



Ponies & Parasprites
Laus of Friendship

Part 1: The Rules

What is this?

Ponies & Parasprites is a role-playing game set in the universe of My Little Pony: Friendship is Magic. In this game, the players take on pony avatars in the magical world of Equestria. In it, the players acting through their characters solve problems, meet interesting ponies, and explore the secret places in the world. The story is created as a collaborative effort between the players and one or more individuals known as the Ponies in Charge. The PiC's job is to act as every character that the player characters are not (NPCs), and to judge the player characters' ability to handle challenges.

If you're familiar with the *Ponies & Parasprites* tabletop role playing game, you have already been exposed to the core concepts of the mechanics in this game. However, it is recommended that you read this handbook anyway, as some of the mechanics have been translated to fit into the Live-Action experience.

What is a LARP?

“LARP” stands for “Live-Action Role Playing”. This can be broken down into two concepts: “Live-Action” and “Role Playing”. Live-Action means that a vast majority of the game is acted out by the players. They occupy the same space relative to each other that the characters do, their reactions are the same as their characters, etc. There are certain rules that absolutely must be followed during the course of a LARP, for the safety and comfort of the players. The PiC's and other players have the right to ask someone who breaks these rules to leave the game.

1. **No Unwanted Physical Contact** – Do not, under any circumstances, touch your fellow players. Your characters can touch, juggle, and barrel into other characters as much and as often as you please. You, the player, are absolutely forbidden from making physical contact with another player. The only exception to this rule is if you get explicit verbal or written permission from the other player. This permission can be revoked at any time. If you are unsure, it's best to either ask again or not touch at all.
2. **No Alcohol or Drugs on the LARP Floor** – The LARP floor is the designated area where the game is played. There is usually an “Out Of Character” area where the players are allowed to relax and recuperate. It is **never** appropriate, **ever**, to bring alcohol or controlled substances into **either** of these areas.

Ever.

It doesn't matter if the bottle of booze is a prop for your character. It doesn't matter if you “need” a hit to get into character. This is a game designed for family and friends (some of whom will be underage because that's the demographic of the show). If you bring things you shouldn't onto the LARP floor, you will be asked to leave. If that thing you're bringing is illegal, the police will show up, you will be taken away in handcuffs, you will be called very nasty names by the other players, and you will feel very bad about it.

3. **No Live Weapons** – This is similar to Rule #2 but it is ever so slightly different. Prop weapons are acceptable at the discretion of the PiCs. If they say no, you either leave it behind or leave the game. Live weapons will be rejected 100% of the time. A “Live” weapon is any weapon that

has been designed to harm another person. Examples include but are not limited to metal blades (especially ones that have or can hold an edge), weighted bludgeoning implements (maces or clubs), or **ANY FIREARM**. Foam or latex objects that look like weapons will likely be allowed as long as they are easily discernible at a distance as being props. Willingly choosing to break this rule is grounds for arrest so, if you aren't sure, don't bring it.

(Given the nature of My Little Pony and *Laws of Friendship*, it is very unlikely that this rule should need to be enacted but it's better to be safe than sorry)

4. **Follow the Rules of your Venue** – Since LARPs occupy physical space, they have to be hosted somewhere. This is generally a convention center, a restaurant, or some other player's house. These places will generally have rules and social conventions that everyone has to follow. For example, in most restaurants, it's generally a rule that you cannot smoke indoors. It's a social convention that you should both buy food and tip your server. You represent not only yourself, but your fellow players when you go to these venues. Therefore, it's in your best interest to put on a presentable and socially-acceptable public face. If you don't, you'll likely be asked to leave.
5. **Let the PiCs do Their Job** – The PiCs are not only there to run a game. They act as judges for fair rulings, settle disputes between players, and most importantly, they work for the comfort and happiness of the players. If a PiC declares an interpretation of a rule, or asks you to do something, don't question them if it isn't the time or the place. Most games will have a pre- or post-game meeting that allows players to voice grievances or complaints. Obstructing the PiC's job during the game is only going to slow the game down and make you look bad.

The second concept to master is that of “Role-Playing”. In this game, your actions and speech represent the actions and speech of your character in the game world. The personality and abilities of your character are your creation. Your character can be anything you please as long as it fits the rules. That being said, there are some factors to consider during character creation and during play that can and most likely will impact you or your character. These are some general guidelines to making and playing a character in *Laws of Friendship* that may be worth considering as you read the rest of this handbook.

- **Accept That Your Character has Limits** – No person is perfect at everything, and no pony in FiM is a jack-of-all-trades that can be called upon to solve every problem. Every character has some shortcoming or weakness. This is *intentional* and is in fact a core gameplay mechanic. Having one person swoop in and overcome every challenge for you isn't fun, and it doesn't promote good role-play. One of the central themes of *Laws of Friendship* is for everyone to work together. Keep this in mind as you make your character and enter play. Your character is supposed to grow both in power and in life experience as the game progresses over multiple sessions. You are not weak; you just have room for improvement.
 - *A note on Alicorns* – There are no Alicorn characters in *Laws of Friendship*. If you absolutely, positively, must play an Alicorn and are not in any way willing to compromise, then this game is not for you. Alicorns (and for that matter, Changeling Queens, characters infected with the Nightmare Force, or any other extremely powerful race or character type) are not meant to be characters. That's why the show is about the Mane Six and not the Celestial Sisters and their extended family. If your character has the ability to affect the

rotation of the planet, then problems like “My friend's mane is a mess and the Grand Galloping Gala starts in ten minutes” are miniscule trivialities. Don't ask to play an Alicorn in *Laws of Friendship*. Play your own character. It's better that way.

- **Put Some of Yourself in Your Character** – LARPing is meant as escapism. Your character can be everything you aren't; shy when you're boisterous, courageous when you're afraid, capable of impossible feats. But it's recommended to put something of yourself into your character. Maybe your love of churros, or a specific saying that you use, even just the color of your eyes. It will help you connect with your character and improve your ability to role-play.
 - *Don't Go Too Far* – It can be easy, sometimes, to get lost in the heat of the moment and get 'too into' your character. That is perfectly okay, and a natural part of LARPs. If you feel like you're too into character, then simply excuse yourself from the game to cool down. That's what the OOC Area is for.
 - *Don't Perform Stunts* – Yes, your character can fly. Yes, your character can lift a half-ton beam of iron above their head. Yes, your character can bend shadows to their will. You cannot. Do not perform any dangerous actions just because your character can.
- **Have Fun** – At the end of the day, the whole reason anyone LARPs is to have fun. Enjoy yourself. Play a character you want to play. Do silly things, go on high adventures, save Equestria and be home before midnight. If you feel like you aren't having fun, talk to a PiC. They are there to accommodate your needs and are usually willing to make some manner of reasonable concession to make you happy. If you feel that another player is toxic to the game, or if a storyline makes you uncomfortable, or if you're just having a bad day, talk to the people running the game. They'll listen.
 - *The Obligation Rule* – If, however, you feel like you are not and frankly cannot have fun in a LARP, you are under no obligation to stay. It doesn't hurt anyone's feelings if you just have to leave the game. This is always your right and no one else has the right to attempt to coerce or force you to stay if you don't want to.

How Do I Play?

The average LARP follows this procedure. First is *pre-game* wherein the PiCs introduce themselves, introduce any new players to the group, and outline the basic plot. This will include where and when the story (hereafter referred to as the *plot*) take place, and how the locations in the game's play area map to the locations in the game world. The floor will open to any news or announcements from the players, and the players are allowed to ask the PiC's about any actions their characters would have taken prior to the game starting. Then, the actual game begins (generally the PiC's will announce “Game On” or something similar). Everyone goes “In Character” (or *IC*). At any time after this point, a player can go “Out of Character” (or *OOC*) to remove themselves from play. The plot of the game then plays out over the course of a few hours with characters interacting with each other and working together to solve *Challenges*. Once the plot has been resolved, if there is any time left over, the PiC's will announce “Free” or “Open” Role-Play. This means that your character can wrap up anything that affected them during the course of the game without having to throw any tests. After that comes the *post-game*. This allows any wrap up to be done after the events of the plot.

While in a game, certain abilities and activities that you or your character can utilize are glaringly obvious. These cannot be disguised and must be denoted by a hand signal so that other

players can see what you or your character is doing. Several important hand signals are:

- **Middle Finger Crossed Over Index Finger, Hand at Chest Level** – You are Out of Character. Other players who are in character should ignore you, and vice versa. Please use this sparingly, as it can cause confusion among other players. If you must go OOC for any long period of time, go to the OOC area.
- **Both Hands Raised Above Head** – Your character is in flight or otherwise above the ground (such as in the case of the *Cloudwalk* ability). If asked, you must be able to cite how high in the air you are.
- **One Fist Holding Thumb Up, Resting on Palm of Other Hand** – Your character is underground. If asked, you must be able to cite how far underground you are.
- **One Hand Held Open in Front of Face** – Your character is stealthed, hiding, or in some other manner obfuscated. Other characters must ignore you until you reveal yourself, or you are exposed in some manner.
- **Both Hands Held Out at Chest Level, Wagging Fingers** – Your character is sustaining some magical, supernatural, or extraordinary effect (sounds effects are encouraged).
- **One Hand Held Up to Face, Index and Middle Fingers Pointing at Eyes** – Your character is sustaining some manner of supernatural or extraordinary sense (such as *Darkvision*).

Tests and Successes: As a Live-Action Role Play, Laws of Friendship does not use dice. Instead, it uses games of Rock-Paper-Scissors to settle challenges in place of a die roll. These are called 'Tests'. A player may need to tie, win, or win multiple games of Rock-Paper-Scissors to succeed at a Challenge. Each Challenge has a quota of Tests that must be succeeded. Each individual test that is succeeded is called, logically, a Success. The quota of Tests must be met with an equivalent number of Successes before one Test is failed. To determine the quota of Successes, compare the Target Number of the Challenge to the total number of dots of the character's relevant (Attribute+Ability). There are three kinds of quotas on the table below:

- (x) Win – You must win every Test; ties (throwing Rock, Paper, or Scissors at the same time as your opponent) do not count.
- Tie or (x)W1T – You may tie and have it count as a Success. A tie can be counted as a Success at any time during the Challenge.
- (x) R – If your relevant (Attribute+Ability) is one or more than the Target Number, you still must gain one Success. You gain a number of Retests that can be used during this Challenge determined by how much your relevant (Attribute+Ability) exceeds the Target Number. More on Retests follow.

	Target Number									
	1	2	3	4	5	6	7	8	9	10
Number of Dots in relevant "Attribute + Ability"	1 Tie	Win	1W1T	2 Wins	2W1T	3 Wins	3W1T	4 Wins	4W1T	5 Wins
2	1R	Tie	Win	1W1T	2 Wins	2W1T	3 Wins	3W1T	4 Wins	4W1T
3	2R	1R	Tie	Win	1W1T	2 Wins	2W1T	3 Wins	3W1T	4 Wins
4	3R	2R	1R	Tie	Win	1W1T	2 Wins	2W1T	3 Wins	3W1T
5	4R	3R	2R	1R	Tie	Win	1W1T	2 Wins	2W1T	3 Wins
6	5R	4R	3R	2R	1R	Tie	Win	1W1T	2 Wins	2W1T
7	6R	5R	4R	3R	2R	1R	Tie	Win	1W1T	2 Wins
8	7R	6R	5R	4R	3R	2R	1R	Tie	Win	1W1T
9	8R	7R	6R	5R	4R	3R	2R	1R	Tie	Win
10	9R	8R	7R	6R	5R	4R	3R	2R	1R	Tie

Retests and Rewinds: If a character fails a Test or a Challenge, they may nullify the failed test by using a Retest or a Rewind. Retests allow a player to immediately make a test again without having to sacrifice any Successes. A Rewind completely resets a Challenge. You do not fail it, but your Successes are set back to 0. Each Retest or Rewind has a type, denoted in italics, such as the “*Love Retest*” or the “*Focused Skill Rewind*”. A Type of Retest or Rewind can only be used once per Challenge. The only two exceptions to this rule is the Retest granted by having a higher relevant (Attribute+Ability) than the Target Number, and the *Love Retest* (which can be used once per Test).

For example, assume Ridgeback, an Earth Pony Stallion with 2 Love, had to climb a tall cliff face. He has a Body of 3, and an Athletics of 2, for a relative (Attribute+Ability) score of 5. This is a monster of a cliff, and the Target Number is 8. He needs to score 2 Successes to climb the cliff. His first test, the PiC throws Paper and Ridgeback throws Rock. He loses, and spends 1 Love to Retest again. He fails the Test again, and can't use his second Love to Retest. Luckily, he happens to have an

Athletics Specialty in “Mountain Climbing”. He uses his *Specialty* Retest and gains one Success. He fails his second Test, throws a *Love* Retest, and fails again. Clearly frustrated, Ridgeback's player declares a Rewind using his *Focused Skill: Rugged Outdoorspony*. The Stallion's Successes are set back to 0. Before attempting the Challenge again, Ridgeback uses his *Been There* ability to gain one automatic success. Luckily for him, his player throws another Success. After some laborious and difficult climbing, Ridgeback finally scrambles over the edge of the cliff.

Simple Tests: Some Tests require the player to just throw Tests until they fail. There is no Success quota to be met. These are called Simple Tests. They qualify for Retests and Rewinds as normal.

Extended Tests: Sometimes a task will require more time than can be reasonably allotted to one Challenge. In these cases, an Extended Test is required. An Extended Test is different than a regular Test in that it has two quotas: successes AND failures. You must garner some number of Success before garnering a certain number of failures. Extended Tests qualify for Retests, but not Rewinds, as they represent tasks that can take hours or days in-game to complete.

Resisted Tests: Occasionally, a Test will be between two sentient characters. In these cases, the Target Number for a Test is set by some aspect of the defending character, more often than not a relevant (Attribute+Ability).

Skill...	Resisted with...	In a situation like...
Academics	Mind+Academics	<i>A Debate</i>
Acrobatics	Body+Athletics	<i>Catching Another Creature</i>
Animal Kin	Heart+Awareness	<i>Sweet-talking An Animal</i>
Athletics	Body+Acrobatics	<i>Evading Capture</i>
Awareness	Body+Sneaking	<i>Tracking Someone</i>
Crafting	Mind+Awareness	<i>Understanding A Device</i>
Diplomacy	Heart+Mind	<i>Intense Negotiation</i>
Medicine	Heart+Medicine	<i>Noticing An Incorrect Diagnosis</i>
Performance	Heart+Performance	<i>Upstaging Another Pony</i>
Sneaking	Mind+Awareness	<i>Hiding From Something</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 throws Mind+Heart (which adds emotional heft and resonance to the spell), adding in any modifiers. If the pony succeeds, the effect works. If the test fails, the spell backfires and nets the Unicorn a point of Emotional Exhaustion. 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 test high enough to beat the Target Number (this may require Extended Tests for very complex Spells). 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 test Mind+Body (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 cannot gain the benefits of aiding unless that aid comes from another creature that can cast the same Ritual. All rituals garner Emotional Exhaustion when used, as designated on the following table. See Appendix A for sample

rituals

Obscurity	Exhaustion per success	Exhaustion per failure
Common	0	1
Uncommon	0	2
Protected	1	3
Arcane	2	4
Lost	3	5

Initiative: When entering turn-based challenges (and combat), the characters with the highest Body+Mind go first, then the characters with the next highest Body+Mind acts, and so on down the line. Characters with equal Body+Mind scores act simultaneously.

Combat & Exhaustion: Because combat is not the focus of this game, there are no “hit points”. However, the physical, mental, and emotional strain on a pony are denoted as Exhaustion. Exhaustion comes in three flavors:

- *Physical Exhaustion* – Such as overtaxing the body or sleep deprivation.
- *Mental Exhaustion* – Such as distraction or fatigue.
- *Emotional Exhaustion* – Such as heartbreak or depression.

When a pony has accrued a point of Exhaustion, a point of the appropriate Exhaustion type is added to the Exhaustion Tracker on the lower half of the character sheet. It is also directly subtracted from the pony's corresponding Attribute when calculating die pools. Exhaustion lingers until a pony can rest (usually between scenes). Resting removes one point of Exhaustion per hour (player's choice as to which type is recuperated). Exhaustion can bring a pony's Attribute down to or below 0; However, at that point, they're essentially unconscious (or catatonic). See Expanded Combat rules in the Bestiary for more information.

Certain abilities or spells allow a character to gain temporary, “buffer” Exhaustion. When a character would take points of Exhaustion while they have Buffer Exhaustion, the Buffer Exhaustion is removed first without affecting the victim's dice pools. For example, consider the situation of Nurse Moonbeam above. Assume another character had performed a Medicine test and given her one point of temporary Physical Exhaustion. In the example above, after galloping across Ponyville, Moonbeam would have still taken the point of Physical Exhaustion but her Body dice pool would still be 3, at least until she took another point of Physical Exhaustion. Buffer Exhaustion does not affect anything other than calculating damage taken; A character with Mind ●●● with two points of temporary Mental Exhaustion would still only test three dots for Mind based actions. Buffer Exhaustion lasts until the Exhaustion is used up, the supernatural or spell ability ends, or the character rests.

Test modifiers: These test modifiers can stack. The applicability of these modifiers are ultimately left to the Pony in Charge's choice as to apply them or not.

- When testing a challenge that is related, or “aligned” in some way to your Special Talent (or Drive, see Bestiary), you may lower the Target Number of the Challenge by 1. This only works as long as *you* specifically are the one attempting the challenge. If some other character is attempting the same challenge and you are either simply observing or aiding on the Challenge, the Target Number stays unmodified.
 - If the Target Number is lowered to zero, then treat it as having a Target Number of 1 with 1 free *Special Talent* Retest.
- Any test that is aligned with your “Focused Skill:” statement grants you the ability to use the *Focused Skill* Rewind.
- Any test that is aligned with your “Shortcoming:” has its Target Number raised by one when you attempt it.
- When throwing a Skill check that is aligned with that character's Skill specialization, they may use the *Specialization* Retest.

- Aid from any number of other characters adds +1 per character to your relevant (Attribute+Ability) total. You can only gain this bonus enough times to double your relevant total.
- The Pony in Charge can *always* choose to add or subtract static, circumstantial bonuses to the score total.

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 test a die pool. Only ponies that are conscious can aid. Aiding can be done out of combat with the same rules.

Turns: Each character has two actions they can take during their turn in initiative: a movement, and a standard. Movement is described below. A standard action is, generally, some thing that a character does that requires one die test. Thematically speaking, it is any one action the pony could undertake that would require less than five seconds worth of time.

Movement: The movement speed of a Pony is based on their Body score. A pony has a maximum speed of (their Body) steps per round, see table below. The character can always choose to dash. Dashing is a Standard action and allows the character to move significantly further than if they had simply moved twice.

Dots in Body	Steps per Round	Steps per Dash
1	1	3
2	2	6
3	3	9
4	4	12
5	5	15
6	6	18
7	7	21
8	8	24
9	9	27
10	10	30

Combat - Direct combat should be rare. There is *always* another means to outwit or outrun the enemy, and it most certainly is neither the main focus of the show or of this game. There are times, conversely, where physical, mental, or emotional violence is needed; it's an unfortunate fact of life.

- First and foremost, ALL player character combat participants garner one point of Exhaustion (type determined by the Pony in Charge based on role-play) when combat ends. If this would bring a pony below 0 in any Attribute, they collapse as soon as the danger is past, and can usually be healed by rest or a successful Medicine test.
 - A successful Medicine test of 15 or higher will get the injured character back on their

hooves but removes no points of Exhaustion. If a character attempts to re-enter combat in this state, they collapse again.

- A successful Medicine test of 20 or higher will remove one point of Exhaustion (healer's choice), and get the character back up. Every 5 points above 20 removes another point of Exhaustion (healer's choice). A pony can only be healed in this manner once per healer per hour.
- If a pony garners one type of Exhaustion that would bring them down to their negative corresponding Attribute value, the pony collapses right then and there, removing them from combat.
- Ponies and monsters **DO NOT DIE**. This isn't that kind of game. This game is about *compromise, self-improvement, and introspection*. As stated above, if a monster's Malice is lowered to 0, they flee or surrender. If an entire group of ponies is knocked out at the same time as a result of combat, they **ARE NOT KILLED**. They are either ejected from the monster's domain, captured, or left alone while the monster wanders away (The author would like to note here that this is a perfect excuse for a B-Team of player ponies to come save the player characters). This cannot be emphasized enough: **DON'T KILL THE PONIES!!!**
- **Attacking** – To attack a creature, a pony engages it in a resisted test on their initiative. This test could be any combination of Attributes and Skills, as long as it makes sense in the context of the role-play. For example, stomping on a Changeling with two hooves is a Body+Athletics Test resisted by Body+Acrobatics. On the other hand, looking a fully-grown dragon in the eye and engaging him in a staredown is a Heart+Performance resisted by Mind+Awareness. Monsters add their Malice to their relevant (Attribute+Ability) totals. If a pony defends successfully against a creature with Malice, the attacking creature does not lose Malice.
 - If the PONY successfully attacks the MONSTER: The Player Character makes a Simple Test. The number of Successes they get on this Simple Test is the amount of Malice that the monster loses.
 - If the MONSTER successfully attacks the PONY: The difference between the two throws is tallied, and the party or character's current Love is subtracted from it. The resulting number (if above 0) is how much Exhaustion the pony garners (type determined by the Pony in Charge). Love is negated on a critical success.
- **Player vs. Player** – Sometimes, tensions get too high and tempers flare. It should be exceedingly rare, but it is an inescapable fact of life that sometimes, ponies fight ponies. If two characters with Love clash, normal combat rules are followed save for the calculation of Exhaustion. If the aggressor throws higher than the defender, the difference between the two throws is divided in half, and the defender's Love is subtracted, down to a minimum of 1. Keep in mind that, upon the aggressor declaring combat on their victim, if the two characters are part of a group and share a Group Love pool, that pool is immediately broken as per normal Love distribution rules. The PiC is the final arbiter when determining what type of Exhaustion the victim gains.

Part 2: Character Creation

Now that you understand what a LARP is and how *Laws of Friendship* is played, it is time to create a character. It usually helps to give some consideration to the character's personality and background before committing any time to their mechanics. “Digit Tuple, a manic, cackling mad scientist” has more depth than “Earth Pony, Stallion, five dots in Mind”. Remember that you're playing a whole character, not just a collection of words on paper. It is generally best to fill in your character's sheet in the following order, though you can start and finish anywhere you please.

- Race
- Age
- Attributes:
 - Body
 - Mind
 - Heart
- Cutie Mark and Special Talent
- Personal Love
- Strength and weakness
- Skill set
- Any Special Powers
- Appearance
- Possessions

Choosing a Race

There are a myriad of different Races that are available to play, each with their own unique abilities and special powers. It is recommended for players new to *Laws of Friendship* to choose either an Earth Pony, Pegasus, or Unicorn, as their powers are the simplest to learn and the most versatile overall. Furthermore the “Big Three” races have had their culture and racial history extensively vetted on the show, and are the easiest to integrate into any given storyline. More advanced players may gravitate towards the esoteric races, such as the mystical Zebra or the nomadic Camels. Any Race that interests you as a player and is approved by your PiC is perfectly acceptable for you to play.

On the Matter of Changelings – Some players are going to want to play Changelings. Drones have their stats and abilities listed later in the chapter. Changelings may, in some games, be restricted or outright banned because of their ability to completely derail plots. As of Season 4 and factoring in the IDW comics, Changelings have not been integrated into Equestria and may in fact still be considered enemies of the state. Choose Changeling very carefully and make absolutely certain to get your PiC's permission first.

- **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).
 - One free dot in Heart
 - *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 Physical Exhaustion and throws Body+Heart (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 excavate (Body) cubic feet of dirt (or sand, gravel, anything other than stone) per round.
 - *Fire Resistance* – A Baby dragon's thick scales and natural physiology means that they can often shrug off high levels of heat. If a Baby Dragon is ever harmed by fire, the Dragon can ignore one point of Exhaustion from the attack (down to 0 Exhaustion but not lower).
 - 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.
 - Two free dots in Body
 - 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.
- **Camels** – Hailing from the deserts of Equestria, Camels are a smart and hearty lot. Known to

wander away from their desert homes, Camels are often interested in the artifacts and knowledge of other cultures, and usually seek out novel sights and creatures.

- One free dot in Body and one free dot in Mind
 - *Roads Behind Us* – Having seen and heard a lot in their travels, Camels are often familiar with what others would consider weird or strange. They may pick two of the following Specializations for free at character creation (in addition to the personal interest Specializations)
 - Academics (Distant Lands)
 - Animal Kin (Monster Lore)
 - Crafting (Fine Goods)
 - Diplomacy (Negotiation)
 - Medicine (Natural Healing)
 - Performance (Orator)
 - Any one Language other than Nuuban and the common tongue
 - Camels speak Nuuban, the language of the neighboring Zebra tribes, and the common tongue.
 - Camels are limited to the “Pony” and “Stallion/Mare” age groups.
- **Changeling Drone** – These Changelings walk free of their Queen's psychic control. They might have rebelled against the Hive, been cast off from the Swarm during Chrysalis' assault on Canterlot, or hatched from an egg stolen from their clutch. However its mind was severed from that of the Swarm, it now grapples with concepts such as 'sentience' and 'conscience'. Being able to rationalize past “move” and “feed” might be a frightening or overwhelming thought to it, but there's no going back. While it maintains its personal supernatural abilities, it can no longer gain power via its connection to its siblings. Changeling Drones gain the following benefits:
 - *Shattered Mirror Image* – Without the distributed intelligence of the Hive Mind to support it, the act of mimicking other races becomes much more difficult. This power works the same as *Mirror Image*, with the following restrictions:
 - The Changeling gains one point of Physical Exhaustion whenever this power is used.
 - The Changeling does not gain the target creature's Acrobatics, Athletics, or Sneaking scores. The Drone only gains the target's Body score.
 - The target must be in line of sight for the Changeling to morph into it; the Drone cannot shapeshift from memory, or from pictures, etc.
 - *Flight (as Pegasus)*
 - *Magic (as Unicorn)* – The same restriction that their psychically-linked siblings suffer from applies; Changelings have no Special Talents and are unrestricted when casting Spells or Rituals, but they always take a two die penalty.
 - *Darkvision (as Griffons)*
 - *Lovesick* – Having gained Heart and Love scores, a Drone must now constantly be aware of their supernatural metabolism. Every 8 hours a Drone is involved in any strenuous activity (that is, when they are not resting), the Drone must consume one Love (either from individual Love or Group Love if available). They may not offset, delay, or otherwise weasel out of consuming this Love in any way whatsoever, other than by immediately ceasing all activity. If the Changeling's Love reaches 0 from *Lovesick*, they gain one of each

type of Exhaustion on the hour, every hour, until they collapse. If not 'fed' again, their body reacts by forming a thin cocoon, protecting them while they sleep. This dreamless slumber lasts until the Drone gains at least one point of Love. The Changeling is not allowed to use any Supernatural ability to spontaneously generate Love (such as *The Shadow Looks Inward*) as a means of feeding themselves. The Love must come from some other living creature.

- *Mutation* – Drones do not have Ages like other creatures do. Instead, they have life cycles. This mutagenic property of their physiology becomes pronounced when they are separated from their Swarm. All Drones start out with the same stat array as a Colt or Filly. When a Drone would become a Pony, they become a Nymph, and when they would become a Stallion or Mare, they become a Queen. To prevent the temptation for a Drone to attempt to become a Queen too quickly, they must pay additional Experience Points to enact the *Mutation* Special Ability. Along with the other players' and the PiC's consent, the Drone must spend 15 Experience Points to become a Nymph, and an additional 30 to become a Queen.
 - Nymphs – Starting to be able to feel the psychic ebb and flow of the world around them, the Changeling becomes more and more comfortable with the responsibility of their abilities. The Changeling retreats into a cocoon for a week and emerges slightly taller and with more pronounced wings.
 - *Tongues* – The Nymph is able to speak and read all languages.
 - *Cracked Mirror Image* – The Changeling can now shapeshift into other creatures from memory or images, and the Nymph gains the target's Acrobatics, Athletics, and Sneaking scores when shapechanged.
 - *Lovesick* – The Nymph's body better utilizes available Love. Now, the Changeling must consume one Love every twelve hours of activity.
 - Queens – The perfected form of the Changeling. The Nymph must cocoon themselves for a month, but they emerge as tall as an Alicorn and with a pair of fangs to boot.
 - *Perfect Mirror Image* – The Queen does not gain Exhaustion from shapeshifting.
 - *Lovesick* – The Queen can now subsist on one Love every twenty four hours.
- Changeling Drones speak the Common Tongue.
- Changeling Drones are limited to the Colt/Filly age group.
- **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%.
 - One free dot in Heart instead of the normal racial bonus
 - *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 Body) number of minutes, a Crystal Pony gains an amount of Love equal to twice (their Heart value). This applies to Individual Love if alone or Group Love if applicable.

- *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 Mind value) yards of them, turning them into Crystal versions of their original selves. This change lasts for ten minutes per dot of Heart the instigating Crystal Pony has, 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). While under the effects of the Crystal Change, a character's Love is increased, though the nature of the change is dependent on whether the character is alone or part of a group.
 - **Initially**, if the character is **alone**, then the Crystal Change grants them extra Love equal to the original Crystal Pony's Heart value.
 - **Initially**, if the Crystal Change is **cast on a group**, the Condition adds double the original Crystal Pony's Heart value in Love to the Group Love pool.
 - **Subsequently**, if the character is **alone**, their Love value cannot be lowered below a value equal to the original Crystal Pony's Heart Value until the Condition ends.
 - **Subsequently**, if the Crystal Change is **cast on a group**, the Group's Love total can never be reduced below twice the original Crystal Pony's Heart value, until the Condition ends. If even one character leaves the group, though, this ability ends prematurely.
- 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* – A donkey has the ability to declare one goal as their Drive (for example: “Find Matilda”, “Read every book by Starswirl the Bearded”, or “Win the National Dessert Contest”). A Drive works similarly to a Pony or Zebra's Cutie Mark: When making a test that is somehow related to their Drive, a Donkey's player may tally any die that land on a 6, then test only those die again, tallying the newly rolled number as well. If the number is a 6, the process starts again, until no more 6's are rolled. A Drive is different from a Special Talent in that it can change on rare occasions. A Drive can be completed, but it can only be considered completed if both the Donkey's player and the Pony in Charge agree that the goal is achieved. At any point when a Donkey doesn't have a currently assigned Drive, that Donkey can choose another goal for their Drive, subject to the approval of the Pony in Charge. A Donkey can only have one goal assigned to their Drive at a time. While Drive functions like a Cutie Mark, and a Donkey can have a goal assigned at character creation, Drive **does not** give the Donkey a Specialization associated with it. Like other non-Cutie

Mark player races, a Donkey gets two personal interest Specializations.

- *Unending Determination* – Owing to their devotion to a single cause regardless of outside influence, a Donkey has the ability to stave off the effects of Exhaustion. Once a day, for the Donkey's Mind number of hours, the Donkey can gain Heart number of “buffer” Physical Exhaustion points. For example, consider a Donkey with Body ●●●●, Mind ●●, and Heart ●●●. This character would be able to treat their Body as ●●●●●●●● (Body ●●●● + Heart ●●●) for two hours, but *only* for the purpose of calculating Physical Exhaustion. Once the buffer is used up, or the time limit of the ability runs out, the Donkey cannot use this ability again until the next in-game day.
- Donkeys are not limited to any age group.
- Donkeys speak the common tongue.
- **Earth Pony** – These ponies are as hearty as the earth itself. Statistically more physically adept than their brethren, the Earth Pony can choose to focus on any number of endeavors in their lives. They gain the following benefits:
 - One free dot in Body
 - 1.5 times the Skill points allotted for their age at character creation (round up fractions)
 - *Tough as Nails* – Earth Ponies are a hearty lot, able to shrug off more physical, mental, and emotional torment than the other races. This translates to the ability to ignore the first point of Exhaustion they receive per in-game day.
- **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.
 - *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.
- **Mud Pony** – Hailing from deep within a mysterious rainforest, Mud Ponies are strange creatures indeed. A Mud Pony has the ability to eat almost any material and gain sustenance from it. Further, whatever surplus mass they consume is transformed in their bodies into nutrient-rich mud, which they constantly sweat. So potent is this substance that it is not uncommon for flowers or other vegetation to start growing on a sleeping Mud Pony. Oddly, Mud Ponies do not get Cutie Marks, leading some to believe that they are a different species that only looks like ponies. They gain the following benefits:
 - One free dot in Body
 - *Forgiving Palette* – From metal cans to tree trunks to the occasional discarded carriage wheel, a Mud Pony can munch on pretty much anything. Their mouths are toughened from years of this type of diet, and as such they cannot be harmed by any food they eat. Furthermore, they are immune to food-borne diseases, poisons, and contaminants, though

they are able to detect them. Given enough time, a Mud Pony can chew through objects larger than their mouths, though the density of the substance and the size of the object being eaten are both factors to consider.

- *Up To Speed* – A Mud Pony takes a while to get going, but their top speed is frankly impressive for their size. If a Mud Pony uses a Dash action on their turn and they enact this power, then at the beginning of their next turn they will be moving at double their Dash speed. If they chose to Dash and then enact this power *again*, then at the beginning of their following turn, they will be moving at *triple* their Dash speed. They can maintain this top speed for as long as they like, though they must only Dash each turn. Further, they can choose to make a Body+Athletics test to ram into something (or someone) at full speed, adding in bonus dice for every turn they've been at full speed including this one (up to +3). This counts as an attack against whatever they're crashing into.
 - Mud Ponies speak their tribal tongue, *Haminominom*, as well as the Common Tongue.
 - Mud Ponies are not limited to any age group.
- **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.
 - 1.5 times the Skill points allotted for their age at character creation (round up fractions)
 - *Tough as Nails* (as *Earth Pony*)
 - *Drive* (as *Donkey*, but can only reroll 6's once)
 - *Unending Determination* (as *Donkey*)
 - Mules are not limited to any age group.
 - Mules speak the common tongue.
- **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:
 - One free dot in Heart
 - *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 destroy 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).
- **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 Body
 - *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.
- **Tundra Pony** – Wandering the frigid lands north of Stalliongrad in the Windigo Alps, these icewalking tribes of Earth Ponies have lived far away from civilization for many years. They do sometimes move southward, often for trade, and are as such not unfamiliar to the customs of other races. The harsh conditions that Tundra Ponies live in harden their bodies, but leave them more susceptible to heat. They gain the following benefits:
 - One free dot in Body
 - *Cold Immunity* – Tundra Ponies cannot be harmed by Cold Effects, nor can they be hindered by supernatural sources of cold such as magical spells or the Windigo's *True Frost* ability. This immunity also confers a weakness to heat. Due to their physiology raising their body temperature and thickening their coats, Tundra Ponies tire faster in hot conditions. Numerical factors (such as die subtracted from player's pools, or Exhaustion dealt out) are doubled for Heat Effects, and for supernatural sources of heat such as magical spells or a Dragon's *Fire Breath* ability.
 - *Tough as Nails (as Earth Pony)*
 - +2 free dots in Athletics, with a free Specialization in (Endurance). This can allow a character to have three Specializations at character creation, and a Tundra Pony can have an additional Specialization in Athletics.
 - Tundra Ponies speak the language of Stalliongrad and the northern lands, *Skarvald*, as well as the Common Tongue
 - Tundra Ponies are not limited to any age group.
- **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:
 - One free dot in Mind
 - *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) steps.
- **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.

- One free dot in Mind
- *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.
- *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 test Mind+Heart to recall knowledge that they have learned in their travels (difficulty based on obscurity).
- Zebras are limited to the “Pony” and “Stallion/Mare” age groups.
- Zebras speak both Nuuban (their native language) and the common tongue.

Choosing an Age

The Age of your character is not a numeric value. Instead, it is an abstract concept that quantifies both their physiological stage of development as well as their median life experiences. Some Races, as noted above, will have restrictions on what ages they can be.

- **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 play 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:
 - *Scamper* – A Colt or Filly can double their Move and Dash speed for one turn one a session.
 - *Luck of Fools & Children* – Once a session, a Colt or Filly can either negate all Exhaustion they are about to take from one source or use a *Luck Retest* during one Challenge.
 - Starting Colt/Filly Statistics: 3 dots to spend on Attributes and 5 dots for Skills
- **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* – Gain the ability to use one *Hero Type* Rewind once a session.
 - *I Know I Can Do This!* - For one Challenge, treat your relevant (Attribute + Ability) score as being two dots higher.
 - Starting Pony Statistics: 5 dots to spend on Attributes and 10 dots for Skills
- **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* – Gain the ability to have one automatic Success on your next Challenge. This can be used once a Session, and this automatic Success carries over if you use a Rewind on the Challenge.
 - *I Will Always Be There For You* – When Aiding, grant your Ally +2 dots to their relevant (Attribute + Ability) score instead of just +1.
 - Starting Stallion/Mare Statistics: 7 dots to spend on Attributes and 15 dots for Skills

Once you've decided on your Race and Age, it's time for you to think about the skeleton of your pony. Not in the physiological sense, but in the mechanical sense. A pony in this RPG is described by three characteristics, or Attributes: Body, Heart, and Mind. The dots you received from your age's Attribute stat are to be allocated here. Attributes range from one dot to five, and the more dots you have in an Attributes, the more powerful that Attribute is. Keep in mind that just one dot in an Attribute (the value they start at) does not mean a defect of character: Rather, it means your pony has plenty of room to grow.

- The *Body* of a pony describes the raw stuff that horse is made of. It covers factors such as physical strength, the ability to shrug off disease and harsh weather, and how nimble a pony is. It also determines how quickly a pony can move during their turn.
- The *Mind* of a pony represents the width and breadth of their knowledge, both intrinsic and what they have learned from their studies. This Attribute factors in things like conventional wisdom, rote memorization, and the ability to think on ones hooves. Mind is an important Attribute for Unicorns, as it is how they cast magic.
- The *Heart* of a pony is how they connect with themselves and others. It's what makes their personality strong, and gives them that last little push that they need in times of desperation. It is what ultimately makes a pony uniquely themselves, and should be a interpersonal keystone when dealing with other creatures.

Let's say that Jessica wants to make a Pegasus Pony named Midnight. She uses a Pegasus Pony character sheet, which automatically has Heart filled in to two dots, like this:

Heart: ●●

without her having to spend any Attribute points at all. Jessica decides that her pony should be quick-witted, with a big soft heart, so she prioritizes Mind and Heart when she spends her 5 dots. Deciding to keep Mind and Heart even, she spends two points in Heart and three in Mind, meaning that her Attribute distribution goes from this

Body: ● Mind: ● Heart: ●●

to this

Body: ● Mind: ●●●● Heart: ●●●●

Once you have decided on what your pony *is*, it's time to think about what your pony *does*. On your character sheet, write down what your Special Talent is, and what your corresponding Cutie Mark looks like (unless you don't have one yet. If that's the case, ignore this section). A Special Talent can be anything a pony can do. This is where your creativity can really shine, and it's part of what makes a pony unique and special. Don't be afraid to get a little daring with both concepts; as long as the Cutie Mark fits on your pony's flank, it can be anything. Remember that the Pony in Charge must approve your Special Talent before you can begin play. Work with them to make a Talent that you both can agree on and have fun with.

Jessica spends a few minutes thinking about the Special Talent Midnight might have and finally decides that since the Pegasus is so smart and has such a big heart, her Special Talent must be "A Shoulder to Lean On". This means that whenever Midnight consoles or supports somepony, she gains the Special Talent mechanical bonus for doing so. Running on the notion of being a 'guardian

angel' for other ponies, her Cutie Mark is described as a pair of dove's wings.

Love is an important factor in this game. It bolsters the self-confidence of a pony and can push them to do phenomenal feats of bravery. The Love value on the character sheet starts out at 1 when the pony is made. Going out into Equestria, the Love a pony feels can go up (when surrounded by friends) or down (when alone or afraid). Once a group of ponies band together, they share a single Love number when they are together (going back to individual Love numbers when they are apart). The total Love when a group of ponies band together for a single task is equal to the sum total Love each pony in the group has when the group is formed (therefore, a group of three ponies starting with 1 Love apiece would have a Love of 3). It is up to the Pony in Charge to determine when a situation is frightening, depressing, uplifting, or amazing enough to have the Love of a group (or individual) raise or lower. Keep track of the current Love number, because whenever a player throws a test, they may use one *Love Retest*. While a character may use Love to retest as many times as they please during one challenge, they may only use Love to retest an individual throw once.

Midnight starts the game with a Love rating of 1. She befriends two other ponies, Loom and Shutterbug, each of whom has a Love rating of 1 as well. Thus, the group Love rating is 3, and Jessica would add +3 to the final tally of any throws that she makes while part of the group. During the course of the adventure, Loom sneaks away, lowering the group's Love to 2 and Loom's personal Love to 1. Loom sees something amazing in his time away, bringing his Love to 2. Returning to Shutterbug and Midnight, he bumps the group's rating up to 4.

Your pony's character sheet has two lines on it that are very important. One is the “Focused Skill:” line, and the other is the “Shortcoming:” line. These aspects of your pony's personality give them depth, allowing them to shine in one way and be hindered in another. These can be related to your pony's Special Talent, or not at all. It's entirely up to you. However, it is recommended that the nature of your “I am good/bad” at statements be neither too broad (“Focused Skill: running”) nor too narrow (“Shortcoming: picking orange lilies in the rain on Tuesdays”).

*Midnight's “I am good/bad” at section looks like this:
Focused Skill: understanding what others really mean.
Shortcoming: letting suffering go unaided.*

Each pony has a set of Skills that define what they can do. There are ten broad Skills that cover pretty much anything a pony is capable of doing. When a pony needs to do something that requires a die test, the player will add the number of dots from the relevant Attribute to the relevant Skill (even if that Skill has no dots) and test that many six sided die, hoping to get a number higher than the difficulty number of the challenge which is set by the Pony in Charge. If the player manages to get a higher number, the pony succeeds at the challenge set before them. The greater the difference between the challenge number and the number rolled, then more finesse and expertise is allotted to the execution. If the number rolled is less than the difficulty number, then the challenge is failed. If the total number rolled is less than half of the difficulty number, the player has critically failed, and some disaster occurs to their pony as a result of their severe gaff.

All Skills (except Linguistics) can have a Specialization. This means that the pony is simply better at that facet of the Skill. Each character gets two specializations: One that is directly in relation to their Special Talent, and one that is a personal interest. If a character does not have a Special Talent,

they instead have two personal interest specializations. A Skill must have at least one dot in it to get a specialization at character creation.

The ten Skills are:

Academics – Certain ponies spend all their time with their noses in books. This Skill reflects a pony's vast knowledge of various topics, and the ability to recall information about a given scenario, object, creature, etc. on the fly. Academics can also be used to learn something your pony does not know: A successful Academics test could represent your pony studying something new, or finding the location of specific knowledge.

Suggested Specializations: Magical Theory, Local History, Mathematics

Acrobatics – Some ponies are nimble. Some ponies are quick. Ponies that put dots in Acrobatics can be both, and more! This Skill represents the overall dexterity of a pony, and allows them to tumble, twist, and torque their bodies in just the right way to avoid various hazards. Acrobatics can also be used by Pegasus ponies to perform mid-air tricks.

Suggested Specializations: Fancy Flying, Tumbling, Parkour

Animal kin – Other animals occupy the land of Equestria, and not all of them sentient or able to communicate with the average pony. Dots in this Skill represents the ability to use non-verbal communication, bodily posture, and a certain *je ne sais pas* when Animal interaction. It also represents real-world knowledge about other animals, like avian migratory patters or rabbit hibernation schedules. Since creatures such as Hydras, Parasprites, and Manticore are also considered “Animals” for the purpose of this Skill, it can certainly be a handy knowledge to have. (Note that player races and monstrous races that can speak a language are NOT counted under the effects of this Skill. That is a Diplomacy check)

Suggested Specializations: Monster Lore, Local Animals, Migratory Animals

Athletics – Distance running, heavy lifting, swimming, and other feats of sustained horsepower are covered by this Skill. Important for workhorses (but useful for everypony), Athletics is used when a pony has to exert themselves for a long period of time.

Suggested Specializations: Specific Sports, Climbing, Swimming

Awareness – Notice the world around you? Without dots in this Skill, you'll have a hard time doing so. Awareness denotes how sharp all five of a pony's senses are, and can be used to do things like search a darkened room or listen to a distant conversation.

Suggested Specializations: Eagle Eyes, Scent, Refined Taste

Crafting – The ability to make something, anything at all is covered by this Skill. From woodworking to baking to writing, ponies with the Crafting Skill have gotten their hooves dirty pouring time and energy into their creations. When putting points in this Skill, the character must choose some specialty to focus in, such as Confectionery, Metalcrafting, or Poetry. Thus, a pony with multiple disciplines could have Crafting: Gemcutting ●● and Crafting: Dressmaking ●●●, though each individual Crafting specialty must be increased in power separately.

Diplomacy – Whether speaking with royalty or chatting with the local mayor, this Skill denotes your pony's etiquette, poise, and social tact. It also covers their ability to act as arbiter in disputes.

Often a high diplomacy character will come off as the Only Sane Pony, being called upon to put out the chaos around them.

Suggested Specializations: High Society, Other Cultures, Detect Lies

Medicine – Treating illnesses, mending broken bones, or healing muscle damage are covered by Medical knowledge. Nurses and Doctors have many points in this Skill, but at least one dot in this Skill denotes some first aid experience.

Suggested Specializations: Physical Therapy, First Response, General Practitioner

Performance – Any dynamic form of expression is covered by this Skill. Dancing, singing, and speaking are facets of Performance. Musicians, royalty, and dancers all have points in this Skill.

Suggested Specializations: Specific Musical Instrument, Oration, Ballet

Sneaking – Sometimes you just don't want to be seen or heard. Using the Sneaking Skill, your pony can do just that, blending in with shadows and muffling hoof-falls. For mechanical purposes, dots in the Sneaking Skill denote the pony's ability to hide regardless of their coloration: A neon orange pony has just the same ability to hide as a dark blue pony if they both have equivalent Sneaking scores. Sneaking also encompasses your pony's ability to slip around the truth in conversation, using white lies and distraction.

Suggested Specializations: Hiding, Moving Silently, Bluff

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. Only one dot is needed to be fluent in a language, though each language requires its own dot.

- *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.

Pets – You may spend 1, 2, or 3 dots of your Skill points at character creation to purchase an animal companion. Animal companions have restrictions based on Skills and the Age of the character. Be sure to check the animal companion section in Appendix B before choosing a pet.

Each Skill starts at 0, and the Age of your pony determines how many points can be allotted across the board. Focus on Skills you think your pony would have, and if you don't have everything you want, that just means there's room for improvement.

After character creation, a pony may gain a Specialization in a Skill they have not Specialized into yet. To do so, they must satisfy the following criteria:

1. The Skill in question must be up to 3 dots or higher.
2. The pony must declare their proposed Specialization and have it approved by the Pony in Charge.
3. The pony must spend 5 experience points.
4. A Skill cannot have more than one Specialization.

Jessica gets 10 Skill points to spend. She decides that Midnight is very good at interpersonal Skills, and that the Pegasus has had prior experiences with Griffons. Midnight's Special Talent specialization is Diplomacy (Consolation), and her personal interest specialization is Performance (Singing Lullabies). Her Skill list, when she is finished, looks like this:

Academics	
Acrobatics	
Animal kin	●●
Athletics	
Awareness	
Crafting	
Diplomacy	●●●● (Consolation)
Medicine	
Performance	●● (Singing Lullabies)
Sneaking	

Linguistics: Cry

There is a spot on the character sheet to denote any special powers your pony might have. For Pegasus ponies, this is automatically filled in with Flight and Cloudwalking. Unicorn ponies have this section filled in Magic and Telekinesis. However, your pony has the possibility of gaining and losing special powers over the course of play (things like water-breathing, nightvision, the ability to speak a new language for a short time, etc.), and it would behoove you to keep track of these (you might brush this off now, but just wait until your Earth Pony needs to remember if they have Cloudwalking or not). On the same line, under the “Focused Skill:/Shortcoming” section, write in your Age's abilities.

Almost done. Now it's time for you to fill in what your pony looks like: Their mane color, eye color, etc. Don't be afraid to be creative here either: Colors in Equestria run the gamut. There is no such thing as a pony that can be called “too colorful” or worse, “not colorful enough”.

The last thing you'll want to write on your character sheet is the equipment that your pony has chosen to bring with them. Every character gets a pair of Saddlebags with their Cutie Mark embossed on it for free. Then, you may choose either two Mundane Items (that give consistent +1 bonuses to an associated Skill) or one Superb item (that does not give any bonus but allow you to use special powers). See Appendix B.

Jessica has finished filling in Midnight's final touches, and her sheet looks like this:

My Little Pegasus Pony's Character Sheet

Player's Name: Jessica
Pony's Name: Midnight

Love: 1

Age: Pony
Eyes: Blue
Mane: Blue
Coat: Gray
Wings: Gray with black highlights
Cutie Mark: Dove's wings
Speed: 3

Body: ●
Mind: ●●●●
Heart: ●●●●

Special Talent: A Shoulder to Lean On
Focused Skill: understanding what others really mean.
Shortcoming: Unable to let suffering go unchecked.

Special Powers:
Flight
Cloudwalking
Hero Type

Skills:

Academics	
Acrobatics	
Animal kin	●●
Athletics	
Awareness	
Crafting	
Diplomacy	●●●● (Consolation)
Medicine	
Performance	●● (Singing Lullabies)
Sneaking	

Linguistics: Cry

Equipment

Saddlebags
Flight Goggles
Diary

Exhaustion

Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

Appendix A: Sample Rituals

Name of Ritual	Effect	Obscurity	Difficulty Number
<i>Needle's Floating Lanterns</i>	<i>Creates up to Mind+Body number floating orbs of light under the control of the Unicorn that last for (Mind) hours or until dismissed. These can be as bright as a torch or as dim as a tea light, and their motion and intensity can be controlled individually and with no Action on the part of the Caster.</i>	<i>Common</i>	4
<i>Cat's Eyes</i>	<i>Grants target the ability to see in pitch blackness for Mind 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 Mind) feet in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mind) to break through.</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 Mind+Heart) pounds. This lasts for (Mind) hours or until dismissed.</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 (the Caster's Heart) 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 Mind hours</i>	<i>Uncommon</i>	16
<i>Arcane Bolt</i>	<i>Fire a searing beam of energy at a target within (Mind x5) yards. The caster throws (Mind + Academics) as an attack.</i>	<i>Uncommon</i>	17
<i>Winged Hooves</i>	<i>Grants one non-Pegasus pony Cloudwalking for Mind+Body number hours</i>	<i>Protected</i>	18
<i>Fullmoon's Mass Teleportation</i>	<i>Transports Mind+Heart number of creatures to a location familiar to the Unicorn</i>	<i>Protected</i>	20
<i>Scrying</i>	<i>Discern the location of one object or</i>	<i>Protected</i>	22

	<i>creature.</i>		
<i>Lighthoof's Healing Aura</i>	<i>Adds Heart+Mind number die to target's Medicine Skill (even above 5) for one test</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</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 Mind x3) yards in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mindx5) to break through.</i>	<i>Arcane</i>	27
<i>Saloma's Cloak</i>	<i>Caster or target becomes completely invisible for caster's Mind minutes. 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 Mind) days into the past. However, this lasts only for (the caster's Mind) 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 Body(x2) hours. An Earth Pony could become a Zebra, for example. This is a perfect transformation and, as such, the target gets two bonus die when pretending to be the race they are transformed into.</i>	<i>Lost</i>	33
<i>Safe Haven</i>	<i>Creates a small home made of the local landscape (trees, rocks, etc.) which lasts</i>	<i>Lost</i>	35

	<i>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>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 Mind x5) miles in diameter. It requires (Mind + Academics) or (Body + Athletics) at difficulty (the caster's Mindx10) to break through.</i>	<i>Lost</i>	37
<i>Eyes of Tempora</i>	<i>Allows the pony to see up to Mind+Heart 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 Mindx2) weeks into the past. This lasts for (the caster's Mindx10) 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

Pets

Pets are animal companions that stay by your character's side. Your Pet is represented by an index card that you carry around with you. They cannot be targeted by environmental effects or enemy attacks. For all intents and purposes, your pet exists in the story as much as you want but it only exists mechanically when you utilize your pet's special power. You can only have one pet at a time, and they are rated at 1, 2, or 3 dots based on their power. Pets have “Passive” and “Active” powers that affect your character. The Passive power is always affecting you. The Active power can be used once a session; once it has been used, your Pet is exhausted and it can only give you the power of its Passive benefit. If you're in initiative, you can only activate your Pet on your turn. If a Pet gives you a Skill Specialization, that does not count towards the limit on Specializations that a Skill can have.

● Pets

Songbird

Ownership Restrictions: None

Passive: Gain +1 to Performance (Singing).

Cat

Ownership Restrictions: None

Active: Gain the Acrobatics Specialization *On Unstable Surfaces* for one Challenge.

Dog

Ownership Restrictions: None

Active: Exhaust this Animal to gain +1 Love for one Challenge.

Rabbit

Ownership Restrictions: None

Active: Exhaust this Animal to pick up an object no heavier or larger than a bowling ball within 10 steps of you and have it return to you, without having to use an action.

●● Pets

Bat

Ownership Restrictions: Must be Age: Pony or Age: Stallion/Mare, Nocturnal

Active: Exhaust this Animal to gain *Darkvision* out to 30 feet for ten minutes (or ten rounds in initiative)

Passive: Gain the Perception Specialization *While in Darkness*.

Eagle

Ownership Restrictions: Must be Age: Pony or Age: Stallion/Mare

Passive: Gain +1 to Perception.

Passive: Gain the Perception Specialization *Eagle Eyes*.

Tortoise

Ownership Restrictions: Must be Age: Pony, or Age: Stallion/Mare

Active: Exhaust this Animal when you would take any amount of Exhaustion from one source. Negate that Exhaustion.

Passive: Gain the Athletics Specialization *Endurance*.

●●● Pets

Phoenix

Ownership Restrictions: Must be Age: Stallion/Mare, must have in-character reason to own.

Active: Exhaust this Animal to purge your body or the body of an ally of Exhaustion. Select one type of Exhaustion on you and reduce it to 0. This can affect allies that have fallen unconscious because of Exhaustion, and if it is available it automatically activates when you fall unconscious from Exhaustion.

Passive: Gain *Fire Resistance*. You are immune to natural flames, but Supernatural fire will hurt you as normal.

Passive: Gain the Academics Specialization *Monster Lore*.

Orthos

Ownership Restrictions: Must be Age: Stallion/Mare, must have in-character explanation of training.

Active: Exhaust this ability to reduce the Exhaustion you would take from one incoming projectile (even if that projectile is intangible or insubstantial like a Dragon's *Fire Breath*).

Passive: Add +2 Malice damage whenever you inflict Malice damage to a Target.

Passive: Gain the Perception Specialization *Keen Nose*

Items

There are two types of Items: Mundane and Superb. Mundane items simply give a +1 bonus to a single Skill in specific circumstances. They can be anything relevant to the character and the Skill in question. A character can have two items that give bonuses to the same Skill, as long as they activate under different circumstances. What follows are ten sample Mundane items, though many more exist. Simply ask your PiC if the item you want is available to you.

- *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 throws 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.

Superb items are unique in that they are used actively. Most often, these are weapons or artifacts that are uncommon or rare in Equestria. Some Superb items require licenses or extensive training to operate properly, others are prohibitively expensive; these restrictions will be listed in their description. These magical items may be powerful, but they are not one of a kind; Elements of Harmony, Celestial Artifacts such as Chosen Armor or the Crystal Heart, Manifestations of Pandemonium, and any other unique artifact cannot be chosen as a Superb item. Superb items not listed here can be created by the player, as long as the PiC reviews and approves them.

- *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. Firing the bow is a (Body/Mind + Athletics) test, with its difficulty to hit being the number of steps the archer is from the target, rounded up. 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 (Body + Athletics) test 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.

- *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 Exhaustion 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 Exhaustion, 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.
 - *Hide of Brass* - Upon drinking this potion, the character's hide turns to heavy, thick brass for (the character's Body times two) number of rounds or minutes. While affected, the character gains the following penalties and bonuses:

- Subtract two from any incoming Physical Exhaustion.
- Lower Speed by three (to a minimum of one).
- Become immune to natural and supernatural sources of extreme temperature.
- Lose the ability to swim or fly, but
- The character does not need to breathe.

Appendix C: Blank Character Sheets

Please print out and use the character sheets on the following pages when playing games of *Laws of Friendship*.

My Little Earth Pony's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●●

Eyes:

Mind: ●

Mane:

Heart: ●

Coat:

Cutie Mark:

Special Talent:

Speed:

Focused Skill:

Shortcoming:

Special Powers:

Tough as Nails

Skills:

Academics

Acrobatics

Animal kin

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Ponies & Parasprites
Laus of Friendship

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Pegasus Pony's Character Sheet

Player's Name:
Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Wings:
Cutie Mark:
Speed:

Body: ●
Mind: ●
Heart: ●●

Special Powers:
Flight
Cloudwalking

Special Talent:
Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal kin
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

Ponies & Parasprites
Laus of Friendship

Equipment

Exhaustion
Physical ☐☐☐☐☐☐☐☐☐☐
Mental ☐☐☐☐☐☐☐☐
Emotional ☐☐☐☐☐☐☐☐

My Little Unicorn Pony's Character Sheet

Player's Name:
Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Horn:
Cutie Mark:
Speed:

Body: ●
Mind: ●●
Heart: ●

Special Powers:
Magic
Telekinesis

Special Talent:
Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal kin
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

Ponies & Parasprites
Laus of Friendship

Equipment

Rituals

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Baby Dragon's Character Sheet

Player's Name:
Dragon's Name:

Love:

Age: Hatchling
Eyes:
Scales:
Spines:
Ears:
Speed:

Body: ●
Mind: ●
Heart: ●●

Focused Skill:
Shortcoming:

Special Powers:
Fire Breath
Fire Resistance
Excavation
Unlimited Potential

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

(Draconic)

Equipment

Exhaustion

Physical □□□□□□□□□□

Mental □□□□□□□□□□

Emotional □□□□□□□□□□

Ponies & Parasprites
Laus of Friendship

My Little Crystal Pony's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●

Eyes:

Mind: ●

Mane:

Heart: ●●

Coat:

Cutie Mark:

Special Talent:

Speed:

Focused Skill:

Shortcoming:

Special Powers:

Shine

Crystal Change

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Ponies & Parasprites
Laus of Friendship

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Buffalo's Character Sheet

Player's Name:
Buffalo's Name:

Love:

Age:
Eyes:
Coat:
Speed:

Body: ●●●
Mind: ●
Heart: ●

Special Powers:

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

(The Voice of Thunder)

Ponies & Parasprites
Laus of Friendship

Equipment

Exhaustion

Physical □□□□□□□□□□

Mental □□□□□□□□□□

Emotional □□□□□□□□□□

My Little Donkey's Character Sheet

Player's Name:
Donkey's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Speed:

Body: ●
Mind: ●
Heart: ●

Special Powers:
Drive
Unending Determination

Drive:
Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Linguistics

Equipment

Exhaustion
Physical ☐☐☐☐☐☐☐☐☐☐
Mental ☐☐☐☐☐☐☐☐
Emotional ☐☐☐☐☐☐☐☐

Ponies & Parasprites
Laus of Friendship

My Little Griffon's Character Sheet

Player's Name:
Griffon's Name:

Love:

Age: Pony
Eyes:
Mane:
Coat:
Feathers:
Speed:

Body: ●
Mind: ●
Heart: ●

Special Powers:
Cloudwalking
Flight
Tough as Nails
Darkvision
Hero Type

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Ponies & Parasprites
Laus of Friendship

Linguistics (Cry)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Mule's Character Sheet

Player's Name:

Love:

Mule's Name:

Age:

Body: ●●

Eyes:

Mind: ●

Mane:

Heart: ●

Coat:

Drive:

Speed:

Special Powers:

Focused Skill:

Tough as Nails

Shortcoming:

Drive

Unending Determination

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

Ponies & Parasprites
Laus of Friendship

My Little Saddle Arabian's Character Sheet

Player's Name:

Love:

Pony's Name:

Age:

Body: ●●

Eyes:

Mind: ●

Mane:

Heart: ●

Coat:

Cutie Mark:

Special Talent:

Speed:

Focused Skill:

Shortcoming:

Special Powers:

Wide Hooves

Heat Resistance

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

Marabic

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

Ponies & Parasprites
Laus of Friendship

My Little Zebra's Character Sheet

Player's Name:

Love:

Zebra's Name:

Age:

Body: ●

Eyes:

Mind: ●●

Mane:

Heart: ●

Coat:

Cutie Mark:

Speed:

Special Powers:

Special Talent:

Love of My Homeland

Focused Skill:

Lore of The Traveler

Shortcoming:

Skills:

Academics

Acrobatics

Animal ken

Athletics

Awareness

Crafting

Diplomacy

Medicine

Performance

Sneaking

Linguistics

(Nuuban)

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

Ponies & Parasprites
Laus of Friendship

My Little Mud Pony's Character Sheet

Player's Name:
Mud Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:

Body: ●●
Mind: ●
Heart: ●

Special Powers:
Forgiving Palette
Up to Speed

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Ponies & Parasprites
Laus of Friendship

Linguistics (Haminominom)

Equipment

Exhaustion

Physical □□□□□□□□

Mental □□□□□□□□

Emotional □□□□□□□□

My Little Camel's Character Sheet

Player's Name:
Camel's Name:

Love:

Age:
Eyes:
Mane:
Coat:

Body: ●●
Mind: ●●
Heart: ●

Special Powers:
Roads Behind Us

Focused Skill:
Shortcoming:

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Ponies & Parasprites
Laus of Friendship

Linguistics (Nuuban)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□

My Little Tundra Pony's Character Sheet

Player's Name:
Tundra Pony's Name:

Love:

Age:
Eyes:
Mane:
Coat:
Cutie Mark:

Body: ●●
Mind: ●
Heart: ●

Special Talent:
Focused Skill:
Shortcoming:

Special Powers:
Cold Immunity
Tough as Nails

Skills:

Academics
Acrobatics
Animal ken
Athletics
Awareness
Crafting
Diplomacy
Medicine
Performance
Sneaking

Ponies & Parasprites
(Endurance) ●●
Laus of Friendship

Linguistics (Skanvald)

Equipment

Exhaustion
Physical □□□□□□□□
Mental □□□□□□□□
Emotional □□□□□□□□