

MLPFMTORPG

My Little Pony Fantasy Multiplayer Text Only Roleplaying Game

First Edition, version 1.4

HTML: goo.gl/jyvXV — Image: goo.gl/IpKEC

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About This RPG

FEMTO RPG is a simple roleplaying system for creating and playing epic fantasy adventures. This document lays the groundwork for games using the *My Little Pony: Friendship Is Magic* universe and settings inspired by it. We're not here to recreate the show, and we're not trying to reskin another highly-complex RPG system, and we're certainly not out to make money off of MLP:FIM or claim any of it as ours. We just want you to have fun.

These are not unbreakable rules. Change the rules as you need for your specific campaigns, and please share any ideas you have!

If you have any questions, comments, or complaints about FEMTO RPG, please email us at:

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BASICS

Pick race and class, roll a ten-sided die (d10). That's all you need to know!

Characters at a Glance

These are the basic traits of a character in FEMTO RPG.

Name: Your identity.

Gender: Boy or girl?

Race: Each race has unique racial skills.

Class: Determines which skills you can take. Take a second class to become Multiclass.

Skills: You get 5 points to spend on skills. (3 if you are Multiclass)

Special Talent: Typically a +2 bonus to one skill.

Hits/Wounds: Nonlethal/lethal damage you can take.

Weapon and/or Catalyst: How you attack or cast spells.

Character Traits: Details that make your character unique, like looks, gear, and personality.

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ROLLING

A single 10-sided die (d10) is used to resolve the success of all actions, from negotiating a conversation to landing a blow in combat. If you intend to play on a reasonably fast-paced chan-style imageboard that doesn't have a dice function, you can use the last digit of your post number to simulate dice rolls. If you use post numbers, treat 0 as 10.

Standard Rules

These are the standard rules that every FEMTO RPG adventure should use. You can adjust it to your liking using the **Optional Rules** provided in the next section, or modify them as you like to fit your campaign and players' needs.

Minimum

Every roll must meet or exceed a minimum value (or Min) to be counted as success. Normally, the minimum is 6+. Changes to circumstances can adjust Min up or down; a difficult task could be 8+, while an easy one might be 3+. Some skills have special effects that require a specific Min. Remember that Min is noted as the minimum value followed by a + plus symbol.

Autocrit

Some skills can autocrit. Any successful roll with an autocrit is treated as a critical success.

Roll Modifiers

In addition to changes to Min, specific skills, talents, and other favorable conditions can add **bonuses** to your roll; for example, a +1 bonus means a roll of 5 is treated as a result of 6. On the flipside, unfavorable conditions like injuries, distractions, and opposing forces can inflict **penalties**, subtracting from your roll. Normally, even if the modifiers change your result into a critical value, criticals occur only if the original unmodified roll landed in critical range (see **Unnatural Crits**). Remember that a bonus or penalty is a + plus or - minus symbol followed by the modifier.

Critical

An unmodified roll of 1 or 10 always incurs a critical result, creating dramatic and extreme changes to your circumstances. Some skills have increased critical range and can score a critical success on 9+, or even score a critical failure on 2-. Some skills have special effects that occur on a critical roll. Normally, criticals can only occur if the original unmodified roll landed in the critical range (see **Unnatural Crits**).

Example rolls and corresponding minimums

	Easy (4+)	Normal (6+)	Difficult (8+)
Roll of 10	Critical Success	Critical Success	Critical Success
9			
8			Minimum for success
7			Failure
6		Minimum for success	
5		Failure	
4	Minimum for success		
3	Failure		
2			
1	Critical Failure	Critical Failure	Critical Failure
Example	Attacking a clumsy target Picking a simple lock Spellcasting without distraction	Attacking evenly matched foes Hiding in lighted areas Spellcasting in combat	Attacking while crippled Hiding on a salt flat in daylight Spellcasting while gagged, bound

Optional Rules

Game Masters can rebalance their campaigns using these optional rules. GMs can choose to add, remove, or modify them as needed.

Default

Default allows adventure to progress more smoothly with fewer hindrances to the players. By defaulting to the Min value, a player can automatically succeed at a task as though they had rolled the Min value. This should only be used for situations where the PCs are under no duress and are free to work on something for as long as they can (ex: exploring a nonhostile city, crafting an item, picking a lock in a secure location, etc). Players may also choose to default to critical success, but getting these kinds of results should cost them an increased amount of time and resources, and also requires the PCs to be under no duress whatsoever.

Supercrit

GMs can include dramatic effects for certain critical rolls. Roll modifiers applied to a critical roll can amplify the effect of the critical roll beyond what a regular critical roll would incur. Successive critical rolls can also incur amplified effects. Note that these work for both critical successes and failures.

RACES

The first step to creating a character is usually choosing their race. All kinds of intelligent creatures exist in the MLP:FIM universe, and you can choose any race and class combination. Every race has a racial skill.

Pony

Ponies are the most common and prolific race, many of them spread across the kingdom of Equestria and realms beyond. Ponies are distinct in encompassing several subtypes populating all echelons of society. A pony manifests a “cutie mark” on their flanks that symbolizes their special talents.

Crystal

Residents and descendants of the ancient Crystal Empire, the emotions of Crystal Ponies are said to be reflected on all of Equestria.

Crystal Emotions: passive; when you roll a critical success, your rolls next turn receive a +1 bonus. When you roll a critical failure, your rolls next turn receive a -1 penalty.

Earth

Sturdy, tough and often big. Can move, lift, and carry heavier weights than other races.

Tough: passive; Earth ponies take 1 additional hit before becoming helpless as well as 1 extra wound once they become helpless, for a total of 6 hits and 6 wounds without other modifiers. They can also lift, carry and move heavier objects than unicorns or pegasi.

Pegasus

Speedy and adventurous. Can fly freely when they're not

Partial Result

For a more nuanced game, the GM can rule that successes and failures have varying intensities based on their difference to Min. For example, for a Min of 6+ a roll of 6 would mean only a partial success that had very poor results, while a roll of 8 would be a solid success; in the same situation, a roll of 5 would incur a partial failure that still accomplishes the goal at a bare minimum, a roll of 4 is a straight failure, and a 2 would be an abysmal failure without being critical to the point of backfiring on the PCs.

Unnatural Crit

Unnatural crits dramatically alter the difficulty of a campaign, usually in the players' favor. Roll modifiers applied to a roll count towards critical range; for example, a roll of 7 with a +3 modifier counts as a critical roll of 10. An unmodified roll of 1 is still a critical failure, and penalties can also pull rolls down into critical failure range.

Buffalo

Hardy desert dwellers, a buffalo's charge is as strong as their connection to the land. They are big, lumbering things with thick muscle and bones.

Huge: passive; if a buffalo has more than one hit remaining till helpless, any effect that would normally render a character helpless instead reduces a buffalo to one hit remaining.

Diamond Dog

Subterranean gorilla dogs with a taste for gems.

Burrowing: Diamond dogs can dig tunnels and holes with ease, setting traps, moving unseen and fleeing in unexpected directions.

Donkey

Similar to earth ponies in a physical sense, if somewhat less bulky and far more stubborn.

Unbreakable Will: passive; famously stubborn, donkeys are immune to mind control, domination, intimidation and suggestion.

Goat

A curious sight in the lands of ponies, some say they are distantly related to the dread ram Grogar.

Goatcraft: passive; Min -1 for all climbing and agility rolls,

carrying too much weight.

Pegasus Flight: Pegasi can fly, and get a +1 bonus to actively evade and dodge midair. Flight is about as taxing as running at full speed.

Unicorn

Noble and intelligent. Can levitate objects with telekinesis and cast magic.

Unicorn Catalyst: passive; a unicorn's horn counts as a catalyst for spellcasting.

Unicorn Telekinesis: spell; manipulate objects through sheer force of will. Complex tasks and heavier objects may require more focus.

Improved - Improved Telekinesis: spell, recharge 2; use sheer force of will to perform highly detailed or complex tasks such as watchmaking, or lifting extreme weights or multiple individuals.

and can use anything as food, including non-food items.

Griffon

Half eagle, half lion. Flight-capable and larger than ponies, they can carry more weight while flying, but tire quickly when doing so.

Griffon Flight: Griffons can fly, and have a +1 bonus to divebomb attacks from high altitude. This is about as taxing as running at full speed.

Zebra

Hailing from a faraway land, zebras are knowledgeable in natural healing and shamanism. They are often regarded with suspicion by ponies.

Heightened Senses: passive; +1 to perception-based rolls (spotting, searching, listening, etc)

CLASSES & SKILLS

A character's class is the archetype for their abilities and role in a world of high adventure. **Characters start with five (5) Skill Points** to spend on class skills. When using most skills, you must roll a dice to determine the result.

Spellcaster classes begin play with a **catalyst** of some kind to channel their spells, such as a holy symbol, fetish, wand, or power crystal. A unicorn's horn counts as a catalyst.

Reading Skill Entries

Skills are constructed in the following format:

Name: tags; description

Skills have a **name** that identifies them, **tags** for a shorthand understanding of common mechanics concerning their usage, and a **description** giving the purpose and appropriate usage for the skill.

Tags

Automatic: no roll is needed when you take this action; the skill works whenever you activate it as though you had rolled MIN. This skill still takes up an action during your turn.

Instant: this skill requires an instant action to be used during your turn. This skill still requires a roll.

Once Per: this skill can be used once per given time period (a combat encounter, an in-game day, or even once per game session). Skills that are listed as once per combat may be used outside of combat, recharging at GM's discretion.

Passive: no action or roll is needed, this skill is always in effect

Ranged: this skill can also target distant creatures and locations that might otherwise be unreachable.

Recharge #: you must wait # combat turns after successfully activating this skill before you can attempt to activate it again. A failed roll incurs a 1 turn recharge. Skills listed with recharge may be used outside of combat, recharging at GM's discretion

Requires: this skill requires some condition to be met, such as wielding a specific weapon type

Spell: this is a magic spell, and may be subject to special rules for spellcasting, such as requiring a catalyst

Weapon: this skill can use your weapon's properties, such as roll modifiers and the *ranged* tag.

Multiclass

You can also choose to mix two classes to create a **multiclass** character. A multiclass character starts with three (3) Skill Points to spend on skills from the two classes they chose, and also gains a unique title and skill depending on which two classes they chose.

For full descriptions and information, refer to this chart of multiclass descriptions and skills: goo.gl/6Tvgb

Reference grid for multiclass combinations

	Bard	Cleric	Knight	Mage	Necromancer	Paladin	Rogue	Shaman
Tracker	Wardancer	Pilgrim	Ranger	Omniseer	Dark Hunter	Inquisitor	Stalker	Soothsayer
Shaman	Earthsinger	Druid	Landkeeper	Witch Doctor	Voodoo Doctor	Wildguard	Monk	
Rogue	Trickster	Charlatan	Dark Knight	Arcane Blade	Deathmaster	Lordblade		
Paladin	Warlord	Ascendant	Crusader	Battlemage	Blackguard			
Necro	Deathsinger	Lifebinder	Death Knight	Warlock				
Mage	Illusionist	Thaumaturge	Spellsword					
Knight	Troubadour	Templar						
Cleric	Preacher							

Cross-Class Skills

These skills can be taken by any character, regardless of class. Cross-Class skills may not be suited for every class.

1 point

Defense Mastery: passive; you gain +1 hit of damage to become helpless (if you had 5 hits, you now take 6 hits, etc).

Pet Mastery: passive; you can control one additional minion. This skill can be taken multiple times to gain more minions.

Improved Spellcasting: passive; for every spell you know or learn, you also know one Improved version of that spell. Whenever you cast the spell, you can choose to cast either the normal or Improved version, using the recharge of the version you cast to determine the next time you can cast that spell. Learning an additional variant costs 1 skill point.
Every spell listed below is followed by its *Improved* variants.

Bard

Entertainers by trade, bards travel in search of new tales and new adventures to partake in. Most commonly armed with light weapons like rapiers or knives, as well as their musical instruments.

1 Point

Cheap Shot: weapon; outside of combat, this skill is *automatic* and renders the target helpless. In combat, 9+ renders the target helpless.

Improvise: automatic instant, recharge 3; tossing a solution together can be better than stopping to make a plan. Your next roll succeeds on a 4+ but cannot crit

Inspire: You use song and performance to enthrall a crowd or rally your allies.

Combat: the entire party gains +1 to all rolls next turn, or +2 on a critical success; this bonus does not stack with repeated use from the same bard. Critical failure replaces the bonus with a -1 penalty to all rolls next turn.

Noncombat: you perform for a gathered audience, and can garner reputation, favors, and resources as the GM deems appropriate

2 Points

Bluff: whatever you say, no one thinks you are trying to deceive them. Characters with evidence or knowledge contrary to your claim may still readily disprove you. Outlandish or ridiculous statements can still get you in trouble.

Terrify: recharge 2; 8+ renders a group of targets helpless

3 Points

Heroism: recharge 8; the whole party turns all non-critical failures when using abilities into successful hits for 3 turns

Cleric

Spellcaster. Clerics support their allies and crush the unworthy using the force of their spirit and a firm belief in causes greater than themselves. Though many Clerics draw their power from deity worship, an equal number are empowered by personal ideology. Often armed with blunt weapons like maces, staves or large holy icons.

1 Point

Bolster: automatic spell, ranged, recharge 4 after effect has been used; the target's next roll to recover from helplessness is successful

Improved - Inure: spell, ranged; target is immune to a

3 Points

Prayer of Healing: spell, ranged, recharge 5; fully heals the entire party, but you are helpless afterwards

Improved - Overhealing: once per combat, spell, ranged; on success, increases all close allies' hits to

specific damage type (fire, ice, poison, possessed etc) for a short time

Compassion: passive; persuasion Min -3

Heal: spell, ranged; restores target's hits to full and restores one wound, or removes all status effects. Crit restores all wounds, crit fail deals a wound of damage to the target.

Improved - Mend: spell; a target regenerates grievous injuries such as lost extremities, damaged vital organs and internal bleeding. Cannot be used in combat, nor restore hits or wounds.

2 Points

Read Intentions: spell, ranged; see into the hearts of others to reveal their intentions and influence along with mood and emotions.

Improved - Mind Reader: spell; discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead.

Wrath: recharge 1, spell, ranged; damage all nearby foes with a powerful blast, ensuring they cannot attack you on the next round; renders targets helpless on 9+.

Improved - Undoing: recharge 2, spell, ranged; stop enemy movements for a turn, crit can render them helpless or even kill weak enemies

Improved - Vengeance: recharge 2 after effect ends, spell; for the next 2 turns, you are wreathed in mystic flame that deals damage to any creature that deals damage to you.

Knight

Clad in armour and armed with both an iron will and an iron blade, knights excel at protecting others and themselves from harm. Knights are martial masters, able to wield every variety of weapon but most commonly armed with swords, axes, polearms, and shields.

1 point

Martial Defender: passive; you take +2 hits before going helpless (if you had 5, you now have 7, etc), and Slam crits on 8+

Sentry: passive; first action taken in combat is Automatic

Slam: damages the enemy via a crushing body slam. Crits on 9+

2 points

Protect: automatic instant, recharge 3 after effect ends; Takes all damage for a target until the end of next turn (2 turns total). Neither can be rendered helpless in that time, but the knight becomes helpless afterwards if the target would have become helpless during Protect's duration.

Suppress: requires non-ranged weapon, weapon; overpowers the target, rendering it helpless. This skill can be used Unarmed. 9+ crits and applies +1 bonus to all actions against the target next turn.

3 points

Guardian: recharge 5 after it ends; Allies cannot become helpless for 3 turns. If the Knight becomes helpless during this time, the effect ends instantly.

the unmodified roll (a bonus of +2 on a roll of 4 restores all allies with less than 4 hits to 4 hits). Critical increases allies' wounds by 1. These hits and wounds may exceed a character's maximum; if a character has extra hits or wounds, they cannot be healed for additional extra hits or wounds until they have returned to maximum or below. These extra hits or wounds disappear at the end of combat.

Mage

Spellcaster. Magic is useful for everyday work, though some train to become devastatingly powerful mages instead. When forced to fight without magic, most mages rely on staves, daggers or heavier spellbooks for self defense.

1 point

Elementalist: passive; when you choose this skill, select an elemental type (fire, ice, lightning, etc); the elements you select can alter the effects of other spells you know. This skill can be taken multiple times to gain or create additional elements.

Fire: a target rendered helpless by a fire attack has a reduced chance of recovering (Min +1), and especially flammable targets take ongoing wounds. Fire spells can be used to warm and burn objects and the environment.

Ice: a target hit by ice grants an increased crit range for the next turn (10 becomes 9+, etc); this ice effect does not stack. Ice spells can be used to chill and freeze objects and the environment.

Lightning: target becomes helpless for one turn on a critical hit. Lightning spells can be used to shock and charge objects and the environment.

GMs and players may choose to create their own elemental effects as deemed appropriate for their characters and campaign settings.

Farsight: automatic spell; peer into the distance without a spyglass, and even see through darkness

Improved - Astral Projection: spell; you project your spirit, leaving your physical body behind as you send yourself to a distant location. While projecting, your body is unconscious and immobile, and you are unaware of anything that happens to it unless you are in its vicinity. Your spirit is intangible and invisible, but can still be detected by magic or other spirits, and it cannot manipulate or pass through physical objects. Wherever your spirit travels, you can hear and see everything around you in the physical world. Returning to your physical body is *automatic*.

Magic Bolt: spell, recharge 2, ranged; this volatile energy attack deals 2 hits of damage, but crit-fails on 2-. This spell can apply one Elementalist effect when cast.

Improved - Storm Bolt: spell, recharge 3, ranged; you attack a single target multiple times with a single roll, increasing your chance to crit fail for each additional attack (3- for 3 attacks, 5- for 5 attacks, etc) up to a maximum of 9 regardless of other modifiers. This spell can apply one Elementalist effect when cast.

Necromancer

Spellcaster. Everypony lives, not everypony truly dies. If death seems like too much to deal with, a necromancer is the one to call when you need to hug grandma one last time. Or when you need some zombies to take hits for you. Necromancers often favour symbolic weapons like scythes and sickles, though many also fall back on the more traditional staves and daggers.

1 point

Commune: spell; ask the dead for aid. The better you roll, the more helpful they are. Crit fail summons a hostile undead.

2 points

Energy Orb: spell, recharge 2, ranged; you can damage multiple enemies at range as though using Cleave; for each additional enemy, increase the crit fail range for this roll by +1, so 3 targets crit fails on 3-, 6 on 6- and so on. This spell can apply one Elementalist effect when cast.

Improved - Energy Spike: spell, recharge 2, ranged; you damage a single enemy at range as though using Dual Wielding; you roll two attacks, and at least one critical fail makes both attacks miss. This spell can apply one Elementalist effect when cast.

Wink: automatic spell, recharge 2; warp yourself or a willing or helpless subject or an unattended item within close range to an unoccupied destination within close range. Warping a hostile target or carried item is Min+2.

Improved - Displacement: spell, recharge 2; warps yourself or a single target of any type within close range in line of sight to a destination in the same range. If you warp the target into an occupied space, occupying objects of equal or lesser mass are obliterated, while an occupying creature of equal or lesser mass takes 1 wound of damage. If the target is of lesser mass than the occupier, these effects apply to the target instead.

Improved - Teleport: ranged spell, recharge 2; warps yourself or a single target of any type within 50 meters of you within line of sight to an unoccupied destination within the same range. Warping a hostile target or carried item is Min+2.

3 Points

Haste: recharge 4 after effect ends; next turn, you and all allies can use a second normal action, excluding Haste or its improved variants. This second action is free from counterattack damage.

Improved - Time Dilation: passive spell; when you cast Haste, every character who rolls a critical while affected retains Haste for their next turn.

3 points

Resurrect: spell; brings one of the dead back, good as new, but renders both you and the target helpless.

Improved - Abomination: spell; you create an

Improved - Last Rites: spell, once per day; the caster can project into the memory of the deceased subject, witnessing their immediate surroundings at the moment of their death.

Raise Dead: spell, ranged; raises the freshly dead as a mindless minion. Crit fail summons a hostile undead.

Improved - Raise Ancients: spell, ranged; fresh corpses are no longer required, this spell can now summon ancient minions from bones deep in the earth.

Touch of Death: spell; touch an enemy to cause them to decay rapidly. A critical hit kills weaker enemies outright, and any enemy killed by this spell leaves a corpse that can be raised.

Improved - Touch of Life: spell, recharge 1; the caster channels life energy from a helpless or willing victim to a chosen benefactor (the caster can choose to be either if they wish). The victim takes 1-4 wounds, depending on the success of the roll (6 transfers 1 wound, 8 transfers 3, etc); the chosen benefactor heals the same amount. This spell does not work with undead creatures.

2 points

Corpse Explosion: spell, ranged; explodes a dead creature's corpse, dealing damage to all nearby enemies on success. +1 to crit range per target corpse's power level (10+ crits on Weak, 9+ on Medium, 8+ on Strong etc). Exploded corpses cannot be resurrected, raised or communed with. Target reanimates as a hostile on miscast.

Improved - Time Bomb: automatic instant spell, ranged; turn a corpse into an explosive undead minion you control that explodes as per Corpse Explosion on command. The minion explodes after 2 turns of waiting, earlier if the caster decides to trigger it. The explosion is rolled for as normal.

Transfix: spell; overpowers an opponent's mind, rendering them helpless as long as you successfully use this skill on them. All rolls after the first success have Min 5+. On crit, you can gain an additional target for this effect, rolling separately for each.

Improved - Influence: passive spell; when you roll a critical success using Transfix, you may forego the option to gain a new target to control the current target until end of combat.

Paladin

Spellcaster. Paladins smite their foes with great power and spirit, fueled by inner fire and a firm belief in their cause. Though many Paladins draw power from worshiping a deity, just as many choose a path of their own making. Most Paladins favor large weapons like greatswords, warhammers, battle axes or larger holy books tied to sticks.

1 point

Blast: weapon, recharge 1; your weapon lands with explosive force. This attack autocrits a specific type of foe, selected when the skill is learned. Hits all nearby targets on a crit.

Spellbreaker: recharge 2, spell, ranged; nullify a spell or

undead companion. You can fuse additional corpses to the Abomination; every time the corpse count doubles, it gains a new feature such as increased size, use of a skill, or additional hits. You can have only one Abomination at a time. If your Abomination is destroyed or defeated, you can resummon it with Resurrect, but this reduces its corpse count by one.

magic effect

Improved - Spellbiter: passive; after successfully nullifying a spell with Spellbreaker, you have a +1 bonus to attack rolls til the end of your next turn

Word of Power: In combat, forces an enemy to miss their next attack and renders them helpless on a crit.
Outside combat, can extract information on a success.

2 points

Fervor: automatic instant, recharge 2 after effect ends; next two actions autocrit, but you are helpless afterward.

Shatter: weapon, recharge 2; Breaks the target's defenses, opening them up for attack. Any attacks against a Shattered target crit on a 8+ for one round. Can be used against inanimate objects to break and damage them efficiently.

3 points

Heroic Fortitude: automatic instant spell, recharge 7 after effect ends; you cannot become helpless and take no wounds for 3 turns, then become helpless. If you would have become helpless (hits, etc) during those 3 turns, you have a -1 penalty to recover

Improved - Heroic Retaliation: passive; Heroic Fortitude no longer renders you helpless at the end of its damage-immunity phase, instead leaving you at one hit; when you cast Heroic Fortitude, you gain a +1 bonus to attacks which persists after damage-immunity fades, until you take damage again or combat ends.

Rogue

Thieves, assassins and dwellers of shadow, rogues prefer to remain hidden and strike when least expected. They often prefer easy to hide weapons like dagger or knives, as well as throwing knives and hidden blades.

1 point

Backstab: weapon; strikes the enemy from behind. Auto crits if hidden. Crits on a 9+ otherwise. Kills helpless targets.

Disguise: Pretends to be someone else. Min 6+ allows the user to pass as a generic person (a guard, a noble, a commoner, etc); 8+ allows the user to pass as a specific person; a crit allows the user to mimic different races and/or genders.

Stealth: become hidden. Enemies cannot attack you until you reveal yourself. Can only be used out of combat.

2 points

Blind: recharge 1 after effect ends; temporarily blinds an enemy, giving a +2 bonus to all rolls targeting it for 2 turns

Escape Artist: automatic, recharge 3; break free of all immobilizing effects (grabs, roots, freeze traps etc.) and also recovers from helplessness.

3 points

Vanish: automatic instant, recharge 1; Treat as Stealth while out of combat. You become hidden as though you used Stealth and move behind a target. When you use a second action, treat it as though using it while

hidden.

Shaman

Spellcaster. While only mages wield spells and only the devout wield divine power, all can turn to the elements of nature itself for help. Often the tools of the shaman double as his weapons, including ritual knives, staves, heavy ornaments or small totem poles.

1 point

Child of Gaia: passive; you gain a +1 bonus to rolls when fighting in natural environs (forests, natural caves, etc.)

Natural Remedy: Ranged; Use an unpredictable tincture to fully restore a target's hits to full and restore one wound, or removes status effects. Crit on 9+ restores wounds to full, but crit fail on 2- deals a wound of damage.

Earthen Strike: spell; a melee attack against a single enemy using an earth-covered limb, crits on 8+ and crit fails on 3-

Improved - Boulder Strike: spell, recharge 1, ranged; launch a boulder that deals 2 hits, crit on 9+ deals 3 hits and crit fails on 2-.

2 points

Animal Mastery: spell; you can talk to and understand animals, and wild animals obey your orders. For recharge 5 after effect ends, you can instead summon an animal minion of large size or smaller that obeys your orders for 5 turns.

Improved - Animal Swarm: spell, once per combat; summons a swarm of small animals and bugs to deal ongoing damage to a non-helpless target. If the target becomes helpless, the swarm moves to another standing target. The swarm dissipates if it is somehow cast off, or cannot find a new target.

Earthen Grasp: spell, ranged; summon vines, stones, or quicksand to trap an enemy and render them helpless. Large enemies may only be immobilized. Effect lasts until the enemy breaks free or is released.

Improved - Earthen Golem: spell, ranged; summon an Earthen Golem minion that can cast unimproved Earthen Grasp. You can have only up to one Earthen Golem active at any time.

Tracker

Trackers live off the land and love it. They know nature like the back of their forelimb, and can thrive in situations that would drive many others to giving up or endless whining. Trackers are masters of ranged weapons such as bows and crossbows, but often also carry survival tools like knives or axes.

1 point

Marksman Shot: recharge 3, requires ranged weapon, weapon; autocrits (any success is critical)

Survival: spot check rolls +3; create and forage for basic supplies like rope, bandages, tents, torches and low-quality meals

Vantage Point: passive; grants you a +1 bonus to all attacks until your first failure. You can use a normal action at Min 8+ to regain this bonus after losing it.

2 points

3 points

Nature Elemental: automatic, recharge 8 after effect ends; your connection to the natural world is complete, allowing your body to reflect the natural cycles. The transformation lasts for the next 3 turns, and you may perform any action that you normally can. You can choose 1 of 3 forms whenever you transform:

Decay: you burst into rot and fungus, multiplying your physical attack damage by 1.5 rounded up and gaining +1 to intimidation

Earth: you harden like stone, gaining +2 hits and a +1 bonus to physical attacks

Life: young buds and sprouts flow from you, passively healing an ally (but not yourself) for two hits or one wound each turn

Trap: spend 1 turn; starting next turn, first enemy to attack is helpless for 2 turns

Trick Shot: Requires ranged weapon, weapon; When you learn this skill, choose one of the following effects for it to apply. These effects do not recharge separately:

Explosive: recharge 2, attack targets at range with Cleave

Knockout: recharge 1, renders target helpless for (roll - 5) turns or until it is attacked again.

Null Shot: recharge 1, breaks spells and enchantments, or silences the target next turn (+1 turn per crit layer), effect may only succeed twice in PvP

Piercing: recharge 2, deals wound damage instead of hit damage

Smoke Screen: recharge 3; choose up to 3 targets in short range of each other. All rolls against those targets will benefit from a +1 bonus for the next 2 turns

3 points

Rapid Barrage: recharge 4, requires ranged weapon, weapon; attack 5 targets at once, or take recharge +2 to use a Trick Shot effect on up to 5 targets

TALENTS

Every character has a **talent** that represents special training and focus or a natural ability that makes them incredibly good at some kind of action, activity, or ability. The typical talent is a +2 bonus to one of a character's class skills; with the GM's approval, players may create a talent bonus appropriate for the character they want to make. A pony character with a Talent manifests a cutie mark on their flanks symbolizing the talent.

Here are some examples of the most common types of talents that might be chosen for a character:

+2 to Class Skill: The standard talent bonus, your character gains a +2 bonus to the use of one class skill.

+1 to Generic Actions: A general talent bonus that applies to a wider range of actions, such as using specific weapon types, performing athletic maneuvers, or interacting with specific creatures.

+2 to Specific Action: Like the standard talent bonus, your character gains a +2 bonus to a specific type of action, such as a crafting skill, professional calling, or recalling knowledge from an area of study.

-1 to Crit Range: This distinct talent bonus reduces the critical success range for a specific action or class skill by 1. A skill that normally crits on 10 now crits on 9+, and a 8+ crit skill now does so on 7+.

COMBAT

Big adventure comes with tons of fun, often in the form of violent encounters with hostile NPCs. Combat is typically resolved through determining initiative, attacks and counterattacks, rendering opponents helpless, and ultimately killing your enemies.

Damage and Helplessness

A character can take **5 hits** before becoming helpless, and **5 wounds** before dying. Some skills and effects can grant your character additional hits or wounds.

Hits and Wounds

Hits are generally superficial damage, representing wear-and-tear and exhaustion; they can be restored easily with the Heal spell, some kind of healing action, over time or with a short rest. **Wounds** are persistent injuries and

Helplessness and Recovery

A character with no hits remaining is helpless; some skills and effects can immediately render a character helpless. Whenever a character becomes helpless, they take a wound of damage. A helpless character must roll (usually Min 6+) to recover and continue fighting. An ally can also make the same roll for you, and if they are successful you recover as normal. When you recover, you restore full hits. Some skills or effects may help you recover, or change the number of hits restored.

deep bodily damage; taking too many wounds will kill a character. Wounds can be quickly restored using skills, but otherwise require significant effort and time, maybe days, to be patched up.

A character usually must be helpless to begin suffering wounds, but some skills and effects can bypass hits and deal wounds directly.

Sequence of Combat

Combat takes place in **turns**. Each turn, the players declare the action their characters will take, and all results are resolved simultaneously.

Combat Action

A character in combat can perform two actions: a **normal action** such as using a skill, aiding a helpless ally recover, or making some complex maneuver; and an **instant action** such as using an instant skill. *Automatic* skills require an action to be used, but don't need a roll. *Instant* skills can be used with an instant action. *Passive* skills and effects require no roll nor action, and grant their bonus at all times.

Pets and Minions

Skills such as Raise Dead allow the player to take a **pet** or **minion**. Normally, a character can have up to one pet at a time; for one skill point, they can take the Pet Mastery skill to increase the number of pets they control by one (see **Cross-Class Skills** above).

Controlling and Rolling

Characters can control their minions at the same time they take other actions. Each minion rolls separately for its action. If the player chooses, they can use one roll to determine the results of all minions they control.

EQUIPMENT AND ITEMS

The right equipment can be the difference between success and failure, life and death. Before you send your character out into the world, make sure to select weapons and other tools to give them the extra edge they'll need.

At creation, a starting character usually possess a few items and a weapon of a single type, and a catalyst if they are a spellcaster. Highly valuable items such as multi-type weapons, unique items, and other exotic or powerful tools are subject to GM approval.

Spellcasting Catalysts

As described above, *spellcaster* classes such as the Mage and Shaman require a catalyst to help them channel their magical power into specific forms and effects. Without a catalyst, a character cannot cast skills with the *spell* tag. Spellcasters may choose a catalyst when first created.

A catalyst can be just about any kind of item, from a

While helpless, a character is immobile and cannot take many actions, and attacks against them incur wounds. Rolling a critical failure to recover from helplessness deals a wound of damage to you, and each turn you remain helpless the range for critical failure increases by 1, up to 4-, beyond which you automatically take a wound for remaining helpless. If you are reduced to 1 wound, you no longer automatically take wounds unless attacked, but you cannot roll to recover.

Counterattack

Characters taking combat actions leave themselves open to counterattack from their target or other threats; if their roll fails (5- by default), they may be struck by a counterattack and take damage accordingly.

Roll 5: 1 Hit Taken

Roll 4: 2 Hits

Roll 3: 3 Hits

Roll 2: 4 Hits

Roll 1: Instantly Helpless

Player vs Player

When friendship is no longer magic and players must turn against each other, the GM can step aside and let players make dice rolls, determine the results, and react to each action appropriately. In PvP combat, failed rolls don't incur counterattack damage unless critical failures. The GM may intervene if PvP combat is no longer tenable, so play nice! To help speed up combat, you should stay down after being rendered helpless three times in PvP, regardless of wounds.

Inventory, Items, and Tools

No adventurer would go on a quest without things like food rations, rope, camping supplies, personal items, and crafting tools. Choose a few items that are appropriate to your character's interests and the dangers they expect to see.

Use common sense when choosing items, and don't try to

religious symbol to an item of great sentiment, or even a weapon or piece of armor, typically inscribed with magical runes and symbols.

You must be touching your catalyst and have it visible and exposed to the target(s) for spellcasting to work.

Weapon Types

Weapons are divided into broad types that change how they perform and sometimes how they can be used for *weapon* skills. Most weapons have a single type. The number of weapons a character can carry is limited by the GM. Switching weapons is an *automatic* action that requires one turn.

Dual Weapons

Dual weapons can attack twice in a single turn using the Dual Wielding skill. Making a normal attack or attacking with only one of the weapons does not grant any bonuses or penalties.

Dual Wielding: weapon; make two rolls to attack twice; if either is a critical miss, both attacks miss.

Great Weapons

Great weapons require strength and technique to wield, offering greater damage potential at increased risk. Great weapons always count 9+ as a critical hit, and 2- as a critical miss; this does not stack with other crit range modifiers. A great weapon user can also use the "Cleave" skill to attack many enemies at once.

Cleave: weapon; attack multiple targets within range that are close to each other. Every additional target increases the chance of a critical miss (attacking 2 targets crit fails on 2-; attacking 5 targets crit fails on 5-; etc)

Ranged

At the GM's discretion, projectile and far-reaching weapons can hit distant targets that might otherwise be unreachable.

Special Weapons

Adventurers can take weapon types or find weapons with unique properties allowing different methods and means of attack. Special weapon properties do not apply to the use of skills unless otherwise noted.

Catalyst Weapons

Some weapons double as spellcasting catalysts and can be used to cast spells. Unless the weapon is also spellbound (see below), it does not grant the ability to cast any spells on its own.

Elemental Weapons

Elemental weapons have been imbued with the power of the elements. When a normal attack hits, the elemental weapon discharges magical energy, converting the attack into a hit with an effect corresponding to the Mage's Elementalist effects. The GM may allow creation of or

cheat by carrying powerful items or too much stuff. The GM may set limits or requirements on the type and amount of items you can carry.

Shield

Using a shield increases your maximum hits of damage by +1 (if you have 4/5 hits remaining and pick up a shield, you now have 4/6 hits remaining). Discarding or destroying the shield removes the bonus immediately. Using a shield negates the properties of Dual, Great, Ranged and Single weapons (you cannot use Dual Wielding or Cleave, have a crit range of 10/1, and Min modifier of 0). Paired shields grant no additional bonuses.

Single

Single weapons cover most basic weapon types that don't fit into other categories. Their ease of use grants Min-1 for normal attack rolls (6+ by default, now 5+). Paired single weapons grant no additional bonuses.

Unarmed

A character fighting without a weapon cannot deal wounds of damage through normal attacks and cannot use *weapon* skills.

Quality Weapons

Weapons of exceptional quality or condition add modifiers to normal attack rolls. Skills with the *weapon* keyword apply weapon quality to their rolls.

+2: epic or legendary, the result of magical endowment or divine power

+1: fine or masterwork, a fortuitous creation or the product of expert craftsmen

-1: poor or damaged, worn down and in dire need of maintenance

-2: worthless or useless, missing pieces and best

introduce different elements and elemental effects as with the Elementalist skill.

Poison Weapons

Poisoned weapons are created by applying a toxic substance beforehand, storing it within some vessel in the weapon, or even impregnated within the metal itself. A normal attack with this weapon deals a wound of damage, instead of a hit. A crit miss deals a wound to the user.

abandoned if not melted down and remade

Spellbound Weapons

Spellbound weapons have been built as conduits for a single kind of spell. This can be a staff that shoots fireballs, a ring that cures poison, a book that raises the dead etc. The bound spell is considered to have at least recharge 3. While Improved spells may be bound to weapons at a monumental cost, the Improved Spellcasting skill does not affect a spellbound weapon.

Unique Items

Unique items are inhabited by a will of their own. They can gain a variety of special properties, like a bonus against certain types of targets (undead, elemental, larger/smaller than the user, etc), but will turn on the wielder or deactivate their powers if they are used or treated in ways the item deems unacceptable (used to harm the living, allowed to rust, not told a bedtime story, and so on). The exact properties of a unique item are left to the GM to create and describe.