



## The Rules

Welcome to the One Die System. The ODS is designed for fast, streamlined challenge resolution with an emphasis on role-playing to fit a multitude of settings. To play a ODS game, all that is needed is one person to tell the story and adjudicate rules (the “Pony in Charge”) and one or more additional people to portray characters in the game's shared narrative (the “Players”). There also need to be enough ten sided die so that every person at the table can roll. When beginning to play an ODS game, all players must agree to several fundamental rules. These rules allow for smooth and fair play, and are ordered in descending order of importance. This is to say that higher rules always trump lower rules, and Rule 0 trumps everything else.

0. The final judgment on any rule or conflict when related to the game being run, at any time, for any reason, falls to the Pony in Charge. The Pony in Charge's word is gospel and trumps anything else.
1. If a specific rule (for an ability, power, etc.) conflicts with a more general rule, the specific rule trumps the general rule.

### *When do I roll?*

A player must roll to determine if their character succeeds at a challenge if there is a conceivable risk of failure. The character succeeds if they **meet or beat** the target number with their roll.

### *What do I roll?*

The ODS uses a single ten-sided die for each player. These can be purchased at your local tabletop gaming store, or online. If neither option is available to you, then there are a plethora of online random number generators that will simulate the function of die being rolled. Finally, if dice simply are not available, the players can alternately use playing cards. The person running the game (referred to as “The Pony in Charge”) is provided the ace through ten cards of every suit in a standard deck (resulting in 40 cards total). This Challenge Deck is left in front of the Pony in Charge and when a challenge requires the intervention of dice, the Pony in Charge allows the Player making the challenge to draw randomly from the deck. The card drawn is the “number rolled”. It is noted, then put back into the deck, and the deck is shuffled. The rest of these rules are written with the terminology assuming that the players are rolling ten-sided die.

### *How do I roll?*

There are two factors that combine to determine the final tally of a player's roll. The first is called the “Modifier”. This is the combination of an Attribute (such as Physique or Spirit), and a Skill (such as Academics or Perception). Notice that a character's Attributes are written as a lone digit (1 through 10), but Skills are written with a plus sign in front of them (+1 through +10). Some situations, powers, or maneuvers may give additional bonuses or penalties to the Modifier. These are referred to as “Dynamic Bonuses” and “Dynamic Penalties”. Their applicability to any given roll is always left up to the mediation of the Pony in Charge. A Dynamic Bonus cannot give a bonus of greater than +3, and a Dynamic Penalty cannot give a penalty of greater than -3.

### *Where do I roll?*

Usually on a table.

**Rolling Dice:** Dice in this game are used to randomly determine the outcome of “challenges”, situations in which roleplaying will not be sufficient for a fair outcome. Challenges (whether static or opposed) can be requested by the players at any time. A player can always choose to voluntarily fail any challenge set forth by the Pony in Charge.

- **Static Challenge:** When dice are needed to solve a problem, the Pony in Charge asks the player to roll a combination of one Attribute and one Skill (or sometimes two Attributes). The player's object is to get higher than the difficulty number of the challenge, set by the Pony in Charge. See “Difficulty Numbers” in the PM's guide
- **Opposed challenge:** When a static difficulty number just won't cut it, two players (or a player and an NPC) will use a pair of Attributes+Skills against each other (set by the Pony in Charge). Whoever garners the highest number wins the challenge. Ties are re-thrown using the same die and modifiers. Some example opposed Skills are:

Skill...	Resisted with...	In a situation like...
Academics	Intelligence+Academics	<i>A Debate</i>
Acrobatics	Agility+Athletics	<i>Catching Another Creature</i>
Animal ken	Spirit+Awareness	<i>Sweet-talking An Animal</i>
Athletics	Agility+Acrobatics	<i>Evading Capture</i>
Awareness	Wits+Sneaking	<i>Tracking Someone</i>

**Magic:** There are two types of magic in this game. Magic that a unicorn casts that is related to their Special Talent (“Spells”), and magic that they have learned from books and other unicorns (“Rituals”). Both come from study of magical theory; The difference is that Spells are theory in dynamic application, and Rituals are theory in static application. A Unicorn can only have as many Spells or Rituals running at one time as they have dots in Mind. If they try to maintain any more than that, they must choose an older magical effect to dispel. Spells are also canceled if the unicorn casting it falls unconscious or is otherwise unable to focus on the spell. Thematically speaking, spell and ritual effects generally have some resonance that aligns with the unicorn's Special Talent or physical coloration. For example, if a unicorn has a purple horn, their spell effects would have a purple tinge to them. Likewise, if their talent is for example, Pyrotechnics, then their spell effects would usually involve loud bursts of sound and light. Ultimately, it's up to the player to determine what their magic “looks like”. Other rules for both are similar, but slightly different:

- *Spells* – Spells start by the player telling the Pony in Charge what effect they want the spell to have, and how it ties in to the pony's Special Talent. The Pony in Charge then sets a difficulty number for the spell effect, and the player rolls Wits + Spirit (which adds emotional heft and resonance to the spell), adding in any modifiers. If the pony succeeds, the effect works. If the roll fails, the spell backfires and nets the Unicorn a point of Emotional Damage. If the spell critically fails, the spell backfires in a dangerous and spectacular fashion and the Unicorn accrues two points of Emotional Damage. A spell can do literally anything, as long as it fits two qualifiers: First, it has to be related to the Unicorn's Special Talent. Second, the player must roll high enough to beat the Difficulty Number. Other than that, the only limit is your imagination.

- **Rituals** – Rituals can do almost anything, from creating lights to making illusions to turning one thing into something else. A unicorn starts play knowing:
  - Half their Mind value (rounded up) number rituals if they are a colt or filly (*Common only*)
  - Their total Mind value number rituals if they are a pony (*Uncommon or lower*)
  - Half and again their Mind (rounded up) value number rituals if they are a mare or stallion (*Protected or lower*)

Rituals can be learned during play. A unicorn simply has to go to a library or another unicorn that has the ritual and be allowed to study it. Studying takes time and effort, though, and the amount of both that is needed to learn a ritual is directly proportionate to its power (Defined as its *Obscurity* value). “Needle's Floating Lanterns” takes much less time to memorize than “Fullmoon's Mass Teleportation”. It is ultimately up to the Pony in Charge to determine how powerful a ritual is and how long it takes to learn (or if it is even available to the unicorn). Finally, the Unicorn must pay half the Ritual's Difficulty Number in Experience Points. Once a ritual has been learned, though, a player merely has to say which ritual they would like to use and roll Intelligence + Spirit (as the unicorn goes through the motions of the ritual), adding in any modifiers. The difficulty number of a ritual is usually written down next to the ritual's name on the character sheet. If the ritual succeeds, it works fine. If it fails, nothing happens. If it critically fails, then the ritual backfires (but not dangerously). Rituals can never be critically succeeded, nor can they gain the benefits of aiding unless that aid comes from another creature that can cast the same Ritual. All rituals garner Emotional Damage when used, as designated on the following table. See Appendix A for sample rituals

Obscurity	Damage per success or failure	Damage per critical failure
Common	0	1
Uncommon	0	2
Protected	1	3
Arcane	2	4
Lost	3	5

**Initiative:** If a form of turn-based challenges are needed, the player's simply need to roll Initiative. Player with the highest number goes first, and so on down the line. Ties for initiative go to the highest Initiative Mod. If this stat is equal, a die is rolled to break the tie, winner goes first. Ties for initiative can always be relented.

**Aid:** On their initiative, the player can declare that they are helping another pony in their action. If they do so, the aided pony gets +1 per character assisting to the tally of their result the next time they roll a die pool. Only ponies that are conscious can aid. Aiding can be done out of combat with the same rules. This is limited by the aided character's current Love. They cannot gain a static bonus to their final tally greater than their current Love score, minimum 1. Aiding cannot be used in combat.

**Experience Points:** Characters grow and learn over the course of their adventures. This growth is measured by experience points that the character will accrue over the course of each game session. While the Narrator always has final say over when and how the characters get experience points, the list below gives a good rubric by which a character can and should gain experience. These methods only apply once per session.

- If a player makes the time and trouble to show up for the game session, they can and should be rewarded with two experience point.
- If a player learns something about their character and can articulate what they learned, they have earned two experience points.
- If a character performs some important action related to their Devotion, they earn one experience points.
- If a character acts on their Flaw in such a way that has a detrimental impact on them, they earn three experience points.
- If the character complete a story arc, they gain five experience points.

Players can spend experience points at the end of every game session. The player must make sure that the Narrator knows what they're spending their points on, and how many points they're spending for the sake of accountability. Points can be spent based on the following:

Love Potential	Love Potential 2: 5 experience points Love Potential 3: 8 experience points Love Potential 4: 11 experience points Love Potential 5: 14 experience points	Love Potential 6: 17 experience points Love Potential 7: 20 experience points Love Potential 8: 23 experience points Love Potential 9: 26 experience points Love Potential 10: 29 experience points
Skill	0 to 1: 1 experience point 1 to 2: 2 experience points 2 to 3: 3 experience points 3 to 4: 4 experience points 4 to 5: 5 experience points	5 to 6: 6 experience points 6 to 7: 7 experience points 7 to 8: 8 experience points 8 to 9: 9 experience points 9 to 10: 10 experience points

**Time & Actions:** In-game time in Ponies & Parasprites is broken down into several generalized categories. The longest of these is a “Scene”, which is a small self-contained narrative that has a beginning, middle, and end. Scenes start with some agreed-upon setting (“You all meet at an inn”), have the players role-play among themselves and with non-player characters (“You get a quest from the owner”), and has a discrete ending (“After paying for your food, you set out on your journey”). Scenes can be made up of smaller segments of time called “Rounds”. A round is only used in tandem with Initiative; you cannot have one without the other. A full round starts with the actions of the character with the highest rolled Initiative, and ends with the actions of the character with the lowest rolled Initiative. Every character in a round gets a “Turn”, which is a segment of time about three to five seconds long, in which a character takes “Actions”. A character gets two Actions every Turn. Actions are a bit of a nebulous concept, but they can best be described as “some discrete *thing* that a character does”. Most Actions that a character takes are listed below. A character can take the same Action twice in one Turn, with some special rules.

- Use a Skill Check
- Use an Item
- Move a number of feet or squares up to their Movement Speed
  - If a character makes two Movement Actions on the same turn, the second Movement Action uses the value of their Dash, instead.
- Use a Special Ability, like Magic or Lore of the Traveler.

- Make an Attack
- Sustain a Spell – If a Ritual or a Spell you are using has the Sustainable Keyword, you must use one of your Actions on your Turn to keep it running. You can only sustain one spell at a time.

## Skill Table

Difficulty Threshold (Meet or beat)	Average Difficulty
5	Completely simple with a chance of failure; ex. changing a spark plug
10	A task with a moderate chance of failure; ex. cooking a five star meal
15	Something that could conceivably go wrong without training; ex. piloting a helicopter
20	A very difficult task that could easily fail; ex. picking a fake painting out of an entire museum
25	An extraordinarily difficult task that is impossible without years of training; ex. open heart surgery
30+	A nearly unachievable feat; ex. fixing a car with a broken engine using bailing wire and a paper clip

DC Modifiers:

Skill at +0 – Minus -2 to roll

With appropriate tools - -2

Under duress - +2

In combat - +5

Under extreme duress - +10

## Attribute Rolls

Some situations don't require or don't perfectly fit the Attribute + Skill mold. In these situations, the use of Attribute Rolls is encouraged. An Attribute Roll is simply what it sounds like, a roll of a d10 plus a relevant Attribute. Usually with some creative rules-bending, any potential action falls under some Attribute + Skill, which is why this rule is optional. But if Attribute Rolls are to be used, keep in mind that the DC needs to be 3-5 points lower than a regular Skill or Attack roll.

## Combat and Environmental Damage

Characters can and will be harmed for a variety of reasons. More often than not, this damage will come from combat, but gun and sword play is not the only way for a character to get hurt. Car crashes, burning buildings, and falling from high heights will also damage your players. Characters can take damage from two sources: **Combat** and the **Environment**. These two damage sources are handled

separately from one another. The dividing factor for the source of damage is this: **If a character has any control over the damage at any point (making an attack or using a Trick), it is Combat damage. Otherwise, it is Environmental.** For example, assume an attacker throws a knife at a target. Since the attacker must roll an attack roll to hit the target, who defends with their Physical Defense, this is considered Combat. However, if the attacker throws a knife at the chandelier above the target, and that falls on them, that is considered Environmental, because the attacker has no agency over the outcome of the chandelier's fall. Combat and its repercussions is covered in a different section. Environmental damage follows a different pattern of offense-defense-soak that combat does.

- First, the Narrator chooses an Attribute + Skill with which to avoid the environmental damage. This will usually be Parry or Dodge, but any Skill that the Narrator deems to be valid can be used. This Skill is used in a roll in a Skill test against a DC based on the difficulty of avoiding the hazard. Some Skills may be invalidated by the nature of the challenge; for example, an explosion cannot be Parried.
- Then, if the character fails the Skill test, the Narrator determines if the damage can be soaked and if it is Bruising or Wounding. This is highly subjective and is partially based on the expected trauma of the damage. A pebble is Bruising damage that can be soaked by armor. A sixty-ton boulder is Wounding damage that cannot be soaked. Overwhelming damage like falling out of orbit or being immolated by a surge of lava will likely instantly kill a character; as such, it is recommended that a Narrator not incorporate "Save or Die" environmental hazards (this can be mitigated with the Last Breath optional rule).
- Lastly, the Narrator dishes out the damage from the hazard.

#### OPTIONAL RULE: Last Breath

It is well within the realm of possibility that something *bad* happens to a player character. Some unlucky combination of bad rolls and shitty circumstances leads to the character getting killed in a way that isn't thematically appropriate. Important characters, especially player characters, constantly run the risk of death. However, dying in Characters United should be an important and meaningful event in the lives of the surviving characters. Thus, if a character's death was anti-climatic or meaningless, the Narrator can choose to invoke Last Breath. This rule takes two forms.

- A character is reduced to 0 HP by an attack or environmental hazard that would reduce them well into negative hit points. In this case, Last Breath instead leaves the character at 0 Hit Points and in a state that, with quick thinking and action, their allies can save them.
- A character is KO'ed "offscreen" (that is to say, in a fashion that the player characters have no means of saving them) in an unsatisfying manner. The Narrator can choose to use Last Breath to have them appear later in the story, beaten and battered but very much alive. It is recommended that the character for which Last Breath was used on in this manner have a damn good explanation for why they aren't KO'ed. If a player character has Last Breath invoked in this manner, that player and the Narrator must work together to ensure that the character's story of survival makes sense.

While the Narrator can (and is at times encouraged to) use Last Breath as a way of keeping players engaged and motivated in the story, this rule should be used sparingly as overuse will cheapen death in the game.

## The Setting

Once upon a time, in the magical land of Equestria, there were two regal sisters who ruled together, and created harmony for all the land. To do this, the eldest used her unicorn powers to raise the sun at dawn; the younger brought out the moon to begin the night. Thus, the two sisters maintained balance for their kingdom and their subjects, all the different types of ponies. But as time went on, the younger sister became resentful. The ponies relished and played in the day her elder sister brought forth, but shunned and slept through her beautiful night. One fateful day, the younger unicorn refused to lower the moon to make way for the dawn. The elder sister tried to reason with her, but the bitterness in the young one's heart had transformed her into a wicked mare of darkness: Nightmare Moon. She vowed that she would shroud the land in eternal night. Reluctantly, the elder sister harnessed the most powerful magic known to ponydom: the Elements of Harmony. Using the magic of the Elements of Harmony, she defeated her younger sister, and banished her permanently in the moon. The elder sister took on responsibility for both sun and moon, and harmony has been maintained in Equestria for generations since.

More than a thousand years have passed since the origin of Nightmare Moon. Things are different now; towns have risen, empires have appeared, new races have emerged from the untamed wilds. However, not all is well in Equestria. The powerful creatures banished so long ago are returning. Nightmare Moon, Discord, King Sombra, Chrysalis and her Changeling horde. This is a time of strife. But for every god of chaos or corrupted lunar princess, a hundred champions of Equestria stand ready to defend their homeland. This is the world of Equestria. A world of wicked monsters and powerful magicians. Of exalted champions and forsaken challengers. Of unbridled hope and unforgettable adventure.

This is a world of Ponies and Parasprites.

Ponies and Parasprites is written with the canon and lore of the first four seasons of My Little Pony: Friendship is Magic. It includes every race, location, and artifact presented in the show in some fashion. However, this does not mean that all games of Ponies and Parasprites must be confined between the escape of Nightmare Moon and the ascension of Twilight Sparkle. Equestria has a long and storied history, and there are many adventures to be had before, during, and after the events of the show using this same ruleset.

What follows is a short list of named locations in the canon of FiM, a short description of the area, and the first episode in which it was mentioned or explicitly shown.

- **Appleloosa** – A wild west style town, built on the frontier of a vast desert, located in the southwestern side of Equestria. It is a stereotypical “Spaghetti Western” town, with a saloon, sheriff's office, and dance hall. It borders a settlement of Buffalo who are native to the area. Applejack's cousin Braeburn lives here. (“Over a Barrel”)
- **Canterlot** – Bearing a strong resemblance to Minas Tirith, this castle and its outlying areas act as the political center of Equestria. It is the home of Princess Celestia, and it is from here that she watches over her realm. Twilight Sparkle and Spike hail from this majestic city, as do many other unicorn ponies. Many important events take place here, including the Grand Galloping Gala. Celestia's School for Gifted Unicorns, one of the schools of unicorn magic, is located here. Canterlot is northeast of Ponyville. (“Friendship is Magic: Part 1”)



- **Cloudsdale** – High above Ponyville is a city made of clouds which is home to many Pegasus ponies. Both Rainbow Dash and Fluttershy were born here. Cloudsdale houses both the weather-making factory and the Cloudiseum, where the Best Young Flier competition is held. This city is also where young Pegasus ponies attend flight school. (“Sonic Rainboom”)
- **The Crystal Empire** – Seated in the far north of Equestria, the Crystal Empire is home to the Crystal Ponies. Until recently, the entire Empire was placed under a curse by the wicked King Sombra. As of Season 3, it has reappeared and is currently safe under the watchful eye of Princess Cadence and her husband, Shining Armor. (“The Crystal Empire: Part 1”)
- **Everfree Forest** – A strange and spooky forest which grows without pony supervision (and may actually not be part of Equestria), the Everfree Forest has many important places hidden away in its groves. Zecora lives in a small cottage here, and at least two Ursas reside in a nearby cave. Froggy-Bottom Bog is also somewhere in the Forest, but you'd have to ask Fluttershy where it was. Most importantly, the Ruins of the Ancient Pony Sisters, where the Elements of Harmony are housed and where Twilight Sparkle went hoof-to-hoof with the dreaded Nightmare Moon. The Everfree Forest is west of Ponyville. (“Friendship is Magic: Part 2”)
- **Fillydelphia** – Not much is known canonically about Fillydelphia. Princess Celestia was called by its citizens to assist in what was most likely a Parasprite invasion. Fillydelphia is located south of Ponyville. (“Swarm of the Century”)
- **Hoofington** – Another unvisited town, Trixie mentions battling an Ursa here. However, knowing the Great and Powerful Trixie's affinity for tall tales, it is uncertain if she actually fought an Ursa in the town, or even if she had ever been there at all. (“Boast Busters”)
- **Dodge Junction** – An old-west town similar to but smaller than Appleoosa. It is centered around the local train station.
- **Manhattan** – A big city populated by only the finest of socialites. Applejack's aunt and uncle, the Orange family, reside here. Manhattan is west of Ponyville (assuming Equestria's sun rises in the east), and is at least close enough to be seen on the horizon. (“The Cutie Mark Chronicles”)
- **Ponyville** – The central hub of FiM, Ponyville is where most of the action of the show takes place. Each member of the mane cast lives and works either in or near the town, and the town itself has all the amenities that any pony could need. In the center of town is the Marketplace and Town Square, and radiating from that are several important buildings:
  - *Sweet Apple Acres* – Southwest of the town proper, this is the home of the Apple family (including Applejack, Big Macintosh, Apple Bloom, and Granny Smith). The area also includes the sprawling Apple Family Orchard.
  - *Sugarcube Corner* – A confectionery shop run by Mr. and Mrs. Cake and their employee Pinkie Pie (who lives in an apartment over the shop itself).
  - *The Library* – Now the home of Twilight Sparkle and Spike, the library is still open to any pony who wishes to study there.
  - *The Carousel Boutique* – Rarity's dress shop and home.
  - *The Ponyville Post Office* – Run by the postmaster Stamp and his dedicated employee Derpy Hooves, the Ponyville Post Office guarantees package and mail delivery, rain or

shine.

- *The Schoolhouse* – Cheerilee runs the school for the colts and fillies that live in Ponyville (usually Earth Ponies, but the school will accept any youngster).
- *Fluttershy's Meadow* – Settled between the orchard and the forest, Fluttershy's cottage is located here.

## Creating a Character

Characters are a combination of two factors: the skeleton of mechanics that describes their abilities, and the “fleshy bits” that are their character's history and personality. Both of these are noted on your character sheet, of which you should have a blank copy of before you proceed.

Your Devotion is your character's attachment to some ideal, such as “To be the strongest” or “Save everyone”.

Your Zeal is some facet of your character's personality that drives them and is selected from the nine virtues listed below:

- Valor – Courage in the face of overwhelming odds.
- Honesty – Striving for integrity in all of your actions.
- Glory – To act in such a nature as to garner high renown, generally by being better than others.
- Loyalty – To stand by a group or idea without wavering.
- Diligence – Persistence and caution in regards to your work ethic.
- Kindness – You are altruistic and seek to help others.
- Autonomy – Self-reliance is your creed. You can always depend on yourself.
- Vigor – Energetic and untiring, you are always up to a new challenge.
- Wisdom – Knowledge is your sword and shield, and you strive to learn more.

Each virtue has a corresponding Flaw that is assigned to your character when you select it. The exact Flaw is up to you, but it must be related to your character and your Zeal. Here are some example flaws:

- Valor: Foolishness – You do not know when to pull your punches or the wisdom of discretion.
- Honesty: Fervor – You have a difficult time understanding the opinions of others.
- Glory: Grandiosity – Your ego is inflated; you don't *want* to be the best, you *need* to be.
- Loyalty: Tunnel Vision – You refuse to see the flaws in what you're loyal to.
- Diligence: Fixation – You'll work until you collapse and refuse to step away from your task.
- Kindness: Self-sacrifice – You will attempt to help others even if it causes you harm.
- Autonomy: Hedgehog Disorder – You find it easier to work alone, and are loathe to depend on others.
- Vigor: Dynamism – You flit from one thing to another, leaving many tasks unfinished.
- Wisdom: Sage Paradox – You may be intelligent and strive to learn more, but you will throw caution to the wind to find something you didn't know about before.

If you're having troubles separating Devotion from Zeal, remember that both are motivations that describe your character's personality. Devotion comes from **without**, and Zeal comes from **within**.

Once you have chosen your personality, you must choose your Race and Age. See Chapter 2 for more information on Races and Ages.

The next step is to assign your Attribute and Skill points. These are separated into two sections with two pools of Character Points apiece. Attribute points cannot be spent on Skills, and vice versa. Take note of the Attributes section on your character sheet. You'll see five Attributes:

- Physique – Constitution, strength, toughness.
- Agility – Physical alacrity, speed, physical response time.
- Intelligence – Width and breadth of knowledge.
- Wits – Application of knowledge, mental alacrity.
- Spirit – Supernatural ability and aptitude and your force of will.

These can be rated 1 through 5. Characters start at 1 in all five Attributes, plus their Racial benefit, and can use a number of Attribute Points to raise these values based on their Age.

- 1 – Below average for a normal pony.
- 2 – Average for the everyday pony.
- 3 – Above average but possible.
- 4 – The pinnacle of pony conditioning.
- 5 – Titanic, almost impossible for ponies to achieve.

Note the blank space next to each Attribute on the left. Use these spaces to rate each Attribute from 1 to 5, with 1 being the most important and 5 being the least important. As your Love Potential increases, these Attributes are raised passively, which is the only way to bring an Attribute above 5. See the chart below.

Love is a driving force behind all life in Equestria, and this is represented mechanically by a supernatural resource named (appropriately) Love. Love can be spent in a multitude of ways discussed in Chapter 3, and is measured by a value called Love Potential. Every character starts at 1 Love Potential, though this can be raised using Freestyle Points, and during the course of play.

You can further customize your character with Freestyle Points. You have 2 Freestyle Points. These can be used to raise your Love Potential by one apiece, or exchanged for 10 extra Skill points apiece in any combination that you see fit. If you raise up your Love Potential, be sure to note the increase to your Primary and Secondary Attributes, if applicable.

Love Potential	1	2	3	4	5	6	7	8	9	10
1 <sup>st</sup>	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5
2 <sup>nd</sup>	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
3 <sup>rd</sup>	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
4 <sup>th</sup>	+0	+0	+0	+0	+1	+1	+2	+2	+3	+3
5 <sup>th</sup>	+0	+0	+0	+0	+0	+1	+1	+2	+2	+3

Skills	<ul style="list-style-type: none"> <li>- Start at 0.</li> <li>- 1-for-1 up to 4.</li> <li>- 2-for-1 for 5<sup>th</sup> point.</li> </ul>
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There are 22 Skills for your character to utilize. You have a number of Skill Points to increase these Skills equal to 15 + your Intelligence (times your Age's Skill Point Mod). You may also use Skill Points to buy items and pets for your character to start game with. Pets range from 1-3 points and you may own up to two. A mundane item costs one point, and a wondrous item costs three. You may have up to three mundane or one wondrous item at character creation.

- **Health:** Take note of the fifteen empty boxes (□) on the appropriate place on your character sheet. These represent your Health Levels. You have a number of Health Levels equal to the sum of your Physique or Spirit plus 5. Fill in the rest of the boxes for now, but use pencil; you have a chance to increase your health later.
- **Speed:** Your movement speed. This is discussed in more detail later. Compare your (Physique plus Agility) times two to the table below. As you increase your character's abilities, refer back to this table to determine your total speed.

Total	Speed
4	4 (20 ft.)
5-9	5 (25 ft.)
10-14	6 (30 ft.)
15-19	7 (35 ft.)
20-24	8 (40 ft.)
25-29	9 (45 ft.)
30-34	10 (50 ft.)
35-39	11 (55 ft.)
40	12 (60 ft.)

The value of Speed is given in two numbers. The first number is the number of hexes or squares a character can move if using a play mat. The second number is the number of feet a character can move if not using a play mat.

- **Physical Defense:** Your ability to avoid damage by dipping, ducking, and diving out of the way. Like Armor, this is expanded upon in Chapter [number]. Your Physical Defense is equal to:

$((\text{Highest of Dodge or Parry})/2 \text{ rounded down}) + (\text{Highest of your Physique or Agility}) + 9$

- **Mental Defense:** This Attribute defines your character's ability to resist mental influences and Pressure. Torture, exhaustion, and psychic interference are all defended by your Mental Defense. This is equal to

$((\text{Discipline})/2 \text{ rounded down}) + (\text{Highest of your Intelligence, Wits, or Spirit}) + 9$

- **Initiative Modifier:** Agility + Wits.

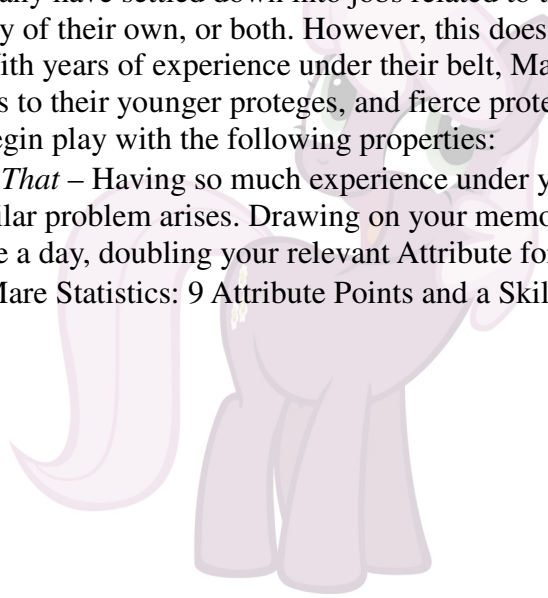
If your character has a Special Talent and a Cutie Mark, decide what it is and write it down on the appropriate place on your character sheet. This will be discussed more later.

The absolute last thing you need to do for your character is to pick a name. Once you have done this and your Pony in Charge has approved your sheet, you are ready to play.

## Chapter 2: Ages and Races

- **Colts/Fillies** – Full of potential, the youngest of the horses in the land have a long road ahead of them. Colts and Fillies are the only age given the option to start out without a Cutie Mark or a Special Talent. These youngsters are often allowed to get away with a little more mischief than their older peers, as they are still growing up. Colts and fillies begin play with the following properties:
  - *Unlimited Potential* – A Colt or Filly can focus and draw on the well of latent talent particular to their youth. Once an in-game day, your Colt or Filly may Refresh their Love up to their full Potential.
  - Starting Colt/Filly Statistics: 5 Attribute Points and a Skill Point Modifier of 1.
- **Ponies** – Having had a few years with their Cutie Marks, the characters are what My Little Pony is centered on. Young in world experience but willing to get out there and see everything Equestria has to offer, the Ponies have a tough task of reconciling their Special Talent with the world around them. It's all about finding your place...And leaving your hoofprint when you get there! Ponies begin play with the following properties:
  - *Hero Type* – There's something about you that sets you apart from your peers, that makes you stand out in a crowd and get noticed. Filled with barely contained enthusiasm for the world, your very nature makes you the focus of the action, whether you like it or not! Ponies and other creatures might seek you out, and you can be sure adventure will find its way to your doorstep. Once a day, you may add your Love Potential as a modifier to one roll.
  - Starting Pony Statistics: 7 Attribute Points and a Skill Point Modifier of 2.

- **Stallions/Mares** – Eldest of the horses, Mares and Stallions have mostly put their adventurous youth behind them. Many have settled down into jobs related to their Special Talent, have started to raise a family of their own, or both. However, this does not mean that they've entered their twilight years. With years of experience under their belt, Mares and Stallions act as strong and intelligent mentors to their younger proteges, and fierce protectors of them if need be. Stallions and mares begin play with the following properties:
  - *Been There, Done That* – Having so much experience under your belt certainly comes in handy when a similar problem arises. Drawing on your memories, you may re-roll one Skill check for free once a day, doubling your relevant Attribute for that roll.
  - Starting Stallion/Mare Statistics: 9 Attribute Points and a Skill Point Modifier of 3.





- **Earth Pony** – These ponies are as hearty as the earth itself. Statistically stronger than their brethren, the Earth Pony can choose to focus on any number of endeavors in their lives. They gain the following benefits:
  - +1 to Physique and +1 to either Agility or Spirit.
  - Increase the Skill Point modifier value for your Age by 1.
  - *Tough as Nails* – Earth Ponies are a hearty lot, able to shrug off more physical, mental, and emotional torment than the other races. Your Armor is increased permanently by 1.

- **Pegasus** – Gifted with the ability to fly and dance on clouds, the Pegasus enjoys almost unlimited freedom. These ponies are born with warm hearts and huge capacity for compassion. They gain the following benefits:
  - +1 to Spirit and +1 to another Attribute of your choice.
  - *Flight* – A Pegasus can fly for as long as they can normally move, and can move in three-dimensional space at no penalty (unless physically overloaded).
  - *Cloudwalk* – Pegasus ponies can also walk across, move, or manipulate clouds as though they were solid objects. However, this means that a careless Pegasus can fall right off the edge of a cloud. Also note that while Cloudwalk is part of the very nature of the Pegasus, they must still *learn* to fly (generally).

- **Unicorn** – The only ponies with the ability to cast magic, the Unicorns are known to be strong-willed and creative. Those that choose to study the magical arts are often rewarded with the ability to do the most amazing feats, but all Unicorns have at least a little magic about them. They gain the following benefits:
  - +1 to Intelligence and +1 to Wits.
  - *Magic* – The magic that can be cast by any one Unicorn often falls under their Special Talent, and is somehow related to it. However, with preparation and the knowledge of how a spell is cast, a unicorn can perform magic that is not “inherent” to them. *See “Magic” in Part 3: The Rules.*
  - *Telekinesis* – All Unicorns are able to pick up and move objects with their minds. Usually a lifted object will glow the same color as the horn of the Unicorn controlling it. Unicorns can lift objects of up to (their Mind x10) pounds at a distance of (their Mind x2) yards.

- **Baby Dragon** – Dragons age and mature much more slowly than other races. Dragons can easily live for several centuries, and their power grows in proportion with their age. Wisdom comes from their longevity, and as such hatchlings have much to learn (even more so than colts and fillies).
  - +1 to Spirit.
  - *Fire Breath* - It is common knowledge that dragons breathe fire (usually the same color as their spines). Most fire that a baby dragon can expel is harmless and mostly for show (or to get the hatchling in trouble). However a baby dragon can focus their fire breath to be mildly threatening or dangerous. The dragon takes one point of damage and rolls Physique + Spirit (the higher the result, the larger and hotter the flame, ranging in size from “matchstick” to “campfire”).
  - *Excavation* – Dragons are also able to use their hard spines and sharp claws to easily dig through earth. A dragon can roll Physique+Athletics and excavate (the number rolled) cubic feet of dirt (or sand, gravel, anything other than stone) in (cubic feet/2) minutes.
  - *Fire Resistance* – A Baby dragon's thick scales and natural physiology means that they can often shrug off high levels of heat. Dragons reduce damage from fire by 1.
  - Dragons are limited to the “Colt/Filly” age group.
  - Dragons speak both Draconic (their native language) and the common tongue.
- **Buffalo** – Strong, proud, tied to the land they live on as well as the traditions of the past, the Buffalo are a race to be reckoned with. Stereotypically, Buffalo are reluctant to leave their home, but some youngsters have been known to set hoof in other lands. They are always to return to their native grounds, though, upon reaching adulthood. They are graced with no supernatural abilities but make up for it with outstanding toughness.
  - +2 to Physique and +1 to Spirit.
  - Buffalo are limited to the “Colt/Filly” and “Pony” age groups.
  - Buffalo speak both The Voice of Thunder (their native language) and the common tongue.
- **Crystal Pony** – The citizens of the Crystal Empire appear at first glance to be nothing more than Earth Ponies, Pegasus Ponies, and Unicorns made out of jewels. Looking more closely, it is evident that their supernatural and physiological makeup is very different from their flesh-and-blood cousins to the south. The whole of the Crystal Pony race was, until very recently, spirited away from Equestria by King Sombra's Shadow Magic. Their thousand year servitude to the King of Shadows has left them emotionally weary, but under the new rule of Princess Cadence and Shining Armor, every day in the Crystal Empire is brighter and filled with more hope than the day before. 'Crystal Pony' is a template added to a Unicorn, Pegasus Pony, or Earth Pony. They gain their normal supernatural abilities as well as the ones listed below. However, their Experience point costs to raise Attributes or Abilities is increased by 10%.
  - +1 to Spirit and +1 to an Attribute of your choice instead of the normal Attribute bonus for the base Race.
  - *Shine* – After being rescued from a thousand years of servitude to a dark king, the Crystal Ponies know that even the bleakest situations can be salvaged, and that it is always darkest before the dawn. This indomitable hope, a confidence that things **will** get better if one continues to stand up no matter how many times they are knocked down, manifests as Shine. Physically, it is the internal glow or shimmer of the Crystal Pony's body. When they are happy, their bodies glow more and become translucent. When they are sad, they become duller and opaque. Mechanically, a Crystal Pony can choose to, once a day, gain a temporary buffer of Love by drawing on their Shine. For (their Love) number of minutes or

Rounds a Crystal Pony gains +1 to their Love Potential.

- *Crystal Change* – Everypony has potential for hope. Everypony has potential for growth, change, and (if needed) redemption. Crystal Ponies can bring this potential to the forefront in others. Once a day, a Crystal Pony can invoke the Crystal Condition in all non-Crystal Pony allies within (the Crystal Pony's Wits) yards of them, turning them into Crystal versions of their original selves. This change lasts for ten minutes or Rounds, and a creature under the Crystal Condition can only be affected by one Crystal Change at a time (though a new Crystal Change can be enacted again by a different Crystal Pony as soon as the first Change ends). When a character is first put under the effects of the Change, their Love is refilled up to their Potential. When the change ends, every affected character is reduced to 1 Love.
- Crystal Ponies are not limited to any age group.
- Crystal Ponies speak the common tongue.
- **Donkey** – Stalwart and driven, Donkeys are known for their powerful wills and strong hearts. A race defined by their determination, Donkeys are prolific and known throughout all of Equestria.
  - *Drive* – This special ability functions like a Cutie Mark. However, instead of being based around a talent, it is based on a goal. As such, the associated Focused Skill and actions related to re-rolling
  - *Unending Determination* –
  - Donkeys are not limited to any age group.
  - Donkeys speak the common tongue.
- **Griffon** – Majestic, powerful creatures with the characteristics of both lions and eagles. Griffons are one of the few sentient, non-Pegasus races with the ability to fly. The hatchlings are jealously protected treasures.
  - +1 to Physique and +1 to Agility.
  - *Cloudwalking and Flight (as Pegasus)*
  - *Tough as Nails (as Earth Pony)*
  - *Darkvision* – Owing to some odd function of their predatory and supernatural nature, all Griffons have the ability to see in pitch blackness out to 60 ft. They incur no penalty from switching from light to dark or vice versa, though their eyes still need a turn's worth of time to adjust from one to the other.
  - Griffons are limited to the “Pony” and “Stallion/Mare” age group.
  - Griffons speak both Cry (their native language) and the common tongue.
- **Mule** – Hearty animals, the result of a pairing of a horse and a donkey. Mules are often perceived as slow-witted, salt-of-the-earth creatures, ugly by nature. Since Mules can strive to be whatever they like, just like any other player race, this is often not really the case.
  - +1 to Physique and +1 to Wits.
  - 1.5 times the Skill points allotted for their age at character creation (round up fractions)
  - *Tough as Nails (as Earth Pony)*
  - *Drive (as Donkey)*
  - *Unending Determination (as Donkey)*
  - Mules are not limited to any age group.
  - Mules speak the common tongue.

- **Saddle Arabian** – Tall and lithe, the Saddle Arabians come from the deserts across the ocean. They evolved and adapted separately from their Earth Pony cousins in the more temperate climates of Equestria. They have wide and bisected hooves, similar to a Camel or Buffalo's. Their slender, tall bodies help them regulate their temperature in their blisteringly hot homeland.
  - +1 to Agility and +1 to Wits.
  - *Wilde Hooves* – When the Equestrian ponies first made contact with the Saddle Arabians, they mistook them for a type of Pegusai. Saddle Arabians practically fly across almost any type of terrain with ease. *Wide Hooves* gives Saddle Arabians +3 to their speed, and allows them to ignore Hindering Terrain.
  - *Heat Resistance* – Saddle Arabians are unphased by heat and are completely immune to natural extreme heat of any kind. Supernatural heat affects Saddle Arabians as per normal.
  - Saddle Arabians are limited to the “Pony” and “Stallion/Mare” age groups.
  - Saddle Arabians speak both Marabian (their native language) and the common tongue.
- **Zebra** – Hailing from a distant and mysterious homeland, Zebras are a rare and curious sight for the average pony. Steeped in rumor and gossip, it can often be difficult for a zebra to integrate into a group of ponies due to their almost frightening nature. Youngsters are forbidden from traveling, but most zebras walk at least a little foreign soil before long. It is important to note that zebras are the **only** non-pony race to receive a Cutie Mark and Special Talent (and the mechanical bonuses they provide). Zebras do not have to speak in rhyme.
  - +1 to Wits and +1 to either Intelligence or Spirit.
  - *Love of My Homeland* - It is never an easy journey to get from there to here, but no Zebra ever forgets the land they hail from. As long as a Zebra has an artifact from their native land that they can touch or see, they are considered to have one extra point of Love Potential.
  - *Lore of The Traveler* – Zebras are also able to utilize the tales and experiences they garner from the result of their wanderlust. They are able to roll Intelligence + Spirit to recall knowledge that they have learned in their travels (the higher the number rolled, the more obscure the information).
  - Zebras are limited to the “Pony” and “Stallion/Mare” age groups.
  - Zebras speak both Nuuban (their native language) and the common tongue.

### Chapter 3: Love, its Potential, and Cutie Marks

Every creature has the capacity for love. This capacity is measured by a character's Love Potential. Love Potential is rated from 1 to 10, with 1 being the least a character can have, and 10 being the most. Love Potential is the rubric that restricts a character's general level of power; the higher one's Love Potential, the more one can do. Love Potential is also the maximum capacity of Love that a character can store.

Love is a supernatural resource in Equestria. It is difficult to quantify, but the reassurance and inner fire that Love gives to a character can allow them to reach untold heights. Every starting character has a number of Love equal to their Potential. Love can be gained in the following ways:

- If a player does something interesting or fun enough to justify a +3 Dynamic Bonus, their character also gains 1 Love.
- Action on your Zeal earns you back 1-2 Love depending on the intensity of the action.
- Characters get back 1 Love an hour if that hour is spent in comfortable situations, or with characters that the character likes.
- Any fantastic experience that the PiC deems to have an intense impact on a character can earn them up to 3 Love.

Expending Love can turn the tables in your favor. Characters have a multitude of ways to expend Love, listed below. A character can use as many of these options as they have the Love to expend in any combination they wish. However, they cannot “stack” these bonuses; they may only be used once per Love expenditure. Therefore, a character with 7 Love would not be able to use “Add a +1 bonus to your next roll” 7 times for a +7 bonus.

- Spend 1 Love to add a +1 bonus to your next roll.
- Spend 2 Love to heal 1 damage to yourself.
- Spend 3 Love to re-roll a die.
- Spend 4 Love to heal 1 damage on an ally.
- Spend 5 Love to double one of your Skill's ranking for one roll.
- Spend 6 Love to triple your Speed for one Round or minute.
- Spend 8 Love when you are about to take an amount of damage that would render you unconscious. That damage is reduced to 0 and the attack's attached Keywords are negated.

Your Love Potential also passively increases your character's abilities as it is increased. Specifically, it increases your Attributes in a scaling fashion based on your Attribute priority, determined during character creation. It also increases your Skill Cap, allowing you to bring Skills above 5, based on the two tables below.

Attributes

Love Potential	1	2	3	4	5	6	7	8	9	10
1 <sup>st</sup>	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5
2 <sup>nd</sup>	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
3 <sup>rd</sup>	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4

4 <sup>th</sup>	+0	+0	+0	+0	+1	+1	+2	+2	+3	+3
5 <sup>th</sup>	+0	+0	+0	+0	+0	+1	+1	+2	+2	+3

### Skill Cap

Love Potential	1	2	3	4	5	6	7	8	9	10
Skill Cap	5	5	5	5	5	6	7	8	9	10

Certain Races (Earth Ponies, Unicorns, Pegasus, Zebra, Crystal Ponies, and Saddle Arabians) have a magical symbol on their flank that informs their Special Talent. A Special Talent has two benefits:

1. When you decide on your Special Talent, mark one Skill related to that Talent with an underline. That becomes your Focused Skill, and you gain a permanent +1 Miscellaneous Bonus to it.
2. Once per in-game day, you may re-roll a die without having to expend any Love. This roll must be in some way related to your Special Talent to qualify for this ability.

## Chapter 4: Skills

- **Academics** – While your Intelligence represents the amount that you know, Academics is the measure of your formal “book learning”. Raising this Skill reflects intense academic study. At +0, you have never been to a school and you may not know how to read or write. +1 and +2 will denote primary and secondary education; you have graduated high school or have a G.E.D. +3 is post-secondary education, as a Bachelor’s of Arts or Science. +4 is equivalent to a Master’s, and with +5 you have earned you the title of Doctor in your field. The study of Love Potential and Ponys is considered to be a respected academic curriculum, and as such “mainstream” Styles and Tricks fall under this Skill.
- **Acrobatics** – Your physical dexterity is measured by your points in this Skill. Increasing this Skill limbers your joints and allows you to perform fantastic feats of physical finesse. Gymnasts and thieves will often have high marks in this Skill, though most Ponys that specialize in a physical Style will have at least +1 or +2.
- **Animal Ken** – To calm, train, or identify various animals through the world, use this Skill. A multifaceted Skill, Animal Ken covers both the knowledge of classification and knowledge of how to handle beasts.
- **Athletics** – The raw physical ability of your body. As your character begins to increase their abilities in this Skill, they will find formally impossible physical feats easy. Much like Acrobatics, most Ponys will have a few points in this Skill.
- **Bluff** – To lie with a straight face, in all senses of the phrase. Increasing your abilities in this Skill allows you to create Flawless disguises by adopting mannerisms and patterns of speech, and tell lies so convincing that you yourself may begin to believe them.
- **Brawling** – Characters clash, either with each other or with enemies. Every form of hoof-to-hoof martial combat is covered under this skill.
- **Craft ( )** – This Skill is unique in that it can cover almost any medium worked by human hands. When putting points in this Skill, you must specify what *type* of Craft your character is good at by writing it in the parentheses. Thus, you might have Craft (Painting) or Craft (Melodies). Keep in mind that this Skill represents your character's ability to *make* things, not *use* the things they make; you could be a master gunsmith, but without the appropriate Combat Option, you won't be able to hit the broad side of a barn with your creation.
- **Dodge** – Your ability at moving out of the way of dangerous things, using a combination of awareness and agility.
- **Discipline** – The measure of your self-control and ability to resist temptation. Discipline is your inner fortitude, that stalwart solidarity in your soul that allows you to persist where others might fail. As your character's power in this Skill grows, they will gain a sense of serenity as they shed the things that held them back.
- **Diplomacy** – Kind words and gentle truths delivered in a steady tone. The ability to bring other characters to your point of view with calm arguments.
- **First Aid** – Focusing on immediate care, the treatment of minor injuries, and enough emotional support to just get someone through the day, this Skill is all about staving off the inevitable. First Aid is used to immediately heal or speed up the healing of Bruises. It cannot be used to heal Wounds; that must be done over time with Medicine. Furthermore, your First Aid Skill sets the bar for your Medicine Skill, see the Medicine Skill for more information.
- **Investigation** – The act of studying physical objects and the behaviors of others to determine the past or their intentions.
- **Intimidation** – To harass, cajole, and belittle. Anything to crush your target's will to continue opposing you. From passive-aggressive slights to full-blown torture, Intimidation is a Skill

devoted to manipulation and is in many ways the opposite of Persuasion.

- **Mechanics** – The use of mechanical devices such as cars, machines, and household appliances. This Skill not only covers the use of these devices, but also the repair and modification of them as well.
- **Medicine** – The art and science of healing over time. Many surgeons, doctors, and psychiatrists have high ranks in this Skill. However, this does not necessarily preclude formal training. A character can be something like a faith healer or shaman; regardless of the methodology, a successful roll in this Skill means the practice simply works. However, it must be kept in mind that Medicine and First Aid are intrinsically linked by their very nature. Your Medicine rank cannot exceed your First Aid rank, though they may be equal. Medicine is used primarily to immediately heal or speed up the healing of Wounds.
- **Occult** – The study of the extraordinary and the supernatural. This is separated from the Academics Skill because while the subjects studied in Academics can be reasonably verified as 'true' or 'false', the study of the Occult is burdened by an abundance of false information buried in folklore, myth, and legend. Part of this Skill involves separating the wheat from the chaff. The study of esoteric Styles and Tricks fall under this Skill.
- **Performance ( )** – Expression via dynamic movement. Painting by using words or the body. Dance, song, and oration are all parts of the Performance Skill. Higher ranks in this Skill allow for more intricate movements and tones that better convey the message the performer is attempting to convey.
- **Perception** – An incredibly important and versatile Skill. This Skill represents your character's tactile awareness, as well as your ability to discern the motivations of others by studying their speech and posture. It allows the character to shed their emotional attachments to an issue, seeking the truth via cold logic.
- **Ranged Weapons** – Thrown weapons, bows and arrows, slings, etc. are covered under this Skill.
- **Stealth** – To hide in shadow and move without sound. While shadows and obstructing material help, this Skill can be used in any context that a character could reasonably remain hidden from a target. This could theoretically include hiding among crowds of people or in plain sight. The applicability is left up to the player and the Narrator.
- **Technology** – The use of technological devices such as computers, cell phones, and tablets. This Skill not only covers the use of these devices, but also the repair and modification of both hardware and software.

**Linguistics** – Not a “Skill” per se, but still an ability some ponies can choose to spend Skill points on. Besides the common tongue (which all player races can speak by default), a player can choose to spend two Skill points (four after character creation) to learn one new language from the list below.

- *Anding* – The language of the Breezies. Insects, animals and spirits domesticated to the Breezies will also understand this language.
- *Cry* – This language is spoken by Griffons.
- *Draconic* – The language of Dragons (those of whom that will actually speak to ponies). Certain ancient tomes are also written in Draconic.
- *Nuuban* – The language of Zebras, and also a bit of a 'traveler's tongue'. If a creature does not speak the common tongue, they will likely speak Nuuban.
- *The Voice of Thunder* – The language of the Buffalo (and some rumor that of the spirits they may speak to).
- *Marabic* – The language of the Saddle Arabians. Marabic is also spoken by many seafaring ponies that travel the ocean to the east.



<div>Name:</div> <div>Devotion:</div> <div>Zeal:</div> <div>Flaw:</div> <div>Special Talent:</div> <div><div>___</div><div>□</div>Physique:</div> <div><div>___</div><div>□</div>Agility:</div> <div><div>___</div><div>□</div>Intelligence:</div> <div><div>___</div><div>□</div>Wits:</div> <div><div>___</div><div>□</div>Spirit:</div> <div>Speed:</div> <div>Dash (x3):</div> <div>Armor:</div> <div>Physical Defense:</div> <div>Mental Defense:</div> <div>Initiative:</div> <div>Agility ( ) + Wits ( ) + Mod ( ) =</div> <div>Love Potential:</div> <div>Current Love:</div> <div>Social Attacks</div> <div>Wits ( ) +</div> <div>...Bluff ( )</div> <div>...Diplomacy ( )</div> <div>...Intimidation ( )</div> <div>Health:</div> <div><div>□□□□□□□□</div><div>□□□□□□□□</div><div>□□□□□</div></div> <div>Inventory:</div> <div>Saddlebags</div>	<table><tr><th>Skill</th><th>Skill Ranks</th><th>Misc. Bonus</th></tr><tr><td>Academics</td><td></td><td></td></tr><tr><td>Acrobatics</td><td></td><td></td></tr><tr><td>Animal Ken</td><td></td><td></td></tr><tr><td>Athletics</td><td></td><td></td></tr><tr><td>Bluff</td><td></td><td></td></tr><tr><td>Brawling</td><td></td><td></td></tr><tr><td>Craft ( )</td><td></td><td></td></tr><tr><td>Dodge</td><td></td><td></td></tr><tr><td>Discipline</td><td></td><td></td></tr><tr><td>Diplomacy</td><td></td><td></td></tr><tr><td>First Aid</td><td></td><td></td></tr><tr><td>Investigation</td><td></td><td></td></tr><tr><td>Intimidation</td><td></td><td></td></tr><tr><td>Mechanics</td><td></td><td></td></tr><tr><td>Medicine</td><td></td><td></td></tr><tr><td>Occult</td><td></td><td></td></tr><tr><td>Performance ( )</td><td></td><td></td></tr><tr><td>Perception</td><td></td><td></td></tr><tr><td>Ranged Weapons</td><td></td><td></td></tr><tr><td>Resistance</td><td></td><td></td></tr><tr><td>Stealth</td><td></td><td></td></tr><tr><td>Technology</td><td></td><td></td></tr><tr><td>Thievery</td><td></td><td></td></tr><tr><td colspan="3">Linguistics: The Common Tongue</td></tr></table> <div>Weapon:</div> <div>Total Accuracy Mod:</div> <div>Attribute ( ) + Skill ( ) + Weapon Acc. ( ) + Misc. Mods ( )</div> <div>Total Damage:</div> <div>Attribute ( ) + Weapon Damage ( ) + Misc. Mods ( )</div> <div>Special Abilities:</div>	Skill	Skill Ranks	Misc. Bonus	Academics			Acrobatics			Animal Ken			Athletics			Bluff			Brawling			Craft ( )			Dodge			Discipline			Diplomacy			First Aid			Investigation			Intimidation			Mechanics			Medicine			Occult			Performance ( )			Perception			Ranged Weapons			Resistance			Stealth			Technology			Thievery			Linguistics: The Common Tongue		
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## Appendix A: Sample Rituals

<b>Name of Ritual</b>	<b>Effect</b>	<b>Obscurity</b>	<b>Difficulty Number</b>
<i>Needle's Floating Lanterns</i>	<i>Creates Love Potential number floating orbs of light under the control of the Unicorn</i>	<i>Common</i>	4
<i>Cat's Eyes</i>	<i>Grants target the ability to see in pitch blackness for Intelligence number hours</i>	<i>Common</i>	6
<i>SpellShield</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Intelligence) feet in diameter. All creatures in the shield have their Armor increased by the caster's Love Potential.</i>	<i>Common</i>	8
<i>Mule's Back</i>	<i>Creates floating disk, 3 ft. in diameter, that can carry (one hundred times caster's Wits) pounds until dispelled.</i>	<i>Common</i>	10
<i>Teleportation</i>	<i>Transports the Unicorn to a nearby spot that they can see.</i>	<i>Uncommon</i>	12
<i>Metamorphosis</i>	<i>Transforms one object into another similarly sized object for Spirit number hours</i>	<i>Uncommon</i>	14
<i>Glib Tongue</i>	<i>Allows target to speak, read, and understand a foreign language, chosen by the caster, for target's Intelligence hours</i>	<i>Uncommon</i>	16
<i>Arcane Bolt</i>	<i>Fire a searing beam of energy at a target within (Intelligence) yards, dealing Love Potential damage that can be reduced by armor.</i>	<i>Uncommon</i>	17
<i>Winged Hooves</i>	<i>Grants one non-Pegasus pony Cloudwalking for Wits number hours</i>	<i>Protected</i>	18
<i>Fullmoon's Mass Teleportation</i>	<i>Transports Intelligence number of creatures to a location familiar to the Unicorn</i>	<i>Protected</i>	20
<i>Create Element</i>	<i>Summon a burst of one of the five elements (Earth, Air, Water, Wood, or Fire). This Ritual spontaneously creates a sphere of the element that is up to (the Caster's Wits) feet in diameter at a target location within (the Caster's Intelligence x3 Yards). The Caster can shape this amount of the element into whatever configuration they please (a cone, ring, etc) as long as the element is distributed equally amount the shape. This lasts for an instant, but the consequences of the spell can last for quite some time. A burst of flame may catch nearby material on fire, a sudden summoning of plants</i>	<i>Protected</i>	21

	<i>could create a tangle, a pile of dirt and rocks might fall into a lifeless mound. The exact nature of these consequences are left up to the Pony in Charge.</i>		
<i>Scrying</i>	<i>Discern the location of one object or creature.</i>	<i>Protected</i>	22
<i>Lighthoof's Healing Aura</i>	<i>Sustainable. Heal every ally within (Intelligence) feet for one health at the start of each round.</i>	<i>Arcane</i>	24
<i>Gift of the Pegasus</i>	<i>Creates a pair of delicate, gossamer butterfly wings on the back of one wingless creature until dispelled or destroyed. This grants the creature Flight.</i>	<i>Arcane</i>	26
<i>Arcane Phalanx</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Intelligence) yards in diameter. All creatures in the shield have their Armor increased by the caster's Love Potential.</i>	<i>Arcane</i>	27
<i>Saloma's Cloak</i>	<i>Sustainable. Caster or target becomes completely invisible. Noises are muffled but detectable. Invisible creatures are still tangible, and might be detected by brushing past a creature or object. This ritual cannot be cast on more than one target at the same time by the same unicorn.</i>	<i>Arcane</i>	28
<i>Starswirl's Backstep</i>	<i>Allows the caster to go back up to (the caster's Wits) days into the past. However, this lasts only for (the caster's Intelligence) minutes, and can only be used once per every thirty days.</i>	<i>Arcane</i>	29
<i>Boon of the Thunderclap</i>	<i>Brings into creation a massive rainstorm. Covering several square acres, this storm produces little lightning and no damaging wind, but is perfect for combating drought (Pegasus ponies do NOT like seeing this spell cast)</i>	<i>Lost</i>	30
<i>Shapeshifting</i>	<i>Turns a creature into a different, similarly sized living creature for target's Physique(x2) hours. An Earth Pony could become a Zebra, for example. This is a perfect transformation and, as such, the target gets a +2 bonus die when pretending to be the race they are transformed into.</i>	<i>Lost</i>	33
<i>Disabling Spell</i>	<i>Creates a semi-permanent arcane wall that disables the magical ability of those who pass through it. The wall is visible as a sheet of</i>	<i>Lost</i>	34

	<i>blue-white light and the creature that walks through it knows that their magical ability has been interrupted. The Disabling Spell removes any arcane abilities from the target; this includes all Unicorn Spells &amp; Rituals, any Ritual from the Librum Arcana, and the active effects of any artifacts or magical enchantments. Manifestations, Elements, and any items granted by a Celestial Template are immune to this Ritual. The wall and the effect last for 1 hour per point of Intelligence the Caster has, but either can be dispelled at any time. If the original Caster stops the spell it ends instantly, whereas any character that also knows this Ritual can disable either the wall or the effect with a contested roll against the Caster's Wits + Spirit.</i>		
<i>Safe Haven</i>	<i>Creates a small home made of the local landscape (trees, rocks, etc.) which lasts from either sunup to sundown or sundown to sunup. Perfectly camouflaged, one can only enter if led in by another creature that has been inside the Haven before (or the caster). The Haven has ten beds, a fireplace, and enough food to feed ten creatures two large meals.</i>	<i>Lost</i>	35
<i>City In A Bottle</i>	<i>Create a hemispherical shield that protects against attacks and the elements. The shield is up to (the caster's Intelligence) miles in diameter. All creatures in the shield have their Armor increased by the caster's Love Potential.</i>	<i>Lost</i>	37
<i>Eyes of Tempora</i>	<i>Allows the pony to see up to Intelligence number days either backwards or forwards in time in the immediate area they are standing in. This ritual can be combined with Scrying (only if the Unicorn knows both Rituals).</i>	<i>Lost</i>	40
<i>Starswirl's True Backstep</i>	<i>Allows the caster to go back up to (the caster's Intelligencex2) weeks into the past. This lasts for (the caster's Witsx10) minutes, and cannot be used again until a full year has passed.</i>	<i>Lost</i>	50

To make custom rituals for your ponies to learn, simply come up with a Name, Effect, and Obscurity. The difficulty number of the ritual uses the chart below as a quick reference. If a player wishes to make a ritual, they must first get the ritual specifics approved by the Pony in charge, then pay double the ritual's Difficulty Number in Experience Points. After that, any other unicorn can learn the ritual as per normal.

Obscurity ratings (Average Difficulty Number)

Common (6) → Uncommon (12) → Protected (18) → Arcane (24) → Lost (30+)

## Appendix B: Items and Their Bonuses

While most gear offers no mechanical bonuses, certain items do logically offer some benefits with their use. Obviously these items can only be given out with PM approval. Making an item of your own is both simple and greatly encouraged: Simply assign some in-game benefit to the item in question and leave it somewhere in the world for the characters to procure. Some items instead have some manner of magical or supernatural enchantment that they provide upon use.

### Mundane Items

- **Med Kit** – A small satchel of bandages, sterilizer, and other quick-fix instruments, this item gives an additional die to any Medicine check made in the field.
- **Doctor's Bag** – A bag with many small pockets. Usually has many items used in long term medical care, such as antibiotics. Most bags have a small slot to keep an anatomy book or a current book of health. This gives a character an additional die for any Medicine check made for long term care.
- **Telescope** – A visual magnification device, often built as a collapsible tube. Adds one die to Awareness checks made to see something far away.
- **Feed Sack** – A rough canvas bag. The inside has been subdivided into many small pouches, each containing a nut, berry, or other foodstuff commonly eaten by local fauna. Grants an additional die to Animal Ken rolls when interacting with untamed wildlife.
- **Reference Guides** – Small tomes, perfect for tucking into a saddlebag. “Reference Guides” vary wildly in subject matter, from Astronomy to Zoology, but always focus on one subject. As such, they are usually titled “*{name of subject}*, a Reference Guide” or “The Reference Guide to *{name of subject}*”. If the character has a Reference Guide that is aligned with the subject of their current Academics check, they are granted a one die bonus to said check.
- **Workhorse's Bracer** – A heavy-duty harness designed to evenly distribute the weight of a load being carried on a pony's back. This item gives a one die bonus to Athletics checks that involve feats of sustained strength.
- **Masterwork Tools** – Delicate and intricate instruments designed for a specific task, such as “Masterwork Quill” or “Masterwork Hammer”. These items make the task at hoof easier: As long as the Tool is aligned with the intended result of a Crafting check (a beautifully illustrated painting using a Masterwork Brush, for example), that check gets a bonus die.
- **Leader's Badge** – Confidence is everything when dealing with others. Any item that bolsters a character's self-esteem when talking to another (or a group), is technically considered a “Leader's Badge”. Regardless of what it is, it always gives an extra die when rolling Diplomacy checks.
- **Fancy Accessories** – Be it a well-made costume or just the right metronome, there's always something that can help a pony express themselves more dramatically. A “Fancy Accessory” can be any object that helps a pony perform, and gives a one die bonus to that Performance check.
- **Cat's Paws** – Soft and padded horseshoes designed to mute hoof-falls. Sneaking checks are given an additional die while these are worn.
- **Gripper Soles** – Made of a special material that provides a better grip with the ground, these special horseshoes make agile twists of the body easier. While these are worn, any Acrobatics checks made on the ground are given an extra die.

### Wondrous Items

- **Ice Archer's Trappings** – These come as a set of three items: the Ice Bow, Icicle Arrows, and Frost Quiver. The Ice Bow will not draw if loaded with anything other than an Icicle Arrow. Icicle Arrows can only be created from a Frost Quiver, which itself only produces Icicle Arrows. The Ice Bow uses the Bows stats for Accuracy and Damage. Regardless of the skill of the archer, Ice bows can only fire one Icicle Arrow at a time. When an Icicle Arrow strikes a target, it freezes into a sheet of ice that requires a (Physique + Athletics) roll of 15 to shatter. However, the consequences of a target being frozen can be legion; it is up to the Pony in Charge to determine what happens because the target is frozen.
  - There are four other types of [Element] Archer's Trappings, one per element. Each operates exactly the same as the Ice Archer's Trappings, save they create bursts of their own element. Obviously, the arrows of one element cannot be fired from the bow of another. The other Archer's Trappings are: Flare Archer (fire), Gust Archer (air), Tomb Archer (earth), and Overgrowth Archer (wood).
  - It is important to note that all of the [Element] Archer's Trappings are *highly* regulated due to their dangerous nature. Equestrian law demands that an archer must be regularly tested and have a license from the Royal Archery Association. Equestria, for the most part, recognizes the Archer licenses from other nations. It is good practice to present one's Archery License in conjunction with one's passport if asked. Mechanically, a character must have 3 ranks in Ranged Weapons, 2 ranks in Academics, and be of Pony age or greater to qualify for this item.
- **Spell Scroll** – Unicorns will sometimes store arcane energies into scrolls inked with Draconic writings. These valuable artifacts are tightly controlled by the arcane colleges that produce them; they are not inexpensive, and the Ritual required to create them is a tightly-guarded trade secret. A Spell Scroll will have one Common or Uncommon Ritual inscribed upon it. A character with a Scroll can use it as an Action on their Turn. The Scroll ignites and burns away in harmless fire, and the effect of the Ritual inscribed on it goes off (the character using the Scroll counts as the Caster for purposes of Ritual effects).
  - Characters who take this as a Superb item at character creation may choose what Ritual is on the Scroll.
  - A character must speak Draconic to know what is written on the Scroll, though they do not need to speak Draconic to use it.
  - The *Glib Tongue* Ritual's effective Language is chosen when the Scroll is made; thus, there would be *Spell Scroll: Glib Tongue (Draconic)* or *Spell Scroll: Glib Tongue (Cry)*.
- **Homeseeker Compass** – This small ball of glass contains a metal, spherical compass suspended in clear fluid. It has two functions; firstly it acts as a regular compass, pointing north regardless of orientation. Its second function is equally as utilitarian. It has a small sliver of gold between the glass and the metal, which always orients itself in the direction of whatever place the user considers home. There are 3,218 Homeseeker Compasses left of the original 5,000 crafted by Needle during the Chaos Reclamation. They are usually treated as family heirlooms.
- **Aegis Necklace** – A small brass necklace with an emerald hanging off of it. The emerald glows with an internal light. The user of this artifact may whisper a command word to it as an action. Once activated, the internal glow of the gem intensifies. The Necklace thereafter protects the user from the next external source of damage they would take, deflecting it perfectly. The glow then dulls to nothing. This artifact works once a day, and must be “recharged” by allowing it to catch the first rays of the rising sun. Aegis Necklaces are regulated by the Empire, and they must be requested from one of the Princesses (or from a royal envoy).
- **Bottled Brews** – Alchemists exist in Equestria. Their wares are so esoteric and outside of the

norm, though, that it's difficult to find potion shops alongside couch-and-quills stores on your average main street. But witches' dens, alchemists' huts, and the odd Promethium Brewers™ do exist, and they are more than happy to exchange quite a few of your hard-earned Bits for lightning in a bottle. This Superb item allows you to choose up to two Brews from the list below; you may take the same Brew twice if you please. It is an action to uncork the bottle and either drink or apply the Brew, and this action can only be taken on your turn. Like *Spell Scroll*, “the Caster” in the description refers to the one drinking or otherwise using the Potion.

- *Quicksilver Clarity* – The essence of Mercury limbers up the joints and the Writhroot oil quickens the mind. For (the caster's Body) number of Rounds (or minutes), the character gains +3 to their Speed (this modifies the character's Dash value accordingly).
- *Yemi's Energizing Elixir* – Removes 1 point of Damage, type determined by the character.
- *Usibele* – By rubbing this potion under the character's eyes, they are granted *Darkvision* out to 30 ft. for (their Mind) number of hours.
- *Attikaly* – Sprinkle this powder over an organic surface that is not rock or water. After one Round, the power bursts forth into an overgrowth of flora native to the area. These are otherwise ordinary plants and are treated as such.

## Armors

Armor Bonus adds to Natural Soak.

Armors have two penalties: Speed and Mobility. While these sound identical, they are subtly different. Speed penalties statically reduce the wearer's Speed by the stated amount. Mobility penalties reduce the movement options that the character can take. Shields do not impose a Mobility Penalty.

Armor	Armor Bonus	Speed Penalty	Mobility Penalty
Natural	+0	0	None
Light Armor	+1	5	None
Medium Armor	+2	10	Cannot Fly
Heavy Armor	+4	15	Cannot Dash or Fly
Shields	Physical Defense Bonus		
Light	+1	0	---
Medium	+2	0	---
Heavy	+3	5	---
Tower	+4	10	---



## **Appendix C: Pre-Made Characters**

Name: Red Hot Chili Pepper  
Devotion: My home and family  
Zeal: Autonomy  
Flaw: Hedgehog Disorder  
Special Talent: Growing piperaceaes

1<sup>st</sup> ☐ Physique: 5  
4<sup>th</sup> ☐ Agility: 4  
5<sup>th</sup> ☐ Intelligence: 2  
2<sup>nd</sup> ☐ Wits: 3  
3<sup>rd</sup> ☐ Spirit: 3

Speed: 6 (30 ft.)  
Dash (x3): 18 (90 ft.)  
Armor: 6  
Physical Defense: 16  
Mental Defense: 14  
Initiative:  
Agility (2) + Wits (3) + Mod ( ) = 5

Love Potential: 2  
Current Love:

Social Attacks  
Wits (3) + Diplomacy (2)

Health:

□□□□□□□□  
■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
■ ■ ■ ■ ■

Inventory:  
Saddlebags  
Kris Kross (Dog)  
Med Kit: +1 to improvised Medicine Checks  
Dog Treats: +1 to Animal Kin checks with dogs

Skill	Skill Ranks	Misc. Bonus
Academics	4	
Acrobatics		
Animal Ken	4	
Athletics		
Bluff		
Brawling		
Craft (Salsa)	3	
Dodge		
Discipline		
Diplomacy	2	
First Aid	4	
Investigation		
Intimidation		
Mechanics		
Medicine	3	
Occult		
Performance ( )		
Perception	3	
Ranged Weapons		
Resistance	4	
Stealth		
Technology	3	
Thievery		
Linguistics: The Common Tongue, Nuuban		

Weapon:  
Total Accuracy Mod:  
Attribute ( ) + Skill ( ) + Weapon Acc. ( ) + Misc.  
Mods ( )  
Total Damage:  
Attribute ( ) + Weapon Damage ( ) + Misc. Mods ( )  
Special Abilities:  
Tough as Nails - Armor is increased permanently  
by 1.  
Been There, Done That – Re-roll one Skill check  
for free once a day, doubling your relevant  
Attribute for that roll.