dice with more or less sides than six.

The most essential is the 20-sided dice, which is used for almost every aspect of the game. You should also buy 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided dice, although those are mostly used for damage rolls and percentage rolls. Such dice can be bought together from game shops. A coin can also be helpful as a tiebreaker.



### RPG Acronyms

There are several RPG acronyms that I use throughout this game. Don't worry, they're easy to remember and they're common terms used in other games.

- **(GM) Game Master:** This is the referee for the game and controls the actions of all the NPC's the PC's interact with.
- **(PC) Player Character:** These are the individual characters the players role-play as.
- **(NPC) Non-Player Characters:** This term applies to all characters the GM controls including other ponies and monsters.
- **(HP) Hit Points:** Also known as Health Points, HP is the number of points of damage the player can take before dying from injuries. The HP score drops every time the pony is injured. See section on Combat for details about injury and death.

- **(AC) Armor Class:** This score determines how difficult a pony is to hit with any kind of attack roll. Whenever an opponent tries to attack, the attacker's attack roll must be equal to or higher than the opponent's AC. If it's not, then the attack is a miss.
- **(XP) Experience Points:** This is the score that represents how far a pony's abilities have advanced. See section on Experience for details.
- **(ft) Feet**
- **Cubic Feet:** This is a mathematical term that I often use. A cube represents an object's length, width, and height. Think of each square on a graph paper as an invisible box that all PC's and NPC's fit inside to give an approximation of how large they are. Of course, for creatures that are larger than the 5 cubic feet square, I would often designate larger sizes. For more irregular shapes, I would list the measurements by length, width, and height (ex: 10 feet x 15 feet x 20 feet), but otherwise I'll shorthand it by saying cubic feet which means that all three measurements are equal.

### Types of games

There are two different ways to play the game and the GM and PC's need to work out what kind of game they want to play beforehand.

**Mundane Game:** This is where the players simply play a game that's like an average episode of the show, i.e. a slice-of-life adventure. These kinds of games are typically more focused on role-play than combat or skills and dealing with more domestic issues like throwing a party, hanging out, shopping, etc. In the case of alicorns, what counts as mundane might be a little more extraordinary such as handling diplomatic negotiations, attending the Grand Galloping Gala, passing laws, building cities, etc. Since this is a game about *My Little Pony*, there's no reason why there can't be more home-based action such as natural disasters, invading monsters, magical mishaps, etc.

How to make Mundane Games entertaining:

- Put in a problem: Drama comes from complications or conflicts. The problem could be simple such as getting a task done on time or it can be major like protecting Ponyville from a swarm of parasprites. Whatever it may be, there needs to be consequences for solving or not solving the problem.

- Put in a goal: Players can have something they want to do or achieve such as obtaining a job, winning a contest, etc. The goal needs to be something that can be done as a team, otherwise some players might feel left out.
- Role-play: Some players may simply want to play as ponies for an afternoon, perhaps hobnob with canon characters or have fun seeing locations from the show. In those kinds of games, you could see what you want to see, have fun, and go nuts.

**Action/Adventure Games:** When it comes to tabletop RPG's, there's nothing more classic or timeless as playing a fantasy adventure. In these types of games, the appeal is always the chance to go on adventures, fight evil, and possibly collect treasures along the way.

How to make Action/Adventure Games Entertaining:

- Use adventure hooks: An adventure hook is an incentive for the PC's to play. Such incentives include:
  - Hired to do a job.
  - Rumors of lost treasure.
  - The pursuit of knowledge.
  - The thrill of adventure.
  - Achieve a personal goal.
  - Saving lives.
- Make it challenging: In order for there to be a satisfying adventuring experience, the players need to feel like that they accomplished something, and if you make it too easy, you rob them of that. Of course, you can go easy on them if they're struggling or they're having a lot of bad luck, but don't just make it impossible for the PC's to lose.
- Let the PC's be the hero: Whether defeating villains or saving lives, being a hero and reveling in the notoriety can be it's own reward. Don't cheat the PC's by having an NPC defeat the bad guys or throw in a deus ex machina. Let them bask in the limelight.
- Provide mystery: The GM should allow the players to discover the answers themselves. Mystery can create a lot of suspense, even if the GM doesn't know the answer. Letting the answers come out naturally from the circumstances of the story can lead to some exciting story telling.

Changing the Possibilities

Much of this game assumes that you are playing a game that is faithful to the established world of the show. However, some of you may want to think outside the box (or inside a chimney) and try adding in aspects and scenarios that in some way go against canon. Bear in mind that going against canon does take some work because you would need to establish what's different to the players, bend the rules in a way that's fair, and come up with new material. Otherwise, I say go nuts and you can even follow some of my suggestions.

**Play a cartoony game:** The game is designed to be played in a consistent and reality-based fashion, but since it's based on a cartoon, then perhaps you may want to bend the rules to allow more cartoony exaggerations of physics. For example, you can ignore rules concerning death and injury, alter or remove restrictions to skills and magic, exaggerate physical actions, break the fourth wall, etc.

**Add new monsters:** According to Twilight Sparkle, ghosts and zombies don't exist, but that doesn't have to stop you from putting them in. In fact, you could throw in robots, aliens, sea ponies, and even human beings if you want. As long as you could logically work them in and determine balanced stats, then it could work.

**Add new magic:** You could try altering what kind of magic is possible such as necromancy (power over the undead), psychic powers, ritual magic, time travel, etc. Of course, this doesn't have to apply only to unicorns. You can change it so that earth ponies and pegasi could have access to spells.

**Have settings in different time periods:** If the peaceful life of present day Equestria doesn't provide good enough adventures, how about you have an adventure in another time period. Before Equestria was founded, prejudice was rampant between the three pony races and they had no government outside their tribes. As such, there could have been a lot of violence between them, making crossing over into hostile territory a real and exciting possibility. Or perhaps an adventure could take place after Equestria's founding but before the princesses, a time that may still have had conflicts as the three tribes tried to learn how to get along, but it allows for more interactions between the ponies without taking away the prospect of adventuring in a new and undeveloped land fraught with danger and new discoveries. Or you could have it take place during

Discord's reign, a time of suffering at the hands of Equestria's tyrannical ruler. In a setting like this, survival would be tougher as Discord's fun and games over the laws of nature causes both the natural order of the world and magic itself to be unpredictable and nonsensical. Of course, as Discord puts it, "what fun is there in making sense?" You could even try an adventure in the distant future and have access to futuristic technology. Whenever you do an adventure in a new time, you might want to consider the technological limitations of the time (See *The Magical Land* by Catspaw for ideas) as well as the normal social standards. For example, before peace was established between the three pony races, it probably was rare for adventuring parties to have mixed species of ponies, so if you have a mixed party, have a good explanation for it.

**Add adult content:** Being a kids show, *My Little Pony* is devoid of adult content such as graphic violence, drug use, swearing, and sex. Of course, there's no reason not to try and make *My Little Pony* more adult. It could be something benign such as adults drinking alcohol on occasion and having sex for the sake of starting a family. Of course, you can go all out, incorporating drug dealers, gangs, prostitutes, and all manor of depravity. Swear words and violence can be easily implemented. For drugs, you can certainly put in real drugs like alcohol, marijuana, cocaine, heroin, opium, etc. You could also include more fanciful or magical drugs. However, when putting in drugs, you need to first determine the cost of these drugs, how legal they are, how obtainable they are, and the effects of these drugs, which are probably temporary reductions of Intelligence and Mentation scores (Constitution roll to resist). If you want to add in sex, then there needs to be guidelines on how to handle the possibility of pregnancy if characters don't use birth control.

**Add genetically inherited traits:** It's established in the show that the three pony races often interbreed and sometimes ponies of different species can come out of the most improbable of families like how Mr. and Mrs. Cake had a pegasus and a unicorn even though both parents are earth ponies. However, within the fanon, it is often theorized that ponies might still inherit some of the traits of their ancestors even though it is not a trait of the race the pony is born into. For a game, it can allow more options when it comes to abilities, but the down side with this idea is that it can take away the unique qualities of each pony race if those of another can have them. The GM should



consider how often this could happen. To implement this idea, I would recommend allowing access to the following feats:

- **Part Earth Pony:** A pegasus or unicorn with this feat gains a +4 bonus to all skills that involves caring for the earth or other living things. See the Connection to the Earth trait for details.
- **Part Pegasus:** An earth pony or unicorn with this feat gains the Cloud Walking trait but doesn't gain access to the Control Weather skill or the Shape Cloud skill.
- **Part Unicorn:** An earth pony or pegasus with this feat gains the Telekinesis trait, but cannot cast spells.

**Play as royalty:** One thing I thought was lacking in *Pony Tales* is the option to play as an alicorn. With this option, you could handle more powerful adversaries and bigger problems. You can even be rulers of Equestria, shaping and building the kingdom in any way you see fit. See section on Alicorns below for details.

### Types of Ponies

For this game, you have four options for playable ponies, each are different and have something to add to any adventure campaign or circle of friends.

**Earth Pony:** Although somewhat outclassed by the flying pegasi and the magical unicorns, earth ponies make up for it with their brute strength, adaptability, and their knack for taking care of the environment. In any party, earth ponies are generally the muscle of the group whether it is lifting loads or combat. Although some can be the support because they are also highly adept at the Healing skill. They may not look like much, but you should never underestimate an earth pony's hidden talents and abilities.

**Pegasus:** The pegasi are some of the fastest and most well traveled of the ponies. Able to live on clouds just as easily as they can live on land, they can go anywhere and out maneuver any land or air based opponents. In a party, they can be both support and muscle, able to fight any enemy on land and in the sky as well as attacking with range weapons from a distance. Attach them to a carriage, and they can provide air transportation for their friends. Their ability to control the weather can also be useful, moving clouds to provide cover from the sun or provide a little rainwater when needed.

**Unicorn:** Throughout history, unicorns have been both admired and feared for their magical talents. Some of the truly talented unicorns can perform incredible feats of magic to overpower even the strongest of opponents. Even those who have very limited magical ability can still use their wits and their telekinetic powers to great effect. Unicorns are typically the support of the party, either providing temporary protection for their friends or blasting down enemies at a distance with their magic.

**Alicorn:** The royal sisters, Princess Celestia and Luna, are truly the marvels of Equestria. They can perform incredible feats of magic but can also fly and walk on clouds. Despite the fact that alicorns are rare in the show, that's no reason why you can't go against canon and become one yourself. Although officially, the princesses are regarded as winged unicorns and sometimes pegasus unicorns or pegicorns, for the purposes of this game, I'll call them by the more popular fanon term alicorn.

Playing as an alicorn opens up a lot of unbridled power and flexibility. You could play as royalty yourself and be in charge of all of Equestria. However, if you don't want that much responsibility, you could act as a humble guardian, protecting the innocent and ensuring peace. Either way, ponies will marvel at your deeds, both good and evil.

Although the option to play as an alicorn exists, it's not recommended for every pony. The major hazard with playing as alicorns is that they are too powerful. They can do almost anything all the other varieties of ponies can do, meaning that incorporating one into your party would mean having the alicorn overshadow the others. My advice is that if you want to play as an alicorn, then every pony in the party should be an alicorn in the interest of playing fair. Also, with any game that features super powered characters, the GM needs to put extra effort to ensure that the game can be exciting and challenging, especially in an adventure game. Alicorns need to be given challenges that are bigger and tougher than ordinary ponies can manage. It is for these reasons why I strongly urge that only more experienced RPG players should attempt a game with alicorns for PC's.

Also, I think it's important that I point out the fact that some MLP fans don't like original alicorn characters because they take away the uniqueness of alicorns if they are too common and they often come across as Mary Sue

characters. I can certainly see how that would be a problem in fanfiction and fanart, but when you're at a table playing a game with your friends, I see no reason why it can't be allowed so long as every pony in the group doesn't mind.

The GM should also consider how do alicorns fit into the game. The players would probably need to go against canon. If that's the case, there needs to be explanations as to why every pony in the party are alicorns, whether or not Celestia and Luna exist in the gaming world created, how many alicorns exist, and how it all fits into the overall narrative.

**Foals and Adults:** When playing as an earth pony, pegasus, or unicorn, a player has the option to play as a little kid (i.e. foal) or as an adult. Foals are most fun in a mundane game, engaging in activities such as making friends, playing games, asking for candy on Nightmare Night, participating in school projects, earning a Cutie Mark, etc. Adult ponies are more ideal in an action/adventure game than foals, allowing the party to more befittingly face off against more powerful adversaries and have a wider array of abilities. In either scenario, much like alicorns, GM's need to make sure the challenge level is appropriate for the level of the party. A foal might struggle to defeat a cockatrice while an alicorn would smite it in one round. So in the case of foals, keep the adventures simple and easy. Also, in the interest of keeping it fair for every pony, all PC's should agree to play as a foal or an adult.

### Aptitudes

All creatures in Equestria have what are called Aptitudes, which defines the physical and mental strengths and weaknesses of a pony. When determining the Aptitude scores of your pony, choose wisely because the Aptitudes are an intrinsic part of the game and determine what areas your little pony is good at.

**Strength:** A pony's Strength determines their ability to inflict damage during combat and to physically move heavy objects. Monsters with a strength score of 0 are so weak, they can't stand or walk on their own unless they are as light as air.

**Constitution:** This Aptitude pertains to physical health and condition of the body. This score is used to determine a

pony's ability to survive physical harm as well as resist poisons and disease. Monsters with a Constitution score of 0 are not alive and are instead robotic or undead.

**Agility:** When a pony has to maintain balance, dodge attacks or obstacles, or perform difficult stunts, Agility is the score relied on. Agility is also applied to the pony's speed when walking or running as well as involve any skill that relies on speed or dexterity. Monsters with an Agility score of 0 can't move at all and are as still as a statue.

**Cleverness:** This Aptitude is the focus of all matters involving originality, creativity, or charisma. Monsters with a Cleverness score of 0 are robotic and emotionless.

**Intelligence:** An Intelligence score is used when ponies have to solve puzzles, make plans, or draw from knowledge. It's a measurement of a pony's ability to learn and reason. Monsters with an Intelligence score of 0 are mindless robots who act on instinct, command, or programming.

**Mentation:** When it comes to areas of magical or psychic phenomena, Mmentation comes into play. It is frequently used by unicorns who uses their Mmentation scores when trying to inflict damage or work their will upon others. For earth ponies and pegasi, it's not as frequently used, but it does become important when using mystical skills and it's also used to resist any kind of charm or mind influencing effects. Mmentation also reflects the measurement of a pony's willpower, perceptiveness, and intuition. Monsters with a Mmentation score of 0 can't use any magic at all.

**The Concept Behind the Aptitudes:** The aptitudes of this game are inspired by the aptitudes from *Dungeons & Dragons*. In that game, each player has three physical Aptitudes (strength, constitution, and dexterity) as well as three mental Aptitudes (intelligence, wisdom, and charisma). In D&D, the three intelligence based Aptitudes pertain to magic and spell casting, but for my game, I simplified matters by putting in Mmentation for that role, both for using magic and for resisting the influence of magic. Mmentation also effectively replaces wisdom when it comes to willpower and perception. With the last Aptitude, charisma, it is used for any kind of skill that involves charming someone with your personality and performance such as lying, acting, intimidation, etc. However, I didn't think that charisma seemed as important for my game, so I integrated

it with Cleverness, which somewhat relates to personality but can also be applied to creativity.

Cleverness is quite similar to Intelligence with the former more concerned with originality while the latter is more about knowledge. For example, the Bluff skill is based on Cleverness because the speaker has to make up a story during a conversation while the Strategy skill is based on Intelligence because it requires taking the time to analyze the available information and logically forming a plan. However, it is this area where the differences do become somewhat blurred. After all, a person can rehearse a lie and a strategy can be spur of the moment. Also, knowledge can be used in a creative way and creativity can also be applied in a grounded way. If you're making your own skills and get confused as to which Aptitude to apply it with, my advice would be to remember that Intelligence skills involves solving problems by logic and knowledge of facts and Cleverness solves problems through creativity and charisma. From there, pick which ever Aptitude seems best.

#### Stats modified by Aptitudes

- **Attack Bonus:** This is the bonus added to attack rolls and damage rolls. Range based weapons are enhanced by Agility, spell-based attacks are enhanced by Mentation, and all other attacks are enhanced by Strength.
- **Armor Class:** Every time an opponent tries to attack the pony, the opponent's attack roll must be equal to or greater than the pony's AC or else the attack is a miss. AC is a combination of the pony's Constitution score, Agility score, and other bonuses. Agility score is automatically removed from AC in the event that a character is unable to move.
- **Hit Points:** This is the maximum number of damage a pony can take before dying. HP is determined by a set number (based on level) plus Constitution score and other modifiers.
- **Base Speed:** This indicates a pony's maximum speed when trotting on land or flying in the air. Base speed is based on Agility score.
- **Initiative:** This determines turn order during combat. Initiative is equal to Agility score plus any other modifiers.

**Size and Reach:** All ponies fit into a square 5 cubic feet in size as represented by the graph paper. A pony can only touch objects that are located within any adjacent square

on the graph paper. This limit applies to most monsters with some exceptions.

**Bonuses and Penalties:** Some conditions, traits, feats, skills, and magic, can grant either a bonus or penalty to a pony's Aptitude rolls or stats. Such modifiers are always temporary, lasting for either one round or until the conditions are over.

Aptitude bonuses and penalties cannot have any kind of influence on a character's stats and visa versa. For example, a pony is afflicted with a disease that causes a -4 penalty to Constitution rolls but otherwise has no affect on her AC or her HP. Similarly, a charging pony gets a -2 penalty to AC but it has no affect on her Constitution rolls.

### Traits

Traits are any abilities, strengths, or weaknesses that are inherently a part of a pony. They are innate and cannot be learned by other races who are not born with those traits. Different creatures throughout Equestria have different traits, allowing them alternate attacks and abilities.

**Carriage Levitation:** Whenever a pegasus is attached to a wagon, trailer, or carriage, she can cause it to levitate off the ground as she flies, encumbering the same restrictions as pulling a carriage on a flat road. However, this power only applies to the carriage and its contents/occupants. If any earth ponies or unicorns try to pull the carriage along with the pegasus or try to hang onto the sides, then the pony would wind up dangling, still bound by gravity. The levitation persists for as long as the carriage is still attached to at least one pegasus. If it is disconnected, it automatically falls to the ground.

**Cloud Walking:** All pegasi can walk on clouds just as easily as solid land. They can also move clouds no larger than 10 square feet to anywhere in the sky over 10 feet off the ground or water. To move large clouds, there needs to be other pegasi to help (at least one per 10 square feet of cloud). To manipulate the clouds into raining, the pegasus needs the Control Weather skill. To shape the clouds into physical structures, the pegasus needs the Shape Cloud skill.

**Connection to the Earth:** All earth ponies have a strong connection to the Earth, so much so that they get a +4 bonus whenever using Farming, Healing, Husbandry, or any skill that involves taking care of plants, animals, other ponies, or the environment. This bonus also applies to Herbalism, Gemology (including the creation of potions and magic stones), and Cooking.

**Equine Combat:** If a pony is without a weapon, then she can fight using only her hooves and body such as kicking, stomping, crushing, bucking, stabbing with the horn, body slamming, or head-butting. No matter the method, all ponies can deal one 6-sided dice plus Strength of damage.

**Flight:** All pegasi can fly as fast as they can walk on land. When it comes to flying physics, this game tends to ignore realism and allows the players to try more exaggerated and unrealistic modes of flight. To take off, a pegasus can easily just rocket off the ground at will. Landing is equally easy assuming she's landing on a solid and stable surface. No matter the action, flying requires just as much focus as walking, so if a pony were to fall unconscious mid flight, she would plummet to the ground. While in the air, a pony can do any of the following actions as a free action.

- **Powered Flight:** This is where the pegasus is exerting her energy to fly, allowing her to fly quicker than her base speed, following the rules for galloping. See section on Galloping under Movement for details.
- **Hover:** This is where the pony remains suspended in the air, but uses as much effort and focus as regular flight. While hovering, a pony can more easily use a skill, an item, or a weapon.
- **Dive:** A pegasus can plummet toward the ground in a controlled flight, falling at twice her base speed unless flying against strong winds.
- **Ascend:** A pegasus can use powered flight to climb directly upward at half her base speed.

See section on Weather under Hazards for details on wind.

**Skill Specialty:** Earth ponies are far more versatile and more concentrated on skills than other ponies. As such, all earth ponies get one bonus feat and 4 bonus allocable skill points upon creation. In addition, if XP is distributed with the Calculated Method, the pony will obtain two bonus allocable skill points every time she earns 80 XP. If using the Loose Method, the pony earns two skill points either every time the GM awards her two Aptitude points, four

skill points, one feat, or purely at the GM's discretion. See section of on Experience for details.

**Spell Casting:** All unicorns have the option to learn magical skills a.k.a. spells. (See section on Magical Skills)

**Telekinesis:** This power is the most versatile power that unicorns can use. So much so that most of them don't learn any other form of magic. Telekinesis allows them to manipulate objects by magically levitating objects off the ground without touching it. Manipulating objects with telekinesis follows the same rules as manipulating objects with brute strength (that includes rules concerning fatigue) but with two differences: Instead of using Strength, telekinesis uses the unicorn's Mentation score and objects can be manipulated at a distance, 5 feet per Mentation score. Multiple objects can be held at once, but the weight of each object is added together when determining carrying capacity. Mentation can only replace Strength when it comes to attempting skill rolls, using short-range weapons, and moving heavy objects. For example, a unicorn can telekinetically wield a sword, using her Mentation instead of Strength to modify its attacks and damage, but if she is using a bow and arrow, all attacks attempted and all damage dealt with that bow and arrow is modified by Agility only. For more details on what can be done with telekinesis, see below:

- **Moving Objects:** A unicorn can move, throw, push, or lift any solid and inanimate objects. Liquids, gases, and other non-solids cannot be manipulated.
- **Using weapons and skills:** To use skills or any kind of hand-held weapon, it has to be done within arm's length of the unicorn. This is for two reasons: First of which, in order to perform a skill, the pony has to be close enough to see what she is doing whether it be sewing, cooking, healing, etc. The second reason is because there's more finesse possible up close. At a distance, a pony has limited control and can only perform very forceful actions such as the Grapple, Trip, and Disarm skills. Up close, a unicorn can perform much more precise and delicate actions. No more is this truer than with weapons. A pony can use a weapon with telekinesis, and in doing so, she can replace her Strength score with her Mentation score. However, she must be close enough to see how her weapon is being held and to take careful aim. If she moves the weapon away from her body, she loses all



attack roll bonuses from weapon proficiency feats and she incurs a -2 penalty to attack rolls for every 5 feet away she tries to swing her weapon.

- **Using telekinesis as an attack:** Telekinesis is a power that involves a unicorn using her force of will to hold, push, or lift. However, to concentrate one's telekinetic powers to inflict harm is a power that requires certain feats such as the Telekinetic Spear. However, a pony can still inflict harm by telekinetically throwing objects. See section on Throwing Objects under Combat.

**Timelessness:** All alicorns and spirits are not subject to the flow of time, enabling them to live for millennia. Once the alicorn reaches adulthood, she never ages any further. As such, she is immune to the affects of ageing.

### Creating Traits

All traits need to be something innate and typically a power that can be easily learned through practice (kind of like how a foal learns to walk and talk), or be a weakness or bonus that is common for the race of the character.

### Feats

Feats are additional abilities or bonuses that are obtained through practicing a specific subject or through other means.

**Adeptness:** +4 bonus to allocable skill points. This feat can be taken multiple times, increasing the bonus each time. Each skill cannot exceed maximum skill level allotment.

**Alertness:** Gain a +4 bonus to Spot and Listen checks.

**Animal Companions:** You can train any domesticated animal to be your loyal companion. That animal will willingly do any simple task its owner wants him or her to do so long as the task doesn't involve doing anything the animal wouldn't normally do (commit suicide, run head on into obvious danger, etc.). If forced to do so, then the owner must make an Animal-Handling roll (Difficulty varies depending on the severity of the task) or else the animal will abandon its owner. The pony can only have one animal companion, but can possess multiple animal companions by acquiring this feat more than once.

**Apple Family Traditions:** All members of the Apple Family are highly adept with apples. As such, they get a +4 bonus to Farming and Cooking skill rolls that pertain to apples.

**Archery:** This feat grants the pony attack bonuses to bows and arrows.

**Athletic Pony:** +2 bonus to Agility. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Axe Proficiency:** This feat grants the pony attack bonuses to axes.

**Blind Sight:** A pony with this feat is so adapt at working in darkness that she is unaffected by the AC and attack penalties caused by blindness, darkness, or invisible opponents, but does not prevent any other problems such as being unable to read, do Spot rolls, etc. See sections on Blindness/Deafness, Darkness, and Invisibility under Hazards.

**Brawny Pony:** +2 bonus to Strength. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Canterlot Graduate:** The best magic schools in Equestria can be found in Canterlot. As such, all unicorns who have learned magic in a Canterlot school gain a +2 bonus allocable points to any of their magical skills, and a +1 bonus to Mentation.

**Cleave:** If a pony manages to reduce an opponent's HP to below 1 with a short-range weapon, then she gains an additional attack on any one opponent within range in the same round.

**Club Proficiency:** This feat grants the pony attack bonuses to clubs, mace, and hammers.

**Cold Tolerance:** A pony who is used to a cold and snowy climates can gain an additional 30 minutes to resist the effects of hypothermia. That bonus is reduced to 1 minute if submerged in water. See section on Cold Weather under Hazards.

**Deadly Strike:** A pony's chances of dealing critical damage increases by allowing a critical hit when rolling a 20 or a

19 on the dice roll. See section on Critical Damage under Combat for details.

**Deflect Projectiles:** A pony with this feat gains a +4 to AC if she is attacked with a ranged weapon. This bonus does not apply if the pony is taken by surprise, immobilized, unable to see the projectile, or the projectile is a spell or too large to deflect (boulders, cannon balls, etc.)

**Extend Spell Duration:** At the cost of one additional spell slot, a unicorn could double the duration of any one spell. For example, Bubblegum has a 3<sup>th</sup> level Enchant spell. If she spends one spell slot, she can cast the spell with a duration of three minutes, but if she spends two spell slots, she can extend the duration to six minutes.

**Extend Spell Range:** At the cost of one additional spell slot, a unicorn could double the range of any one spell. For example, Bubblegum has a Mentation score of 5. If she spends one spell slot on an Enchant spell, she can cast the spell at a range of 25 feet, but if she spends two spell slots, she can extend that range to 50 feet.

**Far Shot:** A pony can use this feat to extend the range of any ranged weapon she is using. Before making an attack roll, she must make an Agility roll (Difficulty 10 plus 2 for every 5 foot increase). If she fails the roll, then the shot is an automatic miss.

**Firearms:** This feat grants the pony attack bonuses to pistols and muskets.

**Greater Initiative:** +4 bonus to Initiative during combat. This feat can be taken multiple times, increasing the bonus each time.

**Heat Tolerance:** A pony who is used to a hot and dry climate can gain an additional 30 minutes to resist the effects of hyperthermia. That bonus is reduced to 10 minutes if over exerting one's self or wearing thick clothing. See section on Hot Weather under Hazards.

**Hoof-to-Hoof Combat:** Any character with the Equine Combat trait can obtain this feat to train in unarmed hoof combat. Upon selecting this feat, the character chooses any one of the attacks below. All of these attacks can be done without weapons. This feat can be taken multiple times, choosing another attack each time.

- **Furious Hooves:** The pony sacrifices defense for offense by resorting to swift and powerful attacks. The pony's attack damage increases to one 10-sided dice plus Strength of damage, but her AC drops by -4. This penalty lasts until her turn in the next round.
- **Light Hooves:** The pony sacrifices offense for defense by resorting to acrobatic dodges. The pony's attack decreases to one 4-sided dice plus Strength of damage, but her AC rises by +4. This bonus lasts until her turn in the next round.
- **Immovable Stance:** A pony uses her strength for both forceful attacks and strong blocks. The pony's attack increases to one 8-sided dice plus Strength of damage, and her AC rises by +2. This bonus lasts until her turn in the next round.
- **Force Punch:** With a burst of motion, a pony could create a concussive force of wind so strong, it could be used to inflict damage from a distance, causing one 4-sided dice plus Agility of damage. This power cannot be used underwater or in airless environments.
- **Knockout Punch:** This attack allows the pony to inflict one 12-sided dice plus Strength of concussive damage. See section on Concussive Damage under Combat.
- **Touch of Death:** Earth pony only. Earth ponies who normally have the power to treat the sick and injured can also use that same power to inflict serious harm. If the pony successfully inflicts damage to an opponent with her hooves (one 6-sided dice plus Strength of damage), the opponent must make a Constitution roll (Difficulty 10 + the attacker's Mentation level) or else suffer from the effects of the touch. This attack causes serious harm to the nervous system of a target. If the target fails the roll, she sustains one 8-sided dice of damage. For each round, she must keep making a Constitution roll. If she succeeds, she recovers from the effect, but if she fails, she takes even more damage. This is not a poison or disease so Healing rolls can't undue the effect. This attack has no effect on creatures with 0 Constitution.
- **Skydive Driver:** Pegasus only. While in the air or on the ground, a pegasus can grab an opponent with a Grapple roll. If she manages to hold onto the opponent, she then plummets to the ground with her victim in her grasp and crashes her opponent into the ground, causing three 6-sided dice plus Strength of damage. If this move is done on the ground, the pegasus must lift

off into 30 feet off the ground with her captive in her grasp and come crashing down. This move can't be done while there is a roof of some kind blocking the way.

- **Chi Strike:** Unicorn only. A unicorn can train to focus her magic for offensive strikes. If she manages to surprise her opponent during a surprise round, rather than make an attack roll, she instead makes a Mentation roll against her opponent's Mentation roll. If she wins the roll, then the chi she channels through her strike will bypass the opponent's armor and cause an instant hit of one 12-sided dice plus Mentation of damage. This power can only be used during a surprise round. See the section on The Surprise Encounter First Round under Combat.

**Ice Skating:** A pony with skates and this feat can easily glide across any solid ice, moving at twice her base speed.

**Improved Bare Hoof Strike:** A pony gains a +3 bonus to attack rolls whenever striking with just her hooves.

**Ingenious Pony:** +2 bonus to Cleverness. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Knowledgeable Pony:** +2 bonus to Intelligence. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Lip Reading:** A pony with this feat can understand any conversation spoken in a language she is fluent in without actually hearing what the speaker said. The way this talent works is the pony has to be able to see the speaker's lips move, and she can read what is spoken based on the lip movements. This feat cannot be used if she can't see.

**Marksmanship:** This feat gives the pony access to all rifles and pistols.

**Magic Surge:** A unicorn could use raw emotion to artificially enhance the level of any one of her spells by one or more levels without expending any additional spell slots. If the spell is successfully enhanced, it incurs all the advantages (increased duration, increased number of targets, etc.) and disadvantages (increased difficulty on Concentration rolls, etc.) of the new spell level. To enhance a spell with this feat, the unicorn must make a

Mentation roll against a difficulty of 15 + the level the spell is enhanced to. If the roll fails, then the spell is cancelled, the spell slot is used up (if any are spent), and the pony sustains three 6-sided dice of damage. Magic Surge cannot be used to enhance a spell beyond the pony's natural skill limit.

**Maximize Spell:** At the cost of two additional spell slots, a unicorn could maximize the amount of HP damage the spell can cause. For example, Cinnamon has a 7<sup>th</sup> level Electrokinesis spell. If she spends one spell slot, she can inflict three 6-sided dice plus 6 (Mentation bonus) of damage, but if she spends three spell slots, she is guaranteed to cause 24 HP (the maximum amount possible) of damage if she hits her target.

**Musical Instrument Proficiency:** A pony can play a specific type of instrument whether it be stringed, woodwind, drum, etc. This feat can be taken multiple times for mastery over different instruments.

**Mystical Pony:** +2 bonus to Mentation. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Polyglot:** Obtaining this feat allows a pony to fluently speak and read a secondary language. This feat can be obtained multiple times, obtaining new languages, one for every 3 points of Intelligence level. For example, a pony with an Intelligence of 7 can learn a total of two languages.

**Powered Attack:** A pony can reduce her attack roll by -4, but if she succeeds at the hit, she can inflict an additional one 8-sided dice of damage. The player must announce this power before attempting to use the feat.

**Robust Pony:** +2 bonus to Constitution. This feat can be taken multiple times, increasing the bonus each time. Cannot exceed maximum Aptitude allotment.

**Sailing:** A pony with this skill can operate any boat.

**Spell Pool:** With this feat, a unicorn can freely take spell slots from one spell, and spend it to cast a different spell. For example, Cherry is out of spell slots for her Pyrokinesis spell, but still has one more spell slot for her Apportation Spell. Normally this would mean that Cherry

can't cast the Pyrokinesis until the next day, but with Spell Pool, she can spend that one spell slot for Apportation to cast Pyrokinesis.

**Spell Precision:** When using a spell to inflict damage, the pony gains a +3 bonus to her attack roll.

**Spin Attack:** When using any kind of short-range weapon, she can spin around and inflict damage to all opponents within range. To attempt the move, she must first make an Agility roll (Difficulty: 15) or else her attack will fail. If using a staff and she has the Staff Proficiency feat, then she still gets two attack rolls per round. When doing this feat, she cannot perform any other full round or free round action.

**Staff Proficiency:** The pony is allowed two attacks per round when attacking with a staff.

**Swift Hooves:** Increase base speed by +10 feet. This feat can be taken multiple times, increasing the bonus each time.

**Swordplay:** This feat grants the pony attack bonuses to swords.

**Throwing Weapon Proficiency:** This feat grants the pony attack bonuses to throwing weapons.

**Telekinetic Spear:** A unicorn can use her telekinetic powers as an offensive range weapon, inflicting one 4-sided dice plus Mentation of damage upon hitting.

**Vigor:** Add +8 to maximum HP. This feat can be taken multiple times, increasing the bonus each time.

#### Creating Feats

Feats apply to all abilities that involve proficiency over certain weapons, vehicles, or tools or it can pertain to some kind of enhancements to existing abilities or stats.

#### Skills

Skills are learned professions or abilities. Unlike traits or feats, skills pertain to a specific Aptitude and require a successful roll of the dice to complete a task. Skills are enhanced by levels which can be added to the roll along side Aptitude scores, increasing a pony's chances of making a successful skill roll. If a skill roll fails, then in

most cases, a pony is allowed a retry. Almost all skills are usable by every pony—even if the pony has no levels in that skill—with the exception of skills with the label “trained only” written next to the Aptitude. In which case that skill can only be used if the pony has at least one skill level in that skill in order to use it.

### **Animal-Handling**

Cleverness

You can manipulate, train, and calm any kind of animal. With nothing more than your voice and your body language, a pony could calm a wild animal or to encourage it to follow a command.

### **Art**

Cleverness

Applies to drawings, sculpture, painting, etc.

### **Aerobatics**

Agility

With a successful Agility roll, a pony could attempt very dangerous mid air stunts. Earth ponies and unicorns have to make a sufficiently far leap to use this skill. If the roll fails, then the pony crashes to the ground. If the pony can fly and she's more than 20 feet off the ground, then she can save herself with an Agility roll (Difficulty: 20).

### **Appraise**

Intelligence

A pony with this skill can accurately determine the financial value of any object she is examining. A failed roll means that her estimation of the item's value is off, typically by at least 50%. The GM should secretly roll the dice, keeping it a secret if the pony got it right.

### **Astronomy**

Intelligence

Map and chart the stars and planets and identify constellations.

### **Beast Lore**

Intelligence

With a successful Intelligence roll, a pony could accurately identify and know general information about the monster she is studying.

### **Blacksmithing**

Intelligence (trained only)



Create, fix, or create a forgery of anything made out of metal.

### **Bluff**

Cleverness

To successfully lie to another, the pony must use her Bluff roll to beat an opponent's Outwit roll. Telling any kind of believable lie incurs no penalties, but if the liar tries to stretch credibility too far for the listener to believe, then the listener gains a bonus to her Outwit roll:

- A little hard to believe: +5
- Hard to believe: +10
- Impossible to believe: +20

If the roll fails, then the pony does not get a retry.

### **Carpentry**

Intelligence (trained only)

Build or fix any wooden objects.

### **Charm**

Cleverness

With this skill, you can calm, entice, sway, or arouse others by using your persona, attitude, or sex appeal. To do so, a pony must roll a successful Charm roll against an opponent's Outwit roll. If the roll fails, then the pony does not get a retry.

### **Chemistry**

Intelligence (trained only)

Work with various chemicals to make explosives, acids, poisons, gunpowder, etc.

### **Climb**

Strength

A pony can climb along any surface at half her base speed. Since she can't dodge attacks while climbing, she loses her Agility bonus to her AC while climbing. Surfaces that are too smooth cannot be climbed. The Difficulty of the climb is indicated as follows:

- Ladder or similar structure: Difficulty 1.
- Vertical wall with a rope: Difficulty 5.
- Vertical wall with ledges that can be clung to: Difficulty 10.
- Vertical stonewall or any natural structure with adequate handholds: Difficulty 15.
- An uneven vertical wall with few handholds like a dungeon wall: Difficulty 20.

- Climb across any overhang like a rope or a ceiling without footholds: Difficulty 25.

If the roll fails, then the pony falls to the ground.

### **Cooking**

Cleverness

Create any kind of dish.

### **Concentration**

Constitution

If a unicorn tries to cast a spell in a taxing or difficult situation, she must make a Concentration roll to ensure that the spell is not interrupted. If she succeeds the roll, then the spell is successfully cast. If she fails, then the spell doesn't work and the spell slot (if any are spent) is wasted. The Difficulty of the Concentration roll is dependent on the level of the spell being cast and the following circumstances:

- Sustains injury during the same round the spell was cast: Difficulty 10 + spell level
- Fails a Mentation saving throw to resist a spell during the same round the spell is cast: Difficulty 10 + spell level
- Casting a spell during violent motion (earthquake, on a ship during a violent storm, resisting a powerful tornado, etc.): Difficulty 15 + spell level
- Grappled or entangled: Difficulty 20 + spell level

### **Control Weather**

Mentation

To create any kind of precipitation or fog, a pegasus needs a cloud 10 cubic feet in size. A pegasus can control the wind in a 10 cubic foot area, but she needs to use her wings and speed to influence the air currents. It is possible to control the direction of the wind and where precipitation lands on, but when creating lightening, she has no control over how often the lightening strikes or whom it hits. Different weather effects have different Difficulties to create.

- Light or Moderate wind: Difficulty 5
- Strong wind: Difficulty 10
- Severe wind: Difficulty 15
- Windstorm: Difficulty 20
- Hurricane: Difficulty 25
- Tornado: Difficulty 30
- Rain or snow (light or moderate): Difficulty 10

- Rain or snow (strong): Difficulty 15
- Rain or snow (storm): combine strong rain or snow with severe, windstorm, hurricane, or tornado force wind.
- Fog: Difficulty 15
- Lightning/Thunder: Difficulty 20

To learn the effects of all these weather conditions, see the section on Weather under Hazards.

If a pegasus wants to control the weather in a wider area or some other inadequate conditions, then the Difficulty will be modified as follows.

- Manipulate clouds 5 cubic feet or less: -5
- Manipulate larger clouds/wind currents: +2 for every 5 cubic feet.
- Cause snow, sleet, hail, or fog in hot climates: +20
- Cause rain, snow, sleet, and hail in dry climates: +15
- Combining weather effects (Ex: strong snow fall and a windstorm creates a blizzard): Add the difficulties together.

All weather effects created by one pegasus will last one minute per Mentation level. If multiple ponies are involved, then the duration is the combined sum of the ponys' Mentation scores. Upon a failed skill roll or the duration of the weather expires, the air becomes still or the cloud dissipates, preventing further weather control in the targeted area or cloud for 1 hour. To stop a weather effect prematurely or to alter the direction of the wind or position of the cloud, the pegasus must make another Control Weather roll (Difficulty is the same to create it) to successfully stop it. If she fails, she doesn't get a retry.

A pegasus can't control air temperature.

### **Control the Stars**

Mentation (trained only)

Before Princess Celestia and Princess Luna took charge of the skies over Equestria, unicorns used to routinely raise the sun and moon with their magic. Although that responsibility is entirely handled by the royal princesses in modern day Equestria, unicorns still have the power to manipulate the celestial bodies in outer space, it just requires a lot of training and study. With this skill, the

unicorn can control any of the following if their skill roll beats the difficulty:

- **Light:** A unicorn can make cosmetic changes to the lights in the sky such as cause the stars to twinkle, cause the moon to be brighter, put more visible detail in the Milky Way, etc. Difficulty: 15.
- **Meteors:** Any bodies of rock or ice that comes close enough to the earth can be drawn down into the Earth's atmosphere. Upon successfully casting the spell, a meteor shower will appear in the sky over the unicorn. The meteor shower will last for one round per skill level. Difficulty: 25.
- **The Sun and Moon:** A unicorn can freely summon the day and night. Once the sun or moon has been raised, it normally continues to move through the sky by itself, but upon reaching the horizon, the summoner must then move in the sun or moon to start the day or night, respectively. If no one tries to move the sun or moon, then both will remain stationary on the horizon, leaving the skies stuck in a perpetual twilight. This power can also be used to create other astronomical events such as an eclipse or changes in the phases of the moon. Difficulty: 30.
- **Supernovas, Quasars, and Black Holes:** A pony can make cosmetic changes to any large celestial body but otherwise cannot move or alter its size and position. Difficulty: 45.

Because magic is required to move the heavens, a pony who can't use magic can't use this skill. If a pony fails her roll, she must wait a minute before attempting it again.

### **Craft Magic Item**

Intelligence (trained only)

A unicorn can create, fix, or forge fake permanently enchanted items.

### **Disarm**

Strength (or Mentation)

To disarm an opponent, the attacker must first make an attack roll. If successful, then in the same round, the attacker uses her Disarm roll against her opponent's Strength roll. If successful, the opponent is disarmed, if not, then nothing happens. If disarming with a weapon, then the disarmed weapon falls to the ground and requires a full round to be picked up. If disarming with bare hooves or telekinesis, then the attacker obtains the opponent's weapon.

If the opponent being disarmed also has at least one skill point in Disarm, then she too can use her Disarm roll and if she wins the roll, then the attacker is disarmed instead.

When using telekinesis, use Mentation scores instead of Strength scores when attempting to disarm or attempting to prevent a disarm. With telekinesis, a pony can only use Disarm on one opponent at a time.

## **Disguise**

### **Cleverness**

A pony who is trying to deceive others with a disguise must make a successful Disguise roll against another's Spot roll to successfully fool the target. When disguising herself into another pony type (example: an earth pony disguised as an earth pony), she doesn't incur any penalty, but if she tries to disguise herself as a different sex or race, she incurs a -2 penalty. If she disguises herself as a different species, she gets a -5 penalty. If a disguise kit is used, she gets a +2 bonus.

When one tries to disguise herself as someone else in particular that the observer already knows, then the observer gains a +6 bonus to her Spot check.

If either roll fails, then the pony does not get a retry.

## **Dowsing**

### **Mentation (trained only)**

Dowsing is a form of innate magic, a kind that is often used by earth ponies to locate water or any other object underground. How dowsing works is that a pony has to be looking for a specific object such as water, gems, gold, etc. To perform dowsing, a pony must hold a wooden stick in her teeth and walk around the area. Once she is standing over what she is looking for, the tip of the rod is drawn to the ground, signaling that there is something down there. Another way of dowsing can be done with a map and a pendulum, which is typically a carved stone or gold ring hung on a string (although that doesn't have to be the case). When there's something in particular the pony wants to find (even when it is not underground), the pony can simply hang the pendulum over a map and the pendulum will point in the direction of the object's location on the map (assuming it is stationary). With triangulation, the object's exact location can be found. To make a successful dowsing, a pony must make a successful Dowsing roll or else the pony will either get an inaccurate reading or no

reading. The difficulty is naturally 10 plus any other factors that may apply:

- The pony has a vague idea of what she's looking for: +4
- The pony has no clear target: +15
- Target is moving: +8
- Target is off the map/search area: +10
- Target is buried somewhere that is inaccessible: +2
- The pony is misinformed of the target's general location: +3

Dowsing requires quiet concentration. If she is distracted, she must make a Concentration roll (to calculate difficulty, treat the dowsing as a 3<sup>rd</sup> level spell). If the roll fails, then the pony does not get a retry for another hour. The GM should roll the dice in order to hide whether or not the pony got it right.

### **Engineering**

Intelligence (trained only)

Build or repair any kind of large engine-powered locomotive.

### **Escape Artist**

Agility

You can wiggle out of any tight space, rope, snare, or anything that can bind or hinder you by overcoming the following difficulties:

- Rope, nets, or snares (both magical and non-magical: Difficulty 20)
- Manacles and chains: Difficulty 30
- Tight spaces: Difficulty 20-30 (depending on how tight the space is)
- High quality manacles and chains: Difficulty 35

If the roll fails, then the pony does not get a retry.

### **Farming**

Intelligence

Pertains to the growing and cultivating of all plants

### **Gemology**

Intelligence

A pony adapt at identifying, shaping, and utilizing all manor of precious stones, including magical ones.

### **Grapple**

Strength (or Mentation)

A pony can use her Strength to hold down an opponent of the same size or smaller.

To grapple, the attacker must first make a successful attack roll. If successful, then—in the same round—the attacker must make a successful Grapple roll against an opponent's Escape Artist roll. If successful, then the opponent is held in place. If failed, then the nearly grappled target gains an additional attack roll that round against her attacker.

Once an opponent is held down, the victim is held down for one full round. For each additional round, the victim can make another Escape Artist roll against the grappler's Grapple roll, breaking free if successful and remaining pinned if failed.

Both the grappler and the victim cannot attack while grappled and they both lose their Agility bonus to AC, but they can cast spells if they make a successful Concentration roll. Others can also help grapple if their Grapple rolls beat the opponent's Escape Artist roll.

To attack either the grappler or the pinned victim, an attacker would get a -4 penalty because she would need to aim around one of the two.

When telekinesis is used, the pinned victim is held in place by the grappler's magic. By doing so, the pinned opponent can't walk away from her current location, but she does not lose her Agility bonus to AC and there's no penalty to attacking either the pinned victim or the grappler, although both the grappler and the victim still can't attack. To break free from telekinesis, the victim must use either her Escape Artist roll or a Mentation roll, whichever is higher. With telekinesis, a pony can only use Grapple on one opponent at a time.

### **Gymnastic**

#### **Agility**

This skill pertains to any light-footed stunts and falling: tightrope walking, somersault, flip, tumbling, dives, etc.

### **Healing**

#### **Intelligence**

When it comes to treating any living thing whether it be pony, animal, or otherwise, the pony with this skill can heal injuries and cure sickness. All healing attempts require magic herbs and at least a full round action.

To heal injuries, the pony must first choose which dice to use to heal injuries. Upon beating the difficulty, the pony heals the amount chosen.

- **One 4-sided dice plus Intelligence:** Difficulty 2
- **One 6-sided dice plus Intelligence:** Difficulty 6
- **One 8-sided dice plus Intelligence:** Difficulty 10
- **One 10-sided dice plus Intelligence:** Difficulty 14
- **Two 6-sided dice plus Intelligence:** Difficulty 18
- **One 12-sided dice plus Intelligence:** Difficulty 22
- **Three 6-sided dice plus Intelligence:** Difficulty 26
- **Four 6-sided dice plus Intelligence:** Difficulty 30
- **Five 6-sided dice plus Intelligence:** Difficulty 34
- **Six 6-sided dice plus Intelligence:** Difficulty 38

The Difficulties listed are only for one round healing attempts. For each additional rounds spent on one healing attempt, decrease the difficulty by -4.

When curing disease or poison, the pony needs the appropriate antidotes and medicines. Difficulty to cure a disease or poison varies and it's the same as the Difficulty to resist said ailment. Unlike healing injuries, all curing poison or disease attempts take one minute and taking more time cannot reduce their Difficulty.

If the skill roll fails, then the patient isn't healed and the medicine used is wasted, although retries are possible.

### **Herbalism**

Intelligence

A pony can collect and brew plants and plant extracts to make medicines and magic potions.

### **Hide**

Agility

In order to conceal oneself from view, the pony must make a successful Hide roll against an opponent's Spot roll. To hide, the pony requires a place she can reasonably hide behind. If either roll fails, then the pony is spotted and doesn't get a retry.

### **Husbandry**

Intelligence

This skill involves taking care of and raising animals. This includes veterinary care, herding, breeding, milking, butchering, grooming, etc.



## **Intimidation**

### **Cleverness**

Frighten or bully another into obeying a command with your mere words and presence. To do so, your Intimidation roll must overcome an opponent's Outwit roll. If succeeding, the pony will obey one or two commands from the aggressor out of fear and will more likely run than fight the intimidator unless she has no choice. If the roll fails, then retries are impossible for that encounter.

Special Note on Fluttershy's Stare: Fluttershy has a variation of this power known simply as The Stare and it involves intimidating others with her piercing gaze and stern voice. The Stare works like a gaze attack and if one were to look into Fluttershy's eyes, Fluttershy would gain a +5 bonus to her Intimidation check. To avoid the affects of the Stare, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

## **Intuit Direction**

### **Mentation (trained only)**

By concentrating for one minute, the pony can determine the direction of north (Difficulty: 15). If the roll fails, then the pony incorrectly determines where north is. The GM must secretly roll the dice so the pony doesn't know if she got it right. This power can only be done once an hour.

## **Jump**

### **Agility**

For earth ponies and unicorns, this skill is used to jump higher and farther. To jump over an obstacle, the pony must make a full gallop. If she is only trotting, she gets a -5 penalty to her Jump roll. However, if there's a ramp, she would be granted a +5 bonus. If she is running downhill, that also grants a +5 bonus. If there's both a downhill run and a ramp, the bonus is +15 and she can attempt an Aerobatics roll to perform mid-air stunts.

## **Leadership**

### **Cleverness**

A pony could pursue others to follow her command or to support her cause. This skill can also be applied to politics and diplomacy.

## **Listen**

### **Mentation**

A pony can hear even the slightest of sounds. This skill cannot be done if the pony is deaf. If the roll fails, then the pony does not get a retry.

### **Lock Picking**

Agility (trained only)

To pick a lock, a pony needs proper tools such as torsion wrenches and various lock picking picks to pick keyholes, all of which can be obtained from a lock pick kit. Most cheap combination locks can be opened with nothing but a stethoscope to hear the tumbler inside. In either case, a pony relies on her dexterity and her steady hoof to pick any lock. Difficulty varies depending on the quality of the lock.

- Cheap or simple lock: Difficulty 20
- Average lock: Difficulty 25
- Strong lock: Difficulty 30
- High quality lock: Difficulty 40

Picking a lock takes one minute per attempt. If failed, then the pony can retry.

### **Mach Speeds**

Agility (trained only)

With a successful Agility roll, a pony could break the sound barrier. To do so, the pony must be running or flying at full gallop (See the Movement section) in a straight line. Once the conditions are right, the pony can make the attempt (Difficulty: 30). If the pony fails, then she must make an Agility saving throw (Difficulty: 20) to avoid plummeting from the sky or tripping on the ground, causing falling and collision damage respectively. See section on Falling/Collision under the Hazards section. If successful, the pony accelerates to 500 feet (that's 100 squares on graph paper) for one round.

Special note on Rainbow's Sonic Rainboom: Rainbow has a variation on this skill that enables her to do a Sonic Rainboom upon breaking the sound barrier. The Sonic Rainboom unleashes a bright rainbow colored explosion followed by a trailing rainbow behind her.

### **Magic Lore**

Intelligence (trained only)

When it comes to knowing the history of spells and magical practices by ponies, this skill allows knowledge in both regards.

### **Masonry**

Intelligence (trained only)

Build and repair any kind of structure out of stone and concrete.

**Mathematics**

Intelligence

Proficiency with all forms of math.

**Mechanic**

Intelligence (trained only)

Be skillful at building, disabling, or fixing machines, including traps and machines powered by magic.

**Meditation**

Mentation (trained only)

A pony can enter a trance-like state that can grant her speedy recovery. The rate at which she heals injuries increases to +1 per Mentation level. This same bonus could also be added to saving throws to resist poisons and disease. This power can only be done in a quiet and private place. The pony is not allowed to take any other action, not even speaking, while meditating. If she is interrupted by some kind of distracting stimuli, then she will need to make a Concentration roll or else the meditation is interrupted. To determine difficulty, treat the skill as a 5<sup>th</sup> level spell.

**Metallurgy**

Intelligence (trained only)

Become knowledgeable of the smelting, identifying, and finding all kinds of metals.

**Mischief**

Cleverness

In order for a pony to fool or humiliate another with either a prank or a joke, then the pony's Mischief roll must overcome an opponent's Outwit roll. If either roll fails, then the pony does not get a retry.

**Music**

Cleverness

Write, play, and sing any song. To perform a song on an instrument that she doesn't have the right Musical Instrument Proficiency feat, the pony must make a Music skill roll (Difficulty 20) before making a Perform roll.

**Navigation**

Intelligence

With the aid of maps, compasses, and other tools, a pony could find the shortest route to any location in the air, on land, and at sea. The GM must roll the dice secretly so the pony won't know if she got it right.

## **Party-Planning**

### **Cleverness**

A pony could set up a fun and enjoyable party from anywhere and with whatever she has available.

## **Performance**

### **Cleverness**

A pony can put on any kind of performance whether it be comedy, story telling, playing music, dance, puppets, mime, poetry reading, stunts, slapstick, or any other instance where a pony tries to entertain another. Difficulty is determined by how hard the attempted performance is. If she fails her roll, then the performance was flawed and probably panned by the audience.

## **Pick Pocket**

### **Agility**

A pony can steal any small object off of another. If the thief fails, she can still steal the object, she just winds up getting caught in the act. To steal from another, the pony must first get within arm's reach of her intended victim, sometimes using the Stealth skill if trying to take a target by surprise. The Difficulty is dependent on the circumstances as indicated below:

- Unattended object or item off unconscious opponent: 10
- Steal object off a conscious opponent: 20
- Steal object while being watched: Opponent's Spot roll

## **Precognition**

### **Mentation (trained only)**

If a pony manages to relax and concentrate for one round, she can consciously sense danger. A succeeding skill roll would allow her to accurately know if there's danger but knows no other details. A failed roll indicates no reaction or an inaccurate reaction. The danger doesn't have to be physical harm. It could be something bad like someone is trying to deceive you or the decision has potentially negative consequences.

Difficulty is determined by how familiar the pony is with the potential danger. Take for example a scenario where Stardust is trying to sense a cockatrice waiting to ambush her in the Everfree Forest. If Stardust had been ambushed by cockatrices in the Everfree Forest before, then the difficulty is 10. If Stardust was only told that there were cockatrices in the Everfree Forest or saw evidence of cockatrices, then the difficulty is 14. If she only assumes

there's danger but has no idea what it could be and/or has no evidence to back up her suspicions of a cockatrice, then the difficulty is 18. And if she is completely unaware of the danger of running into a cockatrice, then the difficulty is 25.

Difficulty level:

- A situation where danger is known from past experience: Difficulty 10
- A situation where danger is known from word of mouth: Difficulty 14
- A situation where danger is only assumed: Difficulty 18
- A situation where danger is not expected at all: Difficulty 25

This power doesn't happen automatically. The pony has to consciously announce she is using this power. If the roll fails, then the pony does not get a retry to sense the same danger that day. To use this power during taxing circumstances, she must make a Concentration roll or else the power will fail. To determine difficulty, treat the skill as a 5<sup>th</sup> level spell. The GM should secretly roll the dice so the PC doesn't know if she got the right answer or not.

Special note on Pinkie Sense: Pinkie Pie's Pinkie Sense is a variation of Precognition where she senses any kind of unexpected surprise (not just danger). Use the same guidelines above.

### **Pyrotechnic**

Intelligence

Create and use any kind of explosive.

### **Outwit**

Mentation

A pony can use her intuition to see through any and all deception and her willpower to resist manipulation from another. With this skill, she can resist another's Bluff, Charm, Intimidation, and Mischief skill rolls. If the roll fails, then the pony does not get a retry.

### **Search**

Intelligence

Find any object that is hidden from view. If the roll fails, then the pony does not get a retry.

### **Sense Magic**

Mentation (trained only)

If a pony manages to relax and concentrate, she can consciously sense the presence of a spell currently in effect from up to 5 feet per Mentation score (Difficulty: 10 + the level of the spell). If the pony succeeds, then she senses the location and level of any spell, but knows no other magic than that. If the pony fails the throw, then the spell is not detected and the pony doesn't get a retry. The GM should roll the dice secretly so the pony doesn't know if the attempt worked.

### **Sewing**

Cleverness

Create and fix any kind of garment.

### **Shape Cloud**

Intelligence (trained only)

Build, repair, or alter any building or furniture made of clouds.

### **Spellcraft**

Intelligence (trained only)

A pony can identify spells that were cast no more than a minute ago (Difficulty: 15 + spell level), or spells that are already in affect or upon a magic item (Difficulty: 20 + spell level), or if the spell is very unusual or high level like alicorn level spells or spirit magic (Difficulty: 30 + spell level). If the roll fails, then the pony does not get a retry on that day.

### **Spot**

Mentation

A pony can visually detect anything that is hidden or out of sight. This skill cannot be done if the pony is blind. If the roll fails, then the pony does not get a retry.

### **Stealth**

Agility

If a pony manages to overcome an opponent's Listen roll, she can move undetected to either pickpocket, ambush, or escape. If her check fails, then the pony is heard before she can get too close or too far away to her target.

### **Strategy**

Intelligence

Whether it is games, combat, or competitions, this skill allows ponies to be able to strategize to gain an edge over opponents.

## **Swim**

### **Strength**

A pony and any land-based creatures can easily swim at half their base speeds. This includes diving, ascending, moving around obstacles, etc. To swim in hazardous conditions, a pony must make a Swim roll to resist getting swept away in the current. See section on Water Hazards under the Hazards section for details.

## **Trip**

### **Strength (or Mentation)**

A pony could knock an opponent off her hooves so long as she is of the same size. Creatures that are more than twice the pony's size cannot be tripped.

To attempt a trip, the pony must make a successful attack roll. If the attack was successful, then in the same round, she must make a Trip roll against the opponent's Strength or Agility roll (which ever is higher). If an opponent trips, she loses her Agility bonus to AC while on the ground and she must spend a full round to get back up. If the Trip roll fails, then nothing happens.

If the victim also has one skill point in the Trip skill, then she too can use her Trip roll and if her roll wins, then the attacker is tripped instead. Tripping can't be done on characters who are swimming, flying, or creatures who have no legs.

When using telekinesis, use Mentation scores instead of Strength scores when attempting a trip. To prevent a trip, the victim uses either her Mentation roll or her Agility roll, which ever is higher. With telekinesis, a pony can only use Trip on one opponent at a time.

## **Wilderness Survival**

### **Intelligence**

This skill pertains to any techniques used for surviving in any kind of natural environment, whether it is hunting, foraging, tracking, building a fire, setting up camp, fishing, etc. When it comes to tracking an opponent or animal, the difficulty is dependent upon the condition of the ground the tracks are in. Increase the difficulty by +1 for every hour that passed since the tracks were left and increase the difficulty by +5 if it had been raining at the time.

- Snow or wet mud: Difficulty 5
- Sand: Difficulty 10

- Soft ground: Difficulty 15
- Hard ground: Difficulty 20

## **Writing**

### **Cleverness**

Create any kind of written art or documents with literary flair.

## **Zoology**

### **Intelligence**

With a successful Intelligence roll, a pony could accurately identify and know general information about the animal she is studying.

### **Creating Skills**

Skills frequently pertain to creating, fixing, healing, improving, identifying, making a forgery, or being knowledgeable about any subject. However, skills also can be applied to abilities that involve searching or sensing something such as tracking, precognition, navigation, etc. To determine whether or not the skill is "trained only" depends on how accessible the skill is by layman standards. Almost all skills that use Strength, Constitution, Agility, or Cleverness are accessible by layman standards unless it requires some kind of practice or it is very difficult. Skills that use Intelligence can also be accessible, but only if they pertain to common knowledge. For example, skills like Mathematics, Healing, and Navigation are skills that most ponies have at least some basic knowledge in. However, skills that pertain to sciences or obscure knowledge would not be accessible such as Metallurgy, Gemology, Magic Lore, etc. Almost all skills that use Mentation can only be done with practice and training, thus they are not accessible by layman standards. The lone exceptions are abilities that are innate like Control Weather, Outwit, Listen, and Spot.

### **Magical Skills (Spells)**

What sets unicorns apart from earth ponies and pegasi is their ability to cast spells at will. Although magic is their most unique asset, most unicorns don't actually spend the time learning spells, preferring instead to simply use only their telekinetic powers. A unicorn who specializes entirely on magic is relatively uncommon, especially outside of Canterlot. However, there are some who will learn a few spells to augment their professions and/or interests. For example, a mailmare could learn



Teleportation to deliver mail quickly, or a performer could learn Photokinesis to put some flashy lights in her shows.

Spells are obtained just like any ordinary skill, but their use is a little different. Unlike a mundane skill, all magical skills exclusively use Mentation as it's primary Aptitude and they're all "trained only" skills. There's no need to roll just to successfully cast a spell, although actually affecting a target might be a different matter. Also, casting time is always one full round, and there are no material components unless noted otherwise. All spells require concentration, and if a unicorn tries to cast a spell during taxing situations, she must make a Concentration roll or else the spell fails. See section on Concentration under the Skill section for details.

Once a spell is cast, a unicorn can prematurely end her own spells so long as she is within spell range.

All spells come with rudimentary and advanced abilities. Rudimentary abilities are abilities that are very simple and easy, and thus they can be used repeatedly and continuously without restriction of how often or how long (unless noted otherwise). Advanced abilities are far more powerful because they can circumvent mundane abilities (Teleportation, Transformation, etc.) or can be used offensively (Enchant, Pyrokinesis, etc.).

All advanced spells are limited by a certain number of uses per day by what are called spell slots. Spell slots are what unicorns spend to cast an advanced spell. Each spell only gets one spell slot per skill level. This allotment of spell slots is replenished after a full night's sleep.

Mentation determines range (5 feet per Mentation level) and skill level determines duration (1 minute per skill level) although some spells might extend that to longer units such as miles or hours. However, spells that are instantaneous have no duration, and spells that only affect the caster have no range. Skill level also determines the maximum number of targets unless the spell is restricted to only one target regardless of level. If a pony wants to cast a spell that affects multiple targets, then the pony can affect as many targets as she can within range.

If a spell is used as an attack, the caster's attack roll (Mentation level + 20-sided dice roll) must overcome the

opponent's armor class. Mentation score is also added to the damage dealt.

If a spell is used to enchant, transmute, or charm an unwilling pony, then the target is allowed a Mentation saving throw against the caster's Mentation + 20 dice roll.

If all this seems too much to remember, don't worry. All spells have stats to simplify all this.

### **Aerokinesis**

Range: 5 feet per Mentation level

Duration: One minute per skill level to maintain wind

Target: None

Rudimentary: A unicorn can freely summon a breeze at no greater than *moderate* wind speed, strong enough to lift any lightweight object and a small boat, but nothing else.

Advanced: This spell can also be used as an offensive weapon or a form of propulsion, conjuring a fierce funnel of wind (5 feet wide and 5 feet per skill level long) directed away from the caster that can blow away opponents on the ground and in the air. This same power can also cushion falls (to provide for a safe landing from great heights) and as a means of propulsion to move anything with a sail or to rocket something off the ground. The wind can be maintained for as long as the spell duration will allow without the unicorn needing to maintain focus, although she can still redirect the wind as a free action. The wind speed can be light, moderate, or strong in strength level, and the pony can alter the speed of the wind at any time during the duration of the spell as a free action. See section on Weather under the Hazards section for details on wind speed.

### **Animation**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: One inanimate object per skill level within range

Rudimentary: A unicorn can cause small, unattended objects to move on its own, usually rattling in place or perhaps spinning around or rolling away.

Advanced: A unicorn can cause any inanimate object to move on its own as if it were alive. To direct the object, the unicorn can mentally will it to move in any direction the object can physically move. In order for an object to move, it needs some kind of propulsion such as wheels, moveable legs, wings, buoyancy in water, etc. Otherwise, the object

cannot move from its position but can do things such as rock back and forth, bounce, shake, etc.

### **Apportation**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: The spell can summon one item per skill level.

Rudimentary: A pony can create intangible objects that last for the spell's duration. The objects can be anything and look realistic, but they are only illusions and have no effect on any solid object. If anything tries to touch it, then it will pass through it as if it was smoke.

Advanced: This spell can create temporary objects of no larger than 10 cubic feet all together. The objects are solid and appear real, but the object will disappear once the duration ends. This spell can also be used to instantly create permanent objects (including food and beverages) in only one round, but the pony must still have all the supplies (but not necessarily the tools) necessary and she must succeed at the appropriate skill roll as if making the object by hoof. The spell slot is automatically spent, whether the skill check was successful or not.

### **Audiokinesis**

Range: 5 feet per Mentation level

Duration: Instantaneous/(Deafness) One minute per skill level

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Opponent's Saving Throw: Mentation + 20-sided dice to resist deafness

Target: Only 1 target within range

Rudimentary: A unicorn can replicate any harmless sound effect out of nothing such as music, voices, etc.

Advanced: This spell can also be used to create a concentrated blasts of sound, which can cause one 10-sided dice plus Mentation of damage from sonic waves. If a successful hit is made, the target must also succeed at a saving throw or else be temporary deaf for one minute per skill level. See section on Blindness/Deafness under the Hazards section.

### **Aqueous Transmigrant**

Range: 5 feet per Mentation level

Duration: One hour per skill level

Opponent's Saving Throw: Mentation + 20-sided dice (Harmless)

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: A unicorn can walk on clouds and on the surface of any body of water for as long as she can maintain concentration. That means she can perform any free action, but she can't attempt any other full round actions such as spells, skills, attack, etc.

Advanced: This spell is a catchall power that can do one of two things: allow the ability to breathe water or allow the ability to walk on clouds. Either one or the other has to be chosen upon casting. With the water breathing spell, a pony can breathe water as easily as she can breathe air. The cloud-walking spell allows a pony to walk on clouds like a pegasus. Both spells have failsafes implemented in the event that the spell ended while a pony is underwater or on a cloud. If a water breathing spell ends while underwater, a pony is given a full breath of air to give her a little time before she suffocates. See section on Suffocation under Hazards for details. If a cloud-walking spell were to end while still on a cloud, then the pony will gently float down to the ground. As soon as she lands on any surface that can support her weight, the spell is broken and the pony is once again gravity bound.

### **Clairvoyance/Clairaudience**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: Self

Rudimentary: A caster with this spell can automatically sense the presence of a sensor cast by another's Clairvoyance/Clairaudience spell with a successful Spot roll (Difficulty: 10 + skill level of the spell that created the sensor).

Advanced: This spell allows the caster to see or hear (not both) from any location away as if the caster was there. While using this spell, a unicorn is limited by her own ability to hear and listen. For example, if the room is dark and she doesn't have night vision, then she can't see anything in the room. The spell creates an invisible sensor at the place where the unicorn designates. This sensor can be moved once it is created and it can be repelled or dispelled like any ordinary spell.

### **Cryokinesis**

Range: 5 feet per Mentation level

Duration: Instantaneous

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Target: Only 1 target within range

Rudimentary: A unicorn can cause the air around her horn to turn cold as well as mildly freeze any object her horn

touches. When used on an opponent, it can cause mild pain but no damage.

Advanced: This spell can also be used as an offensive weapon, conjuring a beam of cold air, causing three 6-sided dice plus Mentation of damage.

### **Detect**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: Self

Rudimentary: Upon casting, the unicorn can automatically detect any one of the following within range. The targets have no saving throw to resist because it only enhances the caster's ability to sense it.

- Poison
- Snares
- Pits

Advanced: Same as the rudimentary power, but the unicorn can locate any pony one of the following:

- Animals
- Plants
- Undead
- Constructs
- Invisible creatures/objects

### **Dispel**

Range: 5 feet per Mentation level

Duration: Instantaneous

Target: 1 target per skill level within range

Rudimentary: A unicorn can easily undue any one rudimentary spell cast by another. To dispel a spell, the unicorn's Mentation roll must overcome a Difficulty of 10 + the targeted spell's level.

Advanced: Works like the rudimentary spell but can be applied against advanced spells.

### **Electrokinesis**

Range: 5 feet per Mentation level

Duration: Instantaneous

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Target: Only 1 target within range

Rudimentary: A unicorn can generate electricity from her horn, enough to cause a mild (but painful) shock by sticking her horn into an opponent. She can also produce enough electricity to power small electrical objects such as light bulbs.

Advanced: This spell can also be used as an offensive weapon by shooting a bolt of lightening, causing three 6-sided dice plus Mentation of damage.

### **Enchant**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: 1 target per skill level within range

Rudimentary: A unicorn can implant small messages into the heads of others within range. The message can be no longer than 10 words per + skill level and it has to be in a language the target can understand.

Advanced: This spell can plant a suggestion to force a pony to behave in a way that the unicorn desires. For example, a friendly pony could be made to be mean and rude or a pony could be irresistibly drawn to something. A pony can be charmed into doing anything that she can physically do except inflict harm to herself or others.

### **Enfeeblement**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: If an opponent under the effects of this spell were to challenge the unicorn to any kind of skill roll, Aptitude roll, or saving throw, then the unicorn can use her magic to gain a +2 bonus as a free action.

Advanced: The unicorn can inflict -1 per skill level penalty to any one of the victim's Aptitudes.

### **Fish Form**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: 1 target per skill level within range

Rudimentary: A unicorn can increase swim speed by 5 feet for the duration of the spell.

Advanced: For the duration of the spell, the pony will sprout gills and fins like a fish. These appendages allow her to breathe water and swim as if possessing the Amphibious Trait. See section on Common Monster Traits for details. If the spell ends while the pony is still underwater, a pony is given a full breath of air to give

her a little time before she suffocates. See section on Suffocation under Hazards.

### **Flight**

Range: 5 feet per Mentation level

Duration: One hour per skill level

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: 1 target per skill level within range

Rudimentary: For the duration of the spell, a unicorn can make any inorganic and solid object no larger than 5 cubic feet and not faceted to the ground levitate like a balloon. The object is weightless, hovers at eye level (by pony standards) and when the spell ends, it gently floats down to the ground. If applied to other creatures, their descent will slow to a 20 ft per round whenever they fall from a great height, allowing for a safe landing.

Advanced: The pony can fly at the same speeds as they can on land and walk on clouds. If the spell ends while the subject is still in the air or standing on a cloud, the subject will gently float down to the ground. As soon as she lands on any surface that can support her weight, then the spell is broken and the pony is once again gravity bound.

### **Force Field**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: One wall summoned.

Rudimentary: At will, the unicorn can summon a small shield made of magical energy that she can telekinetically manipulate within arm's length. While this is in place, she gets a +1 bonus to AC.

Advanced: A pony can create a force field as a vertical wall 5 square feet per level or as a dome or sphere 5 feet per level in diameter. The wall is impervious to all spells and physical harm with the exception of Dispel, which is the only way to take it down.

### **Fortitude**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: When naturally healing Aptitude score loss over time, the unicorn heals 2 points per day instead of 1.

Advanced: The unicorn can award +1 per skill level bonus to any one of the victim's Aptitudes.

### **Haste/Slow**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: A unicorn can use this spell to enhance her base speed by +5 feet.

Advanced: The spell can do one of two things, chosen upon casting:

- Haste: The targets move faster, gaining a +4 bonus to Agility and +20 feet bonus to base speed.
- Slow: The targets move slower than normal, losing a -4 penalty to Agility and -20 feet penalty to base speed (not going any lower than 5 feet base speed).

### **Hydrokinesis**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Target: Any body of water.

Rudimentary: A pony with this power can control the flow of up to 5 cubic feet per skill level of water. By doing so, she can freely control the current, allowing for propulsion for all objects floating on the surface (including small boats), and conjure small waves. The spell can also condense the water under the unicorn's hooves, allowing her and others within range to literally walk on water, including snow.

Advanced: This spell could also be used to summon one wave the size of 5 cubic feet per skill level that can strike anything within 20 feet of the shore, dock, or edge of a boat. All those hit by the wave must make a Strength roll (Difficulty 15 + spell level) or else be swept way into the water. Water can also be used to create whirlpools and other water based hazards. See section on Water under Hazards.

### **Invisibility**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range



Rudimentary: A unicorn can maintain invisibility on only herself but only while maintaining concentration. While maintaining the spell, she cannot take any other action besides talking. If she loses concentration, she automatically becomes visible. See section on Concentration under the Skill section.

Advanced: A pony can turn invisible and is able to fully act while invisible. See section on Invisibility under Hazards for details.

### **Magic Armor**

Range: 5 feet per Mentation level

Duration: One hour per skill level

Opponent's Saving Throw: Mentation + 20-sided dice (Harmless)

Target: (Rudimentary) Self / (Advanced) Only 1 target within range

Rudimentary: A pony can increase her own AC by +2 every time she takes a defensive action during combat. This spell is cast as a free action. See section on Defend under Possible Actions During Combat.

Advanced: Adds +4 to armor class.

### **Necromancy**

Range: 5 feet per Mentation level

Duration: (Rudimentary) One minute per skill level / (Advanced) Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice

Target: varies, see below

Rudimentary: This power can be used to repel any creature with the Undead Attributes trait. It affects one undead creature per skill level. If the creature fails its saving throw, it will try to avoid the caster to the best of its ability for the duration of the spell, cowering in fright if it can't escape. If it is attacked, the spell will be cancelled and the monster will fight back like normal. This spell only affects one target per skill level.

Advanced: This spell can do one of three things:

- Animate one intact dead body that obeys the creator's commands until destroyed. The corpse either becomes a zombie (if it still has flesh) or a skeleton (if there's little to no flesh). See descriptions on skeletons and zombies for statistics. Only one undead creature can be animated. If freed from control, it starts acting on instinct (typically attacking its former master).
- Control one undead. If a unicorn encounters a creature with 0 Intelligence and the Undead Attributes trait,

she can attempt to take control of the monster, forcing it to her will. To do so, her Mentation roll must overcome the Mentation roll of the one controlling the monster or the monster itself (which ever is higher). If freed from control, it starts acting on instinct (typically attacking its former master).

- Heal undead. This spell works like the Recovery spell, except it heals the undead.

Note: If the GM doesn't allow undead creatures, then Necromancy is also forbidden.

### **Paranoia**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: This can be used as an illusion spell, allowing the unicorn to be much more imposing and threatening, granting +2 bonus to Intimidation rolls. This spell is cast as a free action.

Advanced: If a pony is under the effect of the spell, the target suddenly feels an intense fear of the caster. As a result, the target will have a compulsive need to keep within a safe distance of the caster and will only fight back if it can't get away.

### **Petrify**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) Self / (Advanced) Only 1 target within range

Rudimentary: A pony could change herself to stone. While in this stone state, the pony gains a +5 bonus to Hide rolls when hiding among natural rock formations. Although she cannot take any other actions, she is still fully aware of her surroundings and can cancel the spell any time.

Advanced: An opponent under the effects of this spell is turned to stone. While in this state, the victim cannot take any actions nor is she aware of her surroundings. She also loses her Agility score to her AC, but gains a +8 bonus since she is as hard as a rock. If her HP drops to zero, she crumbles to pieces and dies.

### **Photokinesis**

Range: 5 feet per Mentation level

Duration: Instantaneous / (Blindness) One minute per skill level

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Opponent's Saving Throw: Mentation + 20-sided dice to resist blindness

Target: Only 1 target within range

Rudimentary: A unicorn can summon bright and colorful lights from the tip of her horn. The spell can only provide a 5 feet per skill level in diameter of light and the lights can be as flashy and as colorful as the pony wants.

Advanced: The spell can unleash a concentrated flash of light that can cause one 10-sided dice plus Mentation of damage from heat. If a successful hit is made, the target must also succeed at a saving throw or else suffer temporary blindness for one minute per skill level. See second on Blindness/Deafness under hazards.

### **Pyrokinesis**

Range: 5 feet per Mentation level

Duration: Instantaneous

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Target: Only 1 target within range

Rudimentary: A unicorn can create fire at will. From the tip of her horn, she produces a small fire that can be used to light objects on fire and provide a 10 feet diameter of light. See rules of Fire under Hazards.

Advanced: This spell can also be used as an offensive weapon, shooting fireballs that can inflict three 6-sided dice plus Mentation of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire.

### **Recovery**

Range: 5 feet per Mentation level

Duration: Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice (Harmless)

Target: 1 target per skill level or only 1 target within range (see rules below)

Rudimentary: Whether helping herself or helping someone else, she can add +2 bonus to Healing skill rolls. This spell can be cast as a free action.

Advanced: A unicorn can heal three 6-sided dice plus Mentation level of HP to multiple targets within the party. However, a unicorn can choose to instead target just one target, healing four 6-sided dice plus Mentation level of HP damage. She can only do one or the other.

## **Sleep**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: 1 target per skill level within range

Rudimentary: This spell can induce a natural sleep in any willing participant. All unwilling subjects are immune.

Advanced: A unicorn can force an opponent to fall asleep, effectively paralyzing the pony. If the pony is dealt any HP loss or otherwise struck in any way, it automatically breaks the spell. Constructs and the undead are immune to this spell.

## **Snare**

Range: 5 feet per Mentation level

Duration: One hour per skill level

Target: A rope or rope-like object

Rudimentary: When cast on a non-magical rope-based trap, it increases its difficulty to avoid getting caught by the trap by +2.

Advanced: This spell transforms a rope or any rope-like objects (vines, chains, cords, etc.) into a magical snare trap. Once created, the snare blends into its surroundings (to notice it, the target must make a Search roll, Difficulty: 20 + skill level). Once a target gets within range, the snare is sprung and holds its opponent in place.

While bound, the target loses her Agility bonus to AC and incurs a -4 penalty to attack rolls. To avoid getting caught in the snare and escaping the snare requires an Escape Artist roll and breaking the snare requires a Strength roll. See section on Breaking Objects under Combat.

## **Spell Echo**

Range: 5 feet per Mentation level

Duration: Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) Self / (Advanced) Only 1 target within range

Rudimentary: With a successful Magic Lore skill roll (Difficulty: 25 for regular spells, 35 for alicorn level spells), she can use this magic to copy the formula of the spell into her spell book so she could learn the spell later.

Advanced: This spell allows the unicorn to replicate any spell she had witnessed being cast no more than one minute per skill level into the past. To replicate the spell, the PC or NPC who cast the spell being copied must make a Mentation saving throw. If the saving throw fails or if the

target is unable to make a saving throw (such as being unconscious, dead, willing, etc.), then the caster of Spell Echo successfully copies the spell and within the same round, casts the spell she copied. The copied spell functions like any ordinary spell. The one difference being that the spell's level is always the same as the level of the Spell Echo.

### **Spell Leach**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: Only 1 target within range

Rudimentary: The pony can steal all the spell slots from a target that's been dead for no more than one hour per skill level.

Advanced: If the target fails her saving throw, then the caster can steal one spell slot per skill level from any of the target's spells and transfer the new spell slots to any one of her magical skills. The caster cannot steal more spell slots than the target has and the caster cannot have more spell slots than her skills can hold. Any extra spell slots are returned to the robbed target.

### **Spider Climb**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: 1 target per skill level within range

Rudimentary: This spell can grant a +2 bonus to Climb rolls for the duration of the spell.

Advanced: This spell allows the subjects to freely walk on any vertical or upside down surfaces as easily as if walking right-side up. In order for the spell to work, the pony must be touching the wall at all times. To pull someone off the wall, it requires a successful Grapple roll followed by a Strength roll (Difficulty 20 + skill level).

### **Summon Swarm**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Target: (Rudimentary) One summoned insect per level /  
(Advanced) 1 target per skill level within range

Rudimentary: A unicorn can summon one insect per skill level. The insects resemble wasps except green in color. The insects are under the unicorn's complete control for

the duration of the spell and can do simple tasks like moving tiny objects, pushing buttons, etc. Once the spell is over or the unicorn commands them to, the insects disappear. The insects cannot travel farther away from the caster than the spell's range will allow and if it is forced out of range, it disappears.

Advanced: This spell has the same function and limitations as the rudimentary spell. The major difference is that the unicorn can summon an entire swarm of insects. Unlike smaller numbers of insects, controlling a swarm requires concentration, forcing the unicorn to take no other actions while controlling the insects. With a swarm, a unicorn can also direct the insects to attack any chosen opponents within range, causing one 6-sided dice plus Mentation of damage. If she is trying to maintain the spell in taxing circumstances, then she must make a Concentration roll or else the insects will disappear.

### **Telepathy**

Range: 5 feet per Mentation level

Duration: Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice

Target: (Rudimentary) 1 target per skill level within range / (Advanced) Only 1 target within range

Rudimentary: A unicorn can telepathically speak to other will participants so others can't hear what she has to say.

Advanced: This part of the spell can be used to do one of the following abilities upon a single target who fails her Mentation saving throw:

- Erase the target's memory of all past experiences within 1 minute per skill level ago from the present time.
- Ask one question per skill level and get all information as truthfully as the target is capable of answering.

### **Teleportation**

Range: 5 feet per Mentation level

Duration: Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice (Harmless)

Target: 1 target per skill level within range.

Rudimentary: If someone teleports within range of the unicorn's spell, the unicorn can determine where the subject teleported to unless the caster can't beat the subject's saving throw.

Advanced: A unicorn can teleport up to one mile per skill level. A pony can only teleport to places that she can see

or is already familiar with and only to places she can physically get to on her own power. For example, she can't teleport to a cloud if she can't fly, through a wall if there's no unlocked door, across an ocean she can't swim, etc. The spell can also be used to teleport any targets within range.

### **Terrakinesis**

Range: 5 feet per Mentation level

Duration: (Rudimentary) Instantaneous / (Advanced) One minute per skill level

Target: (Rudimentary) 1 underground object per skill level within range / (Advanced) 5 cubic feet per skill level diameter of earth.

Rudimentary: A unicorn can instantly find any precious gems, minerals, rocks, metals, coal, oil, or fossils no deeper than 5 feet per skill level underground.

Advanced: A pony could cause an earthquake that affects all touching the ground (both friend and foe) within a diameter of 5 feet per skill level. During an earthquake, all who are standing on the ground must make an Agility roll or else be knocked over (Difficulties: 15 + spell level). If a character on the ground were to cast a spell, she must make a Concentration roll.

### **Transformation**

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice (Harmless)

Target: (Rudimentary) Self / (Advanced) 1 target per skill level within range

Rudimentary: A pony can change her appearance, making several minor cosmetic changes such as changing the color of her hair, the shape of her face, the designs on her cloths, etc. Doing so give her a +2 bonus to her Disguise rolls. These changes last for the duration of the spell. She cannot completely change her sex or her species.

Advanced: A unicorn can transform into another pony or any creature whose size does not exceed 5 cubic feet. Once transformed, her Aptitudes, stats, feats, and skills remain the same, but she loses all of her traits in exchange for the traits of her new form. For example, a unicorn who transforms into a pegasus would lose her spell casting abilities (except her ability to cancel the spell prematurely) and telekinetic abilities and in exchange, she gains the power to fly and walk on clouds. All equipment she is carrying changes with her to fit the new form (if

necessary) and if she dies, the spell is canceled and she and her equipment reverts back to normal. She cannot transform into any creature with the Construct Attributes and Undead Attributes traits. While transformed, she gains a +10 bonus to Disguise rolls.

### Creating Magical Skills

It goes without saying that all magical skills pertain to all supernatural abilities that only unicorns and other spell casting creatures can do. It can be very tempting to play as a unicorn because unicorns have a wide variety of abilities that earth ponies and pegasi simply can't have as well as be able to do things that can't be done with mundane means. While magic may be cool to have, it can easily be abused. This is why spells require more instruction than other skills because there needs to be clear guidelines that specify range, duration, limit of uses, etc. Also, the descriptions give the players some idea as to what powers are considered small enough to be used unrestricted, and what abilities are too powerful and need to be limited by their number of uses.

For smaller forms of magic, there are usually no restrictions necessary. However, any spells that can be made into a weapon, positively or negatively afflict another pony, or are too powerful need to be restricted. In addition to limiting the number of uses per day, there are other ways of restricting a spell such as don't let unicorns do anything magically that they can't already do through mundane means. For example, with a teleportation spell, a unicorn can't teleport to a place she can't walk to or a unicorn can't conjure a cake without making a Cooking skill roll first.

Another way to limit magic is to ensure that the result isn't as effective and/or permanent as mundane methods like how teleportation can only make temporary objects. There's also checks and balances where one privilege is reduced while another is enhanced. For example, the water breathing spell allows ponies to breathe water for hours at a time, but it does not actually enable a pony to swim any better. Or how most attack spells can either do three 6-sided dice of damage to one target while others can do one 6-sided dice of damage to multiple targets.

### How to Choose Skills and Feats



The skills and feats that a pony chooses should reflect the needs of the type of adventure being played. If it is a mundane adventure, then ponies should take skills that fit their professions and interests or skills that can be useful in social interaction or special events (party planning, cooking, performance, etc.). If it's an action-oriented adventure, then players should have skills and feats that apply to combat, thievery, diplomacy, avoiding traps, defeating monsters, survival, etc. In all cases, players need to have a good diversity of skills. Overly specializing can be a bad thing.

### Alicorn Magical Skills

Alicorns are capable of more powerful magic than ordinary unicorns so this is a list of spells accessible only to alicorns.

#### **Automaton**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One hour per skill level

Target: 1 summoned automaton

Rudimentary: An alicorn can make cosmetic changes to her automaton at will, allowing her to customize the appearance of the automaton, even going as far as change it so that it would look like a real pony.

Advanced: This spell can create an automaton, which is a magical construct made of a clear ectoplasm. This construct is essentially a pony-shaped robot who follows the verbal commands of its summoner without question. The automaton can follow every order to the best of its ability. The automaton cannot venture further away from the caster than the spell's range. If it is ever destroyed, forced out of range, or the spell ends, then the automaton fades away. There are three kinds of automatons: earth, pegasus, and unicorn. For details, see Automaton under the list of Non-Canon Monsters.

#### **Disintegrate**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: Only 1 target within range

Rudimentary: The alicorn can instantly kill any plant material with just a touch of her horn.

Advanced: Any pony who fails her saving throw from this curse is killed instantly and vanishes into dust.

### **Etherealness**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

(Harmless)

Target: 1 target per skill level within range

Rudimentary: This spell can be used to detect ethereal creatures and objects just like the Detect spell.

Advanced: An alicorn can enter an ethereal state where she can see the physical world around her as indivisibly and as incorporeal as a ghost. She cannot be seen or heard by any pony who is not under the effects of an Etherealness spell. The alicorn in turn also can't interact with any physical objects. All those who are ethereal can fly in the same way they can walk. If they rematerialize while still inside a solid object, then they'll rematerialize to the nearest space available.

### **Impenetrable Cage**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level

Opponent's Saving Throw: Mentation + 20-sided dice

Target: Summon one box.

Rudimentary: Creates a small box that's one cubic inch per skill level. The box can be used to store small objects and will disappear once the duration expires. The box is made of a clear force field that is impossible to break (except with Dispel) but it can be manipulated and picked up like any ordinary box.

Advanced: This spell can be used to trap an opponent inside a magical box 5 cubic feet per skill level in size. The box is impervious to all attacks and magic (with the exception of Dispel). The cage cannot be easily moved and can remain suspended in the air if the ground under it were to be removed. To move the box, it requires a Strength roll (Difficulty: 30 + skill level), and once moved, the box remains suspended where it was moved.

### **Nullify Magic**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: (Rudimentary) One spell cast by the caster /  
(Advanced) Create one magical dome 5 feet per skill level  
in diameter.

Rudimentary: This spell can be used to enhance another  
spell casted by the caster to make the spell more resistant  
to the Dispel spell, granting a +4 to the difficulty to  
dispel the spell.

Advanced: This spell creates an invisible field. Its center  
is within range of the spell. Once created, the spell  
remains where it is and can't be moved and affects every  
pony except for the alicorn who created it. Any spell that  
is directed inside or outside of the field will not  
function. As for spells that are already in effect, the  
field does not dispel it but instead suppresses it. For  
example, if a pony were to walk into the field under the  
effect of the Magic Armor spell, the field prevents the  
spell from working, but if the pony were to leave the field  
before the Magic Armor spell expires, then the spell  
continues to work again. The field itself cannot be  
cancelled by the Dispel spell or by creating another field  
upon it.

## **Portal**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level

Target: One portal summoned.

Rudimentary: The spell can create two small portals one  
inch per skill level in diameter. The portal is a permanent  
gateway that will instantaneously transport objects to an  
identical portal summoned elsewhere upon the alicorn's  
choosing. The two portals can be as far apart as one mile  
per skill level. The alicorn can create one portal where  
she is, but the other portal can only wind up in a place  
that the alicorn has been to before.

Advanced: This spell works like the rudimentary power  
except the portal can be 5 feet per skill level in diameter.

## **Rejuvenation**

*Alicorn level*

Range: 5 feet per Mentation level

Duration: Instantaneous

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: Only 1 target within range

Rudimentary: With her magic, an alicorn can resurrect any  
kind of plant from death so long as its roots are still

buried underground and it hasn't been dead for longer than one day per skill level.

Advanced: An alicorn can raise a pony from death, restoring her to life and leaving her with 1 HP per skill level upon resurrection.

## **Wish**

### *Alicorn level*

Range: 5 feet per Mentation level

Duration: Instantaneous

Caster's Offensive/Attack Roll: Mentation + 20-sided dice

Opponent's Saving Throw: Mentation + 20-sided dice

Target: 1 target per skill level within range

Rudimentary: The following wishes can be granted without any spell slots.

- Answer a question: An alicorn can gain any kind of readily available information such as the time of day, the direction of north, where a misplaced personal item is, etc. This information has to be some kind of common knowledge so gaining info of more obscure information such as the password to a safe, the locations of a hidden fugitive, or the identity of said fugitive would be unattainable.
- Rejuvenate: An alicorn can use her wish to revitalize herself, negating the effects of exhaustion, starvation, suffocation, dehydration, hypothermia, and hyperthermia. This spell cannot restore HP or Aptitude score loss.

Advanced: An alicorn with this spell can spend one or more spell slots to grant any kind of wish that falls under the descriptions below.

- Replicate unicorn spells: An alicorn can cast any one regular level spell at no additional spell slot cost than what is expected of the spell. Cost: varies.
- Replicate alicorn spells: An alicorn can cast any one alicorn level spell at double the spell slot cost than what is expected of the spell. Cost: varies.
- Create inanimate objects: An alicorn can conjure any permanent inanimate object of no greater cost than 50 bits per spell slot. Cost: varies.
- Remove ailments: Undue all ailments except death from one target per skill level. This spell can be used to restore a target back to full HP, even on creatures with 0 Constitution. Cost: one spell slot.
- Successful roll: Wish that any one upcoming roll or a roll that occurred one round in the past per spell level to be (or have been) successful no matter the

difficulty. Cost: two spell slots for a future roll and three spell slots to undue one past roll.

### Creating a pony

Now that you've learned all it takes to make a pony, here are some simple steps to creating any new character.

#### Step 1: Choose type of pony

This is the point where the players choose what type of pony they want to play whether it is an earth pony, pegasus, unicorn, or an alicorn. Once the type has been chosen, the player then makes note of all the traits associated with that type of pony which are:

**Earth ponies:** Connection to the Earth, Equine Combat, and Skill Specialty.

**Pegasus:** Carriage Levitation, Cloud Walking, Equine Combat, and Flight.

**Unicorn:** Equine Combat, Spell Casting, and Telekinesis.

**Alicorn:** Carriage Levitation, Cloud Walking, Equine Combat, Flight, Spell Casting, Telekinesis, and Timelessness.

#### Step 2: Select level

Rather than have numerical values, all monsters and characters have three classifications that indicate a generalized level of difficulty, which also directly correlate with the age of the pony.

**Level one:** Foal

**Level two:** Adult

**Level three:** Alicorn

As a foal, a pony is just a young filly or colt with limited strength and ability. As an adult, a player plays as a fully-grown mare or stallion and is capable of taking on tougher tasks and opponents than a foal could ever hope to do. Alicorns are the most powerful type of pony in existence, able to topple the giants of Equestria and the most powerful of spirits. Able to live for centuries, they also possess a lot of wisdom and power.

#### Step 3: Obtaining base stats

The base stats are the stats for each Aptitude the pony starts with. It's different for each of the pony races:

**Earth pony:** Strength 3, Constitution 3, Agility 1, Cleverness 1, Intelligence 1, Mentation 1.

**Pegasus:** Strength 2, Constitution 2, Agility 2, Cleverness 1, Intelligence 1, Mentation 1.

**Unicorn:** Strength 2, Constitution 2, Agility 1, Cleverness 1, Intelligence 1, Mentation 2.

**Alicorn:** Strength 2, Constitution 2, Agility 1, Cleverness 1, Intelligence 2, Mentation 2.

The reasons for the variances in score are simply based of the necessity and characteristics of the various types of ponies. Earth ponies are naturally stronger and more physically fit than other ponies. As such, they get a higher Strength and Constitution score. Pegasi are very fast and agile so their Agility score is a little higher. Unicorns often use Mentation for the sake of their magic so they have a higher Mentation score. Alicorns also favor Mentation, but they also have higher Intelligence because their long life spans allow for more accumulated knowledge. If these Aptitudes are not to the player's liking, don't worry. She'll get a chance to add to it in the next step.

#### Step 4: Add to Aptitude scores

Each pony gets points that are allocated to the pony's Aptitude scores.

Foals get 8 allocable points and each Aptitude can only be upgraded to a maximum of 5.

Adult ponies get 16 allocable points and each Aptitude can only be upgraded to a maximum of 10.

Alicorns get 40 allocable points and each Aptitude can only be upgraded to a maximum of 20.

**A warning about Min-Maxing:** Min-Maxing is a term often used in RPG's where a character increases desirable traits at the cost of undesirable traits. This is often a necessary strategy because ponies need appropriate Aptitude points to fit their talents. For example: a warrior needs greater Strength and Constitution, an archer needs greater Agility, an inventor needs greater Intelligence, an artist needs greater Cleverness, a magically inclined unicorn needs greater Mentation, etc.

However, if she focuses on just two Aptitudes, this can leave a pony with significant weaknesses. For example, an

earth pony who wants to be a warrior could spend all of her allocable points on Strength and Constitution, leaving all of her other Aptitude scores at 1. That kind of strategy can easily backfire because although the warrior pony can now deal incredible damage and be resilient in battle, she's vulnerable to magical attacks because of her low Mentation scores, she's always fighting last in turn order because of her poor Agility, and her skills suffer because of her low Intelligence and Cleverness scores. While all ponies need strengths and weaknesses, focusing on just one or two areas is usually not a good idea. That's not to say it can't be done, I'm just saying it's usually better to focus on at least four Aptitudes so she can have more adaptability.

#### Step 5: Calculate Hit Points, Armor Class, Base Speed, and Initiative

Once the Aptitude scores are finalized, calculate the pony's base speed, HP, AC, and initiative.

HP is determined by the pony's level as indicated below:

**Foal:** 20 HP

**Adult:** 50 HP

**Alicorn:** 80 HP

In addition, the pony's Constitution score is also added, so for example, an adult would get 50 HP and with a Constitution of 5, that makes her total HP 55. The feat called Vigor can also increase her HP by 8 HP per application.

AC is determined in a similar way. A pony's AC base level is 5, which is consistent for all ponies. From there, the pony adds both her Constitution score and Agility score. For example, an adult with 5 Constitution and 4 Agility adds that to her existing 5 armor class and that adds up to 14. Armor and magic can also be used to raise armor class, so if that same pony was wearing leather armor that adds +2 AC, then her armor class would be 16.

A pony's base speed determines how fast a pony can trot. Speed is set at a certain level based on Agility score as indicated below:

- Agility 1-4: 10 feet
- Agility 5-8: 20 feet
- Agility 8-12: 30 feet

- Agility 13 or higher: 40 feet

The Swift Hooves feat can add an additional 10 feet per application to the base speed. To run faster, a pony can gallop by adding 5 feet per Agility to the base speed.

Initiative is used to determine turn order during battle. It is equal to the pony's Agility, but the Greater Initiative feat can add a +4 bonus per application.

In regard toward base speed, HP, AC, and initiative, there's no limit to how high a character can raise her stats regardless of level.

#### Step 6: Pick feats

The player then picks feats for her pony. A foal starts with one feat, an adult pony starts with three feats, and an alicorn starts with five feats.

All earth ponies have one bonus feat upon creation.

If the PC picks feats that raise her Aptitudes, make sure she adjusts her stats accordingly.

#### Step 7: Pick skills

Much like Aptitudes, ponies obtain allocable points, which are distributed to her skills. Unlike Aptitudes, which start with a set base score, a pony can simply pick whatever skills she wants and add at least one point to each skill. The advantage of this system is that she has some flexibility when it comes to how many skills she can choose and how she can upgrade it. For example, if she has 4 allocable points, she can spend all 4 points toward one skill, divide the score so that she could have four skills with 1 level each, or anywhere in between.

Foals get 4 allocable points and each skill can only be upgraded to a maximum of 5.

Adult ponies get 8 allocable points and each skill can only be upgraded to a maximum of 10.

Alicorns get 18 allocable points and each skill can only be upgraded to a maximum of 20.

All earth ponies get a bonus 4 allocable skill points upon creation.

#### Step 8: The finishing touches



This is the point where the PC puts in the details about who her pony is.

- **Name:** It is usually best to have a name that is easy to remember for the benefit of the other PC's. There's nothing more annoying than a player who winds up calling one of her fellow companions "Hey you" or by some other derivative. Put some effort into your character's name because the more memorable the name, the better.
- **Sex:** For adults, females are called mares while males are called stallions. Little ponies are collectively called foals, but to be more gender specific, females are called fillies while males are called colts.
- **Physical Appearance:** What does the pony look like?
- **Personality:** What is this pony like? The pony needs to have a personality. She needs strengths and weakness of character. Whatever the pony's character is, make sure it is a part the player can role-play as.
- **Profession:** How does a pony earn her living? In an action/adventure game, the pony could have a class, which is the role she plays in a party.
- **Cutie Mark:** Cutie Marks are an important part of a pony's life. Earning a Cutie Mark is a coming of age right and reflects what makes her unique.
- **Background:** Try coming up with a backstory for the pony. A backstory not only shapes the PC's personality and long-term goals, but also helps the pony become memorable. Much like coming up with a good name, coming up with a good backstory is also something you should put serious thought into.
- **Possessions:** There's a starter limit to how much a pony is allowed to own upon creation. All of it can be in cash, or all of it can be in supplies, but on the whole, the sum total of all items and coins cannot exceed the starter limit without the GM's permission.  
Foal: 20 bits. Adult: 240 bits. Alicorn: 400 bits.

**Changing the rules:** Naturally, there may come a time that players would want to have some variances to the rules. For example, they may want to play as an ordinary earth pony, but still want to tackle alicorn level monsters. Or perhaps a PC wants to play as a younger and weaker alicorn. These changes can be easily done by following the guides for more powerful ponies or simply change how many Aptitude and skill points can be allocated as well as the number of feats. So long as it's fair among all players and opponents they face, it should be okay.

**Playing as creatures other than ponies:** Some of the more intelligent races of Equestria could be adopted as a PC like a zebra, diamond dog, buffalo, etc. If the PC's want to play as alternate races, they can often just follow the rules for creating a pony, just apply them to different creatures. For example, if they want to play as a buffalo or a zebra follow the guides for making an earth pony. If they want to play as a griffon, follow the guides for a pegasus. Just make sure they're mindful of the monster's level. With creatures like diamond dogs, they'd need to be a little more creative. Below are some base stats for various creatures other than ponies:

### Doing Stuff

Like with any RPG, characters do far more than fight. Sometimes characters will want to attempt difficult tasks or perhaps build or fix something. Ponies need to be skilled with their hands (sort of speak) and the way in which that works is with the Aptitudes and skills.

**Succeed or Fail a Roll:** Whenever someone tries to accomplish some kind of task, the pony must succeed at what is called a *roll*. A roll is simply the result of a roll of the 20-sided dice plus modifiers. The result of this roll determines whether or not a pony succeeds or fails. For example, to lift a very heavy rock, a pony must succeed at a Strength roll, or to solve a puzzle, she must succeed at an Intelligence roll. Rolls are simple, just roll the 20-sided dice and upon what number comes up, add onto the appropriate Aptitude score from the character's stats and her skill score if she has one. To determine success or failure, each task needs a Difficulty, which is a number that the pony must get an equal or greater number to succeed. For example, lifting a heavy rock has a Difficulty of 20 or the puzzle has a Difficulty of 15. See Calculating Difficulties below for details.

**Skill Rolls:** There are many tasks that require certain skills such as Cooking, Swimming, Healing, etc. When that happens, the pony adds her bonus Aptitude score and her skill score to the result of the roll. For example, a pony with a Cleverness score of 4 and a Sowing skill score of 5 will add +9 to her roll when making a dress. If the pony does not have any score in the skill attempted, then she can still attempt it (unless the skill is labeled as

"trained only"), but she can only put in her Aptitude score as a bonus.

**Calculating Difficulties:** Throughout this book, there are many scenarios where the Difficulty of certain tasks is already listed for the sake of convenience. Of course, there are many times when the GM has to decide on what the Difficulty is on his or her. When that happens, here are some simple approximations of the Difficulty for any given scenario based on how difficult it might be for one pony.

- **Routine:** 0. Applies to any task that the pony has done so often that it has become a force of habit.
- **Trivial:** 5. Any task that is simply very easy.
- **Easy:** 10. It requires a little effort, but there is still little chance of failure.
- **Middling:** 15. The task is a little tough for someone not adept in the subject at hand, but it's still possible to be done.
- **Challenging:** 20. The task is moderately tough for someone not adept in the subject at hand, but it's still possible to be done.
- **Hard:** 25. The task is a very tough for someone not adept in the subject at hand, but it's still possible to be done.
- **Complicated:** 30. So difficult, only an expert can do it.
- **Advanced:** 35. So difficult, only a moderately skilled expert can do it.
- **Highly advanced:** 40. So difficult, only a highly skilled expert can do it.
- **Immense:** 45. So difficult, only an alicorn would be able to do it.
- **Superhuman:** 55. So difficult, even an alicorn would struggle to do it
- **Impossible:** 61 or higher. No one can do it.

**Changing the Difficulty:** It's also possible to increase the Difficulty if the pony is rushing or decrease the Difficulty if the pony is taking her time.

**Competition:** In the event that two or more characters try to best each other, then the Difficulty would be the roll of the opponent. For example, if two ponies are hoof wrestling, then both ponies roll a 20-sided dice and add their Strength scores and the victor is the one with the highest number. Certain skills that are meant to be used against another (Bluff, Trip, Mischief, etc) require

specific skills or Aptitudes to counter it as described in the skill's description. In the event of a tie, use a coin or a dice as a tiebreaker or simply reroll.

**Teamwork:** In the event that characters try to help each other out, then the Aptitude and skill scores of all participants can be applied to the one roll to accomplish the task. For example, a pony named Monkey Wrench is trying to fix a busted train engine with a Difficulty of 31. He has an Intelligence score of 6 and a Mechanic skill score of 3 giving him a bonus of +9 which is not high enough to accomplish the task, so he gets his friends, Live Wire and Screwdriver, to help. Neither pony has the Mechanic skill, but Live Wire has an Intelligence of 6 and Screwdriver has an Intelligence of 4. Adding Live Wire and Screwdriver's Intelligence scores with Monkey Wrench's bonus, and that makes a bonus of +19. The dice is rolled, ending up with 14. Add 19 and that makes a total of 33. The attempt was a success.

**Being Creative with Skills and Tasks:** When applying all these skills into your game, you shouldn't feel restricted by the rules and descriptions laid out before you. In addition to creating your own skills, it's possible to use existing skills in creative ways. The rules can be bent a little to allow different uses beyond what is described. For example, a pony with a Farming skill can grow any kind of plant whether it is food, flowers, trees, herbs, tobacco, etc. It's also possible that the skill can be applied as a substitute for a similar skill, but it won't be as effective as the skill it's substituting. For example, Farming involves growing plants, but does not involve turning them into medicines or identifying herbs such as in Herbalism. Nonetheless, Farming is somewhat similar enough to Herbalism to attempt to make medicines, although there will be penalties at the GM's discretion such as halved skill score, increased difficulty, or both.

This also applies to magic skills as well. Spells may have a lot of rules to them, but they're there simply to allow some context of what is and what isn't too powerful. A spell can be altered a little to provide different functions. For example, Electrokinesis's rudimentary powers can create small sparks of electricity. Those sparks in turn could be used in creative ways such as creating a small reading light, a cattle prod, a crude defibrillator, etc. The advanced portion of this power can conjure destructive lightning which could also be used to recharge

a large battery. All spells can be altered a little to allow for creative uses so long as they are reasonable to the GM.

### Movement

Ponies need to get around, whether it is on land, in the air, by sea, or by other means. The speed of movement of all kinds is based on a pony's base speeds. Each square on a graph paper represents 5 cubic feet, and all movement is measured in 5 feet increments on the squares of graph paper.

**Trot:** A pony moves at her base speed per round. Example: A base speed of 20 means the pony can trot at 20 feet per round.

**Gallop:** To run, a pony can add 5 feet per Agility score to the base speed, increasing how far she can move in one round. Example: A base speed of 20 and an Agility score of 6 (30 feet) means the pony can gallop at 50 feet per round. Galloping for long periods at a time can cause fatigue and a pony cannot gallop while carrying heavy loads. See sections on Carrying Capacities and Fatigue under Weights and Measurements.

### **Terrain:**

Walking on any kind of difficult terrain can slow down a pony's maximum speed unless they have ways around the limitation (such as flight).

- Paved Roads and Dry Ground: There are no hindrances.
- Slanted Terrain: Speed is decreased by %50.
- Icy or Snowy Terrain: Speed is decreased by %25 if walking in really deep snow and for those pulling a wagon or other wheeled carriage over snowy terrain. Pulling a sleigh negates this penalty.
- Rocky and Muddy Terrain: Speed is decreased by %50.
- Undergrowth: Speed is decreased by %75.
- Cloud Terrains: All cloud terrains are inherently soft. Landing on a cloud causes no harm and when a carriage is pulled along it, it rolls along just as easily as a paved road. Only winged creatures can walk on clouds. All other creatures will fall through. If a wagon or other carriage were to be removed from the pegasus pulling it, then it will fall through the cloud. However, permanent structures made by the Shape Clouds feat are solid enough for all to walk on and support the weight of inanimate objects.

- Sea Bed Terrains: The floor of the oceans tends to be very rocky and covered with coral reefs. However, due to the weightless nature of the oceans, it is possible to simply swim over such obstacles. However, if a pony who is weighted down chooses to walk, her speed is reduced by %75.
- Extraterrestrial Environments: Much of this guide assumes that ponies will be adventuring in Equestria. However, some of you might want to try something more alien such as the weightless environment of space or perhaps a digital world where ponies can move by thought. Such worlds can have very unique advantages and disadvantages.

## Weight and Measurements

**Weight Classifications:** Rather than bog down the players with lots of convoluted numbers and calculations, I've chosen to simplify things with what I call *weight classifications*, which are a generalized classification of the weight of the object or objects being moved. The information given is intended to be a guideline to determine how much a pony can carry and how heavy any given object may be. If the total weight is uncertain or in dispute, the GM has final say on the matter.

- **Lightweight:** Approximately 0-30 pounds. Examples: clothing, baby ponies, padded and leather armor, lightly packed saddlebags, small animals, etc.
- **Middling:** Approximately 30-70 pounds. Examples: metal armor, foals, a heavily packed saddlebag, midsized animals, etc.
- **Weighty:** Approximately 70-120 pounds. Examples: fully grown pony, lightly packed wagon, hulking monsters, etc.
- **Substantial:** Approximately 120-240 pounds. Examples: moderately packed wagon, monsters 10 cubic feet in size, a few ponies, etc.
- **Burdensome:** Approximately 240-500 pounds. Examples: heavily packed wagon, monsters 20 cubic feet in size, several ponies, etc.
- **Huge:** Approximately 500 pounds-1 ton. Examples: heavy machinery, monsters 30 cubic feet in size, a small busload of ponies, etc.
- **Gargantuan:** Approximately 1-5 tons. Examples: a small ship, a large busload of ponies, monsters 40 cubic feet in size, etc.

- **Colossal:** Approximately 5-30 tons. Examples: a large ship, monsters 50 cubic feet in size, a small building, etc.
- **Titanic:** Approximately 30-150 tons.
- **Herculean:** Approximately 150-400 tons.

**Lifting and pulling capacities:** Light loads are loads that are easy for a pony of a particular Strength to lift without complications. Medium and heavy loads are significantly heavier than the pony can comfortably lift, thus incurring penalties to endurance, speed, and Agility.

- **1-5 Strength:** Light Load (Lightweight), Medium Load (Middling), and Heavy Load (Weighty).
- **6-10 Strength:** Light Load (Middling), Medium Load (Weighty), and Heavy Load (Substantial).
- **11-15 Strength:** Light Load (Weighty), Medium Load (Substantial), and Heavy Load (Burdensome).
- **16-20 Strength:** Light Load (Substantial), Medium Load (Burdensome), and Heavy Load (Huge).
- **21-25 Strength:** Light Load (Burdensome), Medium Load (Huge), and Heavy Load (Gargantuan).
- **26-30 Strength:** Light Load (Huge), Medium Load (Gargantuan), and Heavy Load (Colossal).
- **31-35 Strength:** Light Load (Gargantuan), Medium Load (Colossal), and Heavy Load (Titanic).
- **36-40 Strength:** Light Load (Colossal), Medium Load (Titanic), and Heavy Load (Herculean).

**Moving Medium and Heavy Loads:** While carrying medium loads, the pony gets a -2 penalty to Agility and AC. While carrying heavy loads, the pony gets a -4 penalty to Agility and AC and she physically can't gallop, limiting her to trot at only her base speed.

**Extraneous lifting:** A pony cannot carry loads heavier than her *heavy load* range of weight carrying capacity, however, with a successful Strength roll, a pony could briefly nudge a heavy object or lift it a foot or two off the ground for a few seconds. In doing so, a pony could push a boulder off of the edge of a cliff, lift a heavy log up to allow a trapped animal to escape from underneath, etc. The following is a list of suggested Difficulties for the various weight classifications although the GM can alter it as he or she sees fit.

- **Substantial:** Difficulty 20
- **Burdensome:** Difficulty 25
- **Huge:** Difficulty 30

- **Gargantuan:** Difficulty 35
- **Colossal:** Difficulty 40
- **Titanic:** Difficulty 45
- **Herculean:** Difficulty 50

**Adding others to help:** If there are other ponies helping to lift or pull, add their Strength scores together as one entity when it comes to determining lifting capacities and Strength rolls. When walking, the pony with the slowest speed sets the speed of all other ponies who are pulling.

**Fatigue:** With any kind of long walking or heavy lifting, there's a risk of fatigue if a pony pushes herself for too long. When pulling or carrying only light loads and trotting at her base speed, she can go on for 20 minutes per Constitution score without needing rest.

If the pony is moving medium loads and/or is galloping, the time it takes to tire lowers to 10 minutes per Constitution and if carrying heavy loads, the time it takes to tire lowers to 5 minutes per Constitution.

If she pushes herself beyond her limits without rest, she must make a Constitution roll with the Difficulty starting at 10 and increasing by 5 for every 20 minutes (or 10 or 5 minutes in the case of medium and heavy loads, respectively) she continues to push herself without rest. If she fails a roll, she faints out of exhaustion. She will remain asleep for about one minute per 10 minutes she was working too hard. She can be revived with the Healing skill (the Difficulty is the same as the Difficulty of the Constitution roll the pony just failed). If the pony is working in hot conditions, she also runs the risk of suffering from hyperthermia (see section on Heat Hazards under Hazards).

Fatigue only affects living creatures. Constructs, the undead, or anything else that doesn't have a Constitution score are not subject to fatigue and don't require rest.

**Using Mentation:** A unicorn can use her telekinesis to move objects in the same way an earth pony would use physical strength. By doing so, she uses her Mentation score instead of her Strength score, but otherwise suffers the same restrictions as ponies using their Strength. If a pony lifts more than one object at a time, the combined weight of all objects are added together.



No matter what, a unicorn must either use her Strength or Mentation in any one given situation. She can't use both.

**Measuring time:** Much like recording weight, it's not a huge importance to keep track of time. The GM usually doesn't need to know what time it is in game or make estimations on how long the party has been down in a dungeon. However, there are times when it is important such as the GM wants to know if dawn or dusk is approaching or the players need to know how much longer a spell will last. For lengthy periods of time, a GM could try taking an educated guess of how long time has passed or roll dice. Time during combat and other quick tasks is measured in rounds, which are 6 seconds each and there are 10 rounds in a minute. There are also differing types of actions that can be done in a round:

- Full Round Action: All full round actions are actions that take at least one full round to accomplish and usually cannot be done at the same time as other full round actions. This includes attacks, casting spells, jumping, doing tasks, using items, etc.
- Free Round Action: All free round actions are actions that can be easily done at the same time as full round actions without penalty. Free round actions include talking, walking, listening, etc.

### Combat

The greatest excitement of any adventure tabletop RPG is combat. The way in which fighting works is that fights are divided into rounds (see section on Measuring Time above). Once turn order is decided, all combatants fight each other in the order of their turn and once all turns have been completed, the next round begins. The reason why fights are measured in six-second intervals is to give the impression of a fast and frenetic fight. Obviously a fight using dice and paper tends to be slower, but in the minds of the players, they should see all combatants acting at the same time, attacking and countering each other's blows and attacks in a frantic struggle.

**Steps to Conducting a Fight:** All fights follow the same process as follows.

- Step #1-Determine Turn Order with Initiative: Before a proper fight can begin, the order with which the combatants take turns has to be determined. Turn order during a fight is determined by Initiative, which is Agility plus any traits or feats that add to

Initiative. In the event that two or more opponents have the same Initiative score, then turn order is determined by a coin toss, dice roll, or some other means. Once turn order has been determined, it doesn't change until the fight is over. Example: Strawberry, Banana, and Grape are three ponies who engage in a fight with two diamond dogs, Digger and Rover. Strawberry has an Agility of 6, but she has the Greater Initiative feat, giving her a +4 bonus and an Initiative of 10. Every pony else's Initiative is identical to their Agility scores, so Strawberry has an Initiative of 10, Rover has an Initiative of 8, Banana has an Initiative of 7, and Grape and Digger have an Initiative of 4. Since Grape and Digger have tied Initiative scores, a coin is tossed and Grape wins the toss. So turn order is decided as follows: Strawberry, Rover, Banana, Grape, and Digger. This turn order will remain as is until the fight is over.

- Step #2-The Fight is On: From there, the fight can go on like normal. Once every PC and NPC has had her turn, the round is over and the next round begins. If a combatant escapes the fight or is somehow incapacitated, then her turn is skipped for that round. In the event that a combatant would leave the fight and come back, then the player resumes her position in the prearranged turn order of the fight. If a new combatant steps into the fray, then she is added in by order of her Initiative score like every pony else. The fight only ends when one or more sides of the opposition are either killed, incapacitated, surrenders, or both sides agree to a draw.

**Possible Actions During Combat:** During a player's turn, she can perform any one of the following full round actions so long as she is physically able to.

- Attack: A pony can attack with any weapons or natural attacks at the pony's disposal.
- Defend: A pony could choose not to attack and instead simply focus on self-preservation by preparing to block or dodge an opponent's attack. When a player is defending, she gets a +4 bonus to AC. This bonus lasts until her next turn.
- Use one item: A pony can use one item per round.
- Attempt a skill roll: If it is a task that can be done in one round, then a pony can attempt a skill roll.
- Cast a Spell: A unicorn can cast any spell within one round.

- **Charge:** A pony can run full speed toward an opponent, adding a +2 bonus to her attack roll but get a -2 penalty to her AC that lasts until her turn the next round. To charge, the pony must be at least 10 feet away from the target at the start of her turn (backing up doesn't count), the pony must charge at full speed, and must be able to run full speed at her opponent.

**The Surprise Encounter First Round:** In the event that one or more aggressors manage to successfully catch the targets with a surprise attack, only the aggressors are allowed to attack during the first round in the order of Initiative while the surprised targets can do nothing and they lose their Agility bonus to their AC on that round. By the second round, turn order continues as described above. However, if the aggressors fail to surprise the party or there is simply no surprise attack possible, then there's no surprise round. The way how a surprise works is the attackers must make a Stealth roll while the targets must make a Listen roll. If a target's Listen roll is higher than any of the Stealth rolls of any of the attackers, she is not caught by surprise and she can attack like normal. If not, then she cannot act in that round and she loses her Agility bonus to AC.

**Attacks and Damage:** When it comes to combat, each type of weapon incorporates a different Aptitude as the bonus to attack rolls and damage rolls. All attacks with limbs and appendages (hooves, teeth, claws, tentacles, etc.) and close-range weapons (swords, clubs, quarterstaves, etc.) use Strength. All long-range weapons (arrows, guns, breath attacks) use Agility. All spells use Mentation. To attack an opponent, the player's attack roll must be equal to or greater than the opponent's AC. If the roll is under, then the attack missed. If the attack was successful, then the player rolls the dice to indicate the amount of damage inflicted. Each weapon uses different dice when it comes to damage. When a character takes damage, her HP level drops in accordance with the damage dealt.

Example: Swordplay clutches his dagger in his teeth as he attacks a griffon named Raven. His attack roll lands on 15. His Strength score is 8 so he adds 8 to his attack roll, totaling 23. Raven's AC is 16, so Swordplay's attack roll scores a hit. Swordplay's dagger uses one 6-sided dice to determine damage. The dice rolls a 3, but Swordplay's Strength score is added, so the amount of damage done is 11.

Raven has 38 HP. After Swordplay's attack, Raven's HP drops to 27.

**Critical Damage:** In the event that an attacker rolls a 20 when attacking, then not only will the pony score a hit (regardless of armor class), then the pony will roll twice as many dice rolls to inflict damage. For example, a weapon that causes one 10-sided dice of damage now causes two 10-sided dice of damage, a weapon that causes two 6-sided dice of damage now causes four 6-sided dice of damage, etc.

**Breaking Objects:** It is possible to physically break any inanimate object. Doing so requires a Strength roll. If breaking an object in someone else's possession, the pony must first make a successful attack roll, then attempt the Strength roll.

- Paper: Difficulty 0
- Glass: Difficulty 3
- Ice: Difficulty 3
- Rope: Difficulty 18
- Wood: Difficulty 20
- Wooden Weapons: Difficulty 23
- Wooden Doors: Difficulty 25
- Stone: Difficulty 30
- Metal Weapons: Difficulty 35
- Metal Doors: Difficulty 40
- Iron: Difficulty 50

In some cases, it is possible to break the wings of a pegasus or break off the horn of a unicorn. A pegasus without two functioning wings can't fly until the bone heals and a unicorn without her horn can't use magic until it grows back. To break any kind of bone, the opponent must first make a successful attack roll followed by the Strength roll.

- Pegasus wing: 25
- Unicorn horn: 25
- Limbs: 30

**Natural Healing:** If a pony doesn't get her injuries treated, her body can still heal itself. This natural healing can only be done by creatures with a Constitution score. Those who don't have a Constitution score cannot heal on their own. The rate of healing is as follows:

- HP: one 6-sided dice plus Constitution of HP per day
- Aptitude score loss: 1 score per day for each Aptitude.
- Broken bones and horns: two weeks

**Throwing Objects:** When throwing any object that's not meant to be a weapon (a rock, a pillow, a pie, etc.) the thrower's attack and damage (if any) is modified by Agility. For small objects, the thrower can throw as far as 5 feet per Agility score. With heavy objects, the pony must make a Strength roll to successfully throw and even if the success was made, a pony can only throw at half the distance. The following is a list of possible damage increments based on the weight of the object:

- Soft objects (pillows, pies, etc.): no damage
- Tiny objects (pebbles, marbles, etc.): no damage.
- Small objects (lamps, fist size rocks, etc.): one 4-sided dice of damage.
- Medium objects (chairs, suitcases, etc.): one 6-sided dice of damage. It requires a Strength roll (Difficulty: 10)
- Large objects (tables, sofas, etc.): one 10-sided dice of damage. It requires a Strength roll (Difficulty: 15)
- Giant objects (boulders, wagons, etc.): one 12-sided dice of damage. It requires a Strength roll (Difficulty: 30)

**Saving Throw:** A saving throw is a type of roll where a pony saves herself from harmful effects. Constitution is used for resisting poisons and disease. Agility is used to prevent falling or tripping. Mentation is used to resist the effects of magic.

**Concussive Damage:** There may come a time when a pony might want to render someone unconscious as opposed to outright killing them. To knock someone unconscious, a player needs to use what is called concussive damage, which is a nonlethal form of harm that can render an opponent unconscious as oppose to kill them. To inflict concussive damage, the pony must use her hooves or any other blunt appendages (hands, tentacles, tails, etc.), or a weapon designed to cause concussive damage (such as a bludgeon) to hit a specific spot (typically the head) on the target. Before attacking, the player must announce to the GM that she is about to inflict concussive damage. If her attack roll succeeds at a hit, then she rolls for concussive damage like she would regular damage. If the damage is greater than or equal to 10 plus the target's Constitution score, then the subject is knocked unconscious but does not sustain any actual HP loss. If the attacker fails to

inflict enough concussive damage, then the target is unaffected and the attacker would have to try again.

If successfully knocked unconscious, the target remains unconscious for one round for every point of concussive damage she sustained. She can be revived with the Healing skill (Difficulty equal to the damage dealt) or with smelling salts. Concussive damage has no affect on creatures with 0 Constitution scores.

**Medical Treatment:** There exist magic items, spells, and skills made for healing injuries. All of which can be done during and after combat. To heal, follow the rules for whatever is used to heal the injured.

**Medical Treatment for the Non-Living:** Healing any living creature is the same, but there are special considerations for creatures without a Constitution score. Such creatures are robotic in nature and cannot be healed with the same methods living creatures can be healed. The only way to heal a robotic creature is to use an appropriate skill and use it with the same rules as you would with a Healing skill, often with appropriate tools and parts instead of herbs and bandages. Examples: a stone golem can be healed with a Masonry roll and some rock and plaster, zombies can be healed with necromancy magic, robots are repaired with a Mechanic roll, a tool kit, and a supply of parts, etc.

**Death and Dying:** If a pony's HP drops below 1, then she's dying but not dead yet. At the dying stage, the character's HP starts dropping into negative numbers. With every round that goes by while the pony lies bleeding on the ground, she loses one HP (which in negative numbers seem to be rising up instead of down) and will continue to do so until she dies or is healed. She can be saved from death if magic or a Healing skill can raise her HP to 1 or higher. If not, then she will continue to remain unconscious and slowly die. How many negative HP of damage it takes until the pony dies is -10 minus the pony's Constitution score. Once a pony's HP drops below that point, she's dead.

Example: Buttercup has only 3 HP left. When a diamond dog stabs her, she takes 4 HP of damage, leaving her with -1 HP and she falls unconscious. The diamond dog then stabs Buttercup with his sword, causing 6 points of damage and reducing Buttercup's HP to -7. Before he could finish her off, the diamond dog is distracted by an earth pony named Swordplay who lunges in to defend Buttercup as she lies

there dying. Buttercup has a Constitution score of 7, meaning she can survive a score as low as -17 HP. If her HP drops to -18 or lower, then she will die. The round goes by and her HP drops to -8. By the round after that, it drops to -9, then to -10 by the next round, then -11 after that. By the next round, a unicorn named Starlight jumps in and casts a Recovery spell. This restores 6 points, but only raises Buttercup's HP to -5. Since Buttercup is still dying, her HP drops to -6 again by the end of the round. Starlight casts the Healing spell again, restoring 7 points and raising Buttercup to 1 HP. Buttercup regains consciousness. Although she is still badly weakened, she's at least out of danger.

This rule only applies to those who are dying from HP loss. Those who fail to resist a death curse, dies of disease or suffocation, or the pony's Constitution score drops to 0, she dies instantly.

This also does not apply to creatures who have no Constitution score such as the undead, constructs, inanimate objects, etc. If such a creature were to have its HP drop to 0, then it is automatically destroyed.

**Cheating Death:** If players don't like the idea of their character's dying, then instead of death, the PC's and NPC's are only unconscious once they reach 0 HP, and they remain unconscious until their HP is raised. This can work in a cartoony game, especially when you have a little fun with it, like perhaps if a pony were to fall off a cliff, she wouldn't be killed but she would be lying unconscious on the cavern floor in a pony-shaped crater with birds circling around her head. This could also work with alicorns. Considering how long lived alicorns are, it's not unreasonable to think that they might simply be immortal and won't die even if their HP drops to 0. They just lie unconscious instead. This same idea could be applied to spirits or gods.

**Bloodless End:** Not all fights have to end in death. Opponents and the party could try to escape a conflict. If an escape is impossible, then bribery and pleas for mercy could be attempted to avoid loss of life. Of course, a party could simply avoid encounters whenever possible.

**Loot:** If the party manages to defeat their enemies, this is the point where the party is awarded experience points and possibly loot. Loot applies to any kind of items that a

defeated opponent might have in their possession. Loot typically consists of money, weapons, armor, treasure, magic items, etc. Most of these treasures can be sold after the adventure is over for money. Others can be used by the characters. Although most weapons and armor are not built for ponies, like armor made for a diamond dog won't fit a pony.

**Cover:** If a pony manages to find some kind of cover, this can add to her armor class when attacked unless the opponent has a way of breaking through the barrier or move around it. How much of a bonus is dependent on how much cover the object provides, which is determined at the GM's discretion, although cover can hinder a character's ability to use short-range weapons such as swords and clubs.

- 25% cover: +2 AC
- 50% cover: +4 AC
- 75% cover: +7 AC (-4 penalty to short range attacks)
- 90% cover: +10 AC (-7 penalty to short range attacks)
- 100% cover: The pony cannot be hit. To attack, the pony must duck out from behind her hiding place, attack, then duck back behind, granting a -10 penalty to attacks, both short range and long range.

### Experience

In an attempt to simplify the game, it only uses levels as a generalized way of indicating how tough an opponent might be. There are no classes to speak of and no real level advancement. Of course, if PC's play the same characters over and over again, they may feel that their ponies should advance. In that case, a pony may want to have some kind of way of upgrading her pony. For that, the game offers two ways of managing experience.

**Loose Method:** In this case, the GM simply hands out bonus Aptitude points, bonus HP, bonus skill points, and bonus feats based on the circumstances of the story. For example, if a unicorn has used a certain spell a lot, then the GM can grant a bonus skill point to that spell. Or perhaps a pony wants to learn how to shoot arrows, so after spending some time practicing archery, the GM could allow her to have the Archery feat. The advantages of this strategy is that it's quick and easy, perfect for mundane games that have few conflicts and for newcomers who don't want to be bogged down with calculating even more numbers just to upgrade a character. The down side is that it can easily be inconsistent since the GM could accidentally allow players to



advance faster than others or advance too fast. The PC's may want to consider keeping a record of how many times their characters advanced.

**Calculated Method:** The way how this method works is the PC's earn what are called experience points (abbreviated as XP) and these points are spent on upgrades. This method is ideal for action/adventure games and advanced players because it provides a fair and consistent way of upgrading every pony in the party and it gives the players some satisfaction as they watch their characters advance. The down side is there's a lot of scores to keep track of and it's also a very linear system.

At any time, a PC can spend her XP on a certain upgrade. Choose wisely because once the XP is spent, the change cannot be undone. The upgrades and costs are as follows:

- **1 HP:** 10 XP
- **1 allocable skill point:** 20 XP
- **1 allocable Aptitude point:** 40 XP
- **1 feat:** 80 XP

There is a wide variety of ways to earn XP. These scores are awarded to each member of the party so long as they were involved and were alive at the end of the fight:

- **Defeat an opponent:** If the party manages to kill, subdue, or capture an opponent, the whole party earns XP depending on the level of the opponent in question. Foal: 2, Adult: 4, and Alicorn: 8.
- **Escape an opponent:** If the party manages to successfully flee from a fight, then the party earns some bonus XP based on the level of the opponent. Foal: 1, Adult: 2, and Alicorn: 4. If the opponent fled the fight, then no XP is awarded unless he was under the affects of a fear effect or a Paranoia spell.
- **Complete a difficult task:** If a pony managed to successfully complete a very difficult task or many easy tasks, then the GM can award XP, typically 2 for the former example and 1 for the latter example.
- **Bonus Points:** A GM can also award XP simply for beating a difficult challenge or getting passed a difficult dungeon, typically between 4-8 points.

**Growing up:** When repeatedly playing as a foal, over time, the player may want to see that foal grow up into a beautiful mare or a handsome stallion. To do this, the party may have to agree upon simply advancing ahead several

years to allow the change. Using the foal's current stats as an example, the pony could be remade using the guidelines for creating an original adult pony.

**Earning a Cutie Mark:** If you're playing a foal who hasn't earned her Cutie Mark yet, a player might decide to let her earn her Cutie Mark based on her experiences in the game. Perhaps some hidden talent might crop up.

**Advancing to Alicorn level:** If the GM will allow it, an ordinary pony could advance to alicorn level if she gains enough experience. If using the Loose Method, then the GM decides when a pony can advance to alicorn level, typically after the pony has gone through a lot of challenges in order to justify a pony bumping up a level. If using the Calculated Method, then the GM must decide upon how many XP the pony has to earn before advancing to the next level, typically either 800 XP, 960 XP, or 1,110 XP depending on how difficult the GM wants to make level advancement.

Upon advancing to alicorn level, the pony automatically gains a bonus 30 HP and the maximum Aptitude and skill score level raises to 20. The pony could also be remade using the rules for creating alicorns.

## Hazards

**Acid:** Most acids inflict one 6-sided dice of damage if splashed with it and six 6-sided dice of damage per round if submerged in it.

**Aptitude Score Loss:** This hazard applies to any situation where a pony's Aptitude scores are physically lowered. Unlike bonuses and penalties, Aptitude score loss causes lasting changes to a pony's stats in accordance with the Aptitude loss. For example, if a vampire managed to suck 3 points of Constitution score from Fireball, reducing her Constitution score from 5 to 2, then Fireball's AC and HP will drop in accordance with the new score.

There are many different ways to lose Aptitude scores, most commonly through magic. If an Aptitude score drops to zero, the effects can be devastating:

- Zero Strength makes a pony too weak to stand.
- Zero Agility paralyzes a pony.
- Zero Constitution automatically kills the pony.

- Zero Intelligence makes a pony brain-dead, reducing her to a vegetable-like trance.
- Zero Cleverness causes a pony to become catatonic, completely unresponsive to stimuli.
- Zero Mentation causes a pony to enter a deep sleep that she can't wake up from.

The Healing skill can be used (restoring one Aptitude point for every 8 HP the skill or spell would have normally healed) unless it is caused by a certain conditions like a disease or dehydration, in which case the loss will instantly be restored only once the condition is removed. The Aptitude score can also restore itself over time, restoring one point per day to all affected Aptitudes.

**Blindness/Deafness:** While blind, a pony is unable to perform tasks that require vision such as reading or Spot rolls. The pony gets a -4 penalty to attack rolls. The pony loses her Agility bonus to AC and gets a -4 penalty to Initiative.

While deaf, a pony is unable to perform any tasks that require hearing such as Listening rolls or understanding spoken dialogue.

If these conditions are caused by magic, then you need the Dispel spell to reverse them. otherwise, both conditions can usually be cured with a successful Healing roll (Difficulty: 18).

**Cold Hazards:** A pony's coat is thick enough to provide some warmth from mildly chilly days and light snowfall. However, frigid below 0 degree weather and heavy snowfall is particularly harmful to a naked pony. If a pony is exposed to cold weather for long periods at a time without some sort of warm cloths or a heat source to keep warm by, she is at risk of developing hypothermia.

While exposed to harsh cold, the pony has 30 minutes per Constitution score to warm up. If she doesn't get any relief from the cold in time, she develops the symptoms of hypothermia: The pony suffers -4 penalties to all rolls that use the physical Aptitudes: Strength, Constitution, and Agility. There are also -2 penalties to all rolls that use the mental Aptitudes: Intelligence, Cleverness, and Mentation. The pony also starts to suffer from HP loss, losing 1 point per round. If healed, she will continue to lose points until dead or taken somewhere warm.

If the pony is submerged in icy water without a diver's suit or in an environment that is exceptionally cold, the time it takes to develop hypothermia is shortened to 1 minute per Constitution score and HP loss is increased to 5 HP per round.

Hypothermia has no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

**Darkness:** There are varying degrees of darkness, which cause varying degrees of penalties.

**Dim:** There are some nightlights or a full moon out, providing enough light to see broad details. The pony gets a -2 penalty to attack rolls and -4 penalty to Spot rolls.

**Dark:** There are very small lights or a new moon out, providing only enough light to see silhouettes. The pony gets a -4 penalty to attack rolls and -8 penalty to Spot rolls.

**Pitch Black:** There is no light at all to the point where the pony is blind. The pony gets a -6 penalty to attack rolls. The pony loses her Agility bonus to AC and gets a -4 penalty to Initiative. Spot rolls are impossible.

Creatures with the Night Vision trait will negate these penalties.

**Disease:** For all diseases, they are passed on through different ways and from different sources such as injury, ingestion, physical contact, or inhalation. When inflicted with a disease, the pony must make a Constitution roll to resist. If she fails, she is afflicted with the disease, but it doesn't cause harm right away. Instead, there's an incubation period before the disease takes affect. A Healing roll can help cure some diseases (Difficulty is the same for resisting the disease). If left untreated, a pony can receive bed rest to allow the disease to pass naturally, which the duration also varies depending on the disease. If the pony doesn't get bed rest, then the duration would take twice as long. The symptoms of some diseases are benign such as simply weakening the pony, while others can be fatal. All Aptitude score loss caused by diseases cannot be reversed so long as the disease is still in effect. Diseases have no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

- Burning Brain Fever: Players with this disease suffer from a burning fever and a -4 Aptitude score loss to Intelligence. Infection: Inhalation, Difficulty: 12, Incubation: 1 day, Duration: One 6-sided dice in days.
- Cankerous Convulsions: A pony with this disease will start to get feverish and experience uncontrollable shaking, causing a -6 Aptitude score loss to Agility. Infection: Physical Contact, Difficulty: 13, Incubation: 1 day, Duration: One 6-sided dice in days.
- Cutie Pox: Cutie Marks randomly start spreading across the body, forcing the pony to act out the actions of the Cutie Marks and preventing her from taking any full round actions such as cast spells, attack, perform tasks, etc. Infection: Ingestion, Difficulty: 16, Incubation: 1 day, Duration: 1 day.
- Feather Flu: A disease common among pegasi, this disease causes -4 Aptitude score loss to Agility and Strength. Infection: Physical Contact, Difficulty: 16, Incubation: 2 days, Duration: One 6-sided dice in days.
- Jelly Legs Infection: Those suffering from this disease get a fever and a -4 Ability score loss to Strength. Infection: Injury, Difficulty: 15, Incubation: 4 days, Duration: One 4-sided dice in days.
- Maledictive Malady: Those suffering from this disease get a -4 Ability score loss to Mentation. Infection: Injury, Difficulty: 18, Incubation: 3 days, Duration: One 4-sided dice in days.
- Mummy Disease: Every time a mummy's hooves or teeth hits a pony, the pony must make a Constitution saving throw or else be affected by the disease. Once the disease's incubation period passes, and every day that disease goes on unabated, the pony sustains one point of Constitution ability score loss that will not be restored until the disease is cured. Infection: Injury, Difficulty: 20, Incubation: 1 days, Duration: Lasts until cured or the pony dies.
- No Sight Blight: A pony with this disease will become blind until the disease is treated. Inhaling toxic fungi normally causes this disease. Infection: Inhalation, Difficulty: 16, Incubation: 2 days, Duration: One 6-sided dice in days.
- Paralyzing Pestilence: This is a disease that is spread from diseased creatures and animals. Those who are infected suffer a -4 Aptitude score loss to Agility and Constitution. Infection: Ingestion, Difficulty: 12, Incubation: 2 days, Duration: One 4-sided dice in days.

**Earthquakes:** An earthquake is a violent jolt occurring near volcanoes, moving fault lines, and occasionally huge explosions. The cause is always at the epicenter of the earthquake, spreading out shockwaves in all directions like a ripple caused by a pebble hitting the surface of the water. Whenever there is any kind of earthquake, the ponies standing on the ground must make an Agility roll or else be knocked over (Difficulties: 15). Once knocked over, the pony loses her Agility bonus to her AC until she gets up onto her hooves. Getting back up requires a full round action and another Agility roll. If a character on the ground were to cast a spell, she must make a Concentration roll. What destruction the earthquake causes depends on the circumstances: Caves, caverns, and tunnels can cave in and buildings collapse, dealing eight 6-sided dice of damage from falling debris. Fissures can form in soft earth and landslides can happen.

**Falling/Collision:** When a pony falls, she receives one 6-sided dice of damage for every 10 feet fallen (maximum of twenty 6-sided dice of damage). If the pony succeeds at a Gymnastic roll (Difficulty: 15), then she lands on her feet and avoids damage for the first 20 feet.

When landing on water, the pony automatically avoids damage for the first 20 feet with no roll necessary, but after that, she takes damage like normal unless she succeeds at a Gymnastic roll (Difficulty: 20). If a pony lands on softer surfaces like a balloon or a cloud, there is no damage dealt.

Collisions follow the same rules so long as the pony is moving at fast speeds.

**Fire:** When exposed to any kind of fire, there is always a chance the pony or her equipment and clothing will catch on fire. Every time she comes in contact with a live fire, the pony must make an Agility roll (Difficulty: 15). A successful roll means the fire is put out. If she fails, she endures one 6-sided dice of damage that round. To put out the fire, the pony must roll on the ground or smother the flames and make another Agility roll (Difficulty 18). Until she succeeds at an Agility roll, she continues to take fire damage per round. To create a fire intentionally without matches or magic requires a Wilderness Survival roll against a difficulty determined by the method used.

- Flint and tinder: 10

- Rubbing sticks together: Difficulty 15
- Magnifying glass: Difficulty 18 (can only be done outdoors in broad daylight)
- Electrical sparks: 20

**Heat Hazards:** A pony can easily tolerate moderately warm days. However, even a naked pony can't survive extremely hot and humid climates indefinitely. If a pony is exposed to hot weather for long periods at a time without adequate rest and water, she is at risk of developing hyperthermia.

While exposed to heat, the pony has 30 minutes per Constitution score to cool off with rest and water. If she doesn't get rest and water before that point, she develops the symptoms of hyperthermia: The pony receives a -4 penalty to Intelligence, Agility, and Mentation rolls. The pony also gets a -4 penalty to resist fainting from fatigue. See section on Fatigue under Weights and Measurements for details. The pony also starts to suffer from HP loss, losing 1 point per round. If healed, she will continue to lose points until dead or taken somewhere cool and given water.

If the pony is pulling heavy loads or doing rigorous exercise without rest or water or is wearing heavy clothing, the time it takes to develop hyperthermia is shortened to 10 minutes per Constitution level and HP loss is increased to 5 HP per round. If the pony is trapped in an environment that is exceptionally hot (in an active volcano, in an oven, etc.), the time it takes to develop hyperthermia is shortened to 1 minute per Constitution level and HP loss is increased to 10 HP per round.

Hyperthermia has no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

Hot surfaces can be dangerous if any naked part of the body were to touch it. Any hot object or surface can inflict one 4-sided dice of damage to appendages and two 6-sided dice of damage to the whole body. Boiling water can inflict one 6-sided dice of damage if splashed with it and six 6-sided dice of damage per round if submerged in it.

**Invisibility:** Invisible objects or creatures cannot be seen visually, not even with night vision. All creatures who are invisible gain a +4 bonus to Initiative. If a pony tries to attack an invisible creature, she gets a -6 penalty to

attack rolls and loses her Agility bonus to AC when attacked.

To see evidence of an invisible creature (such as leaving foot prints, moving objects, etc.) the pony must make a Spot check (Difficulty: 20 if the creature is moving or 30 if the creature is standing still).

To hear an invisible creature, the pony must make a Listen roll against the invisible creature's Stealth roll.

Invisibility can only prevent the creature from being seen. It does not hinder detection by scent, spells, or magical skills such as Precognition or Sense Magic.

Invisible creatures cannot turn other objects invisible, so throwing anything that can cling to body upon the creature (such as paint, water, dirt, etc.) would reveal it. The creature displaces water when it enters it, also revealing its location.

**Landslide/Avalanche:** Whenever rock and dirt slide down a slope, there are two hazardous zones to be aware of: the slide zone and the bury zone. The slide zone is the slope where the rocks, dirt, or snow are sliding down. All those who are in the slide zone must make an Agility roll (Difficulty: 20) or else take three 6-sided dice of damage and slide down into the bury zone. The bury zone is where all the debris fall into. Those caught in the bury zone get no saving throw and they take eight 6-sided dice of damage. The victims trapped there take additional one 6-sided dice of damage until dead or rescued. Freeing herself requires a Strength roll (Difficulty: 30 for rocks and dirt, 20 for snow).

**Poison:** Although different poisons have different Difficulty levels to resist and can cause different amounts of damage, they all work the same. If a pony gets poison in her system (regardless of the method), she must make a Constitution roll to resist it. If she fails, she takes damage. By the next round, she must succeed the next Constitution roll or sustain more damage. This process continues every round until the pony dies or finally succeeds at a Constitution roll to overcome the poison. All poisons can be treated with a Healing skill and antidotal herbs. Difficulty to cure poison with the Healing skill is the same as the difficulty to resist the poison. Poison has



no effect on constructs, the undead, or anything else that doesn't have a Constitution score.

- **Toadstool Extract:** Difficulty of 10 to resist. Cost: 90 bits, Damage: one 4-sided dice of damage.
- **Manticore Poison:** Difficulty of 15 to resist. Cost: 500 bits, Damage: one 6-sided dice of damage.
- **Chimera Poison:** Difficulty of 17 to resist. Cost: 750 bits, Damage: one 6-sided dice of damage.
- **Nightshade:** Difficulty of 20 to resist. Cost: 1,800 bits, Damage: one 8-sided dice of damage.

**Traps:** All traps can be disabled with the Mechanics skill, including ones that are magical in nature, and to find a trap requires a Search check. All traps require a trigger such as a rope the victim trips on, a door that needs to be opened, a floor plate to be stepped on, etc.

- **Arrow:** Once triggered, one to five arrows are fired (attack roll: 5 + 20-sided dice against the victim's AC). Damage: one 6-sided dice. Difficulty to disable or find: 20.
- **Falling Rocks:** Once triggered, heavy objects (usually rocks) fall on the victim's head if they fail their Agility roll (Difficulty: 25). Damage: six 6-sided dice. Difficulty to disable or find: 25.
- **Flooding Room:** Once triggered, the room fills with water, drowning its victims. Such traps are usually set up in airtight rooms and usually have a locked door or a portcullis to prevent escape. Difficulty to disable or find: 25.
- **Gas:** Gases come in three varieties: poison, sleep, and paralysis. When a pony breaths in the gas, the pony will either get one 6-sided dice of damage, fall asleep for 10 minutes, or be paralyzed for 10 minutes, losing their Agility bonus to AC. To resist the effects of the gas, the pony must make a Constitution saving throw (Difficulty: 17). Difficulty to disable or find: 20.
- **Net or Snare:** Once triggered, the pony is either caught in a rope or a 5 square foot net. Once a target gets within range, the snare is sprung and holds its opponent in place. While bound, the target loses her Agility bonus to AC and incurs a -4 penalty to attack rolls. To avoid getting caught in the trap and escaping the trap requires an Escape Artist roll (Difficulty: 20) and breaking the snare requires a Strength roll. See section on Breaking Objects under Combat. Difficulty to disable or find: 20.

- **Poison Needle:** Once triggered, the victim is struck with flying needles that inject poison (attack roll: 1 + 20-sided dice against the victim's AC). Damage: See Poison under Hazards. Difficulty to disable or find: 20.
- **Portcullis:** A heavy barrier falls over the doorframe, preventing escape. If there is any pony who is under the portcullis, they must make an Agility roll (Difficulty: 15) to escape getting crushed. Those who are unfortunate enough to wind up under the portcullis will be trapped under the weight of the portcullis and take two 6-sided dice of damage. Escaping from under the portcullis requires a Strength roll (Difficulty: 20). Difficulty to disable or find: 20.
- **Trap Door:** Once triggered, the victim falls through if they fail their Agility roll (Difficulty: 25). If there are other hazards at the bottom of the pit (acid, spikes, etc.) add to the damage in addition to falling damage. Damage: See Falling/Collisions under hazards. Difficulty to disable or find: 20.

**Slippery Surfaces:** If a pony stood on ice or any other kind of slippery surface, she must make an Agility roll (Difficulty 15) or else fall over. If she tries to walk across the surface, she must make an Agility roll every round (Difficulty 15 + 1 for every 5 feet per round the pony is walking) or else fall over.

**Starvation/Dehydration:** A pony can last for one day per Constitution score without food. With every day afterward, the pony suffers one point of Constitution loss. This loss will continue each day gone without food until the pony gets sufficient nutrition or dies from starvation. With dehydration, it also takes affect after one day per Constitution score without water, but rather than causing Constitution score loss, it instead causes hyperthermia (see section on Hot Weather to see how that works). Starvation/Dehydration only affects creatures who need food and water to survive. Constructs, the undead, or anything else that doesn't have a Constitution score can't suffer from starvation or dehydration.

**Suffocation:** When drowning in a substance the subject can't breath or being strangled, suffocation works the same way. A pony can only hold her breath for about 10 rounds plus one round per Constitution score. After that, the pony must make a Constitution roll every round (Difficulty: 10 + 1 per round passed). If she fails a roll, the pony falls

unconscious for one round per Constitution score, and if she is not resuscitated before that time allotted, she dies. While unconscious, the pony can only be saved from suffocation if brought to the surface of the water and resuscitated. To resuscitate, the pony must use the Healing skill (Difficulty: 10 + 1 for every round the victim was unconscious). Suffocation only affects creatures who need air to survive. Constructs, the undead, or anything else that doesn't have a Constitution score can't suffocate.

**Swallowed Whole:** All creatures can physically swallow whole any creature who is small enough to fit into the mouth. Typically that means the swallower has to be at least 4 times larger than the victim. Example: a monster who wants to swallow a pony that fits into a 5 cubic feet square would have to be large enough to fit a 20 cubic feet square. To swallow whole, the monster must first make a successful attack roll with its teeth followed by a Grapple roll. If the Grapple fails, then the pony manages to break free of the monster's mouth. If the Grapple succeeds, the pony is swallowed, sustaining two 8-sided dice of crushing damage before hitting the stomach. Whilst there, the pony will suffer one 8-sided dice of damage and will be at risk of suffocation since there is no air in the stomach. If she has a sword or some sort of cutting weapon, she can cut her way out of the stomach (AC 20) and if she manages to kill or inflict 25 points of damage upon the monster before dying, then the pony successfully cut herself free. If the pony manages to free herself, the opening in the monster's stomach will close automatically by muscular action, forcing any pony else who gets swallowed to cut a new way out. For every 20 cubic feet of space the monster takes up, it can only hold 5 cubic feet in its stomach.

**Water Hazards:** Characters without a boat and who can't swim or fly may find water to be an obstacle to block their way. Wading in shallow water is easy as well as swimming across deeper water so long as the water is still. However, moving across running water requires a Swim roll (Difficulty: 10 [calm water], 15 [rapids], or 20 [stormy current or whirlpool]). If she succeeds, then she swims from one point to another safely. If a pony fails, then she is swept down the current, taking one 6-sided dice of damage and moving in the direction of the current as the water's base speed (typically 20 feet per round) or sucked down into the whirlpool. In either case, the pony must make another Swim roll (Difficulty: 25) to get to the surface and regain control. While pulled underwater, she is at risk of

suffocation. In cold climates, water could be dangerously cold. Near volcanic regions, water can be dangerously hot. See sections on Suffocation, Heat Hazards, and Cold Hazards under the Hazards section for details.

**Weather:** Like many of the natural phenomena in Equestria, the weather is controlled by the ponies and what weather effects the PC's can encounter is often scheduled and announced to the public (unless the pegasi have some kind of animosity toward the earth ponies and unicorns below or other problems occur). However, places where there are no pegasi to control the weather tend to operate independently and can change quite suddenly, especially in moist climates.

On calm days, weather is never a problem, but sometimes, pegasi can bring about really destructive weather that can be a hindrance to the party. Normally it's due to accidents or for benign reasons such as catching up on a late rainstorm schedule, although sometimes pegasi would use weather as a tactical advantage.

- Fog: Whether it is by a cloud, smoke, or other means, fog can cover an entire area and prevent a player from seeing beyond 5 feet away. All objects beyond become obscured and hard to see. When attacking an opponent with a range weapon beyond 5 feet away, the attacker gets a -4 penalty to attack rolls.
- Lightning: During an electrical storm, roll one 10-sided dice and the result will be the time in which the next lightening strike will occur in minutes. Lightning will strike the object closest to the clouds, and those above the clouds are unaffected. Once struck, the player takes two 10-sided dice of damage.
- Precipitation: Rain, snow, sleet, and hail have similar effects depending on the severity.
  - Light: Small fires will be extinguished.
  - Moderate: Small fires will be extinguished. Upon all characters in the rain, they get -2 penalty to ranged weapon attack rolls, Spot, Search, and Listen rolls.
  - Strong: Large fires will be extinguished. Upon all characters in the rain, they get -4 penalty to ranged weapon attack rolls, Spot, Search, and Listen rolls.
  - Storm: All fires will be extinguished. Upon all characters in the rain, they get -8 penalty to ranged weapon attack rolls, Spot, Search, and

Listen rolls. Storms sometimes include hurricanes, blizzards, dust storms, etc.

- **Wind:** Wind can impair the attack rolls of range weapons and potentially blow a pony off her feet depending on the force of the wind. Creatures that are in flight are more vulnerable to strong winds than those who are standing on solid ground. Those who successfully roll their Strength roll will be able to move freely for as long as the wind lasts. Those who fail their Strength rolls are blown away in the direction and approximate speed of the wind, completely at the mercy of the wind.
  - **Light:** Speed: 0-10 mph (5 ft per round), Range Weapon Penalty: None, Strength Roll (Land): None, Strength Roll (Flight): None.
  - **Moderate:** Speed: 11-20 mph (10 ft per round), Range Weapon Penalty: None, Strength Roll (Land): None, Strength Roll (Flight): None.
  - **Strong:** Speed: 21-30 mph (15 ft per round), Range Weapon Penalty: -2, Strength Roll (Land): None, Strength Roll (Flight): 10.
  - **Severe:** Speed: 31-50 mph (20 ft per round), Range Weapon Penalty: -4, Strength Roll (Land): 10, Strength Roll (Flight): 15.
  - **Windstorm:** Speed: 51-74 mph (30 ft per round), Range Weapon Penalty: -8, Strength Roll (Land): 15, Strength Roll (Flight): 18.
  - **Hurricane:** Speed: 75-174 mph (65 ft per round), Range Weapon Penalty: Impossible, Strength Roll (Land): 18, Strength Roll (Flight): 20.
  - **Tornado:** Speed: 175-300 mph (120 ft per round), Range Weapon Penalty: Impossible, Strength Roll (Land): 20, Strength Roll (Flight): 30. Unlike other kinds of wind, tornados are funnels of swirling air and those who fail their Strength roll are actually blown toward the tornado rather than away. Tornados can stand in one spot or move 10 feet per round in any direction the pegasus who created it designates.

**Volcanoes:** Whenever a volcano erupts, it often can cause earthquakes, explosions, and dust clouds which functions like a fog. See section under Earthquakes, Explosions, and Fog for details. The magma causes two 6-sided dice of damage if splashed with it and six 12-sided dice of damage per round if submerged in it. Creatures immune to fire are unharmed.

## Magic

Magic is not just a power that only unicorns can use, it's a power all life in Equestria possesses to some degree. It is what enables pegasi to fly, walk on clouds, and manipulate the weather. It's also the reason why earth ponies are so adept at taking care of the earth. When playing this game, bare in mind that magic is not a force that happens randomly, it happens for a reason and it can be replicated and demonstrated by others as if it was its own science.

Unicorns are able to enchant objects, but making magic permanent in an object is rather difficult hence why it's so expensive. Strangely enough, when it comes to commercially available magic items, ponies often turn to earth ponies because the most common form of manufactured magic is magical plants, which can be ground up and turned into potions by earth ponies. There are also magical stones, which are also dug up, carved, and faceted as jewelry by earth ponies.

**Integrating Magic Items:** Determining what magic items are available is based on the type of game played. In the show, the amount of magic items we see is surprisingly limited. Most magical items in the show appear to be uncommon such as the levitating Grand Galloping Gala tickets, the magic lock in Canterlot castle, Zecora's potions, etc. As such, if you are trying to be faithful to the show, you might want to limit magic items to plants, potions, and occasionally enchanted items. Of course, in other settings, a wider variety of magic items can exist. In that case, use whatever magic items you want and even make up your own.

**Creating Magic Items:** To create any of the magic items seen below, the pony must spend at least one week to make the item with the exception of potions, which only need 30 minutes. The pony needs to buy the necessary supplies, which is about half the cost of the item in question, and she must have a flat surface, a quiet and safe place to work, and necessary tools to make the item. By the end of it all, the pony must succeed at the skill roll necessary to overcome the Difficulty in order to successfully make the item. If failed, then the pony must pay an additional one-quarter of the market cost and spend one additional day (or 30 minutes for potions) for every retry. To create magic items, weapons, or armor, you need the Craft Magic Item skill and have one level in the necessary spell required to make the item or at least have someone or

something nearby who can cast the spell. To make potions, you need the Herbalism skill. And to carve a magic stone into a usable form, you need the Gemology skill.

**Minor Enchantments:** Unicorns can make very simple enchantment to small objects like make a ticket levitate, or a toy to make a simple sound, etc. Such enchantments tend to be simple and there more for visual flair rather than practical or hugely useful function. To make such an item, use the Create Magic Item skill. There's no spells needed and it only takes about a minute to make. The Difficulty to create is always 10 and the cost is +1 bit added to the regular cost of the item.

### Magical Weapons

These are magical enhancements that can be applied to an existing weapon. Once applied, the cost of the magic is added to the cost of the weapon. For example, a hammer (8 bits) is enchanted with animated weapon (+22,500 bits) and all together, that makes the total cost of the enchanted weapon 22,508 bits. If a ranged weapon is given this enchantment, then any projectile it shoots will gain the benefit of the magic.

**Animated Weapon:** This weapon can move on its own accord, hovering off the ground and remaining suspended no further than arm's length away from the user. While animated, the user can mentally direct it as if holding it was an invisible arm, allowing her to free her hooves during combat but still enabling her to modify her attacks with her Strength, Agility, and weapon proficiency feats.  
Spell: Animation, Difficulty: 15, Cost: +22,500 bits.

**Electrical Weapons:** If this weapon scores a hit, it deals an additional one 10-sided dice of electrical damage.  
Spell: Electrokinetics, Difficulty: 19, Cost: +28,500 bits.

**Flaming Weapon:** If this weapon scores a hit, it deals an additional one 6-sided dice of damage and can possibly set objects on fire (see section on Fire under the Hazards section). The weapon is always lit but never burns the pony holding it. It also provides a 10 cubic foot diameter of light at all times except underwater where it is extinguished. If brought out of the water, however, it automatically relights.  
Spell: Pyrokinesis, Difficulty: 16, Cost: +24,000 bits.

**Frost Weapon:** If this weapon scores a hit, it deals an additional one 10-sided dice of cold damage.  
Spell: Cryokinesis, Difficulty: 19, Cost: +28,500 bits.

**Stone Weapon:** Every time the weapon scores a critical hit, the victim must make a Mentation saving throw (Difficulty: one 20-sided dice + Mentation score of the sword's wielder) or else be turned to stone for 10 minutes.  
Spell: Petrify, Difficulty: 19, Cost: +28,500 bits.

**Thundering:** If this weapon scores a hit, it deals an additional one 6-sided dice of sonic damage. Every time the weapon scores a critical hit, the victim must make a Mentation saving throw (Difficulty: one 20-sided dice + Mentation of the sword's wielder) or else be become deaf for 10 minutes.  
Spell: Audiokinesis, Difficulty: 16, Cost: +24,000 bits.

#### Magical Armor

Much like with weapons, the magic attributes are also added onto existing armor and the cost of the magic is added to the cost of the armor.

**Blinding Armor:** When applied to armor, this item can cause blindness to one victim. This power activates with a password and can only be used once per day.  
Spell: Photokinesis, Difficulty: 16, Cost: +24,000 bits.

**Cloud Walking Armor:** A pony wearing this armor can continuously walk on clouds.  
Spell: Aqueous Transmigrant, Difficulty: 14, Cost: +21,000 bits.

**Echo Armor:** If a target is hit with a spell while wearing this armor, the attacker must make a Mentation saving throw (Difficulty: 10 + spell level) or else the spell will bounce off the target and automatically hit the caster.  
Spell: Spell Echo, Difficulty: 17, Cost: +25,500 bits.

**Glamor Armor:** The wearer can transform the armor to look like any kind of clothing such as a shirt, dress, vest, etc. Helmets can be transformed into hats and other headgear. The armor changes whenever the wearer mentally wills it to.  
Spell: Transformation, Difficulty: 14, Cost: +21,000 bits.



**Protection Armor:** This armor can negate the affects of critical hits, although the pony will still get take damage like normal if the attack roll is still over the pony's AC. Spell: Magic Shield, Difficulty: 18, Cost: +27,000 bits.

**Stone Form Armor:** A pony can use this armor to automatically turn herself into stone, allowing her a +4 bonus to Hide rolls if she is hiding among rocks and a +6 bonus to AC while in stone form. While turned to stone, she cannot move or speak but she is still alert and aware of her surroundings. The armor is activated by a password spoken by the wearer and the spell can be undone whenever the wearer mentally wills it to. Spell: Petrify, Difficulty: 18, Cost: +27,000 bits.

#### Magical Miscellaneous Items

This list applies to miscellaneous magical items that use other objects besides armor and weapons. Here, there is no added cost depending on what items you're using.

**Amulet of Non-Detection:** While worn, the pony is immune to the Detect spell. Spell: Dispel, Difficulty: 15, Cost: 15,000 bits.

**Amulet of Undead Repulsion:** It repels undead like the rudimentary power of Necromancy, except it works all the time while worn. (Note: If undead doesn't exist in the GM's version of the game, then this item doesn't exist.) Spell: Necromancy, Difficulty: 15, Cost: 15,000 bits.

**Belt of Fortitude:** While worn, a pony gains a +6 bonus to Strength, Constitution, Agility, Intelligence, Cleverness, or Mentation. Which Aptitude the belt enhances depends what the creator chose at the time of creation and it never changes. As such, there are different varieties of belts, each one designed to enhance a specific function. Spell: Fortitude, Difficulty: 19, Cost: 19,000 bits.

**Bottled Air:** It looks like an ordinary bottle, but when opened and placed into a pony's mouth, it actually can supply unlimited air for her to breath. Perfect for swimming underwater. Spell: Aerokinesis, Difficulty: 13, Cost: 13,000 bits.

**Bottomless Sack:** A pony with this magic sack can fit up to 30 cubic feet of inanimate objects inside the sack. The bag's opening will automatically stretch open to allow

extra large objects to fit inside. No matter how much stuff is put into the bag, it never weighs more than 10 pounds. If the bag is destroyed with a Strength roll (Difficulty: 20), the bag and all objects within are destroyed.  
Spell: Teleportation, Difficulty: 18, Cost: 18,000 bits.

**Ever-Burning Lantern:** This simple lantern can immediately light up and put out with just a password, providing heat and a 10-foot diameter of light without needing fire or fuel. Its air tight design also enables it to work underwater.  
Spell: Pyrokinesis, Difficulty: 13, Cost: 13,000 bits.

**Flying Carpet:** This 15 ft by 10 ft carpet can be ridden on and controlled by who ever says the password while sitting on the carpet, flying at a base speed of 20 feet.  
Spell: Flight, Difficulty: 15, Cost: 30,000 bits.

**Goggles of Petrification:** While worn, all those who look into the goggles must make a Mentation saving throw (Difficulty: 15) or be turned to stone with the Petrify spell. To avoid the affects of the gaze attack, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls in doing so. The goggles can only take affect if someone wears it. While removed, it is harmless.  
Spell: Petrify, Difficulty: 18, Cost: 18,000 bits.

**Golem:** A golem is a pony-shaped magical construct made of rock and clay that will obey the commands of its creator. It will follow only the command of its master and it will only change masters if it is willingly given command to another or if the master dies. See section on Golems under the list of Non-Canon Monsters.  
Spell: Animation, Difficulty: 22, Cost: 88,000 bits.

**Horseshoes of Striding:** This spell grants the wearer +20 ft bonus to base speed and a +5 bonus to Jump rolls.  
Spell: Haste/Slow, Difficulty: 16, Cost: 16,000 bits.

**Pocketsize Fortress:** Usually the fortress itself just looks like a stone cube, 5 cubic inches in size, but once the user says the password, the cube automatically transforms into a stone fortress 20 cubic feet in size and remains where it was summoned. The pony then can say the password again and the fortress will turn back into a square. If there are inanimate objects or others inside the fortress, they are harmlessly forced out as the fortress shrinks to small size.

Spell: Transformation, Difficulty: 20, Cost: 80,000 bits.

**Spell Whipping Boy:** This scare crow-like doll is a device designed to draw spells toward it. Any pony who attempts to cast a spell within 50 feet of the doll must make a Mentation roll (Difficulty 10 + spell level) or else the spell will be directed toward the doll. The doll has a total of 25 HP and if it drops to 0, the doll is irretrievably destroyed, but it can be repaired with the Sewing skill. See section on Medical Treatment for the Non-Living under the Combat section.

Spell: Spell Echo, Difficulty: 16, Cost: 32,000 bits.

**Wind Fan:** Use this item to generate a powerful gust of wind just like the rudimentary power of Aerokinesis. Just swing it to activate.

Spell: Aerokinesis, Difficulty: 12, Cost: 18,000 bits.

### Potions

Oddly enough, magic potions are more commonly made by zebras and earth ponies as oppose to unicorns. This is because magic potions are made of magical plants that are most affectively grown by earth ponies and zebras. As such, magic potions and magic plants are typically bought from an earth pony herbologist as oppose to found in a store. For the sake of simplicity, the potions don't list their ingredients, but before making a potion, the pony must at least have access to a herbologist to be able to obtain the necessary ingredients.

**Fiery Breath Potion:** This potion can enable the drinker to spit fireballs from her mouth, causing two 8-sided dice plus Agility of damage. Range is 5 feet per Agility score. Difficulty: 18, Cost: 540 bits.

**Healing Potion:** Drinking the potion can restore three 6-sided dice of HP. Difficulty: 16, Cost: 480 bits.

**Hearts Desire Potion:** This potion grants the rudimentary and advanced magic of the Wish spell upon the drinker. Difficulty: 30, Cost: 900 bits.

**Invigoration Potion:** Drinking this potion will restore all Aptitude scores to normal if any kind of permanent Aptitude score loss occurred. Difficulty: 17, Cost: 510 bits.

**Full Recovery Potion:** Drinking this potion will fully restore the pony's HP and restore Aptitude score loss and broken bones.

Difficulty: 18, Cost: 540 bits.

**Magical Essence Potion:** If drank by a unicorn, she will gain three spell slots to any one of her magical skills of her choosing. If the drinker doesn't have any magical skills, then nothing happens and the potion is wasted.

Difficulty: 13, Cost: 390 bits.

**Reaper's Spit:** Made from a rare nightshade, any pony who drinks this potion must make a Constitution saving throw (Difficulty: 25) or die instantly. If a creature with the Undead Attributes drinks this potion, it restores three 6-sided dice of HP.

Difficulty: 20, Cost: 600 bits.

**Resurrection Potion:** If this potion is poured into the mouth of a victim who has been dead for no longer than an hour, then the victim is automatically raised from the dead. This potion has no effect on those who have been dead for more than an hour. Upon revival, the pony gains only 10 points of HP.

Difficulty: 20, Cost: 600 bits.

**Slick Potion:** When poured onto the ground, the potion solidifies into a slippery surface for 5 minutes. See section on Slippery surfaces under hazards. When the potion's duration expires, it disappears.

Difficulty: 12, Cost: 360 bits.

**Stick Potion:** When poured onto the ground, the potion solidifies into a sticky surface for 5 minutes. Any pony who gets the potion on her will lose her Agility score to AC and would be unable to move from that spot. When the potion's duration expires, it disappears.

Difficulty: 12, Cost: 360 bits.

**Zap Apple Jam:** A product made by the Apple Family, a small bottle of this jam can heal one 12-sided dice of damage.

Difficulty: 18, Cost: 540 bits.

### Magical Stones

Rare stones can also carry magic that earth ponies can unlock. If such a stone is found out of the ground, it

usually doesn't do anything, but once it has been polished and cleaned, its magic can be unleashed for the pony to use.

**Hallow Stone:** It repels undead like the rudimentary power of Necromancy, except it works all the time. (Note: If undead doesn't exist in the GM's version of the game, then this item doesn't exist.)

Difficulty: 12, Cost: 12,000 bits.

**Hover Crystal:** When this stone is faceted to an inanimate object, that object will be permanently suspended in the air from which it can be freely moved and positioned elsewhere. This stone's magic is often used on carriages so they can remain suspended in the air, even when not hooked up to a pegasus.

Difficulty: 14, Cost: 14,000 bits.

**Sparkling Coral:** This seemingly ordinary looking piece of coral actually glows a bright light when you pour water on it. This glow shines a light covering 10 feet in diameter and will last for one hour before going out. To relight it, pour more water onto the coral.

Difficulty: 13, Cost: 13,000 bits.

**Spell Crystal:** A unicorn can spend a spell slot to store one spell into the crystal to be cast later with a password. The spell inside the crystal can be cast by any pony holding the crystal, including earth ponies and pegasi. The crystal can only hold one spell at a time and once the spells stored within is used, a new spell can be placed into the crystal. Only advanced spells can be placed into a spell crystal.

Difficulty: 15, Cost: 15,000 bits.

**Spell-Eating Lodestone:** This stone can be used to protect the user from magic. Whenever the user is about to be hit with any kind of spell, she gets a +4 bonus to AC or to her Mentation saving throw because the stone will sometimes suck the spell inside of it.

Difficulty: 14, Cost: 14,000 bits.

**Water-Repelling Agate:** This stone can be used to keep water away from the user, creating a 5 cubic feet in diameter bubble that will keep all water way from the stone. Using this stone will allow the pony to cross any body of water without needing to swim.

Difficulty: 16, Cost: 16,000 bits.

## Adding New Magic Items

Much like with spells, it's possible to invent your own magic items using the guidelines for creating magic skills minus dividing the spell into rudimentary and advanced powers. Also, with items enchanted by unicorn magic, you need to pick a spell that the item is made with.

Each item has a Difficulty in order to make it. To determine Difficulty, simply start with a Difficulty of 10 then add all other modifies (listed below) that seem to apply. Bear in mind that this is a guideline and you can bend it a little or add to it if you feel it is necessary.

- Affects or attacks an area: +2 for every 5 feet
- Grants bonuses or restores Aptitude, skill, AC, attack rolls, or stats: +1 per bonus
- Defends or protects without granting score bonuses: +2
- Active upon command: +2
- Active while worn or used: +3
- Weapons and armor: +3
- Activated by a password: +3
- Always active: +4
- Grants knew traits, skills, feats, or attacks: +4
- Damages/heals one 4-sided dice of HP: +1 each dice
- Damages/heals one 6-sided dice of HP: +2 each dice
- Damages/heals one 8-sided dice of HP: +4 each dice
- Damages/heals one 10-sided dice of HP: +6 each dice
- Damages/heals one 12-sided dice of HP: +8 each dice
- Causes Instant death or resurrects the dead: +10
- Fully recovers HP: +8
- Construct: +10
- Replicates a rudimentary unicorn spell: +1
- Replicates an advanced unicorn spell: +1 to +5
- It makes a spell permanent or instantaneous: +15
- Replicates an alicorn level spell: +20

The list below is a couple of guidelines to help determine price:

- Potion: Difficulty x 30 bits
- Magic stones: Difficulty x 1,000 bits
- Items enhanced by magic stones: Cost of item + the cost of each stone used.
- Magic weapons/armor: (Difficulty x 1,500 bits) + cost of weapon/armor
- Miscellaneous Magic item:

- Worn items or simple items: Difficulty x 1,000 bits
- Offensive/defensive weapons: Difficulty x 1,500 bits
- Pony-sized items: Difficulty x 2,000 bits
- Constructs and large items: Difficulty x 4,000 bits

### Alicorn Magic and Artifacts

This book doesn't contain any magic items that are enchanted with alicorn level magic. This is because creatures who wield alicorn level magic are rare and those who spend the time and money to make alicorn level magic items are even rarer. So much so that such items are often one of a kind or ancient artifacts from the distant past like the Elements of Harmony. However, if you still want to make an item with alicorn level spells, you can do so, although such items are probably very powerful and should be used sparingly in your game.

### Shopping

Every pony likes to shop. Whether it is hunting down the latest fashions or a rare enchanted weapon, there is plenty of stuff to buy in Equestria, and here is a list of the most common items to find. The prices listed on each item are the most common prices, but they can be freely adjusted if necessary. The kind of money used in Equestria is called "bits," which are paid with small coins that are traded and counted kind of like dollar bills. The only unit smaller than a bit is called a "cent" and 100 cents equals one bit.

#### Fruit and Vegetables

- **Grains:** Including oats, hay, flour, etc. Cost: 50 cents per pound.
- **Whole fruit and vegetables:** Including apples, oranges, pears, etc. Cost: 1 bit each.
- **Fruit and vegetables that come in bunches:** Including grapes, celery, etc. Cost: 1 bit per bunch.
- **Large fruit and vegetables:** Including watermelon, pumpkin etc. Cost: 3 bits each.
- **Seeds for Growing:** Cost: 5 cents per one-ounce pack.

#### Dessert

- **Cakes:** Cost: 50 cents per slice.

- **Pastries:** Including doughnuts, crullers, éclairs, tarts, etc. Cost: 1 bit each.
- **Ice Cream:** Cost: 1 bit per quart or 10 cents for a scoop.
- **Candy:** Cost: 1 cent per piece.
- **Chocolate Bar:** Cost: 15 cents each.

#### Beverage

- **Drinking Water:** Cost: 10 cents per pint.
- **Juices:** In addition to squeezed juices, this could also apply to beverages such as punch, lemonade, etc. Cost: 15 cents per pint.
- **Apple Cider:** Cost: 1 bit per pint.
- **Milk:** Cost: 25 cents per pint.
- **Hot Cocoa:** Cost: 15 cents per pint.

#### Clothing

- **Wool Sweater:** Sweaters are the most common garments worn to stave off cold. While worn, ponies are unaffected by moderately cold weather that's not created magically. Sweaters can be easily worn under all types of armor. It does not protect against spells. Cost: 8 bits.
- **Saddle:** There are different kinds of saddles, all of which can be used to allow other small creatures to comfortably ride on the pony's back.
  - **Regular Saddles:** Used to allow foals and other small creatures to comfortably sit on the pony's back. Cost: 5 bits.
  - **Foal Saddle:** Specially made saddles that are designed to strap a baby foal onto a pony's back. Cost: 5 bits.
  - **Fancy or Stylized Saddles:** These saddles are worn more for fashionable reasons as oppose to practical ones. Cost: 20 to 50 bits depending on the quality of the material used.
- **Gala Gown:** Any kind of fancy attire designed for formal occasions such as the Grand Galloping Gala. Cost: 50 to 75 bits depending on the quality of the material used.

#### Containers

- **Saddlebag:** Cost: 4 bits.
- **Basket:** Cost: 40 cents.
- **Barrel:** Cost: 9 bits.
- **Jar:** Cost: 3 cents.



- **Clay Jug:** Cost: 3 cents.
- **Bucket:** Cost: 50 cents.
- **Sack:** Cost: 3 cents.
- **Vial:** Cost: 1 bit.
- **Glass Bottle:** Cost: 2 bits.

#### Lighting

- **Flint and Tinder:** This is used to create a small spark to light any kind of fire-based light source. Cost: 1 bit.
- **Candle:** Illuminates an area 10 ft in diameter and burns for 1 hour. Cost: 1 cent.
- **Candleholder:** Can hold a single candle. Cost: 1 bit.
- **Oil Lantern:** Holds only a pint of oil. Illuminates an area 20 ft in diameter. Cost: 7 bits.
- **Oil:** One pint of oil burns for 6 hours. Cost: 10 cents for one pint.
- **Torch:** Illuminates an area 20 ft in diameter and burns for 1 hour. Cost: 10 cents.
- **Bioluminescent Mushrooms:** Illuminates an area 5 ft in diameter and stays luminescent for 6 hours after being removed from the ground. Unlike flammable forms of lighting, mushrooms can work underwater. Cost: 1 bit.

#### Locks

The prices do not vary if it is a combination or key lock. These prices apply to locks that are built into the door or container it is used for.

- **Cheap or Simple Lock:** Cost: 20 bits.
- **Average Lock:** Cost: 40 bits.
- **Strong Lock:** Cost: 80 bits.
- **High Quality Lock:** Cost: 150 bits.

#### Tool Kits:

- **First Aid:** This is a standard kit that includes all the necessary tools for performing the Healing skill to treat the sick and injured. That includes bandages and splints. Grants a +2 bonus to the Healing skill. It is exhausted after 10 uses. Cost: 50 bits.
- **Antidotal Herbs:** Used to cure poisons with the Healing skill. A single pound of herbs is good for 4 uses. Cost: 2 bits per pound.
- **Medicinal Herbs:** These herbs can be used to heal injuries, especially when a pony uses the Healing skill. A single pound of herbs is good for 8 uses. Cost: 1 bit per pound.

- **Mechanic's Kit:** This is a standard kit that includes all the necessary tools for performing the Mechanic skill to build, fix, or modify machines and contraptions. Grants a +2 bonus to the Mechanic skill. It is exhausted after 10 uses. Cost: 100 bits.
- **Sewing Kit:** Contains sewing needles, thread, scissors, and a pincushion. Grants a +2 bonus to the Sewing skill. It is exhausted after 10 uses. Cost: 20 bits.
- **Climber's Kit:** Grants a +2 bonus to the Climb skill. It is exhausted after 10 uses. Cost: 80 bits.
- **Disguise Kit:** Grants a +2 bonus to the Disguise skill. It is exhausted after 10 uses. Cost: 50 bits.
- **Lock Pick Kit:** Includes the torsion wrenches and lock picking picks used to pick locks. Cost: 100 bits.

#### Transportation

Since ponies can easily walk, fly, or (for some) teleport, transportation is not in huge demand, but there do exist a wide variety of transportation options, especially in large cities like Canterlot or Manehattan.

- **Horse drawn carriage:** Cost: 3 cents per mile.
- **Horse drawn carriage (with pegasi):** Cost: 5 cents per mile.
- **Public Carriage:** Cost: 1 cent per mile.
- **Train:** Cost: 10 cents per mile.
- **Ship:** Cost: 10 cents per mile.
- **Hot Air Balloon:** Cost: 1 cent per mile.
- **Teleportation:** In cities that are heavily influenced by magic (such as Canterlot), it is possible to find unicorns that will teleport others to other locations. Unlike other modes of transportation, this one won't charge by the mile. Cost: 5 bits per level of the spell.

#### Housing

- **Standard Hotel Room:** Cost: 1 bit per night.
- **2-Bedroom Hotel Room:** Cost: 3 bits per night.
- **Deluxe Hotel Room:** Cost: 12 bits per night.
- **Lavish Hotel Room:** Cost: 24 bits per night.

#### Horse Drawn Carriages:

- **Cart:** A standard cart hitches up to one pony, 5 cubic feet in size, and can carry a maximum of 1/2 ton. Cost: 15 bits.

- **Wagon:** A standard wagon hitches up to two to four ponies, 10 cubic feet in size, and can carry a maximum of 2 tons. Cost: 35 bits.
- **Sleigh:** A standard sleigh hitches up to one pony, 5 cubic feet in size, and can carry a maximum of 1/2 ton. Unlike the wagon and carriage, sleighs can be used on snow-covered ground without penalty. Cost: 20 bits.
- **Raft:** A small boat designed for navigating rivers and lakes. Seats only one pony-sized passenger. Moves at a speed of 25 feet per round in still water and requires an oar to operate. Cost: 20 bits.
- **Rowboat:** A small boat designed for navigating rivers and lakes. Seats only three pony-sized passengers. Moves at a speed of 25 feet per round in still water and requires an oar to operate. Cost: 50 bits.

#### Pleasantries

##### **Toys:**

- **Small figurines:** Cost: 25 cents.
- **Action figures/Dolls:** Cost: 25 cents.
- **Plush toys:** Cost: 50 cents.
- **Plastic weapons:** Cost: 1 bit.
- **Wooden weapons:** Cost: 2 bit.
- **Squirt guns:** Cost: 2 bits.
- **Play sets:** Cost: 4 bits.

##### **Party supplies:**

- **Balloons:** Cost: 1 cent each.
- **Wrapping Paper:** Cost: 1 bit per roll.
- **Paper Decorations:** Cost: 10 cents each.

##### **Games:**

- **Playing Card Deck:** Cost: 1 bit.
- **Board Game:** Cost: 5 bits.
- **Marbles:** Cost: 1 bit for 25 marbles.

##### **Books**

- **Small book:** Cost: 1 bit.
- **Medium book:** Cost: 8 bits.
- **Large book:** Cost: 15 bits.

#### Miscellanea

- **Bedroll:** A portable sleeping mat that is large enough for one pony. Cost: 10 cents.
- **Blanket:** Large enough for two ponies. Cost: 50 cents.
- **Grappling Hook:** This hook can be hooked to any surface that can support a pony's weight. Cost: 1 bit.

- **Hammer:** A working hammer designed for use on nails. Cost: 50 cents.
- **Net:** 10 square feet net that—when thrown—will trap all who fail their Agility roll (Difficulty: 15). To escape the net requires an Escape Artist roll (Difficulty: 18) Cost: 5 bits.
- **Rope:** Cost: 1 bit per 10 feet of rope.
- **Smelling Salts:** Can revive any pony who has been put unconscious by concussive damage or a Sleep spell. Cost: 1 bit.
- **Spyglass:** Allows one to see at great distances. Cost: 1,000 bits.
- **Tent:** Can house two ponies. Cost: 10 bits.

#### Armor

All armor listed here is designed for adult ponies. Other equine or similar creatures can wear this armor such as zebra and buffalo. The armor is also designed to have holes for a pegasus to put her wings through and helmets that allow either enough room for a unicorn horn or a hole to stick the horn through. Armor made for foal sizes are half the price listed. Armor designed for other creatures tend to vary in size, shape, and price.

- **Padded Shirt:** Adds +1 to armor class. Cost: 5 bits.
- **Leather Shirt:** Adds +2 to armor class. Cost: 10 bits.
- **Chainmail:** Adds +3 to armor class. Cost: 25 bits.
- **Plated Armor:** Adds +4 to armor class. Cost: 100 bits.
- **Dragon Scale Armor:** Adds +5 to armor class. Cost: 300 bits.
- **Wing Armor:** This lightweight chainmail cape is designed to be worn over a pegasus's armor in order to provide protection for the wings. So long as the wings are tucked under the cape, the wings receives a +3 AC bonus whenever an opponent tries to damage the wings. The cape can't provide protection if the pegasus is in flight. Cost: 30 bits.
- **Horn Helmet:** This metal helmet is large enough to fit over a horn. The horn receives a +3 AC bonus whenever an opponent tries to damage the horn. Cost: 20 bits.

#### Swords

Swords pertain to all bladed weapons that are specially designed to be held in the mouth. The thin blade of a sword can't deal as much damage as bludgeoning weapons, but its speed and nimbleness allows for greater attack roll bonuses. Bonuses to attack rolls are only awarded to those with the Sword Proficiency feat.

- **Dagger:** Cost: 5 bits, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonus to Attack rolls: +3 with the Sword Proficiency feat.
- **Short Sword:** Cost: 10 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonus to Attack rolls: +4 with the Sword Proficiency feat.
- **Long Sword:** Cost: 20 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonus to Attack rolls: +5 with the Sword Proficiency feat.
- **Great Sword:** Cost: 50 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonus to Attack rolls: +6 with the Sword Proficiency feat.

### Clubs

Clubs pertain to all bludgeoning weapons that are specially designed to be held in the mouth. Such weapons can deal greater damage, but their attack bonus tends to be limited because of how heavy and unruly they are. Bonuses to attack rolls are only awarded to those with the Club Proficiency feat.

- **Hammer:** Cost: 8 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonus to Attack rolls: +1 with the Club Proficiency feat.
- **Club:** Cost: 12 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonus to Attack rolls: +2 with the Club Proficiency feat.
- **Mace:** Cost: 50 bits, Range: 0 feet, Damage: two 6-sided dice plus Strength of damage, Bonus to Attack rolls: +3 with the Club Proficiency feat.
- **War hammer:** Cost: 75 bits, Range: 0 feet, Damage: one 12-sided dice plus Strength of damage, Bonus to Attack rolls: +4 with the Club Proficiency feat.
- **Bludgeon:** This particular weapon is designed not to cause harm, but to knock opponents unconscious. See section on Knocking Someone Unconscious for details. Cost: 1 bit, Range: 0 feet, Damage: one 10-sided dice plus Strength of concussive damage, Bonus to Attack rolls: +2 with the Club Proficiency feat.

### Axe

Axes are good weapons because they effectively combine the power of a club and the finesse of the sword, essentially creating a balance between damage dice and attack bonus. Bonuses to attack rolls are only awarded to those with the Axe Proficiency feat.

- **Hand Axe:** Cost: 6 bits, Range: 0 feet, Damage: one 6-sided dice plus Strength of damage, Bonus to Attack rolls: +1 with the Axe Proficiency feat.
- **Battle Axe:** Cost: 11 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonus to Attack rolls: +2 with the Axe Proficiency feat.
- **Halberd:** Cost: 30 bits, Range: 0 feet, Damage: one 8-sided dice plus Strength of damage, Bonus to Attack rolls: +4 with the Axe Proficiency feat.
- **Great Axe:** Cost: 60 bits, Range: 0 feet, Damage: one 10-sided dice plus Strength of damage, Bonus to Attack rolls: +5 with the Axe Proficiency feat.

### Staves

Staves pertain to all bludgeoning weapons that are pole-shaped and specially designed to be held in the mouth. Staves are interesting weapons because unlike other short ranged weapons, you can either use it to extend your reach to attack one opponent or you can use the staff to get two attacks in one round on an adjacent opponent, but only if you have the Staff Proficiency feat. If you don't, you can only attack once per round.

- **Wooden Staff:** Cost: 2 bits, Range: 0 feet/5 feet, Damage: one 4-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonus to Attack rolls: +0.
- **Quarterstaff:** Cost: 20 bits, Range: 0 feet/5 feet, Damage: one 6-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonus to Attack rolls: +0.
- **Metal-Tipped Quarterstaff:** Cost: 40 bits, Range: 0 feet/5 feet, Damage: one 8-sided dice plus Strength of damage (two attacks per round with the Staff Proficiency Feat), Bonus to Attack rolls: +0.

### Bows and Arrows

All bows have specially designed straps that the user can put one hoof into to hold the bow up. With only her teeth, she can withdraw an arrow from her quiver then aim and fire. Bows and arrows can't inflict as much damage as firearms, but they are more accurate, thus allowing for higher bonuses. Once an arrow has been fired, it is either lost or damaged, making it unusable. Bonuses to attack rolls are only awarded to those with the Archery feat.

- **Cross Bow:** Cost: 20 bits, Range: 5 feet per Agility score, Damage: one 4-sided dice of damage, Bonus to Attack rolls: +2 with the Archery feat.

- **Short Bow:** Cost: 35 bits, Range: 5 feet per Agility score, Damage: one 6-sided dice plus Agility of damage, Bonus to Attack rolls: +4 with the Archery feat.
- **Long Bow:** Cost: 75 bits, Range: 5 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonus to Attack rolls: +6 with the Archery feat.
- **Quiver:** Can hold up to 20 arrows. Cost: 2 bits
- **Arrow:** Cost: 1 bit for 20 arrows.

### Firearms

All firearms have a hole in the butt of the firearm to allow the pony to pull the trigger while holding it firmly to the shoulder. The other hoof is fitted into a metal strap on the bottom of the barrel of the weapon to help aim. Firearms are very powerful and can deal massive damage. Unfortunately, the firepower comes at the price of accuracy, thus providing lower attack bonuses. Each bullet can only be used once. Bonuses to attack rolls are only awarded to those with the Firearms feat. Each firearm can only hold one shot and it takes one full round to reload. The gun won't work if wet.

- **Pistol:** Cost: 150 bits, Range: 5 feet per Agility score, Damage: one 10-sided dice plus Agility of damage, Bonus to Attack rolls: +1 with the Firearm feat.
- **Musket:** Cost: 400 bits, Range: 5 feet per Agility score, Damage: one 12-sided dice plus Agility of damage, Bonus to Attack rolls: +2 with the Firearm feat.
- **Bullets:** Cost: 3 bits for 10 bullets.
- **Gun Powder:** The powder won't work if wet. Cost: 25 bits for 10 shots worth of gunpowder.
- **Powder Keg:** A waterproof container that holds 10 shots worth of gunpowder. Cost: 1 bit.

### Throwing Weapons

This section applies to any and all throwing weapons. Bonuses to attack rolls are only awarded to those with the Throwing Weapon feat. Once used, a throwing weapon can be retrieved and reused wherever it hit or landed.

- **Boomerang:** If the user has the Throwing Weapon feat, the boomerang will automatically fly back to the thrower. If thrown without the feat, then the boomerang will either land where it hit or fly off in a random direction. Cost: 4 bits, Range: 5 feet per Agility score, Damage: one 6-sided dice plus Agility

of damage, Bonus to Attack rolls: +2 with the Throwing Weapon feat.

- **Spear:** Cost: 1 bit, Range: 5 feet per Agility score, Damage: one 8-sided dice plus Agility of damage, Bonus to Attack rolls: +4 with the Throwing Weapon feat.
- **Shuriken:** These are small star-shaped throwing weapons that are used to throw at opponents. Cost: 1 bit for four shurikens, Range: 5 feet per Agility score, Damage: one 4-sided dice plus Agility of damage, Bonus to Attack rolls: +1 with the Throwing Weapon feat.
- **Throwing Knife:** This weapon can be used as a short-range melee weapon and as a throwing weapon, using either Strength as a short-range weapon or Agility as a long-range weapon. Either way, it does the same amount of damage. If the user has the Throwing Weapon feat, then she gets a +3 bonus to attack rolls. Cost: 2 bits, Range: 0 feet/5 feet per Agility score, Damage: one 4-sided dice plus Agility/Strength of damage, Bonus to Attack rolls: +3 with the Throwing Weapon feat.
- **Trident:** This weapon can be used as a short-range melee weapon and as a throwing weapon, using either Strength as a short-range weapon or Agility as a long-range weapon. Either way, it does the same amount of damage. If the user has the Throwing Weapon feat, then she gets a +5 bonus to attack rolls. Cost: 15 bits, Range: 5 feet per Agility/Strength score, Damage: one 8-sided plus Agility/Strength score of damage, Bonus to Attack rolls: +5 with the Throwing Weapon feat.

### Exotic Weapons

This section applies to any unusual weapons that require no special proficiency.

- **Blowgun:** The needles that a blowgun uses for ammunition causes 1 HP of damage (Aptitude bonuses don't apply to damage but it does to attack rolls), but the needles can be used to inject poisons. Cost: 1 bit, Range: 5 feet per Agility score, Damage: 1 HP, Bonus to Attack rolls: +0.
- **Blowgun Needles:** Cost: 1 bit for a pack of 20 needles.
- **Whips:** Can be used to deal concussive damage at a longer range (10 feet) like a reach weapon but it uses Agility like a range weapon. This weapon can be used to disarm or to trip an opponent. Cost: 1 bit, Range: 5 feet, Damage: one 6-sided plus Agility of concussive damage, Bonus to Attack rolls: +0.



### Explosives and Incendiary Devices

Unlike other weapons, explosives and incendiary devices aren't modified by Aptitude scores, but don't require any proficiency feats to use them.

- **Acid:** A vial of acid causes damage once it hits its target. Cost: 10 bits, Range: 20 feet, Damage: one 6-sided dice of damage, Bonus to Attack rolls: +0.
- **Grenade:** This device, once lit with a fire source, will explode upon impact, causing an explosion that covers a 10 feet in diameter circle, causing damage to all. Those caught in the blast must make an Agility roll (Difficulty: 20) to take half damage. The device won't work if wet. Cost: 150 bits, Range: 20 feet, Damage: three 6-sided dice of damage, Bonus to Attack rolls: +0.
- **Smoke Bomb:** This device, once lit with a fire source, will create a fog that will cover a 20-feet in diameter fog that lasts for 10 rounds in still air and 5 rounds in windy conditions. The fog prevents a player from seeing beyond 5 feet away. All objects beyond become obscured and hard to see. When attacking an opponent with a range weapon beyond 5 feet away, the attacker gets a -4 penalty to attack rolls. The device won't work if wet. Cost: 70 bits, Range: 20 feet, Damage: None, Bonus to Attack rolls: +0.
- **Molotov Cocktail:** A simple glass bottle filled with oil and capped with a cloth. When lit, the bottle is thrown and upon hitting the ground, burns an area 5 feet in diameter. The device won't work if wet. Cost: 1 bit, Range: 20 feet, Damage: fire damage, Bonus to Attack rolls: +0.

### Magic

- **Spell Book:** Spell books are books that contain instructions on how to cast spells. From these books, unicorns can study and train to learn new spells. Cost: 15 bits.
- **Spells:** Most unicorns, particularly in Canterlot, will offer their magical talents for a price. Cost: 5 bits per spell level.
- **Dowsing Rod/Pendulum:** Both are used with the Dowsing skill. A rod is a wooden wand that is clasped in the teeth. A pendulum is a small crystal hanging on a chain. Cost: 1 bit.

**Other Considerations Concerning Currency:** Bits are presumably a currency common throughout Equestria, but what

about other places? Could there be other kingdoms? If so, what money do they use? When creating a currency for another country, an exchange rate should be figured out with bits as the baseline. However, handling money might be more interesting before Equestria was founded. Back then, ponies probably didn't have any kind of standard currency, so they probably had coins (made of precious metals like gold or silver) or perhaps gem stones as a form of international currency, or maybe they traded and bartered.

## Monsters

The word "monster," for the purposes of this game, simply is a catch-all term for any creatures that are not ponies. Of course, that's a bit of a misnomer because this term can also apply to other sentient animals like buffalo and zebra. Monsters can be used as NPC's that the players can either interact with or fight. Although many of the creatures on this list were based off of creatures seen on the show, there are some of my own creations here.

**Making Monsters:** As always, I do encourage the GM to make her own monsters. To make your own monsters, simply follow the guidelines for making a pony, although you can be a little more loose about the following the rules such as changing how much HP the monster has, adding more feats, etc.

## Common Monster Traits

In addition to the pony traits, monsters can have different traits unique to their species or they can have any of the common traits listed below.

**Amphibious:** Creatures with this trait can breathe both air and water. They can also swim just as easily as they can walk on land.

**Aquatic:** Any creature with this trait is at home underwater. They can swim underwater just as easily as a pony can walk on land and they can breathe water. If they are taken out of their water environment, they begin to suffocate. See section on Suffocation under Hazards.

**Acute Sense of Smell:** Can track its prey with a powerful sense of smell. A creature with this trait can smell the presence of a creature typically from 30 feet away (60 feet upwind and 15 down wind). Strong smells like smoke and

garbage can be detected at twice these distances, and while over powering spells are detectable at thrice the distance. Smell adds a +10 bonus when tracking with the Wilderness Survival feat. Creatures with the Amphibious or Aquatic trait can use this power underwater.

**Breath Attacks:** Breath attacks (often erroneously called so because they often don't involve the breath) are any kind of magical projectile that is expelled from the mouth. Although it is magical, it is considered a range weapon, and thus it's attack rolls and damage is modified by the attacker's Agility.

**Construct Attributes:** The creature is not alive but a magical or mechanical machine. As such, it has a Constitution score of 0 and is immune to fatigue, concussive damage, poison, and disease. Once its HP reaches 0, it is destroyed. A construct cannot be healed with spells or the Healing skill. Instead, it has to be repaired with other skills. See section on Medical Treatment for the Non-Living under Combat.

**Gaze Attacks:** This is a type of magical power that can afflict any pony who tries to look into the eyes of the creature they are staring at. To avoid the effects of the gaze attack, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

**Giant Size:** Most monsters have a reach of 0 and a size of 5 cubic feet like a pony or less than that. However, some monsters can have larger sizes and longer reach. With sizes, sometimes a character's size is measured in cubic feet (example: 40 cubic feet means 40 feet long, 40 feet wide, and 40 feet high). Monsters with more varying size increments tend to be listed in this order: length x width x height. (example: 40 feet x 50 feet x 30 feet means 40 feet in length, 50 feet in width, and 30 feet in height). A monster's reach can be extended to up to 10 feet for large creatures, although it can be longer than that if the creature has long appendages such as tentacles.

**Night Vision:** A monster with this power can see in low light for up to 50 feet and up to 10 feet in pitch-blackness.

**Small Size:** Most monsters have a reach of 0 and a size of 5 cubic feet like a pony or less than that. However, some monsters can have smaller sizes. A character's size is

sometimes measured in cubic feet (example: 2 cubic feet means 2 feet long, 2 feet wide, and 2 feet high). Monsters with more varying size increments tend to be listed in this order: length x width x height. (example: 3 feet x 4 feet x 2 feet means 3 feet in length, 4 feet in width, and 2 feet high). All creatures under 5 cubic feet in size have a reach of 0 feet. However, their small size can enable more than one to fit in one 5 cubic foot square and fit through small openings.

**Undead Attributes:** The creature is not alive but a magically animated corpse or a spirit of the dead. As such, it has a Constitution score of 0 and is immune to fatigue, concussive damage, poison, and disease. Once its HP reaches 0, it is destroyed. The undead cannot be healed with the Recovery spell or the Healing skill. Instead, it has to be healed with the Necromancy spell. See section on Medical Treatment for the Non-Living under Combat.

#### List of Canon Monsters

For those who want to be faithful to the show, the following is a list of monsters seen throughout the first and second seasons of the show. The reason why it only includes monsters from the first two seasons is because that was as far as the series got at the time I wrote this game. As new seasons premiere, I might update this book accordingly.

##### **Buffalo**

Strength: 6, Constitution: 6, Agility: 3, Cleverness: 2, Intelligence: 5, Mentation: 4. Level: Adult, HP: 72, AC: 14, Base speed: 10 ft, Initiative: 3. Feats: Archery, Heat Tolerance, Throwing Weapon Proficiency, Vigor (+8 HP). Skills: Wilderness Survival 8, Art 4.

##### Traits:

—Headbutt: The horns and skull of a buffalo are quite strong, enabling them to deal one 8-sided dice of damage. When charging, a buffalo can deal one 12-sided dice of damage.

—Buffalo get +8 bonus to HP.

—Equine Combat

—Skill Specialty

##### **Changeling**

Strength: 3, Constitution: 4, Agility: 4, Cleverness: 6, Intelligence: 3, Mentation: 5. Level: Adult, HP: 54, AC: 13, Base speed: 10 ft, Initiative: 4. Feats: Adeptness [x3]

(+12 skill points). Skills: Bluff 5, Hide 5, Charm 6, Enfeeblement 2, Teleport 2, Spell Leach 1.

Traits:

–Equine Combat

–Cloud Walking

–Flight

–Spell Casting

–Telekinesis

–Transform: A changeling can transform into any type of equine. It can remain in that form indefinitely and will obtain all the traits that come with that form. If it is ever killed, it reverts back to its primary form.

–Drain Love: Changelings can drain the love of others (which translates into Mentation) at a distance of 5 feet per Mentation level. Once hit with this power, the victim and the changeling must make a Mentation roll. If the changeling wins, then it manages to inflict one 4-sided dice of Mentation score loss upon the victim.

**Cockatrice**

Strength: 2, Constitution: 4, Agility: 10, Cleverness: 1, Intelligence: 3, Mentation: 7. Level: Adult, HP: 54, AC: 19, Base speed: 30 ft, Initiative: 14. Feats: Greater Initiative (+4 Initiative), Athletic Pony [x2] (+4 Agility). Skills: Wilderness Survival 4, Stealth 8.

Traits:

–Claw and Beak Combat: One 6-sided dice plus Strength of damage.

–Gaze attack: Works like the spell Petrify at the 5<sup>th</sup> level, but it is used as a gaze attack. See section on Gaze Attacks under common monster traits,

**Diamond Dog**

Strength: 7, Constitution: 7, Agility: 3, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Adult, HP: 65, AC: 19 (+4 diamond dog armor), Base speed: 10 ft, Initiative: 3. Feats: Swordplay, Vigor (+8 HP), Sword Proficiency. Skills: Gemology 8, Metallurgy 4.

Traits:

–Claw and Teeth Combat: One 6-sided dice plus Strength of damage.

Items:

–Diamond Dog Armor: Most diamond dogs wear metal plated armor specially made for them that grants +4 to AC. Cost: 140 bits.

–Short Sword: +4 attack bonus, one 8-sided dice of damage.

**Dragon (baby)**

Strength: 4, Constitution: 4, Agility: 3, Cleverness: 1, Intelligence: 1, Mentation: 3. Level: Foal, HP: 24, AC: 14 (+2 scale armor), Base speed: 10 ft, Initiative: 7. Feats: Greater Initiative (+4 Initiative). Skills: Gemology 2, Wilderness Survival 2.

Traits:

- Claw and Bite Attack: One 6-sided dice plus Strength of damage.
- Fire breathing: Dragons can expel smoke and fire from their mouths, blasting a small ball of fire at one foot per Agility score, causing one 4-sided dice plus Agility of damage.
- Immune to the affects of fire, both naturally and magically.
- Scale Armor: +2 to Armor Class

**Dragon (adolescent)**

Strength: 6, Constitution: 6, Agility: 6, Cleverness: 1, Intelligence: 3, Mentation: 6. Level: Adult, HP: 56, AC: 21 (+4 scale armor), Base speed: 20 ft, Initiative: 10. Feats: Greater Initiative (+4 initiative), Mystic Pony (+2 Mentation), Athletic Pony (+2 Agility). Skills: Gemology 4, Wilderness Survival 4.

Traits:

- Claw and Bite Attack: One 8-sided dice plus Strength of damage.
- Fire breathing: Dragons can expel smoke and fire from their mouths, creating enough fire to cover an area 5 cubic feet in size and as far away as 5 feet per Agility score, causing one 6-sided dice plus Agility of damage.
- Flight
- Cloud Walking
- Immune to the affects of fire, both naturally and magically.
- Scale Armor: +4 to Armor Class

**Dragon (fully grown)**

Strength: 15, Constitution: 15, Agility: 7, Cleverness: 1, Intelligence: 4, Mentation: 12. Level: Alicorn, HP: 95, AC: 33 (+6 scale armor), Base speed: 20 ft, Initiative: 15. Feats: Greater Initiative [x2] (+8 initiative), Mystic Pony [x2] (+4 Mentation), Athletic Pony (+2 Agility). Skills: Gemology 8, Wilderness Survival 10.

Traits:

- Claw and Bite Attack: Two 10-sided dice plus Strength of damage.
- Fire breathing: Dragons can expel smoke and fire from their mouths, creating enough fire to cover an area 5 cubic

feet in size and as far away as 5 feet per Agility score, causing one 8-sided dice plus Agility of damage.

–Flight

–Cloud Walking

–Immune to the affects of fire, both naturally and magically.

–Scale Armor: +6 to Armor Class

–Giant Size: 40 cubic feet with a reach of 25 feet.

### **Griffon**

Strength: 6, Constitution: 7, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 2. Level: Adult, HP: 57, AC: 17, Base speed: 40 ft, Initiative: 5. Feats: Swift Hooves [x2] (+20 ft base speed), Alertness. Skills: Aerobatics 3, Shape Clouds 3, Control Weather 2.

#### Traits:

–Clawed Combat: Fight with claws and beak, one 6-sided dice plus Strength of damage.

–Carriage Levitation

–Cloud Walking

–Flight

### **Hydra**

Strength: 11, Constitution: 15, Agility: 1, Cleverness: 1, Intelligence: 9, Mentation: 11. Level: Alicorn, HP: 95, AC: 21, Base speed: 10 ft, Initiative: 21. Feats: Greater Initiative [x5] (+20 Initiative). Skills: Wilderness Survival 8, Spot 5, Listen 5.

–Teeth Combat: Attack with teeth, one 8-sided dice plus Strength of damage.

–Four Heads: Hydras are allowed one action per head in one round as if the heads were their own separate entity even though they all share the same stats. The actions have to be actions that can be reasonably done with a head, though. To use actions that involve other parts of the body (i.e. stomp with the feet), it involves spending the actions of all the heads for that round. For example, a hydra with four heads can either attack four times with the heads or stomp on the ground once.

–Stomp: Smash any smaller opponent with large feet, causing one 12-sided dice plus Strength of damage.

–Giant Size: 40 cubic feet with a reach of 25 feet.

### **Manticore**

Strength: 5, Constitution: 7, Agility: 5, Cleverness: 1, Intelligence: 4, Mentation: 6, Level: Adult, HP: 57, AC: 17, Base speed: 40 ft, Initiative: 5. Feats: Swift Hooves [x2]

(+20 ft base speed), Athletic Pony (+2 Agility). Skills: Wilderness Survival 7, Stealth 5.

—Claw and teeth Combat: Attack with claws and teeth, one 8-sided dice plus Strength of damage.

—Poison Tail: If a pony were to be injured by a manticore's tail, the pony must make a Constitution roll to resist the poison (Difficulty: 15). If the pony fails, then she is poisoned, causing one 6-sided dice of damage per round poisoned. See section on Poison under the Hazards section.

### **Minotaur**

Strength: 10, Constitution: 9, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Adult, HP: 100, AC: 18, Base speed: 10 ft, Initiative: 4. Feats: Vigor [x3] (+24 HP). Skills: Grapple 6, Trip 2.

#### Traits:

—Hoof and Horn Combat: Minotaur can inflict one 8-sided dice of damage with his hands, hooves, and horns.

### **Parasprite**

Strength: 0, Constitution: 1, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Foal, HP: 20 (1 HP per parasprite), AC: 11, Base speed: 20 ft, Initiative: 5. Feats: None. Skills: None.

#### Traits:

—Swarm: The above stats pertain to a swarm of 20 parasprites with one HP each.

—Music Loving: Parasprites will start dancing and follow any polka music they hear.

—Replication: A parasprite can make another parasprite for every pound of food it eats. If 20 parasprite are made, then a new parasprite swarm is made.

### **Phoenix**

Strength: 2, Constitution: 2, Agility: 16, Cleverness: 6, Intelligence: 7, Mentation: 17. Level: Alicorn, HP: 82, AC: 23, Base speed: 40 ft, Initiative: 24. Feats: Extend Spell Range, Maximize Spell, Adeptness (+4 skill points), Greater Initiative [x2] (+8 Initiative). Skills: Pyrokinesis 14, Recovery 8.

#### Traits:

—Beak and Talon Combat: One 6-sided dice plus Strength of damage plus Strength score.

—Flight

—Cloud Walking

—Night Vision

—Immune to the affects of fire, both naturally and magically.



—Cold Vulnerability: If hit with a cold spell or ice cold water, the pheonix sustains 3 additional points of damage.

### **Quarray Eel**

Strength: 14, Constitution: 17, Agility: 17, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Alicorn, HP: 97, AC: 34, Base speed: 40 ft, Initiative: 17. Feats: Adeptness [x3] (+12 skill points), Blind Sight, Brawny Pony (+2 Strength). Skills: Wilderness Survival 12, Stealth 18.

#### Traits:

—Teeth Combat: Attack with teeth, one 10-sided dice plus Strength of damage.

—Giant Size: 10 feet x 40 feet x 10 feet with a reach of 10 feet.

### **Timber Wolf**

Strength: 6, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 6. Level: Adult, HP: 55, AC: 15, Base speed: 20 ft, Initiative: 5. Feats: Knowledgeable Pony [x2] (+4 Intelligence), Adeptness (+4 skill points). Skills: Wilderness Survival 8, Herbalism 4.

#### Traits:

—Claw and Teeth Combat: One 6-sided dice plus Strength of damage plus Strength score.

—Acute Sense of Smell

—Night Vision

—Fire Vulnerability: If hit with a fire spell or natural fire, the timber wolf sustains 3 additional points of damage.

### **Ursa Major**

Strength: 20, Constitution: 20, Agility: 8, Cleverness: 10, Intelligence: 16, Mentation: 20. Level: Alicorn, HP: 132, AC: 33, Base speed: 20 ft, Initiative: 8. Feats: Spell Resistance, Vigor [x4] (+32 HP). Skills: Wilderness Survival 9, Precognition 3, Sense Magic 6.

#### Traits:

—Claw and Teeth Combat: two 12-sided dice plus Strength of damage.

—Giant Size: 60 cubic feet with a reach of 25 feet.

—Fearful Presence: Upon seeing the ursa major, a pony must roll a Mentation roll (Difficulty: 18), or else be frightened so much by the ursa that she will want to flee. The fear effect lasts until the pony manages to escape the ursa.

### **Ursa Minor**

Strength: 11, Constitution: 15, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 15. Level: Alicorn, HP: 95, AC: 24, Base speed: 10 ft, Initiative: 4. Feats: None. Skills: None.

Traits:

—Claw and Teeth Combat: One 12-sided dice plus Strength of damage plus Strength score.

—Giant Size: 20 cubic feet with a reach of 5 feet.

**Windigo**

Strength: 4, Constitution: 8, Agility: 7, Cleverness: 3, Intelligence: 9, Mentation: 15. Level: Alicorn, HP: 88, AC: 20, Base speed: 40 ft, Initiative: 7. Feats: Adeptness (+4 skill points), Maximize Spell, Extend Spell Range, Swift Hooves [x2] (+20 ft base speed). Skills: Cryokinesis 18, Control Weather 12.

Traits:

—Equine Combat: One 8-sided dice plus Strength of damage plus Strength score.

—Flight

—Cloud Walking

—Immune to the affects of cold, both naturally and magically.

—Summon Winter: When the Windigoes feel the presence of hate and anger, they can summon a blizzard in an area one mile wide. See section on Cold Weather under the Hazards section for details.

—Fire Vulnerability: If hit with a fire spell or natural fire, the windigo sustain 3 additional points of damage.

—Timelessness

—Giant Size: 10 cubic feet with a reach of 0 feet.

**Zebra**

Strength: 3, Constitution: 3, Agility: 7, Cleverness: 5, Intelligence: 6, Mentation: 4. Level: Adult, HP: 53, AC: 15, Base speed: 30 ft, Initiative: 7. Feats: Swift Hooves (+10 ft base speed), Knowledgeable Pony (+2 Intelligence), Heat Tolerance, Polyglot (Equestrian Language and Zebra Language). Skills: Spiritualism 6, Herbalism 6.

Traits:

—Connection to the Earth

—Equine Combat

—Skill Specialty

List of Non-Canon Monsters

For those who want to play as creatures not yet featured in the show, here are some more monsters to fight.

## **Automaton**

*These constructs are made of a clear and hard plastic and come in three varieties: earth pony, pegasus, and unicorn. Each type is shaped like the type of pony they represent. To create one, use the Automaton spell.*

### **(Earth Pony)**

Strength: 10, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 4. Level: Adult, HP: 50, AC: 19 (+8 natural armor), Base speed: 20 ft, Initiative: 6.

Feats: None. Skills: Grapple 8.

#### Traits:

- Equine Combat
- Natural Armor: +8 to armor class.
- Construct Attributes

### **(Pegasus)**

Strength: 6, Constitution: 0, Agility: 10, Cleverness: 0, Intelligence: 0, Mentation: 4. Level: Adult, HP: 50, AC: 23 (+8 natural armor), Base speed: 30 ft, Initiative: 10.

Feats: None. Skills: Weather Control 8.

#### Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking
- Flight
- Natural Armor: +8 to armor class.
- Construct Attributes

### **(Unicorn)**

Strength: 4, Constitution: 0, Agility: 6, Cleverness: 0, Intelligence: 0, Mentation: 10. Level: Adult, HP: 50, AC: 19 (+8 natural armor), Base speed: 20 ft, Initiative: 6.

Feats: None. Skills: Petrify 2, Recovery 3, Teleportation 3.

#### Traits:

- Equine Combat
- Spell Casting
- Telekinesis
- Natural Armor: +8 to armor class.
- Construct Attributes

## **Cancer**

*A giant crab with an impenetrable armor and a short temper, able to crush ponies with its giant claws and has a penchant for taking down ships who sail too close to its shore.*

Strength: 17, Constitution: 20, Agility: 3, Cleverness: 3, Intelligence: 3, Mentation: 20. Level: Alicorn, HP: 100, AC: 28 (+6 scale armor), Base speed: 10 ft, Initiative: 7. Feats: Brawny Pony [x5] (+10 Strength), Greater Imitative (+4 Imitative). Skills: Wilderness Survival 10, Grapple 4, Disarm 4.

Traits:

—Claw Combat: A cancer can attack with its claws, causing one 10-sided dice plus Strength of damage.

—Amphibious

—Shell Armor: +6 to armor class.

—Giant Size: 10 cubic feet with a reach of 0 feet.

**Capricorn**

*A goat from the waist up and a fish from the waist down, a capricorn is a strange thing to find in the sea. When fighting, they will often gore their opponents or possibly try to drown them.*

Strength: 16, Constitution: 10, Agility: 16, Cleverness: 3, Intelligence: 5, Mentation: 3. Level: Alicorn, HP: 106, AC: 31, Base speed: 40 ft, Initiative: 16. Feats: Adeptness (+4 skill points), Athletic Pony [x2] (+4 Agility), Vigor [x2] (+16 HP). Skills: Wilderness Survival 10, Zoology 8, Sense Magic 6, Listen 5, Spot 5.

Traits:

—Equine Combat: Can attack with fins, tail, and horns for one 10-sided dice plus Strength of damage.

—Amphibious

—Giant Size: 10 cubic feet with a reach of 0 feet.

**Centaur**

*Half man, half horse, these creatures tend to be more tribal and aggressive than ponies, especially to those who invade their forests.*

Strength: 6, Constitution: 6, Agility: 4, Cleverness: 4, Intelligence: 2, Mentation: 4. Level: Adult, HP: 56, AC: 15, Base speed: 10 ft, Initiative: 4. Feats: Archery, Far Shot, Adeptness (+4 skill points). Skills: Wilderness Survival 5, Stealth 3, Hide 6, Listen 3, Spot 3.

Traits:

—Equine Combat: Can attack with fists and hooves for one 6-sided dice plus Strength of damage.

Items:

—Short Bow: +4 bonus to attack, one 6-sided dice plus Agility of damage. She also has a quiver with 20 arrows.

### **Chimera**

*This creature looks like a lion with a goat head coming out of its spine and a snake for a tail. All of which can act together to form a freakish but formidable opponent.*

Strength: 7, Constitution: 6, Agility: 5, Cleverness: 1, Intelligence: 6, Mentation: 5. Level: Adult, HP: 64, AC: 16, Base speed: 20 ft, Initiative: 13. Feats: Greater Initiative [2x] (+8 Initiative), Mystical Pony (+2 Mentation). Skills: Wilderness Survival 4, Spot 5, Listen 5.  
Traits:

–Claw and Teeth Combat: One 8-sided dice plus Strength of damage plus Strength score.

–Poison Fang Combat: If the snakehead manages to bite an opponent behind the chimera, it inflicts one 6-sided dice plus Strength of damage. If a pony were to be injured by a snakebite, the pony must make a Constitution roll to resist the poison (Difficulty: 17). If the pony fails, then she is poisoned, causing one 6-sided dice of damage per round poisoned. See section on Poison under the Hazards section.

–Breath Attack: Chimeras can expel smoke and fire from the goat's mouth, creating enough fire to cover an area 5 cubic feet in size and at 5 feet per Agility score, causing one 6-sided dice plus Agility of damage.

–Acute Sense of Smell

### **Fairy**

*Tiny sprites who often like to cause mischief at the expense of others.*

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 2, Mentation: 5. Level: Foal, HP: 22, AC: 12, Base speed: 20 ft, Initiative: 5. Feats: Spell Pool. Skills: Pyrokinesis 1, Electrokinesis 1, Cryokinesis 1, Sleep 1.

Traits:

–Fisticuffs: Can attack with hands and feet for one 4-sided dice plus Strength of damage.

–Spell Casting

–Small Size: 2 cubic feet with a reach of 0 feet.

### **Forest Giant**

*When standing still, it looks like the giant is merely an oversized tree, but upon closer inspection, one would see that the bark was just rough skin and the leaves are just hair. Such a monster is quite at home in forests and usually friendly unless provoked.*

Strength: 12, Constitution: 12, Agility: 6, Cleverness: 6, Intelligence: 6, Mentation: 8. Level: Alicorn, HP: 124, AC: 25 (+2 leather armor), Base speed: 20 ft, Initiative: 6. Feats: Club Proficiency, Vigor [x4] (+32 HP). Skills: Wilderness Survival 10, Intimidation 8.

Traits:

—Fisticuffs: Can attack with hands and feet for one 10-sided dice plus Strength of damage.

Items

—Leather Armor: +2 armor class.

—Hammer: +1 attack, one 8-sided dice of damage

—Giant Size: 20 cubic feet with a reach of 15 feet.

### **Gargoyle**

*A gargoyle is a creature that may look like a statue when standing still, but in actuality is a living monster made of rock.*

Strength: 10, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 4. Level: Adult, HP: 79, AC: 14, Base speed: 10 ft, Initiative: 4. Feats: Vigor [x3] (+24 HP). Skills: Hide 8.

Traits:

—Claw Combat: Can deal one 6-sided dice plus Strength of damage with its claws and teeth.

—Cloud Walking

—Flight

—Hold Position: A gargoyle can stand perfectly still indefinitely, giving it the appearance of a statue. To see the gargoyle, the pony's Spot roll must overcome the gargoyle's Hide roll, although while using Hold Position, it gets a +5 bonus to its Hide roll.

### **Genie**

*Although they resemble ponies, they are actually ancient beings who wield powerful magic, sometimes used to the service of others, although some are more interested in causing mischief.*

Strength: 13, Constitution: 13, Agility: 9, Cleverness: 5, Intelligence: 7, Mentation: 16. Level: Alicorn, HP: 93, AC: 29 (+2 leather armor), Base speed: 30 ft, Initiative: 9. Feats: Sword Proficiency, Robust Pony [x2] (+4 Constitution), Athletic [x2] (+4 Agility). Skills: Recovery 8, Wish 10.

Traits:

—Fisticuffs: Can attack with hands and feet for one 10-sided dice plus Strength of damage.

- Cloud Walking
- Flight
- Spell Casting
- Timelessness

#### Items

- Leather Armor: +2 armor class.
- Great Sword: +8 attack bonus, one 12-sided dice of damage

### **Ghost Pony**

*Disembodied spirits of the restless dead haunt Equestria, never truly departing into the afterlife.*

Strength: 0, Constitution: 0, Agility: 6, Cleverness: 3, Intelligence: 3, Mentation: 8. Level: Adult, HP: 50, AC: 11, Base speed: 20 ft, Initiative: 6. Feats: None. Skills: None.

#### Traits:

- Incorporeal: All ghosts are incorporeal, meaning all physical objects will harmlessly pass through a ghost. This also means ghosts cannot physically manipulate objects except through telekinesis. The only way to manipulate a ghost is through telekinesis or necromancy magic.

- Flight

- Telekinesis: All ghosts can use telekinesis like unicorns can regardless of their type in life.

- Undead Attributes

### **Golem**

*A pony-shaped clay statue that has been magically brought to life for the purposes of serving the unicorn or alicorn that made it.*

Strength: 10, Constitution: 0, Agility: 2, Cleverness: 0, Intelligence: 0, Mentation: 8. Level: Adult, HP: 50, AC: 21 (+14 natural armor), Base speed: 10 ft, Initiative: 2.

Feats: None. Skills: None.

#### Traits:

- Equine Combat

- Construct Attributes

- Natural Armor: +14 bonus to armor class

### **Harpy**

*Part woman, part bird, these creatures are frequently violent and deadly, eager to feast on the flesh of ponies.*

Strength: 4, Constitution: 4, Agility: 7, Cleverness: 6, Intelligence: 1, Mentation: 3. Level: Adult, HP: 54, AC: 16, Base speed: 20 ft, Initiative: 7. Feats: Archery, Adeptness

[x2] (+8 skill points). Skills: Bluff 4, Aerobatics 4, Listen 4, Spot 4.

Traits:

–Claw Combat: Can deal one 6-sided dice plus Strength of damage with its claws and teeth.

–Cloud Walking

–Flight

Items:

–Short Bow: +4 bonus to attack, one 6-sided dice plus Agility of damage. She also has a quiver with 20 arrows.

**Hippogriff**

*These creatures bare a close resemblance to the pegasi, the main difference being that they don't have Cutie Marks and their faces are more bird-like, Almost giving them the appearance of a griffon.*

Strength: 2, Constitution: 2, Agility: 6, Cleverness: 5, Intelligence: 6, Mentation: 4. Level: Adult, HP: 52, AC: 13, Base speed: 40 ft, Initiative: 6. Feats: Swift Hooves [x2] (+20 base speed), Alertness. Skills: Aerobatics 5, Shape Clouds 2, Control Weather 1.

Traits:

–Carriage Levitation

–Equine Combat

–Cloud Walking

–Flight

**Lich pony**

*Some unicorns are so driven by the pursuit of magic that they wind up transforming themselves into an undead abomination just so they can last forever and pursue expanding their knowledge of dark magic. Liches resemble zombies with skeletal bodies and withered flesh, but they maintain their intelligence and traits they had in life.*

Strength: 3, Constitution: 0, Agility: 6, Cleverness: 7, Intelligence: 11, Mentation: 20. Level: Alicorn, HP: 96, AC: 11, Base speed: 20 ft, Initiative: 6. Feats: Maximize Spell, Extend Spell Range, Extend Spell, Duration, Spell Pool, Vigor [x2] (+16 HP). Skills: Necromancy 8, Disintegrate 8, Teleportation 2.

Traits:

–Equine Combat

–Spell Casting

–Telekinesis

–Undead Attributes



### **Kraken**

*A terror of the seas, this mighty octopus is infamous for leveling ships with a single thwack of its mighty tentacles.*

Strength: 18, Constitution: 18, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 17. Level: Alicorn, HP: 114, AC: 24, Base speed: 10 ft, Initiative: 1. Feats: Mystical Pony [x2] (+4 Mentation), Robust Pony (+2 Constitution). Skills: Wilderness Survival 8, Grapple 10.

#### Traits:

—Beak and Tentacle Combat: one 12-sided dice plus Strength of damage.

—Aquatic

—Giant Size: 20 feet x 40 feet x 20 feet with a reach of 40 feet.

### **Medusa**

*A monstrous woman who will turn ponies to stone with a mere stare. Beware of her venomous snakes for hair and her terrible gaze.*

Strength: 9, Constitution: 6, Agility: 11, Cleverness: 5, Intelligence: 5, Mentation: 12. Level: Alicorn, HP: 86, AC: 24 (+2 leather armor), Base speed: 30 ft, Initiative: 19. Feats: Archery, Greater Initiative [x2] (+8 Initiative), Extend Spell Range, Maximize Spell. Skills: Enfeeblement 4, Sleep 5, Pyrokinesis 5, Electrokinesis 4.

#### Traits:

—Venomous bite: The snakes on a medusa's head can bite an opponent, causing one 6-sided dice plus Strength of damage. If hit, a pony must make a Constitution save (difficulty 19) or be poisoned, taking one 10-sided dice of damage per round poisoned. See section on Poison under Hazards.

—Gaze Attack: Works like the spell Petrify at the 10<sup>th</sup> level, but it is used as a gaze attack.

—Spell Casting

#### Items:

—Leather Armor: +2 to AC

—Long Bow: +8 bonus to attack, one 8-sided dice plus Agility of damage. She also has a quiver with 20 arrows.

### **Mummy Pony**

*Wrapped in linen cloth, these zombies were magically preserved and meant to rise from their sleep to attack all who dare enter their tombs.*

Strength: 5, Constitution: 0, Agility: 5, Cleverness: 0, Intelligence: 0, Mentation: 10. Level: Adult, HP: 50, AC:

10, Base speed: 20 ft, Initiative: 9. Feats: Greater Initiative (+4 Initiative). Skills: None.

Traits:

—Equine Combat

—Undead Attributes

—Mummy Disease: Every time a mummy's hooves or teeth hits a pony, the pony must make a Constitution saving throw or else be affected by the disease. Once the disease's incubation period passes, and every day that disease goes on unabated, the pony sustains one point of Constitution ability score loss that will not be restored until the disease is cured. Infection: Injury, Difficulty: 20, Incubation: 1 days, Duration: Lasts until cured or the pony dies. See section on Disease under the Hazards section.

**Naga**

*These creatures are large humanoid snakes who live in underwater cities and will sometimes breach the surface to attack sailors who pass by.*

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 3, Intelligence: 3, Mentation: 6. Level: Adult, HP: 62, AC: 14, Base speed: 20 ft, Initiative: 9. Feats: Greater Initiative (+4 Initiative), Club Proficiency, Athletic Pony (+2 Agility). Skills: Wilderness Survival 4, Disarm 4, Enfeeblement 2, Sleep 2.

Traits:

—Amphibious

—Spell Casting

Items:

—Club: +2 bonus to attack rolls, one 10-sided dice plus Strength of damage.

**Robot**

*A steam punk creation of metal that can actually act on command and move on its own without the need for magic. It is shaped like a pony and has the Attributes of a pony.*

Strength: 10, Constitution: 0, Agility: 9, Cleverness: 0, Intelligence: 0, Mentation: 1. Level: Adult, HP: 50, AC: 22 (+8 natural armor), Base speed: 30 ft, Initiative: 9. Feats: None. Skills: None.

Traits:

—Equine Combat

—Construct Attributes

—Natural Armor: +8 bonus to armor class

—Building a Robot: Building a robot requires the Mechanic skill, plenty of parts and materials, mechanic tools, a

week of time to work, and the pony must succeed at a Mechanic roll (Difficulty: 22) to succeed in building it. If the pony fails the roll, then she must work an additional day to get a retry. All together, a robot costs 90,000 bits to make. To restore a robot's HP, a pony must use the Mechanic skill. See section on Medical Treatment for the None-Living under Combat for details.

### **Roc**

*A giant eagle that is so massive, it can blanket the skies with its wings and carry elephants home to feed its chicks.*

Strength: 19, Constitution: 7, Agility: 11, Cleverness: 15, Intelligence: 5, Mentation: 7. Level: Alicorn, HP: 87, AC: 23, Base speed: 30 ft, Initiative: 11. Feats: Ingenious Pony [x2] (+4 Cleverness), Brawny Pony [x3] (+6 Strength). Skills: Wilderness Survival 8, Listen 5, Spot 5.

#### Traits:

- Beak and Talon Combat: Two 6-sided dice plus Strength of damage plus Strength score.
- Flight
- Cloud Walking
- Night Vision
- Giant Size: 20 feet x 30 feet x 10 feet with a reach of 10 feet.

### **Skeleton Pony**

*Animate skeletons of dead ponies, brought to some semblance of life by necromancy. These stats apply to all types of pony skeletons.*

Strength: 3, Constitution: 0, Agility: 10, Cleverness: 0, Intelligence: 0, Mentation: 7. Level: Adult, HP: 50, AC: 15, Base speed: 30 ft, Initiative: 14. Feats: Greater Initiative (+4 Initiative). Skills: None.

#### Traits:

- Equine Combat
- Undead Attributes

### **Sylph**

*Imagine a hurricane made solid and turned into a humanoid form. That is a sylph. Sylphs are essentially air elementals that live among the clouds and rarely interact with creatures on ground level.*

Strength: 2, Constitution: 2, Agility: 7, Cleverness: 4, Intelligence: 5, Mentation: 7. Level: Adult, HP: 52, AC: 14, Base speed: 20 ft, Initiative: 11. Feats: Adeptness (+4

skill points), Spell Pool, Greater Initiative (+4 Initiative). Skills: Aerokinesis 4, Lumokinesis 2, Audiokinesis 2, Control Weather 5, Shape Cloud 5.

Traits:

- Fisticuffs: Can attack with hands and feet for one 6-sided dice plus Strength of damage.
- Carriage Levitation
- Cloud Walking
- Flight
- Spell Casting

**Vampire pony**

*Even a pony can be converted to the undead if their blood can be drained away by one of these blood-sucking monsters. There are different stats for the three varieties of ponies.*

**(Earth Pony Vampire)**

Strength: 7, Constitution: 0, Agility: 5, Cleverness: 3, Intelligence: 5, Mentation: 3. Level: Adult, HP: 66, AC: 10, Base speed: 20 ft, Initiative: 9. Feats: Vigor [x2] (+16 HP), Greater Initiative (+4 Initiative), Alertness. Skills: Grapple 4, Disarm 4, Stealth 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty
- Vampire Attributes: Vampires cast no reflection or shadow. They also cannot cross any body of running water or approach garlic.
- Suck Blood: When a vampire wants to suck blood, she must first make a successful attack roll (except on helpless victims) followed by a successful Grapple roll. For every round the vampire maintains the grapple, the vampire manages to inflict one 4-sided dice roll of Aptitude score loss to the victim's Constitution score. If a pony's Constitution drops to 0, the victim dies and—if the body is not burned first—she will become a vampire in 24 hours after death. Once changed into a vampire, the pony obtains the Suck Blood, Vampire Attributes, and Undead Attributes traits along with the traits the pony had in life.
- Undead Attributes

**(Pegasus Vampire)**

Strength: 4, Constitution: 0, Agility: 8, Cleverness: 3, Intelligence: 5, Mentation: 3. Level: Adult, HP: 58, AC: 13, Base speed: 20 ft, Initiative: 12. Feats: Vigor (+8 HP), Greater Initiative (+4 Initiative), Alertness. Skills: Grapple 4, Weather Control 4.

Traits:

–Equine Combat

–Carriage Levitation

–Cloud Walking

–Flight

–Vampire Attributes: Vampires cast no reflection or shadow. They also cannot cross any body of running water or approach garlic.

–Suck Blood: When a vampire wants to suck blood, she must first make a successful attack roll (except on helpless victims) followed by a successful Grapple roll. For every round the vampire maintains the grapple, the vampire manages to inflict one 4-sided dice roll of Aptitude score loss to the victim's Constitution score. If a pony's Constitution drops to 0, the victim dies and—if the body is not burned first—she will become a vampire in 24 hours after death. Once changed into a vampire, the pony obtains the Suck Blood, Vampire Attributes, and Undead Attributes traits along with the traits the pony had in life.

–Undead Attributes

**(Unicorn Vampire)**

Strength: 2, Constitution: 0, Agility: 5, Cleverness: 3, Intelligence: 5, Mentation: 8. Level: Adult, HP: 58, AC: 10, Base speed: 20 ft, Initiative: 9. Feats: Vigor (+8 HP), Greater Initiative (+4 Initiative), Alertness. Skills: Grapple 4, Sleep 2, Invisibility 2.

Traits:

–Equine Combat

–Spell Casting

–Telekinesis

–Vampire Attributes: Vampires cast no reflection or shadow. They also cannot cross any body of running water or approach garlic.

–Suck Blood: When a vampire wants to suck blood, she must first make a successful attack roll (except on helpless victims) followed by a successful Grapple roll. For every round the vampire maintains the grapple, the vampire manages to inflict one 4-sided dice roll of Aptitude score loss to the victim's Constitution score. If a pony's Constitution drops to 0, the victim dies and—if the body is not burned first—she will become a vampire in 24 hours after death. Once changed into a vampire, the pony obtains the Suck Blood, Vampire Attributes, and Undead Attributes traits along with the traits the pony had in life.

–Undead Attributes

**Wyvern**

*Small dragon-like creatures that make up for their short stature by their fierce temper.*

Strength: 6, Constitution: 6, Agility: 6, Cleverness: 2, Intelligence: 2, Mentation: 3. Level: Adult, HP: 72, AC: 17, Base speed: 30 ft, Initiative: 6. Feats: Swift Hooves (+10 ft base speed), Vigor (+8 HP), Alertness. Skills: Wilderness Survival 6, Spot 2.

Traits:

- Claw and Teeth Combat: One 8-sided dice plus Strength of damage.
- Carriage Levitation
- Cloud Walking
- Flight

**Zombie Pony**

*The animated corpses of dead ponies, brought to a semblance of life by necromantic magic. These stats apply to all types of pony zombies.*

Strength: 10, Constitution: 0, Agility: 3, Cleverness: 0, Intelligence: 0, Mentation: 7. Level: Adult, HP: 50, AC: 8, Base speed: 10 ft, Initiative: 7. Feats: Greater Initiative (+4 Initiative). Skills: None.

Traits:

- Equine Combat
- Undead Attributes

List of Animals

**Bear**

Strength: 8, Constitution: 8, Agility: 5, Cleverness: 1, Intelligence: 6, Mentation: 1. Level: Adult, HP: 58, AC: 18, Base speed: 20 ft, Initiative: 5. Feats: Robust Pony [x2] (+4 Constitution). Skills: Wilderness Survival 2, Climb 2, Listen 2, Spot 2.

Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of damage plus Strength score.
- Acute Sense of Smell

**Bird (small)**

Strength: 1, Constitution: 1, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 2. Level: Foal, HP: 6, AC: 11, Base speed: 30 ft, Initiative: 5. Feats: Swift Hooves (+10 ft base speed). Skills: Wilderness Survival 2, Listen 1, Spot 1.

Traits:

- Flight
- Cloud Walking
- Small Size: 1 cubic foot with a reach of 0 feet.

### **Bird (large)**

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 2, Mentation: 4. Level: Foal, HP: 22, AC: 12, Base speed: 30 ft, Initiative: 5. Feats: Swift Hooves (+10 ft base speed). Skills: Wilderness Survival 2, Spot 1, Listen 1.

#### Traits:

- Beak and Talon Combat: One 4-sided dice plus Strength of damage plus Strength score.
- Flight
- Cloud Walking
- Night Vision
- Small Size: 2 cubic feet with a reach of 0 feet.

### **Bovine**

Strength: 8, Constitution: 8, Agility: 5, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Adult, HP: 82, AC: 18, Base speed: 20 ft, Initiative: 5. Feats: Vigor [x3] (+24 hp). Skills: Spot 4, Listen 4.

#### Traits:

- Equine Combat

### **Cat (small)**

Strength: 2, Constitution: 2, Agility: 5, Cleverness: 1, Intelligence: 3, Mentation: 5. Level: Foal, HP: 22, AC: 12, Base speed: 20 ft, Initiative: 5. Feats: Mystical Pony (+2 Mentation). Skills: Wilderness Survival 1, Gymnastic 1, Listen 1, Spot 1.

#### Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of damage.
- Night Vision
- Acute Sense of Smell
- Small Size: 2 cubic feet with a reach of 0 feet.

### **Cat (large)**

Strength: 5, Constitution: 5, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 5. Level: Adult, HP: 63, AC: 15, Base speed: 30 ft, Initiative: 5. Feats: Mystical Pony (+2 Mentation), Swift Hooves (+10 ft base speed), Vigor (+8 HP). Skills: Wilderness Survival 2, Stealth 2, Hide 2, Listen 1, Spot 1.

#### Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of damage.
- Night Vision
- Acute Sense of Smell

### **Crustacean**

Strength: 1, Constitution: 2, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Foal, HP: 8, AC: 11 (+4 shell armor), Base speed: 10 ft, Initiative: 1. Feats: None. Skills: Wilderness Survival 4.

#### Traits:

- Shell Armor: +4 to armor class.
- Water Breathing
- Small Size: 1 cubic foot with a reach of 0 feet.

### **Dog**

Strength: 5, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 4, Mentation: 1. Level: Foal, HP: 30, AC: 10, Base speed: 10 ft, Initiative: 3. Feats: Vigor (+8 HP). Skills: Wilderness Survival 2, Listen 1, Spot 1.

#### Traits:

- Claw and Teeth Combat: One 6-sided dice plus Strength of damage.
- Acute Sense of Smell
- Small Size: 2 cubic feet with a reach of 0 feet.

### **Donkey**

Strength: 6, Constitution: 4, Agility: 7, Cleverness: 3, Intelligence: 4, Mentation: 4. Level: Adult, HP: 62, AC: 16, Base speed: 20 ft, Initiative: 7. Feats: Athletic Pony [x2] (+4 Agility), Vigor (+8 HP). Skills: Gymnastic 2, Spot 3, Listen 3.

#### Traits:

- Equine Combat: One 6-sided dice plus Strength of damage.

### **Elephant**

Strength: 10, Constitution: 10, Agility: 1, Cleverness: 1, Intelligence: 7, Mentation: 1. Level: Adult, HP: 60, AC: 16, Base speed: 10 ft, Initiative: 1. Feats: Knowledgeable Pony [x3] (+6 Intelligence). Skills: Wilderness Survival 4, Listen 4.

#### Traits:

- Tusk Combat: One 8-sided dice plus Strength of damage.
- Giant Size: 10 feet x 5 feet x 10 feet with a reach of 0 feet.

### **Fish**



Strength: 1, Constitution: 1, Agility: 1, Cleverness: 1, Intelligence: 1, Mentation: 1. Level: Foal, HP: 6, AC: 7, Base speed: 10 ft, Initiative: 1. Feats: None. Skills: Wilderness Survival 4.

Traits:

—Aquatic

—Small Size: 1 cubic foot with a reach of 0 feet.

**Monkey**

Strength: 5, Constitution: 2, Agility: 4, Cleverness: 2, Intelligence: 3, Mentation: 2. Level: Foal, HP: 22, AC: 11, Base speed: 10 ft, Initiative: 4. Feats: Brawny Pony (+2 Strength). Skills: Wilderness Survival 1, Gymnastic 1, Listen 1, Spot 1.

Traits:

—Claw and Teeth Combat: One 4-sided dice plus Strength of damage.

—Acute Sense of Smell

—Small Size: 2 cubic feet with a reach of 0 feet.

**Mouse**

Strength: 1, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 3. Level: Foal, HP: 10, AC: 14, Base speed: 20 ft, Initiative: 4. Feats: Swift Hooves (+10 ft base speed). Skills: Wilderness Survival 1, Gymnastic 1, Listen 1, Spot 1.

Traits:

—Claw and Teeth Combat: One 4-sided dice plus Strength of damage.

—Acute Sense of Smell

—Small Size: 1 cubic foot with a reach of 0 feet.

**Octopus**

Strength: 5, Constitution: 2, Agility: 3, Cleverness: 1, Intelligence: 5, Mentation: 2. Level: Foal, HP: 22, AC: 10, Base speed: 10 ft, Initiative: 3. Feats: Athletic Pony (+2 Agility). Skills: Wilderness Survival 1, Stealth 1, Grapple 1, Hide 1.

Traits:

—Beak and Tentacle Combat: One 6-sided plus Strength dice of damage.

—Aquatic

**Porpoise**

Strength: 4, Constitution: 2, Agility: 5, Cleverness: 2, Intelligence: 5, Mentation: 1. Level: Foal, HP: 22, AC: 12, Base speed: 20 ft, Initiative: 5. Feats: Brawny Pony (+2 Strength). Skills: Wilderness Survival 2, Listen 1, Spot 1.

Traits:

- Teeth Combat: One 6-sided dice plus Strength of damage.
- Aquatic: Although it lives underwater, it still breaths air.
- Acute Sense of Smell

**Shark**

Strength: 5, Constitution: 5, Agility: 2, Cleverness: 1, Intelligence: 2, Mentation: 3. Level: Foal, HP: 25, AC: 12, Base speed: 10 ft, Initiative: 2. Feats: Mystical Pony (+2 Mentation). Skills: Wilderness Survival 1, Grapple 1, Listen 1, Spot 1.

Traits:

- Teeth Combat: One 8-sided dice plus Strength of damage.
- Aquatic
- Acute Sense of Smell

**Snake**

Strength: 3, Constitution: 4, Agility: 2, Cleverness: 1, Intelligence: 1, Mentation: 3. Level: Foal, HP: 9, AC: 11, Base speed: 10 ft, Initiative: 6. Feats: Greater Initiative (+4 Initiative). Skills: Wilderness Survival 2, Stealth 1, Hide 1.

Traits:

- Fang Combat: One 4-sided dice plus Strength of damage. In addition, if a successful hit was made, the victim must make a Constitution roll (difficulty: 15) or become poisoned. See section on Poison under Hazards.
- Acute Sense of Smell
- Small Size: 2 cubic feet with a reach of 0 feet.

**Tortoise**

Strength: 2, Constitution: 5, Agility: 1, Cleverness: 1, Intelligence: 5, Mentation: 4. Level: Foal, HP: 25, AC: 15 (+4 shell armor), Base speed: 10 ft, Initiative: 1. Feats: Robust Pony (+2 Constitution). Skills: Wilderness Survival 4.

Traits:

- Shell Armor: +4 to armor class.
- Small Size: 2 cubic feet with a reach of 0 feet.

**Weasel**

Strength: 2, Constitution: 2, Agility: 3, Cleverness: 3, Intelligence: 4, Mentation: 4. Level: Foal, HP: 22, AC: 10, Base speed: 10 ft, Initiative: 3. Feats: Mystical Pony (+2 Mentation). Skills: Wilderness Survival 2, Escape Artist 2.

Traits:

- Claw and Teeth Combat: One 4-sided dice plus Strength of damage.
- Acute Sense of Smell
- Small Size: 2 cubic feet with a reach of 0 feet.

### **Whale**

Strength: 7, Constitution: 8, Agility: 4, Cleverness: 1, Intelligence: 9, Mentation: 1. Level: Adult, HP: 58, AC: 17, Base speed: 10 ft, Initiative: 4. Feats: Knowledgeable Pony (+2 Intelligence), Brawny Pony [x2] (+4 Strength). Skills: Wilderness Survival 4, Listen 2, Spot 2.

#### Traits:

- Teeth Combat: One 6-sided dice plus Strength of damage.
- Aquatic: Although it lives underwater, it still breaths air.
- Giant Size: 20 feet x 40 feet x 20 feet with a reach of 0 feet.

Mane 6

### **Applejack**

Strength: 8, Constitution: 8, Agility: 6, Cleverness: 1, Intelligence: 4, Mentation: 1. Level: Adult, HP: 58, AC: 19, Base speed: 20 ft, Initiative: 6. Feats: Apple Family Traditions, Element of Honesty, Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills: Farming 6, Husbandry 3, Cooking 4, Animal-Handling 3.

#### Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

#### Feats:

-Element of Honesty: If someone uses the Bluff skill on Applejack, she gets a +5 bonus to her Outwit roll to see through the lie. She also gets a +5 bonus to her Leadership rolls because of how trustworthy she is.

### **Fluttershy**

Strength: 3, Constitution: 6, Agility: 2, Cleverness: 3, Intelligence: 7, Mentation: 5. Level: Adult, HP: 56, AC: 13, Base speed: 10 ft, Initiative: 2. Feats: Element of Kindness, Adeptness (+4 skill points), Knowledgeable Pony (+2 Intelligence). Skills: Animal-Handling 4, Husbandry 4, Healing 2, Intimidation (The Stare) 2.

#### Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking

–Flight

Feats:

–Element of Kindness: Fluttershy gets a +5 bonus to all Healing and Husbandry rolls.

**Pinkie Pie**

Strength: 4, Constitution: 3, Agility: 5, Cleverness: 6, Intelligence: 4, Mentation: 4. Level: Adult, HP: 53, AC: 13, Base speed: 20 ft, Initiative: 5. Feats: Element of Laughter, Adeptness [x2] (+8 skill points), Ice Skating. Skills: Party-Planning 7, Performance 4, Music 3, Precognition (Pinkie Sense) 3, Cooking 2, Mischief 1.

Traits:

–Equine Combat

–Connection to the Earth

–Skill Specialty

Feats:

–Element of Laughter: +5 bonus to Performance, Party Planning, and Mischief rolls.

**Rainbow Dash**

Strength: 6, Constitution: 4, Agility: 9, Cleverness: 4, Intelligence: 1, Mentation: 1, Level: Adult, HP: 54, AC: 18, Base speed: 40 ft, Initiative: 9. Feats: Element of Loyalty, Swift Hooves (+10 ft base speed), Adeptness (+4 skill points). Skills: Aerobatics 5, Control Weather 3, Mach Speeds (Sonic Rainboom) 4.

Traits:

–Equine Combat

–Carriage Levitation

–Cloud Walking

–Flight

Feats:

–Element of Loyalty: When she's fighting to protect or serve someone else, she gains a +3 to her attack rolls. She also gets a +5 to Intimidation rolls if she standing up for the sake of someone else.

**Rarity**

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 9, Intelligence: 6, Mentation: 5. Level: Adult, HP: 53, AC: 10, Base speed: 10 ft, Initiative: 2. Feats: Element of Generosity, Ingenious Pony [x2] (+4 Cleverness). Skills: Gemology 3, Sewing 4, Terrakinesis 1.

Traits:

–Equine Combat

–Spell Casting

–Telekinesis

Feats:

—Element of Generosity: Whenever Rarity performs any skill roll solely for the benefit of someone else and not herself, she gets a +2 bonus no matter what the skill is.

**Twilight Sparkle**

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 1, Intelligence: 8, Mentation: 10. Level: Adult, HP: 53, AC: 10, Base speed: 10 ft, Initiative: 2. Feats: Canterlot Graduate (+2 magic skill points and +1 Mentation), Element of Magic, Spell Pool. Skills: Astronomy 1, Teleportation 10, Apportation 3, Enchant 4.

Traits:

—Equine Combat  
—Spell Casting  
—Telekinesis

Feats:

—Element of Magic: +10 bonus allocable skill points used toward magical skills.

List of Canon NPC's

**Apple Bloom**

Strength: 5, Constitution: 5, Agility: 3, Cleverness: 4, Intelligence: 2, Mentation: 1. Level: Foal, HP: 25, AC: 13, Base speed: 10 ft, Initiative: 3. Feats: Apple Family Traditions, Robust Pony (+2 Constitution). Skills: Carpentry 4, Farming 4.

Traits:

—Equine Combat  
—Connection to the Earth  
—Skill Specialty

**Big Macintosh**

Strength: 9, Constitution: 9, Agility: 5, Cleverness: 1, Intelligence: 5, Mentation: 1. Level: Adult, HP: 59, AC: 19, Base speed: 20 ft, Initiative: 5. Feats: Apple Family Traditions, Robust Pony (+2 Constitution), Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills: Farming 6, Husbandry 4, Animal-Handling 2.

Traits:

—Equine Combat  
—Connection to the Earth  
—Skill Specialty

**Cadance**

Strength: 2, Constitution: 9, Agility: 6, Cleverness: 10, Intelligence: 9, Mentation: 15. Level: Alicorn, HP: 89, AC:

20, Base speed: 20 ft, Initiative: 6. Feats: Canterlot Graduate (+2 magic skill points and +1 Mentation), Maximize Spell, Spell Pool, Extend Spell Range, Extend Spell Duration. Skills: Create Love 7, Performance 6, Healing 7.

Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking
- Flight
- Spell Casting
- Telekinesis
- Timelessness

Magical Skills:

- Create Love

*Alicorn level*

Range: 5 feet per Mentation level

Duration: One minute per skill level and instantaneous (see description for details)

Opponent's Saving Throw: Mentation + 20-sided dice  
(Harmless)

Target: 1 target per skill level within range

Rudimentary: Through the power of love, Cadance can grant a +4 Aptitude score bonus to Mentation that lasts for the duration of the spell.

Advanced: With this spell, Cadance can increase a pony's Mentation score to her maximum possible level. In addition, this spell can completely reverse the effects of Mentation Aptitude score loss and penalties. While the effects of the increased Mentation score only lasts for the spell's duration, the reversing of Aptitude score loss is instantaneous.

**Celestia**

Strength: 4, Constitution: 7, Agility: 5, Cleverness: 9, Intelligence: 10, Mentation: 15. Level: Alicorn, HP: 87, AC: 17, Base speed: 20 ft, Initiative: 5. Feats: Spell Pool, Extend Spell Range, Extend Spell Duration, Adeptness (+4 skill points), Princess of the Day. Skills: Control the Stars 15, Astronomy 15, Teleportation 6, Dispel 10, Enchant 3.

Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking
- Flight
- Spell Casting
- Telekinesis
- Timelessness

Feat:

–Princess of the Day: During the daylight hours, Celestia's Mentation score increases by +5.

**Cheerilee**

Strength: 3, Constitution: 4, Agility: 3, Cleverness: 5, Intelligence: 10, Mentation: 5. Level: Adult, HP: 54, AC: 12, Base speed: 10 ft, Initiative: 3. Feats: Adeptness [x2] (+8 skill points), Knowledgeable Pony [x2] (+4 Intelligence). Skills: Writing 7, Mathematics 7, Art 6.

Traits:

–Equine Combat  
–Connection to the Earth  
–Skill Specialty

**Derpy Hooves**

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 5, Intelligence: 5, Mentation: 7. Level: Adult, HP: 52, AC: 11, Base speed: 30 ft, Initiative: 4. Feats: Alertness, Swift Hooves [x2] (+20 ft base speed). Skills: Mischief 3, Outwit 3, Control Weather 2.

Traits:

–Equine Combat  
–Carriage Levitation  
–Cloud Walking  
–Flight

**Discord**

Strength: 3, Constitution: 5, Agility: 2, Cleverness: 15, Intelligence: 13, Mentation: 20. Level: Alicorn, HP: 85, AC: 12, Base speed: 10 ft, Initiative: 2. Feats: Adeptness [x3] (+12 skill points), Spell Pool, Spirit of Chaos. Skills: Enchant 10, Transformation 10, Apportation 14.

Traits:

–Claw Combat: Attack with claws and horns, one 8-sided dice plus Strength of damage.  
–Cloud Walking  
–Flight  
–Spell Casting  
–Timelessness

Feats:

–Spirit of Chaos: This is a power that Discord can control upon whom it affects. Anytime a character tries to cast a spell within 100 feet of Discord, the pony must make a Mentation saving throw (Difficulty: 10 + spell level) or else the spell behaves randomly. Roll a 6-sided dice to see what happens.

- 1 The spell doesn't work, wasting the spell slot if any is spent.
- 2 The spell's range is shortened by half.
- 3 The spell's duration is shortened by half.
- 4 The spell's level is shortened by half.
- 5 The spell misses its target and affects an ally instead or if it was already intended toward an ally, it hits an enemy.
- 6 The spell explodes in the unicorn's face, causing two 6-sided dice of damage.

### **Gilda**

Strength: 4, Constitution: 6, Agility: 10, Cleverness: 6, Intelligence: 1, Mentation: 1. Level: Adult, HP: 56, AC: 21, Base speed: 40 ft, Initiative: 10. Feats: Swift Hooves (+10 base speed), Athletic Pony [x2] (+4 Agility). Skills: Aerobatics 8.

#### Traits:

- Clawed Combat: Fight with claws and beak, one 6-sided dice plus Strength of damage.
- Carriage Levitation
- Cloud Walking
- Flight

### **Granny Smith**

Strength: 3, Constitution: 3, Agility: 1, Cleverness: 7, Intelligence: 10, Mentation: 4. Level: Adult, HP: 53, AC: 9, Base speed: 10 ft, Initiative: 1. Feats: Apple Family Traditions, Adeptness [x2] (+8 skill points), Knowledgeable Pony (+2 Intelligence). Skills: Farming 7, Husbandry 7, Herbalism 2.

#### Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

### **Little Strong Heart**

Strength: 5, Constitution: 4, Agility: 6, Cleverness: 1, Intelligence: 5, Mentation: 5. Level: Adult, HP: 64, AC: 15, Base speed: 20 ft, Initiative: 6. Feats: Archery, Heat Tolerance, Throwing Weapon Proficiency, Vigor (+8 HP). Skills: Wilderness Survival 6, Navigation 6.

#### Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

### **Luna**



Strength: 4, Constitution: 8, Agility: 7, Cleverness: 5, Intelligence: 11, Mentation: 15. Level: Alicorn, HP: 88, AC: 20, Base speed: 20 ft, Initiative: 7. Feats: Spell Pool, Extend Spell Range, Extend Spell Duration, Adeptness (+4 skill points), Princess of the Night. Skills: Control the Stars 15, Astronomy 15, Teleportation 4, Dispel 8, Enchant 5.

Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking
- Flight
- Spell Casting
- Telekinesis
- Timelessness

Feat:

-Princess of the Night: During the night hours, Luna's Mentation score increases by +5.

**Scootaloo**

Strength: 3, Constitution: 3, Agility: 5, Cleverness: 4, Intelligence: 1, Mentation: 1. Level: Foal, HP: 23, AC: 15, Base speed: 30 ft, Initiative: 5. Feats: Swift Hooves (+10 ft base speed). Skills: Aerobatics 4.

Traits:

- Equine Combat
- Carriage Levitation
- Cloud Walking
- Flight

**Shining Armor**

Strength: 3, Constitution: 5, Agility: 6, Cleverness: 1, Intelligence: 6, Mentation: 10. Level: Adult, HP: 53, AC: 14, Base speed: 20 ft, Initiative: 6. Feats: Maximize Spell, Knowledgeable Pony [x2] (+4 Intelligence). Skills: Force Field 10, Magic Armor 3.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

**Spike**

Strength: 3, Constitution: 3, Agility: 2, Cleverness: 3, Intelligence: 4, Mentation: 3. Level: Foal, HP: 23, AC: 12 (+2 scale armor), Base speed: 10 ft, Initiative: 2. Feats: Fire Teleportation. Skills: Writing 3, Magic lore 1.

Traits:

–Claw and Bite Attack: One 6-sided dice plus Strength of damage.

–Fire breathing: Spike can expel smoke and fire from his mouth, blasting a small ball of fire at one foot per Agility score, causing one 4-sided dice plus Agility of damage.

–Scale Armor: +2 to Armor Class

Feats:

–Fire Teleportation: This feat allows Spike to magically send any kind of documentation by setting it aflame. He can receive letters by belching them up.

**Sweetie Belle**

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 5, Intelligence: 1, Mentation: 5. Level: Foal, HP: 22, AC: 9, Base speed: 10 ft, Initiative: 2. Feats: Adeptness (+4 skill points). Skills: Music 4, Audiokinesis 4.

Traits:

–Equine Combat

–Spell Casting

–Telekinesis

**Trixie**

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 6, Intelligence: 5, Mentation: 8. Level: Adult, HP: 52, AC: 8, Base speed: 10 ft, Initiative: 4. Feats: Spell Pool, Extend Spell Range, Ingenious Pony (+2 Cleverness). Skills: Apportation 4, Teleportation 1, Performance 3.

Traits:

–Equine Combat

–Spell Casting

–Telekinesis

**Zecora**

Strength: 3, Constitution: 3, Agility: 4, Cleverness: 6, Intelligence: 6, Mentation: 6. Level: Adult, HP: 53, AC: 12, Base speed: 10 ft, Initiative: 4. Feats: Adeptness [x2] (+8 skill points), Mystical Pony (+2 Mentation), Polyglot (Equestrian Language and Zebra Language). Skills: Spiritualism 5, Healing 5, Herbalism 5, Meditation 5.

Traits:

–Equine Combat

–Connection to the Earth

–Skill Specialty

**Handling mobs or swarms:** Most monsters tend to travel in groups or gather into a swarm. In that case, it can slow the game down if you have stats for each and every individual NPC. My advice would be to simply give each individual NPC the same stats as others in the group. For example, you have twelve diamond dogs surrounding the PC's. Instead of making stats for each NPC, you could simplify matters by giving each diamond dog the same stats. Another instance to consider is how to handle swarms. Creatures like parasprites come in the hundreds or thousands. When that happens, treat the swarm as its own separate entity and just combine the HP of all the parasprites into one.

**Reuse:** Don't be afraid to occasionally reuse your own creations. If you go through the trouble of making your own map of Ponyville, then feel free to reuse it. If you have made up your own NPC's, then reuse them. Saving your notes and creations for later can be a useful timesaver.

**Get creative with playing pieces:** It's always a good idea to have access to a wide variety of pieces to make it easy for PC's to distinguish each other and to distinguish NPC's. However, it might be hard to find a miniature piece of a diamond dog or a parasprite. In that case, you might have to get creative. Perhaps a plastic bug could be a parasprite or a small dog figurine could be a diamond dog. If all else fails, you could try making your own figures out of Sculpey or just cut out a piece of a cereal box and draw a picture of a monster.

**Get creative with maps:** If characters are in a place that's familiar to them like Ponyville, feel free to use completely drawn maps. However, when adventuring in a place they've never been to before, the players should draw the maps as they explore it based on the GM's description of the dungeon. For example, the GM says there's a parallel tunnel to the left and right, so that is what the PC's draw on the map.

**Be careful about integrating canon characters into a game:** The idea of interacting with canon characters in an RPG may sound like fun, but a GM needs to be careful to make sure that the PC's don't hinder the game. The hazard with integrating canon characters is that PC's may feel tempted to treat them in ways that could potentially hurt a GM's intentions or hinder the fun of the other characters. For example, if a GM puts Discord in a game, players might feel tempted to try and fight him since they want to take down a

major villain. If that was the GM's intention, then that's fine, but if it wasn't, the GM would have to engage in a fight he or she was not prepared for. Or another scenario is the PC's interact with Fluttershy and one of them so happens to be a fan of hers, so instead of helping out, he winds up spending the whole game trying to ask her out on a date. Again, if that was the intention, that's fine, but if it wasn't, it might get annoying for the PC's and the GM. Before integrating canon characters, the PC's must agree not to do anything silly like that or the GM must embrace the PC's interactions with canon characters. If that can't be done, then the GM should reconsider including canon characters.

**Only the PC's control their characters, not the GM:** The GM is not allowed to dictate the thoughts, actions, and emotions of the party without a good reason. The GM can make suggestions or perhaps try to nudge the party to go in a certain direction, but he can't flat out control them. This includes minor instances. For example, a GM can't say to a player "You feel an irresistible urge to run as fear takes hold." The GM can say that if the character is under some kind of Paranoia spell or fear effect, but if the player is still in full control of her character, then only the player has the authority to say how the character is feeling. Although, the GM can still mention minor physical reactions like "You feel a sudden shiver run down your spine as a cold wind blows by." When describing what the characters' perceive, describe it from the PC's perspective. For example, if a PC fails a Spot check, say "You can't see anything out of place" not "There's nothing there."

**Choose skills and feats based on a PC's tentative class:** Most RPG's tend to have character classes, which dictate the character's profession and role in the group, and character levels, which indicate how far a character advanced. This game dispenses with that for the sake of simplicity and flexibility. That certainly doesn't mean characters can't have some kind of class or profession, especially in an adventure game, it just means that the players have more leeway to customize what skills their class gives them. The following are a list of classes you could generally find in a party and the common feats, skills, and spells they may take and Aptitudes they may specialize in. Remember that these are merely suggestions, not definitive restrictions.

Bard:

- **Party Role:** Bards provide entertainment and serve any function that involves performance, charisma, and diplomacy.
- **Aptitudes:** Bards tend to focus their skills involving charisma and performance, thus Cleverness is a necessity. Dexterity and Intelligence might be useful depending on what skills she has.
- **Feats:** Greater Initiative, Musical Instrument Proficiency, and Polyglot.
- **Skills:** Appraise, Bluff, Charm, Climb, Disarm, Gymnastic, Intuit Direction, Jump, Leadership, Listen, Music, Outwit, Performance, Pick Pocket, Precognition, Stealth, Swim, and Trip.
- **Spells:** Dispel, Fortitude, Haste/Slow, and Magic Armor.

#### Fighter:

- **Party Role:** Fighters specialize entirely on combat and resilience so they can be at the front line of any fight.
- **Aptitudes:** Since a fighter's main goal is to be the brute force of the party, Strength is essential for dealing damage and Constitution is necessary for greater defense. If she wants to use range weapons, then Agility would be a must, too.
- **Feats:** Alertness, Animal Companion, Cleave, Deadly Strike, Deflect Projectiles, Far Shot, Greater Initiative, Powered Attack, and Vigor.
- **Skills:** Climb, Blacksmithing, Disarm, Disguise, Grapple, Intimidate, Jump, Listen, Metallurgy, Navigation, Swim, Trip, and Wilderness Survival.
- **Spells:** Fortitude and Magic Armor.

#### Magical Fighter:

- **Party Role:** This applies to ponies who strike a balance between being magical (through spells or Mentation skills) and being a fighter. Such classes tend to be more spiritual (like a monk or a martial artist) and will often offer both magic and combat when needed.
- **Aptitudes:** Magical fighters tend to rely on their muscle and speed, which is why Strength and Agility are a must have. Mentation is an important second option because a lot of the feats and skills they might use require Mentation such as Meditation and Precognition and they might have access to spells.

- Feats: Alertness, Deflect Projectiles, Far Shot, Greater Initiative, Hoof-to-Hoof Combat, Improved Bare Hoof Strike, and Spin Attack.
- Skills: Climb, Disarm, Escape Artist, Grapple, Gymnastic, Herbalism, Hide, Jump, Leadership, Listen, Magic Lore, Meditation, Performance, Precognition, Stealth, Swim, and Trip.
- Spells: Any Spell

#### Magic-User:

- Party Role: Magic-Users solely specialize on magic spells. Only unicorns, alicorns, and other spell-casting races can take this class.
- Aptitudes: Mentation is an absolute must have since a magic-user's power is heavily based on spells and Mentation based skills. Constitution might be useful when forced to make Concentration rolls and for self-preservation.
- Feats: Extend Spell Duration, Extend Spell Range, Canterlot Graduate, Magic Surge, Maximize Spell, Spell Pool, Spell Precision, and Telekinetic Spear.
- Skills: Concentration, Craft Magic Item, Gemology, Herbalism, Sense Magic, and Spellcraft.
- Spells: Any spell.

#### Medic:

- Party Role: Medics specialize in any skills or spells that support the health of the party.
- Aptitudes: A pony will need either Intelligence if she heals with skills and/or Mentation if she heals with magic. However, a medic can't preserve the life of others unless she takes care of herself first. That's why Constitution is a good second choice.
- Feats: Deflect Projectiles, Extend Spell Duration, Extend Spell Range, Greater Initiative, and Maximize Spell.
- Skills: Concentration, Cooking, Craft Magic Item, Gemology, Healing, Herbalism, Sense Magic, and Spellcraft.
- Spells: Dispel, Force Field, Magic Armor, Petrify, Recovery, and Sleep.

#### Ranger:

- Party Role: Rangers are trained for survival in the wilderness.

- **Aptitudes:** If she's a fighting kind of ranger, then Strength and Agility will be useful if she uses short-range weapons or long-range weapons, respectively. If she's more of a spiritual or magical kind of ranger, she should favor Mentation. If she's more of a survivalist kind of ranger, favor Mentation and Intelligence for sharper senses and better wilderness skills.
- **Feats:** Alertness, Animal Companion, Blind Sight, Cold Tolerance, Deflect Projectiles, Disarm, Far Shot, and Heat Tolerance.
- **Skills:** Animal Handling, Beast Lore, Climb, Dowsing, Grapple, Healing, Hide, Intuit Direction, Jump, Listen, Navigation, Precognition, Spot, Stealth, Wilderness Survival, Swim, and Zoology.
- **Spells:** Fortitude, Magic Armor, Recovery, and Snare,

#### Thief:

- **Party Role:** Thieves (while not all are criminals) do specialize in stealing, sneaking, manipulating mechanical objects, and stealth.
- **Aptitudes:** Dexterity is necessary for some of the stunt work they do. Mentation or Cleverness might also be a must have if she depends on her senses and/or her charisma, respectively. Intelligence might also be important since certain skills can be very useful to a thief like Mechanic or Lock Picking.
- **Feats:** Alertness, Blind Sight, Deadly Strike, Deflect Projectiles, Disarm, Far Shot, Greater Initiative, Lip Reading, Swift Hooves, and Trip.
- **Skills:** Appraise, Bluff, Charm, Chemistry, Climb, Disguise, Escape Artist, Gymnastic, Intuit Direction, Jump, Leadership, Listen, Lock Picking, Mechanic, Outwit, Pick Pocket, Precognition, Pyrotechnic, Stealth, and Swim.
- **Spells:** Detect, Fortitude, Haste/Slow, Invisibility, Magic Armor, Sleep, and Spider Climb.

**The GM should be prepared for the PC's to do something unexpected:** A GM should be flexible enough to embrace whenever the players do things that the GM hadn't intended. A PC might choose not to go down a specific path, kill a character important to the story, choose to break the law, etc. When this happens, the GM should be willing to make decisions on the fly as opposed to try to force the players into going down a path he or she wanted them to go.

Allowing PC's some freedom can open up a lot of adventure and story possibilities.

**Beware of Mary Sue characters:** A Mary Sue is any kind of character who is favored highly by her creator and is overly idealized because of that fact. Mary Sue characters tend to be overly powerful, overly perfect, and generally never lose. The character creation rules are specifically designed to prevent Mary Sue characters and to keep it fair for other players. However, if you want to make a Mary Sue character, I certainly can't stop you. After all, I made this game so it can be enjoyed in a wide variety of ways, and probably every pony has made a Mary Sue at some point in their lives. So if you want to make an uberbadass alicorn with over 20 spells and a Mentation score of 50, you can do that, just remember that such characters are more well suited for self-indulgence as opposed to playing a fair and stimulating game.

**Offer a wide variety of treasures:** If all your monsters are carrying nothing but bits or the same weapons and treasure, it can get monotonous. Be sure to get creative with the treasures. Throw in money, weapons, magic items, potions, magic stones, food, clothing, or anything else the party might need. This could also be important when it comes to weaponry. There should be a wide variety of weapons or else a player might feel gipped when other players get what they want and she doesn't. For example, if you have a player who specializes in clubs, it might be frustrating if every dungeon she's been in only has swords. That doesn't mean you should spoil your PC's or make the treasures too easily obtainable, but if the characters wind up surviving an incredibly tough dungeon, it might be disappointing if all they get is the same treasures they got in all other dungeons.

**Put a continuous story into your games:** When playing games with the players, the GM should keep an eye out for adventure hooks once the game is over. For example, at the end of one game, the party managed to steal a lot of money from a unicorn named Cadaver. However, Cadaver makes himself stronger by turning himself into a lich and used his newfound powers to imprison the party into a labyrinth out of revenge, setting up the scenario for the next adventure. So the party plays through the adventure and kills the lich, but not before Cadaver manages to put a curse on them, so the next adventure would be to have the party go out and find a cure for their curse. This kind of



continuous story telling can help generate adventuring ideas and makes the PC's feel like they are actually characters in an ongoing story. That's what role-playing is all about: the game itself is essentially a movie, the GM is the director, and the PC's are the stars. Living out your fantasies in an evolving story can be a lot of fun. In a mundane game, you could treat each play session as an episode in the show.

**Anticipate your PC's desires:** Some PC's tend to have their own desires when it comes to being in an RPG. If it's possible, the GM should oblige. If the PC's want futuristic technology, give them a futuristic setting. If they want action, throw in more monsters. If they want more role-play, throw in more characters. So long as every pony is happy, then there's no harm in doing it.

**Look at published adventures for ideas:** Many games have premade adventures, which is a good place to start if you're a beginner. You could try looking at some published games and try to adapt it for My Little Pony Adventures by adding in pony NPC's, changing stats and treasures, placing or altering monsters, etc.

**It's usually best to think in game terms rather than reality terms:** Picture this scenario: A pegasus named Silver is captured by a sylph on top of a cloud and she is tied up in ropes. The sylph then pushes Silver off a cloud and she falls 100 feet to the ground because the ropes bind her wings. According to the rules, she takes ten 6-sided dice of damage once hitting the ground. However, at the time, she has 54 HP and, and due to an extraordinary amount of luck, she only got 50 HP of damage. The fall leaves her with only 4 HP, but otherwise, she survives. Also, according to the rules, a pony only sustains broken bones due to an intentional attack from an opponent, so she is able to walk away once she gets out of the rope. As such, she doesn't receive any broken bones. In real life, that can't happen. No matter how tough you are, a fall from that height would kill any pony or at the very least break bones. However, like any tabletop RPG, it's not meant to be 100% realistic but it is instead a game-adapted version of real life, and one based off of a cartoon show at that. It's usually best to stretch reality a little when in a questionable circumstance like this, especially when you don't want to bog down the game with too many petty details.

Last Words From the Author

This game has certainly been a fun little labor of love for me. I certainly had to rack my creative brain to make a game that was distinctly my own, but after months of work, I think I finally achieved it. However, this game is still considered an open project. Perhaps as other seasons premiere or as I get some suggestions from other bronies, I might make changes or add-ons to this game, but for now, this game is finished and I hope you all have fun playing.