



ponies: The Roleplaying game

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Introduction



This is a roleplaying game system designed for creating characters in the setting of Equestria from My Little Pony: Friendship is magic. It's an attempt to create an original system that focuses on a diverse set of abilities rather than simply on combat, as many roleplaying games do. It also uses mechanics that are made to replicate circumstances from the show, particularly the secondary stats as the Elements of Harmony. What this book is not, however, is a guide to the setting. Many resources exist to help GMs and players understand the setting of the series, and to put them in this book would almost certainly violate the creators' intellectual property rights.

This book is not meant to be all-inclusive, nor is anything meant to be concrete. A GM's judgement overrides the rules in this book, though they should do their best to stick to what's presented here in terms of stats and how to use them. The rules of this game should be easier for experienced pencil and paper roleplayers to grasp, but I've done my best to present it in a manner that makes it easy to understand.

To play this game, you will need at least one set of polyhedral dice, including a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, and a 12-sided die. You will also need a more experienced player to serve as the Gamemaster or GM, a sort of narrator who helps the other players tell their stories by presenting them with various obstacles and helping to determine the outcomes of their actions. In a game like this, while there may be individual contests with specific winners, there are no real "losers", and everyone is a winner as long as fun is had.

Basic System

The following is a description of the various Statistics that you will use while playing this game.

Hearts and Stars

Hearts

Hearts represent your pony's physical stamina. Prolonged activity or bursts of exertion drain your pony's hearts, as well as taking damage from most physical sources. If your pony takes more heart damage than they have hearts, they will be physically exhausted and unable to participate in most competitive actions.

Stars

Stars represent your pony's mental durability. Stress, overthinking things, and dealing with difficult situations can drain your pony's stars. If your pony takes more star damage than they have stars, they'll become drained mentally, unable to think straight and

might even begin making poor judgements.

The Primary Stats

Awareness

Ponies with high awareness scores are better at perceiving their surroundings and remembering what they've seen, heard, smelled, or otherwise sensed. The Awareness stat is used to pick up on less than obvious details both in their current location and in their memories. Ponies with a specialty in Awareness may choose from these three specialties:

Memorizer: This pony excels at memorizing things and remembering details from things that happened in the past.

Perceptive: A pony with this specialty has finely tuned senses, and can see, hear, smell, taste, and feel things other ponies might miss.

Investigator: Ponies with the Investigator specialty are adept at realizing when details are important, particularly how to discover clues for any sort of mystery.

Fortitude

Fortitude is a measure of the physical strength of your pony. If your pony has a higher fortitude, they can work harder and longer and accomplish more labor than other ponies. It also makes your pony more able to take and deal blows in any sort of combat situation, as well as resist poison or even mental effects. Ponies may choose between these three specialties if they raise their fortitude high enough:

Strong: Strong ponies can push or pull more than the average pony, and their kicks have extra power.

Tough: Hardy ponies take this specialty, which allows them to shrug off damage easier and continue laborious tasks for a long time.

Resolute: Gifted with a strong mind as well as a strong body, resolute ponies are more able to resist fear or otherwise maintain their willpower.

Quickness

A high Quickness score is a must for many Pegasi, especially those who wish to fly around often, but can also be useful for other ponies. Quicker ponies will act and react before their fellow ponies, and will have an edge in any speed-based activity or competition. A pony with a high enough score in Quickness may choose between these three specialties:

Fast: Speed, speed, and more speed is the specialty of a fast pony, making them able to run and generally move faster than others.

Agile: Ponies with more finesse can round corners easily and manipulate objects quickly without damaging them.

Quick-Witted: Quick wits allow a pony to realize what is going on and what they must do before others, and makes them able to act first in many situations.

Knowledge

No pony knows everything, but ponies with high Knowledge scores come closer than others to doing just that. Knowledgeable ponies are not just able to retain facts, but are also clever and able to make connections others might miss, which is very important when facing someone who needs to be outsmarted. Ponies with specialties to take in Knowledge may choose between these three specialties:

Librarian: Librarians are well-versed in science, lore, and history. They have the highest fact retention and the broadest array of trivia at their disposal.

Medic: Born healers, ponies with this specialty understand biology and how to fix any of a number of wounds and maladies.

Sorcerer: Steeped in the arcane, sorcerers know how to mix potions and create spells, as well as how to identify when and how magic is being used.

Grace

Always stylish and able to bring that style wherever they go, graceful ponies have a number of skills useful for making things look better. Whether it's through conversation, dance, or creating works of art, ponies with a high Grace score can create amazing things and make sure that they look good while they're doing it. If a pony's Grace is high enough to give them a specialty, they may choose one from these three:

Charismatic: Talkers, leaders, and traders, charismatic ponies know how to get people to like them and anything else they may be selling.

Artisan: Artisan ponies are expert craftsponies, able to create incredibly beautiful works of art and bring out the beauty in anything they work on.

Performer: Singing, dancing, telling jokes, and doing stunts are just some of the ways performer ponies are able to use themselves as a work of art.

Nature

Communing with the plants and animals of equestria, ponies with a high nature score are more suited than others to befriending, helping, and being helped by the flora and fauna that surrounds them. Natural ability can cover a wide variety of abilities, including making medicines and potions from plants and knowing how to deal with techarious terrain. Ponies with a specialty in Nature may choose from the following:

Zoologist: A pony with the Zoologist specialty understands animals both mundane and magical better than most.

Botanist: Thousands of plants in Equestria serve a myriad of uses, both helpful and harmful, and a Botanist can tell the differences between them.

Cartographer: Able to determine the lay of the land, make maps, and avoid hazards, Cartographers work well with the land around them.



The Secondary Stats

Honesty

Honest ponies value truth, knowing that even a lie made in innocence can harm others. They are known for keeping their promises, even at their own expense. Honest acts will usually pay off in the long run, and others will respect you and rely on you if you show that you are honest.

Kindness

Kind ponies are receptive to the feelings of others and will do their best to make them happy. Kindness is easy to show to your friends, but much more difficult to show to your enemies. You never know when a kind act will come back around to you, and it may be surprising to see who your kindness affects.

Laughter

Joviality may not seem as immediately good as the other acts, but when the chips are down, everyone appreciates someone who is able to lift their spirits. While sometimes things need to be taken seriously, a pony versed in laughter will know when it's appropriate to inject the situation with a dose of humor to lighten the mood.

Generosity

Generous ponies see that items have more value to some people than others, and will happily give up something which means more to another than themselves. Generosity doesn't just mean giving possessions, though, as those who are truly generous will gladly give their time and skills to a pony in need.

Loyalty

Loyal ponies can always be counted on to help their friends, no matter the situation. Sticking with your friends doesn't just help them--by lending them your strengths, they also lend you theirs, and you are all stronger for it. Acts of loyalty are not soon forgotten by your friends, and will help you to make new ones.

Magic

Magic is the most elusive of the elements of harmony for good reason--only a pony who is well-balanced in their other elements can learn to harness it. Magic ability helps you out whenever you are casting spells or using your natural magical abilities, regardless of the situation.

Cutie Mark

Full-grown ponies of all breeds have symbols on their flanks that represent their special talent. When performing acts related to their cutie mark, ponies are likely to gain useful bonuses.

Character Creation:

Choose your pony type

First, you must choose which type of pony you wish to play. Each pony type has its own strengths, and chooses from a different set of abilities. Earth ponies are the most common in Equestria, and have an inborn magical ability that helps them deal with plants. It's easier for them to be tougher than other kinds of ponies, as well. Pegasus ponies can fly with their wings and can naturally walk on clouds, as well as learn tricks that allow them to move, reshape, and utilize clouds to perform a variety of weather-based effects. Unicorn ponies can perform magical tricks by concentrating magical energy through their

horns, and are born with a telekinetic spell that they use to move objects.

It's possible that other pony types may exist in Equestria, but for now, these are the three types you can choose between. Other creatures exist as well, such as Dragons, Griffins, and more mundane creatures, and special rules will be written to allow you to play any of these. Write down your pony type on the Race line of your character sheet.

Example: A player wishes to make a pony named Snow Star. In his mind, Snow Star is a pony who helps bring in the winter snows, a job for a Pegasus pony. He writes "Pegasus Pony" on the "Race" line of his character sheet.

Set your starting stats

Each of your stats has a minimum rating. For your primary stats(Awareness, Fortitude, Quickness, Knowledge, Grace, and Nature), this minimum is d4. For your secondary stats(Honesty, Kindness, Laughter, Generosity, Loyalty, and Magic), the minimum is 0. For your hearts and stars, the minimum for each is 5. On a sheet of scrap paper, write these values down.

Write down your starting ability/spell/trick

Each of the three types of pony gains one or more abilities that they learn for free when starting out. Make sure to write down under "Abilities" this free ability. Earth ponies get "Plant Mastery" for free. Unicorn ponies get the first level of Telekinesis for free. Pegasi ponies get +1 in both Flying and Cloud Walking for free.

Example: Snow Star is a Pegasus pony, so his player writes under abilities "Flying +1" and "Cloud Walking +1"

Spend your Build Points

You now gain 50 Build Points(BP), which are used to improve your starting stats and purchase starting abilities. You may spend them any way you wish.

Buying Primary Stats

To raise your primary stats, these are the costs to buy the different die types:

d4: 0 BP
d6: 3 BP
d8: 7 BP
d10: 12 BP
d12: 18 BP

Example: Snow Star's Knowledge begins at d4. To raise this stat to d10, his player spends 12 of his 50 BP, leaving him with 38.

If you have a stat at a d10 or higher, either at character creation or through buying up stats, you may choose a specialty under that stat. Simply choose one of the three specialties listed under that stat and fill in the box next to it. You can only have up to one specialty for each stat.

Example: Snow Star has a Knowledge score of d10, which makes him eligible to select a specialty. After thinking for awhile, his player chooses the Medic specialty, and marks that one on his character sheet.

Buying Secondary Stats

To raise your secondary stats, these are the costs to buy them at specific levels:

0: 0 BP
1: 1 BP
2: 2 BP
3: 4 BP
4: 7 BP
5: 11 BP

You can only buy up five of your secondary stats: Honesty, Kindness, Laughter, Generosity, and Loyalty. Your Magic score is always equal to the sum of your two lowest secondary stats.

Example: Snow Star is a very honest pony, so his player spends 7 BP to raise his honesty to 4. He also spends 2 BP each on the other four elements to raise each of them to 2. This costs a total of (7+2+2+2+2) 15 BP, subtracted from the 38 he had left before, leaving him with 23. Because his 2 lowest stats are a 4-way tie between the four, the two lowest stats are both 2, and this means that his Magic stat is the sum of that pair of 2s, or 4.

Buying Hearts and Stars

To raise your hearts and stars, these are the costs to buy them:

1 Heart: 2 BP
1 Star: 2 BP

Example: Snow Star is particularly hardy for a Pegasus pony, so his player buys him an extra 5 Hearts to bring his heart total up to 10. This costs him (2x5) 10 BP, subtracted from the 23 he had previously leaving him with 13.

Buying Abilities

You may spend BP to buy abilities, spells, and tricks as well. Each type of pony purchases and uses their own set of these differently.

Earth pony abilities, listed on page XXX, cost 5 BP apiece. They have a fixed use, so there's no need to buy higher levels or bonuses in those abilities.

Unicorn pony spells, listed on page XXX, have a cost that varies depending on their level.

Level 1: 2 BP
Level 2: 5 BP
Level 3: 10 BP

Remember that as a Unicorn pony you get Level 1 of Telekinesis for free, so to raise it to level 2 would cost 3 of your BP and to raise it to level 3 would cost 8 of your BP.

Pegasus pony tricks, listed on page XXX, have a bonus applied to them that you purchase. As

long as the bonus is at least +1, you can use that ability. The prices to raise them to specific levels are listed below:

+1: 1 BP
+2: 2 BP
+3: 4 BP
+4: 7 BP
+5: 11 BP

Remember that you get +1 in Flying and Cloud walking for free as a Pegasus pony, and therefore the costs to raise it are 1 less, since the 1 point to gain the first bonus is "spent" already.



Example: Snow Star is proficient in bringing snow from the clouds, which is part of the "Bring Shower" trick. He spends as much as he can to get that trick, which is the +5 for 11 BP. With the 13 points he had left before, he is left with 2, which he spends to buy a +2 "Move Clouds" trick. This takes the rest of his points.

Choose a Cutie Mark

Your pony's cutie mark is very important. All adult ponies have cutie marks on their flanks which show a symbol related to their special talent. On the line labeled "cutie mark", write down what your cutie mark is, and what situations it can be used in. You should discuss with your GM what would make a good cutie mark for your character, making sure not to choose something too broad or too narrow.

Example: Snow Star's player and his GM have a discussion about his character's cutie mark, and decide that it should be a trio of snowflakes. It is also determined that Snow Star will gain his cutie mark bonus when making rolls to manipulate snow or ice.

Finish other details

All that's left is for you to fill out the rest of the details. Name, fur color, mane color, anything else you want to mention. If you want, try drawing in a picture of your pony in the space provided, as well. Have fun! If you don't have anything else you want to spend your BP on, they turn into XP at this point. XP aren't worth quite as much, but it's better than nothing.

Improving your character

At the end of a play session, you will have the opportunity to spend the Experience Points(XP) you've earned. XP is earned by roleplaying well and completing goals the GM has laid out for you and your friends. On average, you should be earning about 10 XP for a three-hour session. You can use these points to buy up your primary stats, raise your hearts or stars, or buy or raise the potency of abilities, spells, or tricks. You cannot spend XP to raise your secondary stats, they raise through a different mechanism.

Hearts and Stars

To raise your hearts by 1, simply spend an amount of XP equal to the number of hearts you currently have. You can do the same for your stars by spending an amount of XP equal to the number of stars you currently have. You can only raise your hearts or stars once each per game session.

Example: Snow Star has 5 stars. To raise his stars rating to 6, his player must spend 5 XP.

Primary Stats

To raise one of your primary stats, look at the die type you currently have. If it is less than 12, it costs double the next die type to raise your stat to that die type. If your die type is d12 or higher, it costs triple the next die type, with that die type being the total of the die and the extra bonus. You may only raise a stat once per session. If you raise a stat to d10, don't forget to choose a specialty.

Example: Snow Star's Knowledge is d10. To raise it to d12, his player would have to pay (12x2) 24 XP. His Knowledge would then be d12. To raise it to the next step, d12+1, his player would then have to wait until the next session and pay (13x3) 39 XP.

Abilities

Earth pony abilities cost 10 XP to take.

Spells

Unicorn spells cost 5 XP to take at the first level, 10 XP to raise to their second level from the first level, and 20 XP to raise to their third level from their second level. You may only take or raise the level of a

specific spell once per session, though you may spend XP on multiple spells.

Tricks

Pegasus tricks cost 5 XP to take at a +1 bonus, then triple the next number up to raise it by +1. You may only attain or raise the bonus level of a trick once per session, but you may spend XP on multiple tricks.

Example: Snow Star's player wants to raise his pony's "Move Clouds" ability from +2 to +3. This would cost (3x3) 9 XP.

Secondary Stats

You do not spend XP to raise your secondary stats. The GM instead assigns you points, usually 3 or 4 for every 3 hours of playtime, in your secondary

stats depending on how he feels you've played your character. For every five points you earn in one of these stats, you may raise it by 1. The small white circles around each of the elements' larger circle can be used to keep track of how many points you have toward raising that stat. Remember that if your lowest stats are raised, your magic should be increased to match.

Example: At the end of his first six-hour game, Snow Star's player is informed by the GM that he has earned 6 points in Laughter, 2 points in Kindness, and 1 in Loyalty. Since this is more than 5 points to his Laughter, he raises it by 1 to a new total of 3, then marks down the additional point by making a mark on one of the five white circles surrounding the Laughter circle. He then marks down his 2 Kindness and 1 Loyalty point the same way.

System

Rolling

At times, just roleplaying won't be enough to determine how your pony does in a situation. In cases like this, where it is uncertain whether your pony could easily accomplish their goal, the GM will set a difficulty and tell you to roll one or more of your stats, usually with a specialty. Sometimes, the GM may not tell you the difficulty until you have made your roll. To roll, look at the stats you may roll and decide which you want to use, then roll the die type listed next to that stat. If you have the specialty the GM gave along with the stat, you roll two dice instead of one, then take the highest number. Add in any bonuses you get from abilities or spells affecting you, or any other bonuses the GM has declared that you get, including any Secondary stat (element of friendship) bonuses the GM allows you to use. If your total is higher than the difficulty set by the GM, you are successful. If not, you have failed, and will take exertion damage, as described below:

Physical Exertion

When your pony fails a physical roll, If you missed it by 5 or less, you take a single heart of damage. If you missed it by more than 5, you take two hearts of damage, and if you rolled a 1 on your die(or on both dice if you were rolling a specialty), you take an additional heart, if the roll still failed.

Examples of Physical Hazards

1 Heart: Stepping on a nail, running through a thorn bush.

2 Hearts: Running into a rock while going fast or faster.

5 Hearts: Being hit by a charging bull.

10 Hearts: Being hit by a natural lightning bolt.

1 Heart/Turn: High winds.

2 Hearts/Turn: A hailstorm.

3 Hearts/Turn: A rockslide.

5 Hearts/Turn: Standing in a raging fire.

Falling

If your character falls, when they hit the ground they take 1 Heart per 10 feet fallen. Anyone being hit by something falling takes 1 Heart per 10 feet fallen, times the number of pounds the item weighs divided by 20. Round down to the nearest whole number.

Magical Exertion

When your pony fails a Unicorn Magic or Pegasus Trick roll, If you missed it by 5 or less, you take a single star of damage. If you missed it by more than 5, you take two stars of damage, and if you rolled a 1 on your die(or both dice if you were rolling a specialty), you take an additional star, if the roll still failed.

Taking Damage

Whenever you take a heart or star of damage, slide the paperclip on the top or bottom of your character sheet as appropriate a number of hearts or stars to the right equal to the damage you've taken. If you reach the final heart or star, leave the paperclip there, you can take no more damage.

Removing Damage

Certain spells or abilities cause your character to remove damage from either your hearts or your stars. When this happens, slide the paperclip on the top or bottom of your character sheet as appropriate the number of hearts or stars to the left equal to the amount of damage removed. You can never move your paperclip farther to the left than the first heart or star on the sheet.



Resting

If your character is able to rest mentally or physically, you will begin to remove damage on your own. For every ten minutes of rest, when you are not moving faster than slow or making any rolls, you remove one damage from both your hearts and stars.

Exhaustion

If your character has taken more points of damage in their hearts or stars than they have total, that character becomes exhausted and unable to participate properly. A character who is physically exhausted can no longer run or fly and can only move at a very slow pace. A character who is mentally exhausted can no longer contribute to any magical spells or any mental tests. If a character becomes exhausted due to special means, the GM may declare that your character has either physically or mentally snapped and may require special roleplaying from them or the other characters to allow them to remove damage.

Rounds

When time is important, the GM can break it down into 10-second rounds. During that time, each player may make a single roll. Certain, more involved activities may take multiple rounds. Casting Unicorn magic takes a number of rounds equal to the spell's level. If any characters are competing to go first in a

round, they must each roll a Quickness(Quick-witted) roll. The characters then go in order from highest to lowest result, with any ties being re-rolled to break the tie(If a re-roll is higher than someone who beat both characters, that original high roller still goes first).

Pushing/Pulling

A pony can usually push or pull up to 50 pounds times their Fortitude die type. For amounts past that limit they try to push, they must make a Fortitude roll of 3+1 per 50 extra pounds pushed per minute. Going over this limit at all deals a heart of damage per minute, regardless of whether or not the pony was successful.

Running

When your character is trying to outrun somepony or something else, make a Quickness roll to determine how fast you are moving. This chart tells you how fast you go:

- 1:** Tripped Up(No movement)
- 2-4:** Very Slow(10 Feet/Second)
- 5-6:** Slow(20 Feet/Second)
- 7-8:** Moderate(30 Feet/Second)
- 9-10:** Fast(40 Feet/Second)
- 11-12:** Very Fast(50 Feet/Second)

For every 2 points over 11, you can go an additional 10 Feet/Second. Once you've reached a

speed, it's 2 points easier per round to maintain that speed. For example, you need to roll an 11 to go very fast your first round, then 9 your second round, 7 your third round, and so on. Going the next speed up, however, requires the original difficulty roll, so to go 60 Feet per second from 50, you would need to roll a 13 or higher, but then the difficulty would drop as before.

Attacking

Attacking from a standing position requires two rolls. The first is the attack roll, which can be a Fortitude(Strong) or Quickness(Agile) roll. The opponent rolls a Quickness(Agile) roll as well, and the higher roll wins. If the attacker wins, they make a Fortitude(Strong) roll, while their opponent rolls a Fortitude(Tough) roll. If the attacker's roll is higher than the defender's roll, the defender takes a number of hearts of damage equal to the difference.

Charging

If a character is already moving when they attack an opponent, they add +1 to their attack and damage rolls for every 10 feet/second they are moving toward the target when they make the attack. This means that if the opponent is running away, you subtract the difference in feet/second before you calculate the bonus, and if they are running towards the attacker, you add their movement speed. However, when two ponies charge each other, if one of them hits, they both hit each other.

Cutie Marks

Cutie marks are important to ponies, as it shows off their special talent for others to see. Usually, a pony's cutie mark is related to their name, and represents a special skill or lifelong hobby that pony has. When participating in an activity their cutie mark deals with, they gain a +3 bonus to their rolls.

Abilities/Spells/Tricks

Earth Pony Abilities

Plant Mastery

All Earth ponies have this ability, whether they're able to use it consciously or not. This is a story ability that allows them to plant and cause crops to grow, but also confers a +2 bonus to any rolls made to interact positively with any kind of plants.

Animal Mastery

Many Earth ponies learn to expand their nature-based powers to cover animals as well. This causes them to gain a +2 bonus to any rolls made to interact positively with any non-sentient animals.

Quick Healing

Your pony regains their stamina much faster than other ponies. The time needed to remove heart damage through rest is cut in half, and whenever a spell or item causes them to remove heart damage, they remove one additional heart of damage.

Quick Replenishing

Your pony regains mental composure better than other ponies. The time needed to remove star damage through rest is cut in half, and whenever a spell or item causes them to remove star damage, they remove one additional star of damage.

Prodigy

A pony with this ability is much more able to learn and improve themselves naturally. The XP costs for raising stats or learning abilities is reduced by 1. This does not apply to character creation, only to buying up stats and buying new abilities with XP.

Lucky

Some ponies are just abnormally lucky. A pony with this ability seems almost able to twist fate to their whims. At the beginning of each session, and for every 3 hours you play, you gain a single "re-roll point" that can be spent to re-do a single one of your rolls. These re-roll points must be spent before the session ends, or they are lost.

Unicorn Abilities

Casting Spells

Each spell has a stat and specialty. When casting, roll that stat and specialty(If applicable) and add your magic bonus. The difficulty for casting a spell begins at 5 for a level 1 spell, 10 for a level 2 spell, and 15 for a level 3 spell. If the roll is successful, the spell is cast and the number rolled is the difficulty of any rolls to resist or avoid the effects of the spell. If the roll is failed, the unicorn takes a number of stars of damage equal to the amount by which they failed the roll.

Telekinesis

Casting Stat: Your Highest(Any specialty)

Level 1: Move an item up to ten pounds within a 10-foot range for ten seconds.

Level 2: Move up to 25 total pounds of items within a 25-foot range for up to a minute.

Level 3: Move up to 200 total pounds of items within a 100-foot range for up to ten minutes.

Remote View

Casting Stat: Awareness(Perceptive)

Level 1: See through a friend's eyes up to a mile away.

Level 2: See through a friend's eyes up to ten miles away, or anywhere up to a mile away.

Level 3: See through a friend's eyes regardless of range, or anywhere up to ten miles away.



Tell Fortune

Casting Stat: Awareness(Memorizer)

Level 1: Receive a vague fortune of an event soon to pass.

Level 2: Receive a concise fortune of an event that will happen this day.

Level 3: See the most likely outcome of an event within a week.

Locate

Casting Stat: Awareness(Investigator)

Level 1: Know the location within a mile of any single thing.

Level 2: Know the location within a mile of any single thing, and know the direction the thing is in.

Level 3: See magically-hidden things or know a near-exact location of any single thing.

Alter Body

Casting Stat: Fortitude(Strong)

Level 1: Give a pony a +1 on any physical rolls made within a minute.

Level 2: Raise a pony's stat up a step for ten minutes(this won't give them a specialty)

Level 3: Give a pony a major advantage or disadvantage, such as the addition or removal of wings, lasting up to an hour.

Physical Shield

Casting Stat: Fortitude(Tough)

Level 1: Prevent up to a heart of damage to a single target the next time it takes physical damage within a minute.

Level 2: Create a round shield up to 20 feet in diameter that removes 2 hearts of damage from any

physical source and lasts up to ten minutes or until it takes 20 damage.

Level 3: Create a shield up to 100 feet in diameter that takes all physical damage and lasts until it takes 50 total points of damage.

Magical Shield

Casting Stat: Fortitude(Resolute)

Level 1: Prevent up to a heart of damage to a single target the next time it takes magical damage within a minute.

Level 2: Create a round shield up to 20 feet in diameter that removes 2 hearts of damage from any magical source and lasts up to ten minutes or until it takes 20 damage.

Level 3: Create a shield up to 100 feet in diameter that takes all magical damage and lasts until it takes 50 total points of damage.

Blink

Casting Stat: Quickness(Fast)

Level 1: Teleport yourself up to 50 feet away

Level 2: Teleport yourself and anyone touching you up to 500 feet away

Level 3: Teleport yourself and anyone touching you up to a mile away, or teleport a single pony up to a mile away from you to you.

Zap

Casting Stat: Quickness(Agile)

Level 1: Deals three hearts of damage to a single target.

Level 2: Deals five hearts of damage to a single target and anyone within 10 feet of that target.

Level 3: Deals seven hearts of damage to anyone within 25 feet of a chosen area.

Alter Time

Casting Stat: Quickness(Quick-witted)

Level 1: Give a single character either +2 or -2 to any quickness rolls for the next minute.

Level 2: Give a single character an extra turn's worth of actions.

Level 3: Stop time in a 10-foot bubble for up to ten minutes of outside time.

Heal Wounds

Casting Stat: Knowledge(Medic)

Level 1: Restore up to three heart points to a single character touching you(or yourself).

Level 2: Restore up to five heart points, distributed as desired between any characters within ten feet.

Level 3: Restore up to ten heart points, distributed as desired between any characters visible.

Enchant

Casting Stat: Knowledge(Sorcerer)

Level 1: Enchant a single item with a single spell, allowing it to be cast once.

Level 2: Enchant an item for up to an hour, either allowing or forcing a spell to be used as you see fit.

Level 3: Make a permanent enchantment to an item, including creating cursed items, or remove enchantments from an item.

See Past

Casting Stat: Knowledge(Librarian)

Level 1: See an event that happened in the last day, at that location.

Level 2: See an event that happened in the last year, within ten miles.

Level 3: See any event that happened in history.

Disguise

Casting Stat: Grace(Charismatic)

Level 1: Change the coloration of something.

Level 2: Change minor details about something's appearance.

Level 3: Change the look of an entire area or make something completely invisible.

Repair

Casting Stat: Grace(Artisan)

Level 1: Repair minor damage to a small object.

Level 2: Repair major damage to a pony-sized object.

Level 3: Repair a completely broken large object.

Change Emotion

Casting Stat: Grace(Performer)

Level 1: Change someone's emotions for 1 minute unless they make a 5 or higher willpower roll.

Level 2: Change someone's emotions for 5 minutes unless they make an 8 or higher willpower roll.

Level 3: Change someone's emotions for 30 minutes unless they make an 11 or higher willpower roll.

Environmental Adaptation

Casting Stat: Nature(Zoologist)

Level 1: Allow a single character to survive in harsh conditions without taking damage from that environment for up to a minute.

Level 2: Allow a single character to survive underwater without taking damage from that environment for up to ten minutes.

Level 3: Allow a single character to survive in any natural environment without taking damage from that environment for up to an hour.

Influence Elements:

Casting Stat: Nature(Cartographer)

Level 1: Grow grass or displace up to a cubic foot of ground or water, start a small fire or a flashlight-like cone of light.

Level 2: Grow tall grass or displace up to ten cubic feet of ground or water, start a three-foot wide patch of fire or illuminate a 30-foot area.

Level 3: Grow a non-fruit-bearing tree or displace up to a hundred cubic feet of ground or water, start a fifteen-foot wide patch of fire or illuminate a 200-foot area.

Change Size

Casting Stat: Nature(Botanist)

Level 1: Double or halve the size of something normally up to ten pounds.

Level 2: Triple or make 1/3 the size of something up to 100 pounds.

Level 3: Increase the size of a single thing to ten times its normal size, or decrease it to 1/10th.

Pegasus Abilities

Flying

While flying, Pegasuses get a bonus to any speed rolls equal to their flying skill bonus. They are immune to falling damage(and falling in general) while flying. A Pegasus can only fly if their wings are unbound, and they are not physically exhausted. For every minute they fly, they must roll their Fortitude(Tough) against the difficulty of their fastest flight speed that minute. If they fail, they take a heart point in damage.

Cloud Walking

All Pegasi have the ability to walk on clouds. They do not have to exert themselves in order to do this, and while laying down on a cloud restore two heart points per ten minutes instead of one. They also gain a bonus equal to their cloud walking skill bonus to any rolls related to staying on the clouds.

Sculpt Clouds

Pegasi may make Grace rolls to change the shape of a cloud. The difficulty begins at 5 for simple shapes, then increases as the complexity of the cloud shape increases. The difficulty will be up to the GM. They must be flying to use this ability.

Move Clouds

As long as clouds are in the sky overhead, Pegasi may make Quickness rolls to move clouds about, to change which parts of the sky they cover. The difficulty to move cloud coverage to or away from a 10 foot by 10 foot area in five seconds is 5, and this difficulty is increased by 3 for every additional adjacent 10 foot square of cloud area the Pegasus wishes to move. They must be flying to use this ability.

Bring Shower

When clouds are in the skies overhead, Pegasi may make a Knowledge roll to turn that cloud into precipitation. The first difficulty roll is to determine the type of precipitation the cloud holds, and this is usually a 5, but the GM may determine in some situations that the difficulty is higher. If the roll is successful, they know whether the cloud will be full of rain, sleet, snow, or hail, and at what strength, though they may still make their second knowledge roll, which is 5 for the a 10x10 foot square of clouds to make precipitate for a minute, then 3 more for every minute longer than that they wish it to last, up to a

maximum of 5 minutes for a single 10x10 square of cloud. Doing this takes a 5 second action. Making precipitation from a larger area of clouds requires a separate roll, but should have the same precipitation as the clouds surrounding it, and therefore only requires the second knowledge roll. Having precipitation in an area makes the ground slippery and raises the difficulty of any quickness rolls by 2, or more if the GM determines the precipitation is particularly slippery. A pegasus may make the same rolls to reverse the process and stop precipitation. The pegasus must be flying to use this ability.

Bring Fog

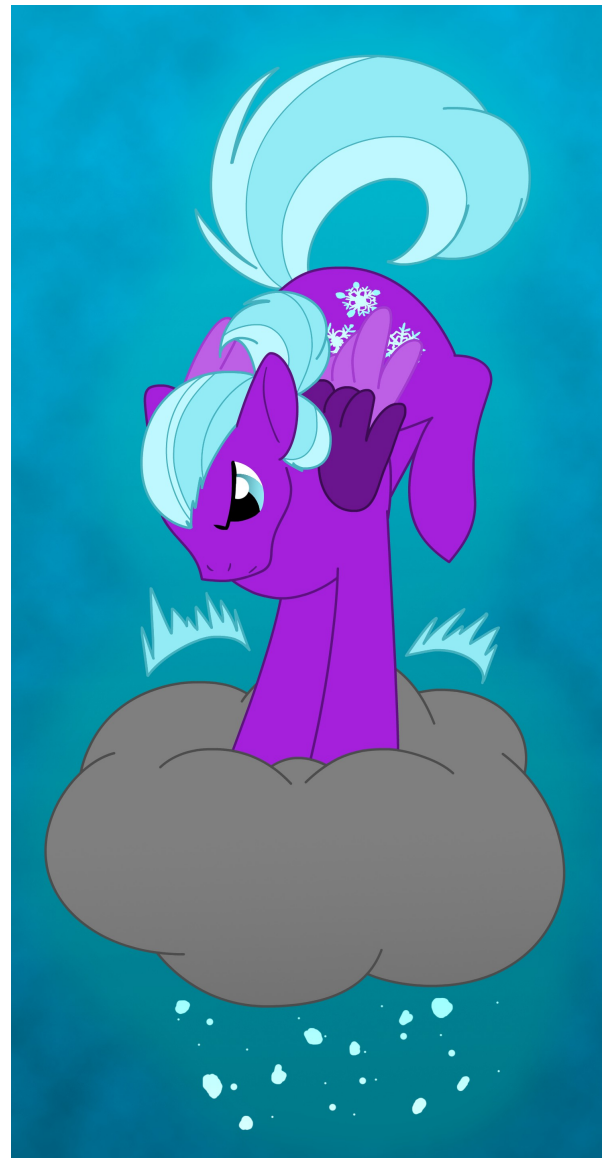
When clouds are overhead, Pegasi may make an Awareness roll to force those clouds down to the ground and turn them into fog. The difficulty to move a 10x10 foot square patch of clouds down to the ground in a five seconds to make it fog is 5, with an additional +3 to the difficulty for every additional adjacent 10 foot patch they wish to bring down with them. Fog raises the difficulty of other awareness rolls by +3. If a Pegasus wishes to remove fog, it works the same as creating it, but with the added difficulty the fog brings to the awareness roll.

Bring Lightning

When there are clouds overhead, a pegasus may make a fortitude roll once every 5 seconds to attempt to pound a lightning bolt out of it. depending on the saturation of the cloud, the GM may alter the difficulty, but the usual difficulty is 7. If the pony fails the roll, they take the lightning bolt themselves. If they are successful, they may make a second fortitude roll, this is the difficulty the target must roll to dodge the lightning bolt. A pegasus may only choose to have one target in a round. A lightning bolt deals 4 hearts of damage to its target, plus an additional heart for every 3 points over the difficulty the pegasus rolled on their first fortitude roll. They must be flying to use this ability.

Bring Rainbow

When clouds are overhead, a Pegasus may make a Quickness roll to cause those clouds to produce a rainbow with various effects. The difficulty of this roll is an 8, and requires that the pony dive through the clouds down to the ground, an action that takes ten seconds(Two rounds). If they are successful, a rainbow is created, which lasts for thirty seconds. A rainbow is bright and colorful, and acts as a light in the darkness, and if the GM determines so, it can daze certain enemies or distract them from other activities.





name: _____
Race: _____
Fur: _____
mane: _____
XP: _____

Awareness:___

☐MEMORIZER ☐PERCEPTIVE ☐INVESTIGATOR

Fortitude:___

☐STRONG ☐TOUGH ☐RESOLUTE

quickness:___

☐FAST ☐AGILE ☐QUICK-WITTED

Knowledge:___

☐LIBRARIAN ☐MEDIC ☐SORCEROR

grace:___

☐CHARISMATIC ☐ARTISAN ☐PERFORMER

nature:___

☐ZOOLOGIST ☐BOTANIST ☐CARTOGRAPHER

Abilities

cutie mark

