

# *My Little Heroes*

## *Pony Roleplaying Game*

### *Official Rulebook*

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## **Chapter 1: Character Creation**

The first step to playing the My Little Heroes Pony Roleplaying Game as a player is creating your character. This chapter will take you through creating a character step-by step, and will explain the basics of various elements in the game.

### **Traits**

If you are an experienced player of Hooves of Heroes, or of other Tabletop RPGs, then by now you might already have a character backstory and personality ready to go. However, if you're newer to tabletops, you may prefer to see what your options are before deciding. To that effect, let me introduce to you the Traits your character will have:

Strength (STR)	Strength represent's a pony's muscle power. Being stronger allows you to carry, lift, drag and push heavier objects, as well as allowing you to hit harder.
Finesse (FIN)	Those with Finesse are fast, agile, and have a light touch. It deals with jumping, dodging, and quickness, as well as a measure of how well you can fiddle with intricate machines without knowing much about them, or doing things unnoticed.
Skill (SKL)	Those who have trained their whole lives will find themselves a beacon of Skill. Skill often represents a pony's ability to fight, but it can be used for anything which requires training to do. Similar to Finesse in many ways, Skill deals with less instinct and more training.
Constitution (CON)	If you are healthy and fit, you will find yourself with a high Constitution score. Constitution deals with health, heartiness, and resisting illness and other afflictions.
Knowledge (KNW)	Studying your whole life with leave you with an impressive amount of Knowledge. Being Knowledgable means being able to identify creatures, spells, and history, as well as being able to outsmart or outthink others.
Reason (REA)	While Knowledge may deal with what you know, Reason deals with using such information. Being Reasonable will allow you to overcome fear, comfort others, and make decisions without necessarily knowing all the details.
Perception (PER)	Perception is a measure of a pony's senses, such as sight, touch and hearing. Perception deals with seeing things from a distance, making out hard to hear sounds and noticing out of place things.
Passion (PAS)	Those with fiery spirits and iron wills brim with Passion. This score deals with breaking mind-affecting enchantments, acting, and inspiring or influencing others.

Everyone has every Trait, which are measured numerically. At level one, each of these traits will be labeled 1-10. Having a 10 in a Trait means that your character is exceptionally good with the skills associated with that trait. For an everyday civilian, 4 would be average. Traits are comparable to Attributes in other games. However, remember: Tabletop RPGs are different from Video Games. Traits aren't just arbitrary numbers to tell you how good you are at fighting things. Traits measure and describe your character's personality. Low Knowledge does, in fact, mean your character is rather stupid. There is nothing wrong with having an intelligent warrior; the genius soldier would be far more interesting then the average, run of the mill brute.

However, what bonuses do high Traits give you? What penalties do you receive for low Traits? Every Trait receives an associated "Trait Die". How large of a Trait Die you receive is dependant on how high your Trait is.

You roll your Trait Die along with a d10 (called the “Common Die”) when you perform a task related to that Trait to determine whether or not you succeed.

The following Chart will show you what Trait level you need to get what Trait Die:

Trait Level	Trait Die	Aptitude
1	d4	Incapable
2	d4	Poor
3	d6	Average
4	d6	
5	d6	
6	d8	Adept
7	d8	
8	d10	Excellent
9	d10	
10	d12	Prodigy
11	d12	
12	d12	
13	2d6	Incredible
14	2d6	
15	2d6	
16	2d8	Awesome
17	2d8	
18	2d8	
19	2d8	
20	2d10	Unnatural

### Trait Generation

To generate your character's traits, you would normally use a point-buy system of 20 points. The GM may change the amount of points each player may use dependant on whether they would like a higher powered game or not.

Trait	Cost	Trait	Cost
1	-5	6	5
2	-3	7	8
3	0	8	12
4	1	9	15
5	2	10	22

For faster character generation, you may choose from these pre-purchased sets, assigning the numbers to whichever Traits you wish, as normal. These sets were purchased using a standard 20-point buy system.

Balanced	Paragon	Specialized	Well-Rounded
7	10	8	7
6	6	7	6
6	4	5	6
5	3	4	6
5	3	4	5
4	3	4	4
3	2	3	2
2	1	1	2

### Levelling Up

As your character grows in experience and strength, he or she will “level up”. You level during the play session, but you only gain your new abilities after a full night's rest. As you level up, you will gain abilities, talents, and other bonuses. The majority of your abilities will be gained through your class, but there are some bonuses every character gains as they level up.

When you level up, you may choose to not take an ability that you must make a decision for, such as Powers, Tricks or Weapon Proficiencies, until later. You may make your decision at any moment during play, including several levels later or in the middle of a fight. In this way, you may wait until you have the prerequisites for a Power or Trick. Note, however, that if a Trick requires you to be a certain level, it means you must be that level when you EARN the Trick, not when you take it. All other types of prerequisites can be met when taking the Trick.

EXP	Level	Weapon Proficiency Points	Trait Levels	Tricks
-	1	Skill Trait Die	Character Gen	1
5	2	-	-	-
6	3	1	-	1
7	4	-	1	-
8	5	1	-	-
10	6	-	-	1
12	7	1	-	-
14	8	-	1	-
16	9	2	-	1
19	10	-	2	-

### Level Trait Die

Sometimes, you may be asked to roll your Level Trait Die. What this means is you take your current level and treat it as a Trait level, rolling the associated Trait Die. For example, a level 7 character would roll a d8, while a level 4 character would roll a d6.

Your GM may ask you to roll your Level Trait Die when you ask to know something or do something based off your experience as a class, rather than based off your actual Traits.

### Earning Experience

Experience Points (EXP) is how you level up your character. Below is a table of all the ways you can earn EXP.

Event	EXP Earned
When rolling your Special Talent, if the final result is higher then 9 + your Level	2
Succeeding a roll with your Primary Weakness	2
Succeeding a roll with any Weakness at -2 or -3.	1
Increasing the level of a Talent/gaining new Talents/Decreasing the level of a Weakness	1
Increasing the level of your Special Talent	3
Overcoming a Weakness by reducing it to 0	1
Each day you were in combat and survived	1
Fulfilling the needs of your Motivation (See below)	2
End of Session	1
Doing something Awesome, completing quests, etc. (GM will award EXP)	1 to 5

### Motivations

Everyone, be they magical sentient Pony or otherwise, has a motivation – something that drives them forward in life. This is especially true for adventurers, who risk their lives on a daily basis. When creating a character, you must choose one primary Motivation. This can be a goal, person, place, idea or anything else you can think of which would drive your character forward.

Whenever you meet the needs of your Motivation, such as giving money to your starving family, convincing others of the benefits of a Democracy, or helping someone for no charge, the GM will award you with 2 EXP.

Sometimes, meeting the needs of your Motivation will cause your Motivation to no longer apply. When this happens, your Motivation will usually shift to something similar. For example, if your Motivation was feeding your starving family, but then you found a fortune and sent it to them, your Motivation may switch to keeping your family happy, healthy and safe. Other times, you may simply find a new Motivation that suits your character better, whether because the old one no longer applies or because they have become passionate about something new. When this happens, simply inform your GM what you are changing your Motivation to.

### Hitpoints and Vigour

Hitpoints (Or HP) and Vigour are a combined measure of how much it takes to kill a creature. Hitpoints represents how much actual damage they can sustain before falling unconscious and begin dying. Vigour represents your reflexes and your ability to block blows at the last second before becoming tired. You lose both Vigour and HP in the same way: By taking damage in a fight. Under most circumstances, Vigour is lost before HP. (See *Precision Damage*).

After taking damage, Vigour is regenerated at a rate of half your level (Minimum 1) per in game minute that you are out of combat, while Hitpoints are harder to come by. You regain Hitpoints at a rate of 1 per week, or 3 per week if you spend the majority of it resting.

If your Hitpoints reach 0, you die, regardless of your Vigour.

A pony starts the game with 2 rolls of his or her CON Trait Die worth of Hitpoints. You may reroll this once, but you **MUST** take the second result, even if it is less preferable. The GM may also rule that if you roll less than your CON Trait Level in HP, your HP is instead equal to your CON level. Normally, this rule is used instead of the optional reroll, rather than in addition to it, though more heroic games may utilize both rules. The amount of

Vigour gained is dependant on your chosen class.

**Races:**

Upon choosing a race, pick one of their three specialties. You do not have to pick a specialty that suits your class.

**Unicorn:**

Movement: 2 Units ground

**Fighter Specialty:** *Mystical Shield:* While Unicorns may not be as sturdy as Earth Ponies, many learn to generate a shield of pure energy around them, giving them 5 additional points of Vigour.

**Talent Specialty:** *Telekinetic Advantage:* Unicorns can use their inherent telekinesis to make their weapons engage the enemy and keep them distracted. Whenever you are wielding a melee weapon, you may use your telekinesis to prevent one opponent from using an Opportunity Attack for the rest of the turn. You may do this once per turn, and it takes no actions. However, while using this, you may NOT use your Telekinesis for anything else, and you cannot attack.

**Magic Specialty:** *Born with Magic:* Some Unicorns are born with innate Magical Abilities. You may create one spell using any number of evocation effects, within the GM's approval. This spell will not be able to do damage, and cannot heal. You will be able to use this spell for no Spell Token cost, and may use it even if you are not a spellcaster class or do not have the required Evocation effects. However, the effect of the spell cannot change. Like every other spell, you will create the concept of the spell, while your GM will balance and create the limitations of how the spell can be used. The GM may also impose a limit to how many times per day you may use it, especially if the spell has a combat use.

All unicorns have the following basic spells:

- Basic Telekinesis – Unicorns can channel their physical strength through their horns to pick up any object they can see if they are within a range of 3 Units. Telekinesis is simply a way to transfer your already present Strength to an area which you are not occupying, and as a result, any Strength Challenges that may apply must still be performed, at your normal Strength. This can be straining, and only one item can be held at a time.
- Sparks – A unicorn can shoot sparks out of their horn. These sparks do not travel very far, emit very little light, and create a faint popping noise as they go out. These sparks deal no damage, and are not heat-based. However, it can be fairly noticeable. It is the simplest form of emitting magic.

**Pegasus:**

Movement: 2 Units ground, 3 Units flight

**Fighter Specialty:** *Skirmisher:* Little is as awe-inspiring as a Pegasus engaged in melee combat, as their grace and quickness lets them glue to an enemy like no other. While flying and engaging in Melee, you may perform the follow action as a free action if the opponent dodges.

**Talent Specialty:** *Featherferry:* Pegasi are used to giving friends a ride in the air. When flying and lifting a pony or other heavy item, for the purposes of any related Trait Challenges, you may count your STR Trait Die as a d8 if lower. If you have a d8 or Higher, increase your Trait Die by one step instead.

**Magic Specialty:** *Storm Child:* Pegasi are children of the skies, and for some, that means being children of the storms as well. You take 2 less damage from all lighting based sources. In addition, if you have the capacity to cast spells, you automatically get the Lightning Evocation Effect for free.

Pegasi gain the following bonuses:

- Pegasi can fly – See the Flying and Falling section in Chapter 2 for more info.

· Pegasi can move and walk on clouds

### Earth Pony

Movement: 3 Units ground

Fighter Specialty: *Hearty Warriors:* Earth Ponies are naturally tough, and receive 5 extra max HP.

Talent Specialty: *Roots:* Earth Ponies have a tendency of settling down and getting to work. You've settled down in a City or Town, or at least have a history in one. In this town, you have a total of 3 primary contacts. These contacts can be friends, family, or business partners, and they have one primary skill or service they are almost always happy to provide you with, though they do not fight. They are completely trustworthy, at least when dealing with you. Once you've decided on the contacts, make sure your GM is OK with it. In addition to that, you receive a house, store, or other safe location that you can store things in, or use to run a business. It is also fully equipped with all the necessary tools to ply any crafting based Talents you start with, though not necessarily ones you pick up along your journeys.

Magic Specialty: *Life Comes From the Land:* Earth Ponies have a special connection to the powers of Life. You receive +2 to all healing received from spells, and add +2 to all healing done by spells. (If you heal yourself, this does not stack.)

Earth Ponies gain the following bonuses:

- Earth Ponies receive 4 additional Talent Points, and can start with 5 Talents at 2 points or higher and 2 Talents at 3 points.
- Earth Ponies' maximum unarmed damage goes up by one Die.

### Classes

#### Warrior

Warriors are trained fighters specializing in Melee combat.

Actions: 3

Attack Actions: 1

Vigour Die: 2d4

Level	Benefits
1	<i>Light Armour Training</i> <i>Medium Armour Training</i> <i>Bonus Weapon Proficiency Point +2</i> 5 + 2d6 Vigour
2	<i>Bonus Weapon Proficiency Point +1</i>
3	<i>Weapon Specialty</i> – Choose 1 type of weapon you are proficient with. The Mini-Crit Threshold for that weapon type decreases by 1. Vigour+
4	<i>Heavy Armour Training</i> <i>Stance Switching</i> – You may take a secondary Fighting Stance and may spend an action to switch between them at the beginning of your turn. <i>Bonus Weapon Proficiency Point +1</i>
5	<i>Minor Warrior Power</i> Increase Deflection bonus while wearing armour by +1
6	<i>Bonus Weapon Proficiency Point +1</i> Vigour+

7	<i>Size 'em up</i> – You may, at any time, ask the GM the strength of a creature or Pony you can see. The GM must tell you, truthfully, the level of the creature's highest physical Trait (STR, DEX, SKL, CON), as well as the damage of one of the creature's physical attacks. This does not tell you additional affects such as elemental damage or status effects.
8	<i>Stance Dancing</i> – You gain access to a third Fighting Stance and may switch between them at the beginning of your turn as a free action. <i>Bonus Weapon Proficiency Point +1</i>
9	<i>Weapon Specialty</i> – Gain another weapon type as a weapon specialty. <i>Vigour +</i>
10	<i>Major Warrior Power</i> <i>Bonus Weapon Proficiency Point +2</i>

### Minor Warrior Powers

#### **Combat Specialist**

Whenever you perform a Special Attack, you receive no penalty on your to-hit Trait Die. In addition, you may make Special Attacks with your Weapon's Speed.

#### **Veteran**

You may choose an additional Trick. If you wait to take this power, you must use your stats at Level 5 for determining whether or not you meet the prerequisites. In addition, you gain 5 Vigour.

#### **Stand Firm**

Whenever you score a natural 10 on the Common Die during a parry roll, you may shove opponents of similar or smaller size then you back one square, regardless of whether or not they hit you. This acts in the same way as a successful dodge, meaning the enemy must use the follow action or take an attack of opportunity.

### Major Warrior Powers

#### **Minor Power**

You may instead take an additional Minor Warrior Power as your Major Power.

#### **Charge**

You may spend an Attack Action at any time during your turn to make a charge attack. A Charge attack allows you to move and attack as a single action. If you start your turn threatened by an enemy, you cannot charge that turn. While making a charge, you gain +1 Unit to your movement. You must be able to move at least 2 Units to make a Charge. If you connect during a Charge attack, a normal hit counts as a Mini-crit, a Mini-crit counts as a Full Critical, and a Full Critical deals 3x Damage Dice.

#### **Expert**

*Prerequisites: "Veteran" Power*

You may choose an additional Trick. You gain 10 additional vigour.

#### **Weapon Master**

Choose one weapon type you are Specialized in. You may choose *one* of the following tags: Hidebreaker, Quickdraw, Precise, Sundering, True Striking, Agile or Powerful. Whenever you use this weapon type, you act as if it had that tag. If it DOES have that tag, you always perform mini-crits with that weapon.

### Thief

Rogues and brigands, Thieves specialize in stealing, sneaking, and the unexpected.

Actions: 5

Attack Actions: 1

Vigour Die: d6

Level	Benefits
1	<i>Thieves' Cant</i> – A Thief knows a secret code that to anyone listening in, sounds like a perfectly normal, if a bit strange, conversation. This code is known to a select few, usually guildmates, secret organizations or just thieves in general, as decided by the character. <i>Talented Thief</i> – Take a free talent point in a “Thief Talent”. A Thief Talent is a talent such as lockpicking, trap finding, pickpocketing, burgling, etc. 5 + 2d4 Vigour
2	<i>Light Armour Training</i> <i>Talented Thief</i> – Take a free talent point in another Thief Talent, even if you have not yet trained that talent
3	<i>Dodging</i> – Avoid 1 Attack of Opportunity per turn during a move action
4	<i>Talented Thief</i> – Take a free talent point in another Thief Talent, even if you have not yet trained that talent <i>Give and Take</i> – Succeed at a Pickpocketing Trait Challenge, and if you are not caught, you may, in one swift motion, take up to 10c from that NPC, if they have it, and use it to bribe them. They will not notice until you are long gone, if at all. Vigour+
5	<i>Bonus Movement</i> +1 Unit <i>Minor Thief Power</i>
6	<i>Talented Thief</i> – Take a free talent point in another Thief Talent, even if you have not yet trained that talent
7	<i>Thief Senses</i> – You may, at any time, ask the GM if there is anything fishy about a pony, area or object that you can see. The GM must answer yes or no, truthfully.
8	<i>Give and Take</i> – You now steal and bribe up to 20c instead of 10c. <i>Talented Thief</i> – Take a free talent point in another Thief Talent, even if you have not yet trained that talent Vigour+
9	<i>Dodging</i> – Avoided Attacks of Opportunity +1
10	<i>Sprint</i> – You gain 1 free move action at the beginning of every turn. <i>Major Thief Power</i>

### Minor Thief Powers

#### **Blindside**

You may spend an Attack Action at any time during your turn to perform the Blindside action. In order to perform a Blindside, you must be standing out of the vision of the enemy in question, and standing at least 2 units away from him. During this action, you may move double your movement rate, and you cannot stop adjacent to the enemy you are performing this Power on. As you move past the enemy, you may either make a pickpocket or disarm check. If pickpocketing, the Trait challenge simply determines whether or not the enemy realizes that you stole anything for one round. You always take what you wanted, so long as you know where it was. If disarming, you make an opposed Trait Challenge, your Finesse VS the enemy's Perception. If you fail, you must stop adjacent to the enemy.

#### **Fetch!**

You may bond with one animal. While you cannot speak with this animal, you can have it fetch objects that are in plain sight, or have it distract an creature who is not engaged in a taxing activity, such as combat. This pet always knows exactly what you want it to do.



## Jingle Sense

You always know the following: How rich a pony is(though not an exact amount), if a pony has valuables on him, if a place has valuables in it, where non-hidden valuables may be kept in a place, how much money or valuables may be in a place(though not an exact amount), if there would be valuables hidden at all in a place, how valuable an item is, who an item may be useful to, and how gullible a pony is. These sense can seem almost supernatural, allowing a thief to guide his party to the rich part of a town he's never even been in.

## Major Thief Powers

### Minor Power

You may instead take an additional Minor Thief Power as your Major Power.

### Taunt

You may taunt an enemy from a distance, so long as the opponent can see or hear you. This enemy's defence Trait Die goes down by one while he is enraged by you. In addition, he will do everything in his power to chase after you, save for go into certain death. Make an opposed Trait Challenge, your Knowledge or Passion VS his Reason. If he succeeds, the rage wears off on his next turn, and he will only attack you if you are adjacent to him. If he fails, he will continue chasing you until he cannot see you, until he gets calmed by another, or until he hits you. You may only do this to one opponent at a time, though others may choose to follow him.

### Thief's Best Friend

*Prerequisites: "Fetch!" Power*

Your pet becomes more capable of aiding you. It can now open simple mechanical levers or doors, as well as pickpocket ponies. It also gains one of the following abilities of your choice: The ability to pick locks, the ability to squeeze into small spaces, the ability to sniff out specific ponies or distinct odours, or it looks incredibly adorable, which means no creature that is not unfeeling or completely evil may attack it, and ponies are very quick to forgive it if they catch it doing something it shouldn't.

### Famous Thief

The Thief's underground reputation precedes him. In every town that has any kind of an underground crime scene, there are dozens of Urchins who idolize you and will provide you with information and will do almost anything you ask of them, without asking for anything in return. In addition, you gain the reputation of a Pony who should not be messed with, and no assassin guild will take a contract on you, or any of your well-known traveling companions, though mistakes can be still made. While any non-criminals will feel free to hunt you down, these things get around, and someone from the underground will approach you, informing you of the contract.

## Mage

Mages are ponies who have dedicated themselves to the study of powerful magic.

Actions: 3

Attack Actions: 1

Vigour Die: d4

Spellcasting Trait Die: KNW or REA, whichever is higher.

Level	Benefits
1	<i>Evocation Effects gained</i> 5 + 2d4 Vigour
2	<i>Evocation Effects gained</i>
3	<i>Focus</i> – You may choose one non-modular Evocation Effect to specialize in. That Evocation Effect costs 1 less token when you use it. You may use the <i>Empowered</i> Evocation Effect.
4	<i>Evocation Effects gained</i>

	<i>Arcane Mastery</i> – Once per day, you can choose to automatically succeed a single spellcaster check to cast a spell. You must declare you are using this before you roll the check. This counts as if you had rolled the bare minimum to succeed. <i>Vigour+</i>
5	<i>Emergency Cancel</i> – Twice per day, you can avoid losing Tokens when you fail a spell. You still lose your actions and the spell still fails. In addition, once per week you may choose to either avoid your spell going wild or avoid becoming spell stressed if you roll double ones. You still receive any other disadvantages from failing the spell. <i>Minor Mage Power</i>
6	You may use the <i>Ultimate Evocation Effect</i> . <i>Evocation Effects gained</i>
7	<i>Magical Knowledge</i> – You may, at any time, ask the GM if a spell has been cast in your current area recently. The GM must answer yes or no, truthfully. Furthermore, whenever you see a spell being cast, you may ask the GM what the spell might do. The GM must answer, truthfully, with the name of ONE effect that the spell is being made with.
8	<i>Evocation Effects gained</i> <i>Arcane Mastery</i> – You may use this 1 additional time per day. You cannot use this ability on the same spell twice. <i>Vigour+</i>
9	<i>Focus</i> – You may choose one additional non-modular Evocation Effect to specialize in. That Evocation Effect costs 1 less token when you use it. <i>Max Spell Level – Advanced</i>
10	<i>Evocation Effects gained</i> <i>Major Mage Power</i>

Mage Spell Charts			
Level	Spell Tokens	Spell Level	Total # of Effects Known
1	13	Minor	3
<b>Available Effects:</b> Arcane, Fire, Water, Cold, Lightning, Kinetic, Pigment			
2	16	Minor	6
<b>Available Effects:</b> Dispel, Wind, Light, Sonic, Corrosion, Earth			
3	19	Moderate	6
-			
4	22	Moderate	9
<b>Available Effects:</b> Swiftness, Gravity, Engulfing, Distance, Lingering, Alter, Delayed			
5	25	Moderate	9
-			
6	28	Major	12
<b>Available Effects:</b> Materialize, Mental			
7	31	Major	12
-			
8	34	Major	15
<b>Available Effects:</b> Life, Death			

9	37	Advanced	15
-			
10	40	Advanced	20
<b>Available Effects:</b> Divination			

### Minor Mage Powers

#### **Spell Scrolls**

You gain the ability to inscribe spells with magic ink on parchment. This takes one full day per Spell Scroll. When you do this, roll as if you cast the spell as normal. If successful, you have inscribed the spell on parchment and may cast it without having to perform a check once, though it still costs tokens. If you fail, you lose the day and have to start over.

#### **Reputation**

Casters of all kinds have heard of you, and wish to make your acquaintance. You also gain the ability to tutor young and capable Ponies in the arts of magic, and if you wish, you may put a cost to these services.

#### **Cantrips**

Some spells have become so easy for you that they do not cost Tokens to cast. Any very simple non-combat spell that has **one** of the following effects, but no others, does not cost Tokens and you do not have to roll for: Light, Pigment, Arcane, and Kinetic.

### Major Mage Powers

#### **Minor Power**

You may instead take an additional Minor Mage Power as your Major Power.

#### **Protege**

*Prerequisites: "Reputation" Power*

You may turn one of the young Ponies you Tutor into your Protege. They become a level 1 Mage. You may have them follow you around or stay at home, though they may be a bit of trouble if they follow you around. They are ever eager to please you, and may not have the best judgement.

#### Druid

Druids are ponies who have learned the ways of the wild and become in-tune with their inner magic.

Actions: 4

Attack Actions: 1

Vigour Die: d4

Spellcasting Trait Die: REA or PAS, whichever is higher.

Level	Benefits
1	<i>Evocation Effects gained</i> <i>Light Armour Training</i> 5 + 2d6 Vigour
2	<i>Evocation Effects gained</i>
3	<i>Rooted Trot</i> – You may ignore any non-magical movement penalties from difficult terrain. Vigour+
4	<i>Survival Instincts</i> – You can determine if a natural plant is poisonous to you by taking a small sample. This does not harm you in any way. You may use the <i>Empowered</i> Evocation Effect

	<i>Evocation Effects gained</i>
5	<i>Minor Druid Power</i> <i>Animal Speech</i> – You are able to speak the language of animals, though generally they do not speak unless spoken to.
6	<i>Evocation Effects gained</i> <i>Medium Armour Training</i> <b>Vigour+</b>
7	<i>Knowledge of Beasts</i> – You may, at any time, ask the GM about any creature you know the name of and can picture in your head. The GM must answer, truthfully, with one interesting piece of information about that creature, as well as if the creature has magical abilities. (Though not necessarily what those abilities are.)
8	<i>Survival Instincts</i> – You may use Survival Instincts on all poisons, not just natural plant life. You may use the <i>Ultimate</i> Evocation Effect <i>Evocation Effects gained</i>
9	<i>Rooted Trot</i> – You may ignore all movement penalties from difficult terrain. <b>Vigour+</b>
10	<i>Major Druid Power</i> <i>Evocation Effects gained</i>

Druid Spell Charts			
Level	Spell Tokens	Spell Level	Total # of Effects Known
1	8	Minor	1
<b>Available Effects:</b> Life, Death, Earth, Corrosion, Cold, Water, Pigment			
2	10	Minor	3
<b>Available Effects:</b> Lightning, Sonic, Wind, Fire			
3	12	Minor	3
-			
4	14	Moderate	5
<b>Available Effects:</b> Divination, Speed, Delayed, Alter			
5	16	Moderate	5
-			
6	18	Moderate	7
<b>Available Effects:</b> Distance, Lingering			
7	20	Moderate	7
-			
8	22	Major	9
<b>Available Effects:</b> Gravity, Engulfing			
9	24	Major	9
-			
10	26	Advanced	12
<b>Available Effects:</b> Materialize			

## Minor Druid Powers

### **Herbalist**

*Prerequisites: At least 1 Talent Point in Alchemy, Herbalism or a similar Talent*

Ponies with the Herbalist power can use their already present talents to create magical concoctions. You must first find all the necessary ingredients. To do this, you must first succeed at a Trait challenge with your appropriate Talent. The DC for this challenge is 5 + the number of Tokens the spell you are trying to infuse into the potion. You must then successfully cast the spell. The spell in question must have a single target: the one who imbibes the potion. This process takes one full day per potion, and failing on any check makes you lose the whole day. Potions keep for one month before becoming inert. Inert potions become grey and lifeless.

### **Bonded Animals**

Any animal that the Druid has befriended can become bonded to the Druid. While a bonded animal will not generally follow the druid around, it will always be friendly and helpful with the Druid. It will perform any task the Druid asks of it, so long as said task does not go against the nature of the creature (Such as asking a hummingbird to fight for you, or any creature to kill itself). Furthermore, the Druid can make a DC 9 Level Trait Check whenever he is within the territory of the bonded creature to call the creature to him. This may take several minutes, depending on where the creature was when it heard your call. The number of animals that can be bonded at one time to the Druid is equal to his Level.

### **Druid Circle**

The Druid may make a Druid Circle in an area which is natural and a decent ways away from any Pony cities or towns. The circle cannot be found by anyone other than the Druid or anyone following the Druid. The circle disappears after the Druid's death. While in the Circle, you may meditate for a full day. During this time, the magic of the circle sustains you, ensuring you do not get hungry or tired. When you do this, you may chose one of the following effects: You recover Hitpoints as if you received a week of full rest (3 HP), you may summon a small amount of any non-rare crafting ingredient, you may cast a Divination spell with an automatic success, or you may meditate with others, giving everyone involved the effects of a week of normal healing (1 HP). Furthermore, you regain Vigour simply for being inside the Circle at a rate of double your level per minute out of combat. It takes one full day to make a Druid Circle, and you may have as many as you wish.

## Major Druid Powers

### **Minor Power**

You may instead take an additional Minor Druid Power as your Major Power.

### **Animal Companion**

*Prerequisites: "Bonded Animals" Power*

You may further bond with one of your Bonded Animals. This animal becomes stronger, gains the ability to speak, and will follow you around.

## Equipment

### Fighting Stances

When a character is created, they must choose a fighting stance they were trained in. A player may only choose one, and a fighting stance cannot be changed later in the game. Note: If the player is a unicorn and choses the Telekinetic Advantage specialty, or if they simply wish to use their telekinesis to wield their weapons, the names of the styles change to: Defensive Focus, Striking Focus, and Rending Focus, but are statistically the same.

*Weapon-in-Mouth Style* – The most common stance, this is used by trained and untrained warriors alike. The character gains a +1 Deflection bonus to parry and dodge rolls.

*Weapon-in-Tail Style* – Extremely uncommon, this exotic combat stance requires great discipline, requiring ponies

to use their inner magic to allow their tail to be used as an appendage. The advantage to such training is that your blade moves swiftly and is hard to predict, giving you a +1 to attack rolls.

*Weapon-in-Hoof Style* – This stance is popular among trained pegasi soldiers, as they do not need their hooves to move, though it has gained popularity among brutish warriors. This is performed by pinching the weapon between your hoof and your foreleg. While sacrificing one of your four limbs to attack will slow you, running around all day increases the strength of your hooves. You gain +1 to damage rolls, at the penalty of -1 Unit to your ground movement.

### Weapon Proficiencies

In order to use a weapon effectively, you must have a proficiency in it. If you do not have proficiency in that type of weapon, then the max Trait Die you can roll to hit and for damage with that weapon is a d4, regardless of your Trait levels. To determine how many Weapon Proficiency points you have to start, roll your Skill Trait Die twice, and take the better result. After that, you gain 1 weapon proficiency point at level 2, then 1 point every other level. For each Weapon Proficiency Point you have in a weapon type, you gain Mastery in that weapon type. Mastery increases your chance to hit with that weapon type. However, higher levels of Mastery require you to be a certain level to obtain.

Weapon Proficiency Types:

Light Weapons	Standard Weapons	Great Weapons	Ranged Weapons	Other*
Blunt	Blunt	Blunt	Missile	Siege
Piercing	Piercing	Piercing	Javelin	
Hacking	Hacking	Hacking	Small Thrown	
Slashing	Slashing	Slashing		
	Polearm	Polearm		

\*"Other" weapon proficiencies require 2 points per level of Mastery.

Level Requirement	Mastery Level	Attack Roll Bonus
1	1	0
1	2	1
2	3	2
4	4	3

### Starting Gear

All players start out with an "Adventurer's Pack", which includes everything required for basic survival: Fire starting equipment, 4 Units of Rope, pots and pans, a whetstone, and anything else deemed necessary for a life on the road. If the Campaign will not take place on the road, the GM may replace what is in this starter pack. The pack is considered to weigh nothing for the purposes of determining weight, but purchasing extras of anything in the pack will affect weight as normal.

In addition, characters start with a small amount of currency that they may use to purchase their starting gear. What Currency is called in game will vary from campaign to campaign, but in this book, it will simply be referred to as "Currency" or "c".

To determine how much Currency you begin with, roll your Level Trait Die 3 times, then multiply it by 10. At level 1, this would be 3d4 x 10.

Here are the costs of the basic equipment in this book (See section below for Stats):

Armour	Cost	Weapon	Cost
Wood	10c	Light Weapon	10c
Leather	20c	Standard Weapon	15c
Studded Leather	45c	Ranged Weapon	20c
Chain Shirt	60c	Great Weapon	30c
Mirror Armour	65c		
Chain Mail	90c		
Scale Mail	100c		
Partial Plate	150c		
Full Plate	200c		

Finally, each player may begin play with one “Trinket”, a small, non-combat item costing 5c or less and has an inconsequential weight. Inconsequential weight means that it weighs less than 1, and is not factored into your Carrying Capacity until multiple items add up to 1 weight.

Item	Price	Weight	Item	Price	Weight
Playing Cards	1c	0.1	Trading Cards	3c	0.1
Dice Set	2c	0.1	Board Game (Basic)	4c	0.3
Board Game (Quality)	7c	0.3	Utensil (Spoon, etc.)	1c	0.1
Silverware (Spoon, etc.)	5c	0.1	Instrument (Basic)	5c	0.5
Instrument (Quality)	30c	0.5	Instrument (Advanced)	100c	0.5
Stuffed Toy	3c	0.2	Sewing Basics	2c	0.1
Whetstone	2c	0.1	Rope (per Unit)	5c	0.2
Hygiene Products	3c	0.1	Fire Starter	2c	0.1
Blanket/Sleeping Bag	5c	0.4	Town Map	Free	0.1
Local Map (Basic)	5c	0.1	Local Map (Quality)	15c	0.1
Local Map (Advanced)	30c	0.1	Territory Map (Basic)	6c	0.1
Territory Map (Quality)	20c	0.1	Territory Map (Advanced)	40c	0.2
World Map (Basic)	10c	0.2	World Map (Quality)	35c	0.2
World Map (Advanced)	80c	0.5	Shovel	5c	0.7
Jewelry (Basic)	5c	0.1	Jewelry (Quality)	10-80c	0.1
Jewelry (Advanced)	Varies	0.1	Meal (Poor)	3c	0.3
Meal (Basic)	6c	0.4	Meal (Quality)	12c	0.6

### Weight and Carrying Capacity

To determine how much you can carry, take your Strength Score, multiply it by 2 and add 10. This is your Carrying Capacity. When you are carrying your Strength Score + 10, you are considered to be encumbered, and your maximum movement decreases by 1. When 1-9 points of weight above your Carry Capacity, you may only move a maximum of 1 square, and anything that further decreases your movement prevents you from moving.

When 10 or more points of weight above your Carrying Capacity, every Turn you must make a DC 15 Strength Challenge or fall down, unable to move.

Armour weighs half as much when worn, rounded down.

A pony weighs as much as his Carrying Capacity, plus half of his Constitution Score.

Armour	Weight	Weapon	Weight
Wood	4	Light Weapon	1
Leather	5	Standard Weapon	4
Studded Leather	6	Ranged Weapon	3
Chain Shirt	8	Great Weapon	6
Mirror Armour	10		
Chain Mail	10		
Scale Mail	12		
Partial Plate	14		
Full Plate	16		

#### Armour

Type	Weight	Deflection	Armour Points	APHP	Max Finesse	Max Parry
Wood	Light	1	0	-	d12	d12
Leather	Light	0	1	5	d12	d12
Studded Leather	Light	1	1	5	d10	d12
Chain Shirt	Light	1	1	6	d8	d10
Mirror Armour	Medium	0	2	7	d8	d10
Chain Mail	Medium	1	2	7	d6	d8
Scale Mail	Medium	1	2	8	d6	d8
Partial Plate	Heavy	1	3	7	d4	d8
Full Plate	Heavy	2	4	10	d4	d6

While wearing armour, your parry rolls and finesse rolls (including dodges) are limited, dependant on what type of armour you are wearing.

#### Weapons

Type	Weapon Trait Die	Max Damage	Tags	Speed
Light Weapon	Finesse/Skill	d4	Melee, Thrown, Quickdraw, Precise	4
Standard Weapon	Skill	d8	Melee	2
Ranged Weapon	Perception/Skill	d6	Ranged (20)	2
Great Weapon	Skill	d12	Melee, Heavy, Sundering, Hidebreaker	1
Unarmed	N/A (Roll d6)	d4	Melee, Nonlethal	0



*Melee:* Weapons with the Melee tag can attack in close quarters and have the ability to make Opportunity Attacks and Parry Defence Rolls.

*Thrown:* If you throw a Thrown weapon, you must declare which target you are attacking, then roll your STR Trait die (but not the Common Die) to see how many Units you can throw it. If the result is equal to or greater than the number of Units between you and the creature you are attacking, you may roll your Attack VS their Defence as normal. If the result is lower than the distance between you and your opponent, the weapon falls to the ground before reaching your opponent. After throwing that weapon, you lose it until you pick it back up.

*Quickdraw:* Quickdraw weapons can be drawn and swung as a single action. It always counts as a surprise attack. This can be done as a part of any other weapon's Speed, so long as you drop the weapon in question and sacrifice the remaining Speed attacks. If this weapon is *Thrown* or *Ranged*, then you may make the attack as a ranged attack.

*Precise:* When dealing precision damage, upgrade the damage to 3d4, regardless of Strength.

*Ranged:* Ranged weapons may attack from a distance. The number in brackets next to the Ranged tag is the number of Units the weapon can fire. In order to make an attack with a Ranged weapon, you must spend an action in addition to your speed or Attack Action for every attack you make. In addition, for every action you use to move that turn, your Attack Trait Die decreases by one step. Ranged attacks do not provoke Opportunity Attacks, but you cannot make Opportunity Attacks, nor can you make Parry Rolls.

*Heavy:* You require "Excellent" or higher Strength in order to wield Heavy weapons.

*Sundering:* Every time you hit with a Sundering weapon, you deal 2 points of damage to your opponent's APHP.

*Hidebreaker:* If you attack a creature with AP that does not have APHP, such as a dragon's scaly hide, you may ignore 2 points of AP when performing a Mini Crit or Full Critical.

*Nonlethal:* When attacking with a Nonlethal weapon, you can deal damage normally to Vigour, but only deal 1 damage when attacking VS HP. If you reduce Vigour past 0 with this weapon, it deals no damage to HP on that attack. When you bring an opponent down to 0 HP with a Nonlethal weapon, instead of dying, they fall unconscious, only to awaken 1d6 hours later. If you wish to kill an unconscious opponent with Nonlethal damage, you must succeed at a STR Trait Challenge of 5 + the Opponent's CON Score.

*Slaying:* A Slaying weapon ignores 1 point of AP when dealing damage.

*True Striking:* A True Striking weapon ignores 1 point of AP when performing a Full Critical.

*Bane:* Bane weapons are particularly powerful against a certain type of enemy. The enemy type in particular, listed in brackets next to the tag, can be either very specific (The Greater Fire Elemental in the Ancient Castle) or very general (Elementals). Whenever you successfully hit an opponent that matches the description of your Bane Weapon, you always perform a Full Critical.

*Lightweight:* Lightweight weapons weigh less than weapons of a similar size. The weight of a Lightweight weapon decreases by 1. In addition, the Speed goes up by one, although your Damage die will decrease by one step. (This is your current damage die that you would roll, not the Weapon's max STR Trait Die.)

*Agile:* Agile weapons gain a weapon Speed increase of 1.

*Accurate:* Accurate weapon's Mini-crit threshold decreases by 1.

*Powerful:* When you roll for damage with a Powerful weapon, increase the Damage Die by one step. This can

break the weapon's max STR Trait Die.

*Quality:* Quality weapons are weapons that are simply well-made. The number in brackets next to the Quality tag rates how good the weapon is, from 1-3. For every rank of Quality, add 1 to attack and damage rolls. For each rank of Quality a weapon has, the price triples. (A Quality (1) Standard weapon would cost 45c, a Quality (2) Standard weapon would cost 135c, and a Quality (3) Standard weapon would cost 405c.) You may only begin play with a Quality Weapon if your level equals 3 times the level of quality you are attempting to purchase. You must pay the increased price as normal.

#### Weapon Speed

Depending on the speed of a weapon, a creature may make additional, free attacks. You may make as many attacks per turn as your weapon's Speed, in addition to your Attack Actions. (See *Combat* section in Chapter 2.)

#### Tricks

Tricks are a set of general abilities and specialties that can be taken by any class. They are designed to help you bring your character to life by adding to what they can do.

#### Combat Tricks

Name	Prerequisites	Description
<i>Improved Critical</i>		Whenever you perform a Mini-crit, roll 3 Damage dice and pick the highest.
<i>Critical Mastery</i>	Level 3	Deal +1 damage on Mini-crits and Full Criticals.
<i>True Critical</i>	<i>Critical Mastery</i>	Whenever you perform a Full Critical, deal +1d4 damage instead of +1.
<i>Blind Fighting</i>	6 SKL, 6 PER	You receive no penalties to your Trait Die when attacking an enemy you can't see.
<i>Martial Artist</i>		When attacking unarmed, roll SKL Trait die to-hit. Furthermore, your Unarmed strikes no longer are considered <i>nonlethal</i> .
<i>Iron Hooves</i>	<i>Martial Artist</i>	Increase maximum Unarmed damage by one die.
<i>Horseshoe Flurry</i>	<i>Martial Artist</i>	Gives you an unarmed speed of 3.
<i>Agile</i>	Level 3	+1 Deflection to Dodge Rolls.
<i>Stalwart</i>	Level 3	+1 Deflection to Parry Rolls.
<i>Offensive</i>		+1 to Attack Rolls.
<i>Battle-Hardened</i>	Level 3 OR a Warrior	Reduce your Mini-crit Threshold by 1.
<i>Enduring</i>		3 additional Vigour
<i>Hearty</i>		3 additional HP
<i>Opportunist</i>	4 SKL	You may make as many Opportunity Attacks per Round as half your SKL score, rounded down.
<i>Armour Training</i>	6 SKL, Level 6	Increase the weight of armour you can wear by 1 step. (No Armour Training->Light Armour Training->Medium Armour Training->Heavy Armour Training) Like all other Tricks, this can only be taken once.
<i>Precise Specialist</i>		Whenever you deal Precision damage, you may reroll the damage done. However, you must take the second result, even if it's less favourable.
<i>Whirlwind Strikes</i>	Level 6	You may turn one basic Action into an Attack Action.

<i>Whirlwind Fury</i>	<i>Whirlwind Strikes</i>	Once per day, you may double your weapon's Speed.
<i>Grace</i>		You may roll your FIN Trait die to Attack with Standard weapons and Ranged weapons.
<i>Planned Defence</i>		You may use your KNW Trait Die to parry instead of your SKL. When you do this, you may increase the maximum Parry Die allowed by your armour by one step.
<i>Applied Offence</i>	<i>Planned Defence</i> , 8 KNW, Level 6	You may use your KNW Trait Die to Attack instead of your SKL. When you do this, if the enemy Parries you, you decrease their Parry Die by one step until the end of the round. You may do this twice to an enemy per round.
<i>Heroic Offence</i>		You may use your PAS Trait Die to Attack instead of your SKL. When you do this, if you perform a Full Critical, all allies that round are inspired and may add +2 to any ONE roll they make until your next turn.
<i>Inspired Defence</i>	<i>Heroic Offence</i> , 8 PAS, Level 6	You may use your PAS Trait Die to Parry instead of your SKL. When you do this, if you successfully Parry the enemy's attack, you gain +1 Deflection to your Parries until either you get hit, you roll a 1 on any die, or your next turn begins. This stacks with itself, to a maximum of +3.
<i>Logical Conclusion</i>		You may use your REA Trait Die to Attack instead of your SKL. When you do this, if you deal the final blow to an enemy, all opponents get a -2 to their Defence rolls until your next turn. This does not Stack.
<i>Calculated Defence</i>	<i>Logical Conclusion</i> , 8 REA, Level 6	You may use your REA Trait Die to Parry instead of your SKL. When you do this, you may choose to keep the result of your Parry roll, and use it until your next turn.

#### Teamwork Tricks

Name	Prerequisites	Description
<i>Luck</i>	Level 6	Once per day, you may reroll any one roll made by any creature within eyesight, including your own. You MUST take the second roll, even if it is less favourable.
<i>Defender</i>		All adjacent allies gain a +1 Deflection to all Defence rolls. You do not gain this bonus yourself, and it does not stack if multiple characters have this Trick.
<i>Bodyguard</i>	<i>Defender</i>	Whenever an ally adjacent to you fails a Dodge roll, once per round you can allow them to act as if they succeeded, move into their square and take the attack in their place. You must decide to do this before the enemy rolls damage.
<i>Attack Together!</i>		All Allies in your Initiative Group, including yourself, gain +1 to their attack rolls. If using Individual Initiative, then all adjacent allies, including yourself, gain +1 to attack rolls. This bonus does not stack with itself if multiple characters have this trick.

#### Magic Tricks

Name	Prerequisites	Description
<i>Combat</i>	6 SKL	You may cast spells that includes an attack. The Attack must be a part of the

<i>Caster</i>		spell, and it uses your Attack Action. (An enhanced strike that deals additional Fire damage, for example.) Roll to hit as normal. This costs 1 Spell Token per Effect added to the attack, and increases the DC of the spell as normal.
<i>Arcane Warrior</i>	<i>Combat Caster</i> , Level 6	When casting a spell, you may make the Free attacks given to you by a weapon's Speed.
<i>Universalist</i>	Both Spellcaster Traits at 7 or higher	When you roll your Spellcaster die, increase your Spellcaster Trait Die by one step.
<i>Basicist</i>		Whenever you cast an unmodified effect to deal damage, the damage does not decrease if you add special effects, like an area of effect or damage over time. Adding range still decreases the damage as normal.
<i>Practiced Caster</i>		You may perform Mini-crits with damaging spells. This works the same as Mini-critting with a weapon. At the GM's discretion, Mini-crits may have other effects.
<i>Experienced Caster</i>	<i>Practiced Caster</i> , Level 6	You may perform Full Criticals with damaging or healing spells. This works the same as performing Full Criticals with a weapon. When applied to spells that have already had their damage multiplied by <i>Empowered</i> or <i>Ultimate</i> , simply add 1 to the multiplication of damage. (Normally, Empowered deals x3, Ultimate deals x5) At the GM's discretion, Full Criticals may have other effects.
<i>Healer</i>	Life effect	Whenever you perform a Healing Spell, roll the amount healed twice and take the better result.
<i>Over-healing</i>	<i>Healer</i>	Whenever you heal an ally, you can heal them up to 5 points above their maximum Vigour. This additional Vigour is lost after 1 hour.

### Talents

Talents represent what your pony is good at, what he spent his life doing, or something he knows a lot about. Talents can be almost anything, so long as A) it's physically possible in the world you are playing in and B) the GM approves of your choice. How good you are at a Talent is represented by how many "Talent Points" you have in that Talent, up to a maximum of 3. When rolling a Trait Challenge against something that applies to one of your Talents, add the number of Talent Points you have in that Talent to the result of your roll. Note that you may NEVER add Talent Points to any roll that is not a Trait Challenge, such as attacking, spellcasting, parrying, dodging, damage, etc.

A character begins play with 3 + their KNW score in Talent points to spend on Talents. Unless you are an Earth Pony, you can only start the game with a maximum of 4 Talents at 2, and no Talents at 3 points.

Throughout the course of the game, Talents can be improved, and new Talents can even be learned. How exactly this is done is up to the GM in question, but normally you must roleplay out how you are improving your abilities. For example, A GM may rule that your Magical Knowledge talent may increase by convincing a powerful Unicorn wizard to impart upon you some of his wisdom. Another way that a GM may rule an increase in Talents is by doing something particularly creative and exciting with your talent, especially if you use that Talent with consistent awesomeness.

When choosing Talents, it may be tempting to choose only Talents that you know will be useful, but it's important to remember that because of the flexibility that Hooves of Heroes gives you, you can always find uses for your talents. You may ask why you'd want to spend Talent Points on Floristry, but I ask why wouldn't you when that giant, Pony-Eating flower blocks your way. While it's always a good idea to add in a few commonly useful choices, such as Searching, Dungeon Knowledge, Climbing, Diplomacy, Swimming, or Underwater Basket Weaving, the Talents section is where your character can truly come to life! Don't squander it!

### Crafting Talents

It will be fairly common that players wish to have some kind of talent that involves making new things. In order to use these Talents, you must spend at least one Talent Point on the general skill used to craft these items (Blacksmithing, Woodworking, etc.) and one Talent point (But no more) on the "Recipe" for a specific type of item. (Swords, Bows, Heavy Armour, Boats, etc.) Some Crafting Talents may only have one Recipe, such as Herbalism, which can really only be used to create poultices (Unless you are a Druid with the appropriate power). When you gain a Crafting Talent, whether it be through Character Creation or through roleplay in game, you gain one free Recipe. In the case of gaining Crafting Talents in game, this Recipe will be the first thing you were taught to make. Earning new Recipes does not grant you Experience Points.

To use a Crafting Talent, you must have a workspace with all the required instruments within, as well as all the materials needed to make the item. The GM will inform you how much you may need to spend to gain access to these materials, or if you can hunt them down yourself.

When crafting or repairing something, you roll with your actual Crafting Talent, and NOT the recipe.

### Special Talent:

Every character starts with a "Special Talent", which is the primary talent that your character excels at far beyond what most consider possible. Create one talent, and set it at level 4. This is the only talent which can break the cap of 3. Throughout the course of the campaign, you may raise this Special Talent to a maximum of 6, though it will be very difficult to find anyone to teach you more on this subject. As a result, your Special Talent will usually raise due to your own actions, so make sure to use your Special Talent creatively and with as much flair as possible!

### Weaknesses

If you wish you had more Talent Points to use, you can add Weaknesses to your character. Weaknesses work in much the same way as Talents, but in reverse: You receive a penalty equal to how many points are in a Weakness. For every 2 points of Weakness that you give a character at creation, you gain 1 Talent Point. (These 2 Weakness Points do not have to be in the same Weakness.)

In addition, every player starts with 1 Weakness, called their Primary Weakness, at -3. You do not receive bonus Talent Points for this Primary Weakness. The Primary Weakness represents what your character struggles with greatly, and often will get in the way of their success. While most weaknesses can be gotten rid of in game in a similar way to improving Talents, Primary Weakness cannot be reduced or removed, and you are stuck with them throughout the game.

Weaknesses can be given to a character by the GM on any failed roll, if he deems you failed spectacularly enough. You can also gain Weaknesses from injury, obligation, lack of sleep, or anything else the GM decides. If you ever roll double 1s on a Trait Check, you automatically get a Weakness relating to what you were doing, UNLESS you were using a Talent. If you were using a Talent, that Talent goes down by 1. If a Talent goes to 0, you do not lose that Talent and do not have to re-learn it. You continue to use the Talent as normal, but if you roll double 1s again, that Talent becomes a Weakness. Your Special Talent cannot be reduced at all in this way.

When you are given a Weakness, it usually starts at -1. Generally, the only exception to this would be an injury, which can vary in how severe it is dependant on what happened. Weaknesses can worsen by continuing to fail spectacularly at relatable rolls, and occasionally for performing actions that would logically increase the penalty.

Unlike Talents, Weaknesses CAN apply to rolls that aren't Trait Challenges, including attacks, spellcasting, and defence rolls. In addition, some Weakness can have other affects. For example, a pegasus may have the Weakness Injured Wing, which would decrease a Pegasus's fly movement by the number of Weakness Points Injured Wing has, grounding them completely at -3.

### **GM NOTES:**

- Make sure you utilize Talents and Weaknesses in your game! Your players may think that their Primary Weakness in Dancing will never come up, but it's your job to work that into the campaign somehow!
- Two or more players have similar Talents, and not sure how to differentiate the two? More generalist Talents will often be harder to use in specific circumstances. A player may think they're clever for picking Nature Knowledge over the other player who chose Fungus Knowledge, but the DC for the player who chose Fungus Knowledge would be significantly lower than the DC for the player who chose Nature Knowledge.
- While it's fun being an Evil GM, some mechanics require a bit more mercy than others. If a Player fails a roll that is extremely common, such as heavy lifting, and you wish to give them a Weakness for it, it may not be very fun for them if they receive a hard to remove Weakness for something so common. This can be especially irritating if their characters have done that thing before, and had no issues. In such a case, it may be prudent to give them a Weakness of Cramped (-1), which will give them -1 on heavy lifting, but the removing it only requires a week of in-game relaxation. Another example of mercy in the Weakness system is if your player roll double 1s on negotiating peace between nations. It would make little sense to give him a -1 weakness in Diplomacy if that character had been the Party's mouthpiece in the past. Instead, you could argue that the player failed to properly show what his nation could give the other, and he realized he has a Weakness in Hagglng.
- When you decide that a player performing an action would worsen their weakness, such as galloping after a criminal with a sprung ankle, inform them before they perform the action and confirm that they wish to continue with the action.

## **Chapter 2: Challenges**

During the course of any pony's life, they will face all sorts of challenges. While the adventuring Pony is often likely to find himself in a combat scenario, those are not the only challenges they will face. Read on to learn about all the different challenges you will face in Hooves of Heroes!

### **Combat**

#### **Combat Order**

Those gobponies looked at you funny, and now you have to show them the what-for! But where to begin? How do you decide how far you can run, who goes when, and what are these "actions" you keep hearing about? This section answers all those questions and more.

#### **Initiative**

In order to determine who goes first in combat, you must first roll initiative. The standard method of deciding initiative, called Group 3, assumes a party size of 4-5 players fighting a group of enemies, and you may wish to change the initiative system depending on the situation. The following are different types of initiative that Hooves of Heroes uses:

#### **Group 3**

Group 3 initiative is standard for Hooves of Heroes. In Group 3, up to 3 creatures can use one initiative roll and act together. In order to do this, however, the characters must trust the character who is rolling the initiative. (In this situation, "trust" can be slightly subjective, meaning one may not trust a creature outside the battlefield, but may trust their instinct on the battlefield enough to follow them. In general, the party can always be considered to have enough trust in each other to use each other's initiative.) That said, a group does not HAVE to make up a group of 3. for example, in a party of 4, you could have initiative groups of 1/3, or 2/2, or 1/1/2, or even 1/1/1/1. A group of 3 is simply the maximum.

The actual roll works like this: The group decides who will roll the initiative, and then that player or NPC rolls the Common Die + their FIN Trait Die. Alternatively, if the battle was expected in advanced, they may choose to use their SKL Trait Die. The group with the highest number goes first, second highest goes second, and so on. In the case of a tie, both groups roll the Trait Die used, without rolling the Common Die. The higher number goes before the lower number.

## Group 2

The same as Group 3, but only 2 creatures may make up a group. Recommended for smaller groups of players or smaller scale battles.

## Individual

The roll is the same, however each player rolls for themselves. Recommended for smaller scale battles, such as players fighting a single, large monster. When using Individual Initiative, it is recommended that more leniency is used when deciding which battles were “expected in advanced” when choosing whether or not to allow the use of the SKILL Trait Die.

## Turns and Actions

When it gets to a group's Initiative, it is considered that group's Turn. During your turn, you get a number of actions. Members of the same group do not have to spend all of their actions in one go – one player may make one action, then another player may take two actions, and then the first player takes his remaining actions while the third group member decides what to do. This allows for a lot of team coordination, so make use of this! The number of actions you get is determined by your class. You may spend actions to move your movement, pull items out of your pack, cast spells and attack. However, as this is a roleplaying game, you are encouraged to get more creative with the ways you spend your actions. Dropping marbles on the floor to create difficult terrain, disarming the baddie of his magic sword, or loosening a bolt in some scaffolding to collapse on your enemies are just as valid combat types. In fact, the thief class is designed to make use of this cleverness, with a great many actions to spend on such devious plots!

## Attack Actions

As noted above, you can spend actions on attacking. However, unlike other actions, you cannot spend all your actions attacking. By default, there is 1 action you can spend attacking, though this may be modified with certain Tricks. These actions are called “Attack Actions”, and can be used for either making an attack, or performing a basic action. In addition, you gain free attacks depending on what your Weapon Speed is. See the Weapons section for more detail. You always make attacks with your attack actions AFTER attacks made with Weapon Speed.

You must make your attacks either before you perform any other actions, or after you perform any other actions. You cannot perform attacks in between actions.

For details on what to roll for an attack, see the *Attacking* section under *Combat Basics*.

## Free Actions

Some actions, such as speaking, thinking or controlling already cast spells, are free actions, meaning they take no effort whatsoever to perform. As a result, they cost no actions to perform.

## Combat Basics

Now that you know how turns and actions work, you're probably wanting to know how to hit things, and more importantly, how to avoid getting hit? This section deals with the special rolls you will perform in combat.

## Defence Roll:

When you are attacked, there are two ways to defend yourself: Dodging, and Parrying.

### *Dodging:*

Dodging is better for lightly armoured creatures with high Finesse scores. In order to dodge, you must have one adjacent square not threatened by the Enemy Attacking you, nor can it be threatened by an opponent not already threatening you. Flying creatures cannot dodge up or down.

If your Dodge roll was higher than your opponent's Attack roll, you must then move into one of those squares. If the enemy that attacked you moves into your threatened range, that enemy provokes an Opportunity Attack

until the end of their turn, or until another enemy attacks you.

To Dodge, roll:

Common Die + FIN Trait Die + Deflection

*Parrying:*

Parrying is better for front line warriors who want a reliable defence that is limited little by armour. Unlike Dodging, Parrying allows you to stay where you are, but you need a melee weapon to parry.

To Parry, roll:

Common Die + SKL Trait Die + Deflection

*Deflection*

The bonus applied to your Defence rolls, whether Dodging or Parrying, is called the Deflection bonus. Unlike all other bonuses in the game, Deflection has a hard cap. This cap is +5.

Following

You can avoid the Opportunity Attack from someone who dodged your attack with the Follow action. With the Follow action, you may move one square, ignoring Opportunity Attacks from any enemy who has dodged you. However, to perform this action, you must spend your Attack Actions FIRST. If you have no Attack Actions currently, then you may use normal Actions.

Armour Points

Armour helps you resist damage. Armour Points (AP) are a measure of how much damage is mitigated from attacks. Armour with AP of 1 will prevent you from taking 1 damage. However, armour must be properly maintained. Every time you get hit, the armour's hit points (APHP) go down by 1. If it's HP reaches 0 or less, then you subtract 1 from the AP of the armour and reset the APHP to the Armour's Maximum, even if the damage to the APHP brings it to a negative number. An armour's AP can be reduced to 0 in this way.

Damage can not be reduced by AP below 1, and getting hit will always guarantee you take at least 1 point of damage.

You can, of course, repair armour. Unless you do it yourself, it will likely cost Currency, though it will always cost less to repair armour than it would to buy a new set. Repairing armour counts as crafting. See the *Crafting Talents* section for more details.

Wearing Armour Untrained

If you attempt to wear armour that you are not trained in, there are serious penalties. When rolling for defence, you cannot dodge. Furthermore, your SKL and FIN Trait dice are considered to be d4s while you wear the armour. For all physical activities, your Common Die goes down by two steps. Finally, unless you get aid from someone who DOES know about that kind of armour (Whether they are trained in it or know how to make it) the maximum APHP of the armour is considered to be 1.

Attacking

The attack roll is as follows:

Common Die + Weapon Trait Die + Weapon Mastery Bonus

There are some special effects that the Common Die has during an attack action: If you roll a 10 on the Common Die, the attack hits, regardless of your opponent's Defence Roll. If you roll a 1 on the Common Die, the attack misses, regardless of your opponent's Defence Roll. For this reason, it is always important to set a precedent on which d10 is the Common Die. Choose either a d10 with a unique colour, or use a 10s Die generally used for percentiles. If playing Online, the first of the two dice shown when rolling is generally the Common Die.

Criticals:



Sometimes, an attack will strike true, being far more effective than the average hit. This is represented by Mini-crits and Full Criticals.

*Mini-crit* – A Mini-crit happens whenever you roll your weapon's Mini-crit threshold or higher. The Mini-crit Threshold for all weapons starts at 6, though abilities and some Tricks may decrease this, making it easier to perform Mini-crits. To roll damage for a Mini-crit, roll your weapon's damage die twice. Use the higher roll for your damage.

*Full Critical* – A Full Critical happens when you roll a successful Mini-crit alongside an Automatic Hit. To roll for damage on a Full Critical, roll your damage die twice, and add the results together.

#### Damage Roll:

Roll based off your Strength Trait Die. The largest Trait Die you can roll will depend on what weapon you are using.

#### Equal Attack and Defence Rolls

If a character is wearing armour when an attack roll and a defence roll are equal, a Glancing Blow happens. The Armour's AP Hitpoints are decreased as normal as they would normally if they got hit, but the character takes no damage, and would move as normal if they dodged. If a character is not wearing armour, or their armour's AP is currently 0, they get hit as normal. If a creature has natural AP, this counts as armour.

Automatic hits are not effected by Glancing Blows and work as normal.

#### Precision Damage

Precision Damage is damage that is dealt directly to a creature's HP, skipping any current Vigour that the creature may have. The GM may reward Precision Damage in circumstances where a player spends several actions setting up a particular attack or spell, and the player describes it in an awesome, radical, awe-inspiring, or otherwise fantabulous way. Other situations where Precision Damage may apply is if the enemy was not defending themselves, or if they could not defend themselves, such as getting caught in an avalanche.

If an enemy has no Vigour left, or if they do not have Vigour at all, Precision Damage counts as a Full Critical if it connects, regardless of the roll. The damage increase from Precision weapons still applies.

#### Surprise Attacks

If a creature is surprised by an attack, but still notice in time to defend themselves, it is considered a surprise attack. It deals normal damage, but they cannot dodge, their Common Die for the attack gets reduced to a d8, and the max Parry Die they can use becomes a d4.

#### Opportunity Attacks

If a creature ever opens themselves up in such a way to allow for a free attack, such as moving past an enemy, standing up, or picking up a weapon off the ground, all creatures adjacent to them with melee weapons may make a free attack on that creature. This counts as a surprise attack, and on a Critical Hit, it deals Precision Damage. Performing an Opportunity Attack provokes Opportunity Attacks from anyone other than the creature who was originally hit by an Opportunity Attack, however, so there is strength in numbers. You may only make one Opportunity Attack per round. Moving out of an opponent's threatened area (The area directly surrounding an opponent with a melee weapon) does NOT provoke Opportunity Attacks.

#### Special Attacks

Special Attacks are attacks made to do something more than a normal attack would do – such as a wild horizontal swing to hit multiple opponents at once. There are not rules for any specific type of Special Attack, though there are some general guidelines for how to handle these special moves.

To perform a Special Attack, you must use an Attack Action. When performing a Special Attack, you do not have to wait until after you've made attacks with your weapon's Speed. You cannot perform a Special Attack

using your weapon's Speed. The Trait die used in a Special Attack's to-hit roll is always decreased by at least one step, though sometimes it may be decreased more if the maneuver is particularly potent. Secondly, if successful, the to-hit roll is always followed up by either a Trait Challenge or an Opposed Trait Challenge. Additionally, damage may be decreased (Unless increased Damage is what the player was going for) and some additional rules may apply, such as "the opponent must have no Vigour".

Below are a few sample Special Attacks. Note that you do not have to use these rules yourself, they are merely to provide a sample of what the rules may look like for a Special Attack.

Name: <b>Wild Swing</b>	Trait Die Decrease: <b>2 Steps</b>	Trait Challenge: <b>Strength VS Opponent's last Defence Roll</b>
Additional Rules:	You must be attacking the first opponent's Hitpoints, and you must be using a Melee weapon	
Effect:	You may make another Free attack at an adjacent enemy with the same 2 step Trait Die decrease.	

Name: <b>Called Shot</b>	Trait Die Decrease: <b>One Step</b>	Trait Challenge: <b>Perception, DC dependant on the size of the body part targeted</b>
Additional Rules:	This attack cannot perform Mini-crit or Full Critical damage, and the Trait Die Decrease can go down even farther on extremely hard to hit areas	
Effect:	You may target a specific part of the enemy's body. This attack will do something special based on where you hit, such as attacking a leg to slow an enemy. Performing Mini-Crits and Full Criticals will increase the effect.	

Note that because Special Attacks use Trait Challenges, you may take Talents in them. However, the Talent cannot be general, such as "Special Attacks", and must be more specific, such as "Called Shot".

### Combat Maneuvers

Combat Maneuvers are moves which may be considered an attack, without directly dealing damage to an opponent. This includes shoving an enemy back, feinting, grabbing an opponent's tail, etc. It does not include something such as pushing over an pillar onto an enemy, or otherwise using terrain to indirectly deal damage. In order to perform a Combat Maneuver, you must be interacting directly with the opponent in question.

The roll to perform a combat maneuver varies, though it is usually an Opposed Trait Challenge. (See *Trait Challenging*)

To perform a combat Maneuver, you must use an Attack Action. When performing a Combat Maneuver, you do not have to wait until after you've made attacks with your weapon's Speed. You cannot perform a Combat Maneuver using your weapon's Speed.

### Flying and Falling

Taking off as a Pegasus is a single action, though many Pegasi use flight as their primary method of getting around. Taking off puts you 1 unit of distance off the ground, which is still within Melee range (Melee range is up to 2 Units off the ground. Being 1 Unit off the ground, you are still level with those on the ground) and provokes Opportunity Attacks. If a Pegasus is hit while flying, they fall, unless only 1 unit of distance off the ground. While 3 Units of distance above the ground, your Common die is counted as a d8 when defending VS ranged attacks.

For every 3 units of distance a creature falls, they take 1d4 damage. If they succeed at a Trait Challenge (GM's discretion as to what Trait is acceptable) the damage is dealt normally. If they fail, the damage is Precision Damage. The DC for the Trait Challenge is equal to 3 + the number of units fallen. Fall Damage ignores AP.

### Attacking Unseen Enemies

Sometimes you will fight an enemy you cannot see, whether because it is too dark, or because the enemy is invisible. You must first succeed at a Perception Trait Challenge. The DC for this challenge depends on how much noise the enemy is making: If they are standing completely still, the DC is 15. If they are moving silently, the DC is 12. Moving around, the DC is 9, and if attacking you, the DC is 6.

If successful, you make an attack roll. The Common Die for this roll is counted as a d8, and your Trait Die is reduced by one step.

### Movement and Distance

In combat, a creature may spend an action to move a number of units as decided by their race's movement. Attempting to move past an enemy provokes an Opportunity Attack.

Distance in Hooves of Heroes is measured in "Units". One Unit is equal to one square on a grid map. However, how much distance is in one Unit is dependant on the campaign. Running a large scale campaign, where Ponies dart about, fighting across an entire city? You can do that. Want to play a game of millimetre sized Ponies? It can be done. If distance becomes relevant when playing the game, ask your GM how big one Unit is.

### Trait Challenging

When needing to perform an action that can't be solved through combat, such as lifting a heavy object, performing in front of a crowd, or memorizing a set of ancient glyphs, you will need to roll a Trait Challenge. A Trait Challenge is a roll of the Common Die + a roll of the Trait Die being challenged, plus any associated Talents or Weaknesses. For example, lifting an object might require a Strength Trait Challenge. In order to succeed, your total must pass a number set by the GM, known as the Difficulty Class (DC). The DC may go down if a player uses a Talent with a specific use. Note that the DC for a character with any related Talent should never be higher than the DC for a Player with no related Talents at all.

### **GM NOTES:**

· Common DCs are as follows: Easy: 6, Normal: 9, Challenging: 12, Hard: 15, Very Hard: 18, Nearly Impossible: 21+

### Opposed Trait Challenges

Sometimes, you will be pitting your Traits and Talents directly against another's. In these situations, each creature will roll the Trait Challenge, each adding any related Talent. The Traits used for each pony do not have to be the same. Whoever gets higher comes out on top, though sometimes, there may still be a DC that the characters have to pass. An example would be two ponies trying to upstage the other during a performance. Even if one beats the other, it does not mean they pleased the crowd watching.

## **Chapter 3: Magic**

Casting a spell, called "Evocation", costs spell tokens. In order to determine how many tokens you need to spend, as well as how difficult it is to cast, you must select from a list of effects, shown below. However, what the spell actually does is entirely up to you, within the GM's approval.

### Casting Spells

To cast a spell, first choose which effects you will use in the creation of your spell, and describe what you want to happen. Then roll the Common Die + your caster class's trait die. If you roll equal to or higher than the total amount of tokens you spent evoking the spell, you succeed! If you roll up to four less than the amount of tokens spent, then it took more effort than expected and must spend an additional token for every effect used to cast the spell. If you do not have the required tokens, or if you do not wish to spend the additional tokens, the spell fizzles, you lose your actions, and nothing happens, though you may keep the tokens you would have used. If you roll is five less or worse, the spell fails, you lose your actions, and the tokens you would have spent. If you get double 1s, you become Spell Stressed, and the spell goes wild. The GM will tell you what havoc your outburst of Magic caused, and you probably won't like it.

### Evocation Effects

Effect	Token Cost	Description
Arcane	4	Arcane deals with the fabric of magic itself, and deals energy damage.
Life	4	Life normally deals with healing, rejuvenating or creating minor life.
Death	4	Death Energy harms sucks life from living creatures and heals undead.
Fire	4	Fire Energy creates and deals with Fire.
Water	4	Water Energy creates and deals with Water.
Wind	4	Wind Energy creates and deals with Wind.
Cold	4	Cold Energy creates and deals with Frost.
Earth	4	Earth Energy creates and deals with Stone, dirt and plants.
Light	4	Light Energy creates and deals with Light.
Sonic	4	Sonic Energy creates and deals with sound.
Lightning	4	Lightning Energy creates and deals with lightning.
Kinetic	4	Kinetic Energy creates and deals with pure force.
Corrosion	4	Corrosion deals with Acids and Poisons.
Swiftness	6	Swiftness deals with how quickly things move. At Ultimate level, this effect is time-bending.
Alter	6	Alter physically changes or effects a physical entity in some way. At base level, Alter can only affect inanimate objects. <i>"Empowered"</i> allows Alter to affect the caster and willing creatures, and <i>"Ultimate"</i> allows Alter to affect other creatures. A creature that is being affected by Alter knows how they are being altered, and in the case of <i>"Empowered"</i> , may choose to not accept the spell after they know what it is going to do to them.
Gravity	6	Gravity deals with the forces of gravitational pull.
Mental	5	Mental affects a creature's states of mind and their awarenesses. At base level, Mental can only affect the one who cast it. <i>"Empowered"</i> allows Mental to affect a single creature who did not cast it, and <i>"Ultimate"</i> allows Mental to affect a small number of other creatures.
Divination	6	Divination deals with information. At base, you can see things that are currently happening around you, or gain special senses to help you with rolls. <i>"Empowered"</i> increases the effectiveness of your special senses, while <i>"Ultimate"</i> allows you limited information on what has yet to happen or what has happened in the past.
Dispel	5	Dispel is used to remove energies or effects.
Materialize	6	Materialize allows the transportation and creation of material goods. At base, Materialize allows the transportation of small, inanimate material goods, so long as the caster knows exactly where they are. With <i>"Empowered"</i> , the caster can create minor inanimate material goods, or transport a large amount of material goods, provided they know exactly where they are. With <i>"Ultimate"</i> , the caster can create a large amount of material goods or transport living beings. All goods created with Materialize are not permanent and dissipate after a while.
Pigment	2	Pigment can be used to affect colour.

The following effects cannot be used in a spell on their own, and need to be used in addition to one of the above effects.

Effect	Token Cost	Description
Empowered	x2	Empowered increase the effectiveness of a spell by increasing it's strength. Empowered is a modular effect, it must be applied directly to another effect, then multiplies it's cost by x2. It cannot be used in conjecture with other Modular effects.
Ultimate	x3	Ultimate increases the effectiveness of a spell even further then " <i>Empowered</i> ". Ultimate is a modular effect, it must be applied directly to another effect, then multiplies it's cost by x4. It cannot be used in conjecture with other Modular effects.
Distance	5	Without using distance, players are assumed to be able to cast spells in a reasonable area around them. However, if a player wishes to attack over a very long range, or cast a spell across miles of terrain, distance will help them do that. It is up to the GM how distance affects spells, but in general, base distance allows you to cast a spell anywhere you can see, " <i>Empowered</i> " allows you to cast spells anywhere you've been, and " <i>Ultimate</i> " allows you to cast spells anywhere you know of.
Lingering	5	Lingering increases the amount of time a spell will be in effect for. At " <i>Ultimate</i> " level, it can be made permanent.
Engulfing	5	Engulf increases the area which your spell will effect.
Delayed	3	Delayed allows you to set up a spell to trigger at a precise moment. Delayed is a Minor effect, and cannot be modified by modular effects.

### Evocation in Combat

A spell that cost 1-5 tokens is considered a Minor Spell, 6-10 is a Moderate Spell, 11-15 is a Major Spell, and 16+ is an Advanced Spell. Minor Spells take 1 Action, Moderate Spells take 2 actions, Major Spells take 3, while Advanced spells take your entire turn, and can only be cast if you have 3 or more actions in your turn, and you have not yet acted that turn. You cannot cast a spell and make a standard attack in the same turn, even with a weapon's free attacks, unless you use certain Tricks. You cannot cast a Spell with an Attack Action.

Furthermore, larger spells can be split across multiple rounds by casting each effect individually. This can be done in or out of combat. The rules for Spell Splitting is as follows:

Casting an unmodified effect cost x2 Tokens. Casting an Empowered effect costs x3 Tokens. Casting an Ultimate effect costs x5 Tokens. You must spend 2 standard actions to cast each effect, and being attacked interrupts the spell and causes you to lose all spell tokens spent so far. After you have successfully cast all effects, you must spend 1 final action on your next turn to finalize the spell by performing a DC 6 spellcasting check if there were no modified effects, DC 9 spellcasting check for a spell with an Empowered effect, or DC 12 spellcasting check if the spell included an Ultimate effect. If you qualify for multiple checks, you only perform the most difficult one.

### Spell Stress

There are two main ways to become Spell Stressed: Rolling double 1s on a spell, or running out of tokens. Being Spell Stressed makes you exhausted until you recover from the Spell Stress. If you have spells remaining, instead of rolling 1d10 + your caster trait die, you roll 1d10 + 1d4 to determine if the spell succeeds. You lose Spell Stress when you renew your spell tokens for the day.

### Common Spell Damage and Effects

In general, a spell with an unmodified effect set to do damage should deal 1d8 damage for a melee attack, 1d6 for a ranged, or 1d4 damage if you want to add an effect (Ranged or Melee). For example, a "*Fire*" spell could either deal 1d6 fire damage at ranged, or 1d4 fire damage + 1 point of fire damage each turn for 1d4 rounds. Empowered deals x2 dice, while Ultimate deals x4 dice. However, these are just common guidelines, not official rules. The GM should examine each spell individually to determine how much damage spell does.

It should also be noted that effects are USUALLY capable of doing minor special effects, like Burning or AoE, on

their own, though it decreases the damage dealt, and effects like Linger or Engulfing increase the effectiveness of those spells. Some effects, like Life, usually cannot gain special effects on their own, though it is subject to the GM's decision. Finally, be aware that there are multiple ways to reach a similar effect – you could arguably create poisonous gas through either Corrosion or Death + Wind. Neither of these are wrong, and you are encouraged to look at each spell on its own and judge the power of the spell accordingly.

#### Hitting with Spells

To determine if a spell hits a target, all targets make a defence roll VS the Spellcasting check you rolled to see if you successfully cast the spell. Those who succeed usually take half damage, though depending on what the spell being cast is, the GM may rule differently, or even rule that the target does not get a defence roll. An opponent can only dodge out of an AoE attack if they are on the edge of the spell's effect.

#### Magical Life

If your player wishes to create or summon some kind of creature, known as golems, they must use the Life effect in the spell, as well as another effect to determine what the creature is made of. Creatures made without Empowered or Ultimate usually deal 1d4 damage with a 1d8 SKL Trait Die. Each Player can usually only have one combat golem at a time. They normally begin with 10 health, and last 4 rounds for base, 7 for Linger, 14 for Empowered, or until death for Ultimate. Again though, this is a general guideline and each case should be taken individually.

#### Healing Magic

When using the Life Effect to heal a creature, the rules are slightly more restrictive. Unmodified healing normally heals for 1d6 Vigour, and does not have base range, meaning you must touch the target to heal them without adding additional effects. *Empowered* heals 2d6 and *Ultimate* heals 4d6. If the amount of Vigour gained is greater than the amount missing, the additional healing is lost. You cannot gain over your maximum Vigour without semi-powerful magic or Tricks.

If you wish to heal Hitpoints, you must use *Empowered* or *Ultimate*. When doing this, treat *Empowered* as a basic spell, healing for 1d6 HP, and *Ultimate* as *Empowered*, healing 2d6 HP.