

SEEDS OF HARMONY

CORE RULEBOOK



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FOREWORDS

Seeds of Harmony is a Fantasy Role-playing Game which allows you to create adventures more or less related to the My Little Pony: Friendship is Magic TV Show, or to just create adventures of talking colorful equines. The Game is set only 200 years after Nightmare Moon's Banishment, but its also possible to play ever earlier, such as during the ruling of Sombra in the Crystal Empire or even before the foundation of Equestria. Its also possible for a Game Master to create his own customized setting which can be unrelated to the MLP show at all, but for obvious reasons, many therms will be related to the Show, such as the Cutie Mark and certain figures will be mentioned like Celestia and Luna.

Things you Need:

First of all: **Friends**, since this is an RPG Game, you need others to play with. Even if those who wants to play are not in your same city or even continent, there are different ways to play online: Roll20, Tabletop Simulator and Foundry Virtual Tabletop.

For speaking with your online friends i suggest a dedicated program like Discord.

For the one which will be the Game Master, it is also a good thing to read all the rules or at least to learn the basics of the game, like how combat and skills works.

Some Dice:

Seeds of Harmony uses the **d6**, the **d10** and the **d20**, but you will also read two other dies, like the **d3** and **d100**.

The **d3** is just the d6 with the result divided by 2, so a result of 1-2 is 1, 3-4 is 2 and 5-6 is 3.

The **d100** is just two d10 OR a d100 (that's basically a d10 with a 0 near the first number)

Usually the number of dice you need to roll is placed before the dice itself, for example a 2d6 means you have to roll two d6 and sum the results of both.

Example:

Rolling 2d6 you obtain a 3 and a 5, so the result will be 8 (3+5=8)

In other situations you have to roll dies with a modifier, like 1d6+4. This means that you roll a d6 and add a 4 to the result.

Example:

1d6+4: You roll a d6 and obtain a 2, then you add a +4 so your final result will be 6 (2+4=6)

(Yes, playing a pen and paper RPG does require you to do simple math, but it becomes easier as you become a more experienced player.)

The Character Sheet.

A Character Sheet is a document with every information about the character you are playing, like how strong or agile it is, the combat statistics and the feats and skills obtained.

While is always a good thing to try create a new character reading this document, there are also some premade characters who are already compiled with everything you need, like statistics, weapons and stuff for those which prefers to first try the rules first then decide.

The premade characters sheet are also a good example to how compile your character sheet, so at least give a look at one of them, to be sure.

A consideration about Fantasy Violence:

Another thing I want to point put is that even if this is a game about imagination and stuff, its not really meant for a younger audience, since as many Role Playing Game it presents a certain presence of violence, due to the use of weapons and such, so you have been warned.

Obviously for many people this type of issue isn't important at all since they are mature enough to get it.

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CHAPTER 1: CHARACTER CREATION

Claws, Hands, Hooves and Telekinesis:

Depending on what Race you are playing, you will notice that some of them have different specifications about Claws, Hands and such. This is related to the fact that not all the Races have the same access to use certain items, such as Weapons and Shields but also to certain Tools or to use specific Skills. For example all Equestrian Races, except for Unicorns, are unable to use weapons due to their lack of an opposable thumb like us humans, where the latter can manipulate almost anything through telekinesis.

Claws:

The Creature can use his Claws to perform Melee Attacks, which are considered Unarmed Attacks. A Claw is considered a One Handed Weapon, but it's not possible to Parry with it unless wearing a Reinforced Claw. Even so, it's only possible to Parry other Unarmed Attacks from the same species or species with the same size. The Creature automatically obtains the Weapon Proficiency (Claw) for free. Wearing a Reinforced Claws still counts for the Creature to be using its Claws to Fight. Griffins and Hippogriffs are able to use various tools with their claws but since they are quadrupeds, they are forced to sit when using both their claws to perform certain actions such as Disarming a Trap or opening a Lock. Even if Hippogriffs and Griffins can wield One Handed Weapons they usually prefer to just fight with their claws, but can instead use Throwing Weapons without any problem. Harpies are instead less restricted into using Weapons or their Claws thanks to their bipedal posture. When a creature with Claws fails to Climb certain Wooden items (usually threes) it doesn't necessarily fall and can simply remain attached for a brief period of time without losing the grip. It's still up to the GM to decide. Griffins and Hippogriffs can also perform a Slice Attack by spending 2 Actions with an Initiative Slowdown of -2. The Slicing Attack is performed by using both the Claws at the same time while keeping their balance on their hind legs and it will add 1d3 Dice of damage and increase the critical chance by 3%. When performing a Slice Attack the Character will suffer a -2 to Dodge, Parry and to resist being Knocked Down until the end of the Combat Round.

- A Harpy Claw has a base damage value of 1d3+2 Slashing Damage and has a Critical Chance of 22%
- A Hippogriff Claw has a base damage value of 1d3+3 Slashing Damage and has a Critical Chance of 23%.
- A Griffin Claw has a base damage value of 1d3+2 Slashing Damage and has a Critical Chance of 24%.

Hands:

Abyssinians and Minotaurs have Hands (technically Abyssinians have paws but that's not important) so they are able to do anything a regular human hand can do, for the exception that they have 4 finger total and not 5. Unarmed Attack performed with hands deal 1d3+1 Bludgeoning Damage with a Critical Chance of 20%.

Hooves:

All Equestrian Races have hooves and they can only perform attack with them (except Unicorns). A Hoof is considered a One Handed Weapon, but it's not possible to Parry with it unless against other Hooves Attacks. A Hoof deals 1d3+2 Bludgeoning Damage with a Critical Chance of 20%, but a Character can instead spend 2 Actions to perform a Stomp Attack with an initiative Slowdown of -4. The Stomp Attack increases the Hoof Damage by 1d3 and the Critical Chance by 2%. When hitting a wooden item or Creature with a Stomp Attack, the Stomp always subtracts 2 additional Resistance Points. Equestrian Races are unable to use Weapons and Shields, but are still capable to manipulate small items by some degrees, even if in some occasion they will simply hold them with the mouth, but they never use the items held in their mouth to perform attacks since it will be counter productive (this is explained in the Combat Section). Using Horseshoes still allows the Equestrian Races to be considered attacking with their Hooves. An Equestrian can throw small items such as Potions or spheres by spending 2 Actions. When Performing a Stomp, a Character suffers a -2 to Dodge and to resist being Knocked Down or Pushed Back until the attack is performed. Minotaurs have also the possibility to use their Hooves to perform an Attack instead of other weapons they have, but only against Knocked Down Creatures or other Equestrian Races without the Bulky Trait. A Minotaur Hoof deals 1d3+3 base damage which can be increased by Strength and other Feats and has a Critical Chance of 25%. Minotaurs can't use Reinforced Horseshoes.

Telekinesis:

The Telekinesis is used to manipulate various items with the only limitation of weight. For the Untrained Unicorns, only relatively small items can be easily manipulated, while larger and heavier objects will be barely moved or held for a brief period of time, quickly exhausting the use. A Unicorn's Telekinesis can easily grab small items within 1,5 m (5 ft) more or less.

Character's Race

Common Races:

Common Races are those suggested to be played by beginners and are usually the more balanced, and are those which have a larger presence in most of the Equestrian Reigns.

Height and Weight:

While many have debated how actually tall Ponies are, you can find many examples on the web, where some make no sense at all others are quite precise in their calculations.

	Average Height	Average Weight
Donkey	Between 1 m and 1,2 m (3.2 ft and 4 ft)	Between 37 kg and 65 kg (81 lb and 143 lb)
Earth Pony	Between 1,06 m and 1,35 m (3.5 ft and 4.3 ft)	Between 40 kg and 75 kg (88 lb and 165 lb)
Griffin	Between 1,06 m and 1,30 m (3.5 ft and 4.2 ft)	Between 35 kg and 50 kg (77 lb and 110 lb)
Mule	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 40 kg and 70 kg (88 lb and 154 lb)
Pegasus	Between 0,9 m and 1,2 m (3.2 ft and 4 ft)	Between 30 kg and 45 kg (66 lb and 99 lb)
Unicorn	Between 1 m and 1,2 m (3.3 ft and 4 ft)	Between 30 kg and 50 kg (66 lb and 110 lb)



Avalanche (Earth Pony Pathfinder)

Donkey:

Donkeys are usually seen as serious people by the other races. Hard workers with a practical behavior, they prefer to mind their own business and get things done as soon as possible. They don't care much about Cutie Marks or magic and they like the way it is. Donkeys are also very proud of their Family and Family's or Clan Names and will always try to maintain a good reputation, while able to hold long grudges against others.

Racial Modifiers:

Donkeys increase their Toxicity Limit by 1 and Shock Test by 5%.

Donkeys are considered an *Equestrian Race*

Racial Traits:

Donkey Resistance

Donkeys consider their Strength value as being higher by 1 point, when calculating the Encumbrance they can carry.

Donkeys obtain a +5% and a +1 when trying to resist Spells with the [Mind] Descriptor.

Earth Pony:

Even if Earth Ponies are Hard Workers like the Donkeys, they are usually less closed toward strangers or at least more compliant. Earth Ponies are the most common among the Equestrian Races, and usually good builders and farmers. Earth Ponies take both Family and Friends in high consideration but can also be more willingly to help others in things they can do. While many of them does not really comprehend magic, they know it is part of the natural order of things even if they can be easily scared by a wrong use of it or by just simple superstition.

Racial Modifiers:

Earth Ponies increase their total HP by 2.

Earth Ponies increase their Toxicity Limit by 1 and Shock Test by 5%.

Earth Ponies are considered an *Equestrian Race*

Racial Trait:

Earth Pony Endurance

Earth Ponies consider their Strength value as being higher by 2 points, when calculating the Encumbrance they can carry.

Griffin:

Once a noble and proud race, Griffins nowadays are seen only as mercenaries or opportunists, who only carve for gold and nothing more. Griffins are used to live miserable lives or to just do sell their services for money without asking questions. Even more serious and practical than Donkeys, some of them can even do actually nothing until they got paid first. Despite all of the above negative behaviors, Griffins are still known to be excellent Soldiers, Hunters and Explorers and their presence is mostly tolerated for such reasons.

Racial Modifiers:

Griffins are considered to have *Claws*

Racial Traits:

Bring it On!:

Griffins gain a +5% Bonus to Fear and Terror Checks.

Passion for Gold:

Griffins are only interested in acquiring more gold and money, but they give almost no interest in other precious things unless they can sell them out. Griffins always prefer to be paid as reward. Other creatures who try to use the Bargain or Persuade skill without also using money, the Skill Check becomes automatically Hard.

This trait can be ignored if playing during the period of time when the Idol of Borealis was still present at Griffonstone.

Wings:

A Griffin has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*. Read page 130 for more info.

A Griffin can stand and walk on a Solid Cloud without any problem.

Wretched Life:

Since the fall of their homeland, Griffonstone, Griffins have become harsh and serious people and they don't obtain any Cutie Mark.

This trait can be ignored if playing during the period of time when the Idol of Borealis was still present at Griffonstone ex.

Mule:

Mules are the result when a Donkey and Earth Pony have an offspring (in some occasions even with Pegasi or Unicorns). Tough as their parents, they usually have a more prominent muzzle, shorter ears than their donkey parents and often protruding teeth or just an overall disgraceful appearance (but not everyone). Mules are at the lower level of any Equestrian Society, usually by the fact they seems to be slow or simple minded, but the truth is also because they can not generate an offspring. This is usually more a bother to Donkeys than Earth Ponies, since a Family member that can not generate child to keep the Family going is often seen as a bad omen or a disgrace to the entire family. Even so, mules tend to be kind and gentle with others, and tend to scoff when mocked, while others do their best to please their Parents or those important figures they usually work for.

Racial Modifiers:

Mules increase their total HP by 1

Mules increase their Toxicity Limit by 2 and Shock Test by 5%.

Mules are considered an *Equestrian Race*

Racial Traits:

Mule Resilience:

Mules obtains a +15% to Constitution Checks to Resist a Disease and a +10% to any Shock Test (Poison).

Mules consider their Strength value higher by 1, when calculating the encumbrance they can carry.

Note:

Even if Mules are a part of the Equestrian Society, they usually have a lower social status. Mules are given simple and humble names, generally representing simple or poor objects. *Example of Names: Bog, Clay, Puddle, Rust*

Pegasus:

Boasters and always full of energy, Pegasi are mostly famous for their ability to fly and innate spirit of competition. Usually smaller and lighter than most of the other Equestrian Races, they should not be underestimated, since their agility and stubbornness allows them to become good fighters.

While Pegasi usually are not very interested in spending too much time reading or learning stuff, they prefer to put their effort in activities and jobs which requires a lot of movement, so they tend to become messengers, explorers, vanguards or athletes, while others practice to became warriors or duelists. In ancient times most of the Pegasi lived in Cloudsdales, huge cities floating in the sky thanks to some ancient magic long forgotten. Along with Earth Ponies and Unicorns, they are one of the most common Equestrian Races. Pegasi and Night Pegasi do not trust each other, and they usually try to simply avoid any contact if possible, while sometimes they could start a fight for ancient rivalry or simple misconceptions.

Racial Modifiers:

Pegasi increase their total MP by 3.

Pegasi are considered an *Equestrian Race*

Racial Traits:

Air Affinity:

Pegasi obtain a +5% while they try to maintain themselves stable while flying, and a +10% to any Check while interacting with Arcane Anomalies related to Gravity or Air. Pegasi are able to move smaller Solid Clouds with a successful Mana Check while larger formations may require more Pegasi at once.

Wings:

A Pegasus has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*. Read Page 130 for more information.

A Pegasus can stand and walk on a Solid Cloud without any problem.

Unicorn:

Thanks to the horn in their forehead, which is also the origin of their name, Unicorns are those with a better link with the Arcane Weave and magic itself. Unicorns are one of the very few races able cast magical spells, and they tend to consider themselves the most civilized Equestrian Race, which is why they are usually seen as arrogant by anyone else, also thanks to their innate ability to use Telekinesis which allows them to use better items, weapons and to manipulate even the smallest object easily, while others could struggle. Another common misconception is that all Unicorns are able spellcasters, but the truth is that most of the Unicorns don't even bother to learn new spells at all, and most of them can barely use their Telekinesis.

Racial Modifiers:

Unicorns increase their total MP by 8

Unicorns are considered an *Equestrian Race*

Racial Traits:

Inner Magic:

Unicorns halve the time required to learn Competent and Advanced Spells.

Lesser Telekinesis: (Racial Spell) 1 Magic Point. Stable Maintenance. [Arcane, Force]

A Unicorn can manipulate small items and objects with his Telekinesis. The object must have a light weight, like an apple, a quill or a simple book. Activating this spell requires only a *Free Action* and can be cast without penalty even if wearing armors. When the unicorn uses this spell, his horn glows with a specific color and also does the object manipulated by it. A player can choose which color the Telekinesis use, but the choice is permanent. The GM can decide how many different small items the character can manipulate or hold with his telekinesis at the same time. While it's not really possible to Counter this spell, it's possible to interfere using another Lesser Telekinesis or using a better spell, but both the characters have to perform a Mana Counter Check to see which one prevails. Doing so will cost 1 Action. It's still possible to Counter the Lesser Telekinesis spell with a Dispel Magic Spell, ending immediately his effects.

Unicorn's Horn:

Unicorns are always considered to be *Able to Cast Spells* as long as their horn is intact and can acquire Feats related to Magic and Spellcasting.

Uncommon Races:

The Uncommon Races are less balanced or just more exotic and with a lower presence.

Height and Weight:

	Height	Weight
Abyssinian	Between 1,4 m and 1,6 m (4.5 ft and 5.2 ft)	Between 35 kg and 60 kg (77 lb ft and 132 lb)
Crystal Pony	Between 1,06 m and 1,2 m (3.4 ft and 4 ft)	Between 30 kg and 50 kg (66 lb ft and 110 lb)
Harpy	Between 1,4 m and 1,7 m (4.5 ft and 5.5 ft)	Between 35 kg and 70 kg (77 lb ft and 154 lb)
Hippogriff	Between 1,2 m and 1,6 m (4 ft and 5.2 ft)	Between 50 kg and 110 kg (110 lb ft and 242 lb)
Minotaur	Between 1,6 m and 2,00 m (4.5 ft and 6.5 ft)	Between 80 kg and 130 kg (198 lb and 286 lb)
Night Pegasus	Between 1 m and 1,2m (3.3 ft and 4 ft)	Between 33 kg and 48 kg (72 lb and 105 lb)
Zebra	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 40 kg and 65 kg (88 lb and 143 lb)



Abyssinians:

Originating in the desert southern lands the Abyssinians, commonly known as Catfolk, are mostly known for their merchants and traders, which are often capable to find and sell the most exotics wares from everywhere. The Abyssinian Kingdom is strongly based on trading routes, since the surrounding desert doesn't allows much farming, while the sea still offers abundant fish which they really enjoy. The Abyssinians are extremely rare in Equestrian territories, but more common along its southern borders.

Racial Modifiers:

Abyssinians increase their Initiative by 1 and obtain 5 mandatory Skill Ranks at Bargain.

Abyssinians suffer a 10% Penalty to Swim due to ancient fears of water.

Abyssinians consider the Khopesh as a One-handed Weapon instead of an Exotic Weapon.

Abyssinians are considered to Have Hands

Racial Traits:

Low-light Vision:

Abyssinians have *Low-light Vision*, as explained at page 132.

Soft Paws:

Abyssinians can perform a Sneak Movement at their full movement Speed as long as they aren't wearing Medium or Heavy Armors or are running.



Crystal Pony:

Crystal Ponies are an ancient race of ponies which lived in the Frozen North and where part of a Rich and Powerful Empire, warded from the cold and harsh environment thanks to a Powerful Artefact: the Crystal heart. After the rise of the Tyrant also know as King Sombra, the entire Empire vanished after the Two Sister managed to banish the cruel King which cast a powerful curse on the entire Empire, causing it to vanish with him for 1000 years.

Note for the GM:

Crystal Ponies are only available if playing before or during the Rise of Sombra. After such period of time they are all vanished and are no longer considered a Playable Race.

Racial Modifiers:

Crystal Ponies Roll 1d6+10 instead of 2d6+5 for their Mana Value, during Character Creation.

Crystal Ponies increase their total MP by 5

Crystal Ponies always consider the *Mana Sharing* and *Shared Spell* as a Career Feat.

Crystal Ponies are considered an *Equestrian Race*

Additional Traits:

Ancient Civilization:

Crystal Ponies obtain 10 additional Skill Ranks during Character Creation.

The Crystal Heart:

Crystal Ponies have a particular bond with an ancient item called the Crystal Heart. While the Crystal is active and the Crystal Ponies are within 350 km from it, they always obtain a +5% Bonus to any Morale, Fear and Terror Check which can exceed the normal bonus limitation for modifiers. If the Crystal Heart is radiating, the Crystal Ponies within will become shiny and glowing and they will grant a +5% to any Morale, Fear and Terror Check to any other Equestrian Race even if Donkeys and Night Pegasi can simply scoff this effect off in their next round as a Free Action. While radiating, any Equestrian Race obtains a +5% Bonus to any Social Skill Check performed on Diamond Dogs. Creatures with a Corruption Score of 5 or Higher are immune to this effect. If the Crystal Heart is missing or gone somehow, all Crystal Ponies will become a little depressed, suffering a -5% to any Skill, Morale, Fear and Terror Checks and also halving their total MP.

If the Crystal Heart is still in his place, but the Character is far away, the bonuses will not be applied but the Crystal Pony will become a little depressed as the time passes, feeling nostalgia to its home place. That's why its rare for Crystal Ponies to travel far from their homes or to stay away more than one or two months.

Harpy:

Not much is known about the origins of those creatures called Harpies, or Parrot Folk, since their culture is simply the result of many different cultures mixed together. Harpies are usually hired as mercenaries while others simply became brigands or pirates as long as they find a strong leader who is capable to promise them a good fight and a good loot. Unlike Griffins who are overly obsessed with gold and Hippogriffs who are usually honour-bond, most of the Harpies just live the day without a real purpose or a more elaborate plan rather than doing what they want or follow their leader until they grow tired and leave or try to challenge his authority.

Racial Modifiers:

Harpies are considered to have both *Claws* and *Hands*, due to their bipedal posture.

Harpies receive 5 Mandatory Skill Ranks at Search



Hippogriff:

Usually larger than a Griffin and without the same obsessions, the Hippogriffs are often described as graceful and honorable, while usually that is just a stereotype from those who don't really know them. Even so, Hippogriffs tend to be a little pompous about their race and combat abilities, but not all of them will brag about (or at least not directly). Hippogriffs live in the city of Hippogriffia on mount Aris, located in the isle of Aath nearby the Basalt Coast in the southern regions. Despite their hybrid appearance Hippogriffs aren't the result of a Pony and a Griffin union.

Note for the GM:

In the Movie isn't clear when the Storm King appears in the timeline, forcing Queen Novo to transmute her subjects into sea creatures. As rule of thumb we can assume around 50 years before the show begins, and since Seeds of Harmony is played way before such period of time, Hippogriffs can be considered a Playable Race but don't have yet access to the Pearl of Transformation and Sequestria hasn't even built yet.

Racial Traits:

Hippogriffs increase their total HP by 1.

Hippogriffs are considered to have *Claws*.

Additional Traits:

Claws:

Hippogriffs deal 1d3+3 Slashing Damage with their Unarmed Attacks with a Critical chance of 28%.

A Claw is considered a One Handed Weapon, but it's not possible to parry with it unless wearing a Reinforced Claw.

All Hippogriffs are considered to have the Weapon Proficiency (Claws) and they can acquire feats related to One Handed Weapons for them. Wearing Reinforced Claws still counts as the Hippogriff is using his Claws to fight, but the material can increase their damage and critical chance.

Hippogriff Might

When performing Hand to Hand manoeuvres against Equestrian Races and Griffins, Hippogriffs are considered to have won the Roll if a Tie occurs, even if they are the Attacker. Hippogriffs consider their Strength value higher by 1, when calculating the encumbrance they can carry as long as they are not flying. During flight they will use their regular Strength value.

Wings:

A Hippogriff has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*. Read Page 130 for more information.

A Hippogriff can stand and walk on a Solid Cloud without any problem.

Minotaur:

Minotaurs are considered one of the eldest races by many. In ancient times they were quite close to the Crystal Ponies and learned many things from them, while sharing their own point of view or knowledge. Even if Minotaurs have usually a muscular frame and they really like to perform at least one kind of athletic activity, they also love talking a lot or spending time in a verbal confrontation, starting some philosophical argument which can even last for hours. Some of them like to balance their time spend doing physical and mental activities, while others tend to specialize in one of them. Minotaur culture has a strong emphasis on rules and laws, even by those Minotaurs which become mercenaries or raiders, to the point that many of them are exceptionally skilled into find inconsistencies and quibbles in a badly written law or rule which they will always try to exploit to their advantage, while still remaining in the right.

Racial Modifiers:

Minotaurs' Hand to Hand (Strength) value is increased by 1

Minotaurs increase their Toxicity Limit by 1 and Shock Test by 5%.

Minotaurs consider the Caestus as One Handed Weapon instead of an Exotic Weapon.

Minotaurs are considered to have *Hands* and *Hooves* but are unable to obtain the Hoof Combat! Feat.

Racial Traits:

Ancient Civilization:

Minotaurs obtain 7 mandatory Skill Ranks at Knowledge (Law) and Perform (Speechcraft)

Slow but Purposeful:

Minotaurs reduce their Initiative value by 1 and their base Movement by 1,5 m (5 ft).

Minotaurs don't suffer penalties to movement while wearing Medium and Heavy Armors.

Night Pegasus:

The Night Pegasi were always considered as Savages or a mere legend by many, in the past, but in recent times they became less rare. Most of the Night Pegasi live in the Underground or in zones with a high presence of caves and canyons. Night Pegasi have a Tribal Society which glorifies Hunting and physical prowess since the Underground is an extremely dangerous place to live and they needed to survive at any cost. While once unified, the Night Pegasi are now fragmented into three different cultures. Those which have accepted Civilization and started to live among the other Equestrian Races are called the City-born, which have a strong bond with the Moon and Princess Luna. Those which decided to live in the Wilderness but refuse to return in the Underground are the Free-runners, which often become Hunters and guides through the wilderness. The last and most stubborn group are the Dwellers, which refuse the concept of living in the surface and consider both City-born and Free-runners as weaklings. Dwellers are the most elusive and aggressive kin of Night Pegasi and are avoided by anyone except Diamond Dogs, even if they wage war to each other from time to time, for territorial control.

Racial Modifiers:

Night Pegasi increase their total HP by 1.

Night Pegasi increase their Shock Test by 5%.

Night Pegasi are considered an *Equestrian Race*

Night Pegasi always obtain the Weapon Proficiency (Hooves) for free.

Bat Wings:

A Night Pegasus has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*. Read Page 130 for more information.

A Night Pegasus can stand and walk on a Solid Cloud without any problem.

Additional Racial Trait:

When Creating a Night Pegasus, choose one of the following Traits:

City-Born:

City-Born Night Pegasi can obtain a Cutie Mark as any other Equestrian Race or can be a Blank Flank. Performing any Social Interaction with Free-runners and Dweller Night Pegasi will automatically become Hard. City-born Night Pegasi obtain the Low-light vision as explained at page 132.

Dweller:

Dwellers are considered the more fierce and savage kind of Night Pegasi and even their appearance is more feral.

Dwellers increase their HP by 2 instead of 1, receive the Darkvision trait (explained at page 133) but are unable to obtain any Cutie Mark.

Dwellers receive 7 Mandatory Skill Ranks at Intimidate and Survival (Underground). When non Dwellers try to perform Social Interaction with Dweller Night Pegasi, each Skill Check becomes Hard, while the same is applied when Dwellers try to do so with City-born and Free-runners. Dwellers do not receive bonuses to Morale from non Night Pegasi allies and will always ignore the penalties from non Dweller Night Pegasi death or suffering. Dwellers can only be Illiterates.

Free-Runner:

A Free-runner Night Pegasus obtain 5 Mandatory Ranks at Sneak and Survival (Any), but any Social Interaction with City-born and Dweller Night Pegasi will automatically become Hard, except for Intimidation. Free-runners have the Low-light Vision trait (explained at page 132), but can acquire the Darkvision trait (explained at page 133). Free-runners can only obtain a Cutie Mark through a Trait.

Zebra:

Zebras are an exotic Race and are rarely found in the Equestrian Reigns, except for those regions nearby Jungles and Deserts. Often seen as strange or mysterious people by the common folk they seem to have a peculiar connection with nature and ancient ways. Zebras have a different approach to many aspects of life, while are usually more calm or thoughtful, the cultural difference is not always well seen. Those Zebras that travel through the Equestria, are part of those who decide to start a personal journey to see the world and different countries and places, to better understand other cultures but also to find themselves. Being a harsh and dangerous journey, those who succeeds will then return to their homeland and villages using what they've learned to better defend or educate the new generations.

Racial Modifiers:

Zebras increase their total MP by 3.

Zebras increase their Toxicity Limit by 2.

Zebras are considered an *Equestrian Race*.

Racial Traits:

Exotic Culture:

Zebra Characters can decide to obtain a Cutie Mark or not without any penalty. Zebra Cutie Marks are mostly symbols or runes with an abstract meaning and are never related to their name. In some occasion when a Zebra tries to perform social interaction with other races, the GM could change the difficulty to Hard.

Good Observer:

Zebras obtain 5 Mandatory Skill Ranks at Spot.

Low-light Vision:

Zebras have *Low-light Vision*, as explained at page 132.

Characteristics and Other Values

There are seven Characteristics which determines you character ability to do various things and also how strong or agile he is. During the Character creation you roll 2d6+5 seven times and then you can choose which characteristic assign the result.

Example:
Rolling for your new character, you obtain these results: 10 12 14 9 11 13 14

After all the rolls have been made, simply assign each value to a single Characteristic as you prefer.

Example:
You decide to create an Earth pony, so you distribute the characteristics in this order: 14 13 14 12 11 10 9

Remember to assign the racial modifiers only after you assign the statistics.

	Value	Modifier
Strength	14	+2
Dexterity	13	+1
Constitution	14	+2
Cunning	12	+1
Willpower	11	+0
Wisdom	10	+0
Mana	9	

Depending on you characteristic value, you can obtain a Characteristic Modifier, which will influence many factors like Skills, Damage Dealt and so on. To determine the Modifier, consult the following Table.

Value	Modifier
1	-5
2 - 3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18 - 19	+4
20 - 21	+5
22 - 23	+6
24 - 25	+7

From 10 to 11 is a medium value. Nothing good or bad.
From 12 to 13 is slight good value. Nothing particular but you are still better than the common people.
From 14 to 15 is good and common value between those that uses this characteristic a lot.
From 16 to 17 is a remarkable value. You are very strong, agile or smart and you easily stand above the common people.
18 is considered an outstanding value! If you have it somewhere except for you Mana, the others probably are jealous of you luck with the dices.

The Mana Value is a little different. A common value stands between 7 and 11 and many people have one of those values.
From 12 to 15 the Mana value allows your character to use Magic items or to “sense” the Arcane Veil which covers everything and it's a common value for spell caster (at least 14 and more).
From 16 to 18 is a suggested value for Spellcasters, since they need a lot of Magic Points to cast their spells.

Characteristics Summary:

	Used For
Strength	Carried Weight, Damage Dealt, Hand to Hand (Strength), Shock Test Value, Strength-based Skills
Dexterity	Balance Checks, Dexterity-based Skills, Dodge, Hand to Hand (Dexterity), Initiative, Parry, To-Hit Roll
Constitution	Shock Test Value, Constitution-based Skills, Hit Points, Toxicity Limit
Cunning	Cunning-based Skills, Learning, Skill Ranks obtained during the Character Creation
Willpower	Bonus to Magic Points, Shock Test Value, Willpower-based Skills, Resist Mind Effects/Magics
Wisdom	Wisdom-based Skills, Remembering things, Resisting Corruption
Mana	Magic Points, Hand to hand (Magic), interaction and perception of Magic, Influencing others with certain Spells

Hit Points:

Hit Points are equal to the Character's Constitution Value plus Bonuses from his Career and from certain Feats.
Hit Points represents how many injuries the character can sustain before he dies.

Magic Points:

Magic Points are equal to the character's Mana value plus his Willpower Modifier and the bonuses from his career, race and feats.
Magic Points are used to cast spells or to activate particular magic items, feats or abilities.
Every Magic Point can be Spent until the character reaches 1, then he can't spent more. If a character reaches 0 Magi Points, by some special abilities or spells, he became *Tired* or *Exhausted* if he is a spellcaster.

Initiative:

Initiative is Equal to the Character Dexterity plus eventual modifier.

Initiative Rolls are made with a d10 plus the Initiative Modifier.

Base ThR:

The Base ThR is calculated in the following way: $1 + \text{DEX Modifier} + \text{Career Bonus}$.
Notice that there is difference between the Base ThR and the Total ThR used when fighting with weapons.

Dodge:

Dodge is calculated in the following way: $1 + \text{DEX Modifier} + \text{Career Bonus} + \text{Feats}$

Parry:

Base Parry is calculated in the following way: $1 + \text{DEX Modifier} + \text{Career Bonus} + \text{Feats}$
Notice that usually is suggested to also sign the Parry Value modified by a shield between brackets.

Example:
A Character's Parry Modifier is +4, but while using his shield the Parry is increased at +7. So the Modifier on the Character Sheet will be +4(+7).

The same applies for other similar modifiers.

Toxicity Limit:

This value represents the ability to sustain a certain amount of toxic substances, before getting sick or even worst. Each character have a certain threshold that is the Character's Constitution value plus some modifiers.

Constitution Value	Base Toxicity Limit
Race: Donkey, Earth Pony and Minotaur	+1 to the threshold
Race: Mule and Zebra	+2 to the threshold
Feat: Tough	+1 to the threshold per Feat Upgrade
Trait: Thin	-2 to the threshold

Drinking potions, being bitten by venomous creatures or assuming alcoholic drinks can increase the Toxicity of a creature, but as long as the score is below the Threshold everything is fine until it's at 4 points or less to his limit. When a character is at 4 or less points to his Toxicity Limit, he became *Intoxicated*, until the score drops under that value. Reaching the Toxicity Limit immediately reduces the Character's Constitution by 1d6 points.

If the score exceeds the Toxicity Limit, the character must immediately make a Shock Test (modified with the reduced Constitution) where a failure indicates that the character dies, since his organism can't handle the substance.

For each 6 hours of absolute rest, the Toxicity Score is lowered by 1, even if in some situation is required to pass a Constitution Check (Hard). Assuming medicines could help to reduce the Toxicity Score by few points, but is only allowed to take one dose per day. The Game Master can decide how long it takes to completely recover from the sickness, since not every substance is similar to others, since usually a good night of sleep can be enough to pass the hangover.

Hand to Hand:

Hand to Hand is used to perform certain actions and moves against your opponents like *Pushing*, *Knock Down* or *Grapple*.

Hand to Hand is divided by Strength and Dexterity, while usually the mostly used is the first one, like trying to *Hold* an adversary.

HtH (Strength) is equal to your character's Strength divided by 2.

HtH (Dexterity) is equal to your character's Dexterity divided by 2.

If the Character's Career is *Combat (Might)* or *(Resistance)*, he increases his HtH (Strength) value by 1

If the Character's Career is *Combat (Agility)* or *Stealth*, he increases his HtH (Dexterity) value by 1

Athletic or *Savage* Careers can choose which one to increase.

Combat (Enchantment) Careers can choose which one to increase OR to increase their HtH (Magic)

Hand to Hand (Magic):

This one is only available for those that have access to Arcane Magic, Nature Magic or Witchcraft Feat.

HtH (Magic) is equal to your character's Willpower divided by 2.

Arcane Careers always increase their HtH (Magic) value by 1.

Shock Test:

This value represents the ability to sustain and resist a particular trauma or similar event like poison, a severe injury or a spell. A Shock Test when required is resolved by rolling a d100, and scoring a result equal or lesser than the character's value.

Example:

A character with a Shock Test value of 45% is been struck on the head by a blunt weapon. The Game Master then decides the hit could Stun or make the character faint even with full health. The players rolls a d100 and obtains a 35, enough to resist the effect and let the character act normally (even if he will have a bump on the head the next morning).

Some Shock Test are based on particular events, like (Bleeding), (Death) or (Poison). This kind of specifications are important since a character could have a bonus to a Shock Test (Bleeding) that it would not be granted for a Shock Test (Magic). Usually each type of Shock Test have a Negative Effect or a Side Effect. For example failing a Shock Test could cause the character to be Stunned for 1d3 rounds, while a success could simply Disorientate him for just 1 round.

The value is obtained by calculating the sum of the character's Strength to his Constitution and Willpower, plus additional bonuses from feats or special abilities.

Base Value	STR + CON + WILL = %
Race: Earth Pony / Donkey / Minotaur / Mule / Night Pegasus	+5%
Feat: Tough	+5% per Upgrade
Trait: Thin	-5%

Even if the test is passed or failed, for each consecutive Shock Test within a minute that a character have to make, he suffers a cumulative -5% for the next one.

Example:

A character make a Shock test the first round of combat. The next Round he is forced to make another, so he suffers a -5%. At the fifth rounds, he is forced to make a third Shock Test, and this time he suffers a -10%.

Character Points:

Character Points (CP) represents the experience that a character obtains during his adventures.

Character Points Spent are indicate by those Available Character Points used to buy mote Feats, upgrade Feats that where already bought, to increase characteristics or to learn new spells. Every time Available Character Points are spent, they are reduced from the total and added in this section. Every character starts with 0 Available Character Points and 0 Character Points Spent. Each time he obtains some Character Points, they are signed in the Available column, and when Spent, in the upper one.

Career Points:

Career Points represents the learning that a Character acquires in his career, becoming more efficient in it.

Career Points must be "bought" using Available Character Points, like regular Feats, but while the number of Career Points will slowly reduce, all the points spent must be still added to the total of the Character Points Spent.

Example:

A Character has 10 Available Character Points and 40 Career Points to acquire before being able to increase his career. He Then decides to use all his Available Character Points to reduce the amount of Career Points he needs. By doing so, he spends his 10 points to reduce the Career Points from 40 to 30, while adding such value to his Character Point Spent, like he had acquired a regular Feat.

When a character fulfills all the requirements, and has 0 Career Points left, he will automatically increase his Career Rank, obtaining all the related bonuses, like more HP, a better ThR and so on.

Example:

The Character finally acquires the last Career points required. Since he also have met all the other requirements for his career, he will immediately advance by one Career Rank, obtaining all the new modifiers from the new Rank, such as additional HP, MP or else.

Career Points Limit:

A Character can obtain, during his adventures, a total amount of 1000 Character Points.

When a character reaches his limit, he can't advance any further.

Characters with an Elite career increase their CP cap by +100, so a character with an elite career can obtain up to 1100 CP.

Notice that all the CP the Character should earn while he has reached the cap, will be discarded, since he is learning nothing new.

Encumbrance:

Encumbrance represent the capacity of a character to carry heavy things and is based on his Strength value.

While carrying a Light Encumbrance does nothing, those who reach the Medium or even the Heavy will become slower, and will have difficulties to dodge attacks or to perform certain skills.

To determine your character's Encumbrance limit, use the related table below.

Notice that some races consider their Strength as higher by 1 or 2 points, so you have to consult the value as if it's higher.

Example:

An Earth Pony with a Strength value of 14 is considered to have 15 instead, so he will use the relative columns in the table.

Strength Value	Light Encumbrance	Medium Encumbrance	Heavy Encumbrance
1	Up to 1,5 kg (3 lb)	1,6 – 3kg (4 – 6 lb)	3,5 – 5 kg (7 – 10 lb)
2	Up to 3 kg (6 lb)	3,5 – 6,5 kg (7 – 13 lb)	7 – 10 kg (14 – 20 lb)
3	Up to 5 kg (10 lb)	5,5 – 10 kg (11 – 20 lb)	10,5 – 15 kg (21 – 30 lb)
4	Up to 6,5 kg (13 lb)	7 - 13 kg (14 – 26 lb)	13,5 – 20 kg (27 – 40 lb)
5	Up to 8 kg (16 lb)	8,5 – 16,5 kg (17 – 33 lb)	17 – 25 kg (34 – 50 lb)
6	Up to 10 kg (20 lb)	10,5 – 20 kg (21 – 40 lb)	20,5 – 30 kg (41 – 60 lb)
7	Up to 11,5 kg (23 lb)	12 – 23 kg (24 – 46 lb)	23,5 – 35 kg (47 – 70 lb)
8	Up to 13 kg (26 lb)	13,5 – 26,5 kg (27 – 53 lb)	27 – 40 kg (54 – 80 lb)
9	Up to 15 kg (30 lb)	15,5 – 30 kg (31 – 60 lb)	30,5 – 45 kg (61 – 90 lb)
10	Up to 16,5 kg (33 lb)	17 – 33 kg (34 – 66 lb)	33,5 – 50 kg (67 – 100 lb)
11	Up to 19 kg (38 lb)	19,5 – 38 kg (39 – 76 lb)	38,5 – 57,5 kg (77 – 115 lb)
12	Up to 21,5 kg (43 lb)	22 – 43 kg (44 – 86 lb)	43,5 – 65 kg (87 – 130 lb)
13	Up to 25 kg (50 lb)	25,5 – 50 kg (51 – 100 lb)	50,5 – 75 kg (101 – 150 lb)
14	Up to 29 kg (58 lb)	29,5 – 58 kg (59 – 116 lb)	58,5 – 87,5 kg (117 – 175 lb)
15	Up to 33 kg (66 lb)	33,5 – 66,5 kg (67 – 133 lb)	67 – 100 kg (134 – 200 lb)
16	Up to 38 kg (76 lb)	38,5 – 76,5 kg (77 – 153 lb)	77 – 115 kg (154 – 230 lb)
17	Up to 43 kg (86 lb)	43,5 – 86,5 kg (87 – 173 lb)	87 – 130 kg (174 – 260 lb)
18	Up to 50 kg (100 lb)	50,5 – 100 kg (101 – 200 lb)	100,5 – 150 kg (201 – 300 lb)
19	Up to 58 kg (116 lb)	58,5 – 116,5 kg (117 – 233 lb)	117 – 175 kg (234 – 350 lb)
20	Up to 66,5 kg (133 lb)	67 – 133 kg (134 – 266 lb)	133,5 – 200 kg (267 – 400 lb)

A Creature with a Strength value of 21 or higher will keep increasing its Encumbrance limits by 70 kg (140 lb)

Encumbrance can also limit your character's movement and could make even difficult to perform certain skills.

Skills Penalties are applied to those skills which also suffers penalties by wearing Armors.

Encumbrance	Max. Dexterity Modifier	Movement 9 m (30 ft)	Movement 6 m (20 ft)	Run	Skill Penalty
Medium	+2	6 m (20 ft)	4,5 m (15 ft)	x3	Increased by 10%
Heavy	+1	4,5 m (15 ft)	3 m (10 ft)	x2	Increased by 20%

The Cutie Mark:

Since there is no need to explain what a Cutie Mark is, its always important to remember that a Cutie Mark does not impose what a Pony should do his entire life, or that his name it should not really be related with it (still in the show sometimes they forget it).

While for Earth Ponies, Pegasi and Unicorns the Cutie Mark is an important part of their life (especially obtaining one), for Night Pegasi and Zebras the concept is different. The Night Pegasi Dwellers never obtains one, and consider it as a silly thing, while for the Free-Runners is more as an additional feat that could become handy, but not really important per se, so is also common to see many of them without it while some of them will obtain one near adulthood. Those that have accepted the Equestrian Society will just obtain one like the other races.

For Zebras, usually only those people who are destined to being leaders, chiefs, shamans or important figures usually obtain one, while the common folk will simply live without one and still being fine.

Cutie Marks should be based on things that fit a fantasy/medieval setting, so no modern things.

Cutie Marks can be related to Skills, and if so, they grant 5 Mandatory Skill Ranks to the selected Skill.

Example:

A Cutie Mark related to Swim, grants 5 Mandatory Skill ranks to the Swim Skill.

Skill Ranks obtained in this way are extra and doesn't count to the total of Skill Ranks a character obtain during the Character Creation.

For obvious reasons, if the Cutie Mark is related to a Skill, his appearance should also represent it somehow.

Example:

The Cutie Mark related to Swim could be a couple of waves

A Cutie Mark doubles the chances of getting a Remarkable Success, so you need to roll a 30 or less, with a Normal Skill Check, or a 10 or less, during a Difficult Check.

Still, a Character only obtains 2 Successes with a result of 20 or less, on a normal Check or 5 for a Hard Check.

Being a Blank Flank

You can choose that your character is a Blank Flank and he have no Cutie Mark at all. You don't obtain any of the bonuses you should get for having one.

You can still acquire one if you obtain the Trait Cutie Mark, that will cost 10 Character Points, but you have to earn it in some way, so you should talk to your GM about.

The Cutie Mark Holder:

The Cutie Mark Holder is a common item in the Equestrian Society: it consist in a simple piece of cloth with a drawing of the cutie mark of the owner, and it's usually held on the belt so that anyone can see it. This is a useful thing that allows to show your Cutie Mark without being naked and it's important to those which their talents are related to Healing, Medicine or important things, since they can be called for emergencies. Those who also have the rare capacity to use the Thaumaturgic Magic are obliged to have a Cutie Mark Holder related to their capacity. Falsify a Cutie Mark Holder or deceive others to let you think you have a different Cutie Mark is considered a Crime in many Reigns, and can be even punished with prison for life or even worst, but it depends on the sentence and accusations.

For example falsify a Cutie Mark about bakery instead of fishing will just incur to a simple fine of few Bits, but pretending to have the ability to Heal Wounds when you are a simple merchant can be punished severely if you tricks others and get paid for something you actually can't do.

Starting Age:

The starting age can grant some Bonuses, but it will also inflict some Penalties

All characters starts at least at their maturity age.

Race	Maturity	Middle Age	Old	Maximum Age
Abyssinian	17 Years	50 Years	90 Years	110 Years
Crystal Pony	20 Years	70 Years	120 Years	180 Years
Donkey	19 Years	50 Years	70 Years	95 Years
Earth Pony	18 Years	60 Years	95 Years	150 Years
Griffin	17 Years	35 Years	50 Years	60 Years
Harpy	20 Years	40 Years	60 years	80 years
Hippogriff	25 years	75 Years	120 years	150 Years
Minotaur	19 Years	70 Years	150 Years	200 Years
Mule	18 Years	45 Years	70 Years	90 Years
Night Pegasus	16 Years	30 Years	40 Years	50 Years
Pegasus	17 Years	35 Years	55 Years	75 Years
Unicorn	30 Years	150 Years	300 Years	450 Years
Zebra	18 Years	60 Years	115 Years	160 Years

Middle Age:

- 1 to Initiative
- 1 to one physical characteristic
- 10 additional Skill Ranks during the Character Creation
- +10 Character Points during the Character Creation
- Can assign up to 10 Skill Ranks to a single skill instead of 5 (ignoring Skills increased through Mandatory Skill Ranks)
- If he acquires Arcane Magic, Nature Magic or Witchcraft, during the Character Creation, he obtains an additional Spell (Competent).

Old:

- 2 to Initiative
- 1 to two physical characteristics and one is reduced by 2.
- 15 additional Skill Ranks during the Character Creation
- +20 Character Points during the Character Creation
- Can assign up to 10 Skill Ranks to a single skill instead of 5 (ignoring Skills increased through Mandatory Skill Ranks)
- If he acquires Arcane Magic, Nature Magic or Witchcraft, during the Character Creation, he obtains two additional Spell (Novice and Competent).

Origins and Education

Origins are used to give a fast description of a Character's past, which could help some players to create his backstory.

The Origins also allows the player to Choose what type of Education is available to the Character, which is important since it also allows to understand what type of Knowledge the Character could have access and also obtain a small Bonus.

Notice that depending on the Character's Origins, the GM can assign penalties to Social Skills when interacting with different NPCs (IE: a Peasant could have penalties when trying to persuade a Noble).

Acolyte:

The Character was raised to become a priest of some sort, or it was just raised by a very religious family which taught him to be respectful towards one or more gods. Depending on the religion the character follows, it could have different points of view or behaviours.

Education Level: Any

Effect: The Character obtains 5 Mandatory Ranks at Knowledge (Religion) while NPCs of the same religion could react positively towards him, while those of an opposite religion could instead become hostile or less prone to help.

Arcane Student

This Origin is for those Characters which where educated to be Spellcasters since young age, but does not necessarily means they are users of Arcane Magic, so it can also be assigned by those which use Nature Magic and Witchcraft Magic but still they are from a sort of School, Guild or similar institute where people can study.

Education Level: Standard or Academic

Effect: When selecting the Starting Spells, the Character can select half of his Novice Spells from the Rare Novice Spell list and one of his starting Competent Spells from the Rare Competent Spells list. The Character also obtain 5 Mandatory Skill Ranks at Knowledge (Arcane).

Artisan

The Character could be raised to be a specific artisan of some sort, such as a Blacksmith, a Cooper, a Stone Mason, etc.

Its also possible that the Character's Parents where Artisans but he still got some sort of knowledge of their profession.

Education Level: Illiterate, Rudimentary or Standard

Effect: the Character obtains 5 Mandatory Ranks to one Crafting Skill of his choice, related to his Artisan Career or education.

Blue Blood

Blue Bloods are somewhat related to Nobility but are usually not actual Nobles of sort. While most of them are usually servants of major Nobles, some of them could be simply heirs of noble families which fell into disgrace or are just not Nobles any more.

Notice that Blue Blood it can also be used to indicate those which are part of Clans and Families which have some sort of more importance than regular peasants, in those regions where there isn't any other type of Nobility.

Education Level: Any

Effect: The Character doesn't suffers Penalties when interacting with other Blue Bloods and the Nobility. The Character also obtains 3 Mandatory Skill Rank at Knowledge (Nobility)

Born in the Wilderness

This origin is used to indicate those Characters raised in the wilderness, usually alone or with their family, but are not part of any Tribe of sort. Brigands, Hunters and Witches are commonly born in the Wilderness, but also those more reclusive tribal folk can be.

Education Level: Illiterate or Rudimentary

Effect: The Character obtains 5 Mandatory Ranks at one of the following Skills: Climb, Listen, Spot or Survival (Related to the zone he lives in)

Citizen

Being born or having lived many years in a City or Metropolis, the Character is more accustomed to such ambient, preferring the safety and mundane routine to the unpredictability of the farmlands and wilderness.

Education Level: Any

Effect: The Character obtains 5 Mandatory Ranks in one of the following Skills: Bargain, Listen or Sense Motive. Survival Checks in the Wilderness will automatically become Hard.

Criminal

Bandits, Burglars, Pirates and Thieves are few examples of Criminals. A Criminal Character is used to break the law to obtain something he doesn't necessarily need. While not all Criminals are evil per se, some are simply indifferent to the suffering they could indirectly cause to others by their actions.

Education Level: Any

Effect: The Character obtains 5 Mandatory Ranks in one of the following Skills: Intimidate, Lock-picking, Search or Sneak

The Character could also being more or less known to the local authorities with various degrees of severity which can be simply discussed between the player and the GM, but the character can't be extremely famous or well known. You have to earn it first.

Entertainer

Storytellers, Members of a Traveling Caravan and court Jesters are all considered entertainers, but even Poets and Tribal Dancers are part of this category. Entertainers are usually specialized in one or more ways to entertain people and while for some is just an easy way to obtain enough money to survive, others will train themselves with the goal to obtain enough fame to be able to perform in front of important nobles or kings.

Education Level: Any

Effect: The Character obtains 5 Mandatory Skill Ranks to one Perform Skill of their Choice. Notice that depending on what the type of performance is and which audience assist to it, the results may vary or even grant different Bonuses or Penalties. Its up to the GM to decide.

Mercenary

The Character was raised as a Mercenary or simply became one for a reason or another. Used to not ask much questions if the payment is good enough or to simply travel from a region to another seeking for a new engagement which could be participating to a war or being hired to simply get rid of the local brigands. Hired Spellblades are more common as mercenaries rather than regular wizards.

Education Level: Any

Effect: The Character obtains 5 Mandatory Ranks in one of the following Skills: Bargain, Intimidate or Knowledge (Military)

Noble

The Character is member of a noble Family or Clan, which grants him specific benefits due to his position usually while in a civilized contest even if certain tribal societies have their own version of Nobility.

Education Level: Any

Effect: The Character doesn't suffers penalties while interacting with other members of the Nobility but using social skills towards members of a different culture could instead result into a Harder check. The Character obtains 5 Mandatory Ranks at one of the following Skills:

Authority or Knowledge (Nobility)

Peasant

One of the most humble and common origins, being a peasant isn't always a bad thing, or at least that's what some peasants and nobles would say.

Education Level: Illiterate or Rudimentary

Effect: Using Social Skills when interacting with members of the Nobility will automatically force to perform Hard Checks instead of normal ones. The Character obtains 3 Mandatory Skill Ranks at Knowledge (Common).

Scholar

The Character was educated to study one or more branches of knowledge, which could be anything from History, Alchemy, Nature, etc.

Education Level: Standard or Academic

Effect: The Character obtains 5 Mandatory Skill Ranks to two different Knowledge Skills of his choice which must be justified by his background and approved by the GM.

Soldier

The Character was raised and or trained to become a soldier of some sort, a guard or a sentinel. While most of the Characters could have simply received a simple martial education others could be specialized in a specific role, such as Archer, Infantryman or Royal Guard.

Education Level: Illiterate, Rudimentary or Standard.

Effect: The Character obtains 6 Mandatory Ranks at Knowledge (Military).

Tribal

Away from the Civilization, other cultures still flourish after many centuries of isolation. Tribal societies are more close to nature or are simply to primitive to adapt like others did and those which are from such cultures often seek adventure within the more civilized lands for curiosity or simply to learn new abilities which will be then used when they will return to their tribe or if they fund their own. Others simply predates on the defenseless which survive on the edge of the civilized areas or frontiers.

Education Level: Illiterate or Rudimentary

Trickster

Tricksters have learned that its more easy to deceive others and obtaining something from them, than actually try to work seriously, or are simply good enough at talking that they can move easily through any difficult situation which could occur. Some are simple charlatans which use their loquacity to appear more important then they really are, but when their lies are revealed they are also quick to move away.

Education Level: Any

Effect: The Character obtains 5 Mandatory Ranks to one of the following Skills: Bluff, Perform (Speechcraft) or Persuade

Urchin

Even if the civilization is supposed to be a triumph over the savagery of the wild lands, many still live in extreme poverty even in the richest of cities. Those which learned how to take care of themselves by any mean necessary knows that life is hard and nothing is granted or free. While most of those with this origin are capable to perform things against the law, they aren't necessarily evil, but simply used to perform questionable actions to survive and are less restricted by morality.

Education Level: Illiterate or Rudimentary

Effect: The Character obtains 5 Mandatory Ranks to one of the following Skills: Bluff, Intimidate or Sneak

Education Level:

The Education level is used to describe the overall knowledge of a Character about complex stuff but also if he can read and count or not. A Character unable to read will be unable to learn from books unless someone else teaches him. Learning Spells usually require a sort of reading while the more primitive cultures even if they don't use writings, they still use runes and symbols to learn and teach magic. Characters can also speak one or more languages depending on their Education Level and cunning value.

Illiterate:

The Character can't read or write, but obtains 3 Mandatory Skill Ranks at Knowledge (Common) and adds 5 Skill Ranks to his starting pool. The Character can only speak one Language while most of the time as a simple dialect and know maybe some words of another common language used in his region of origin.

Rudimentary:

The Character can perform simple calculations, read slowly and write with a simple calligraphy. The Character obtains 5 Mandatory Skill Ranks at Knowledge (Common) and adds 6 Skill Ranks to his starting pool. The Character can speak a single language, both regularly or through a dialect and can know how to partially talk another common language of his region or a region nearby.

Standard:

The Character can perform more complex calculations and can normally read and write. The Character obtains 6 Mandatory Skill Ranks at Knowledge (Common) and adds 7 Skill Ranks to his starting pool. The Character can speak one regular language and can even know another one enough to be easily understood by those which use it. Usually those with a higher Cunning value are more capable to speak two different languages than only one and half.

Academic:

The Character can make difficult calculations, reads and writes fast than the common people and has a more clear understanding of things. Academic education also grants access to the Knowledge (Medicine) and the Medicate Skills by study. The Character obtains 8 Mandatory Skill Ranks at Knowledge (Common) and adds 10 Skill Ranks to his starting pool. This education allows the character to learn and speak an additional number of languages equal to his Cunning modifier.

Languages:

	Spoken by	Region Availability	Alphabet
Bergarter	Diamond Dogs, Griffins and Night Pegasi	Griffonstone, Northern Regions The Underground	Bokstaverii (Runic)
Canterlottian	Equestrian Races (except Zebras)	Any Equestrian Reign	Canterlottian
Cloudalis	Pegasi	Any Cloudsdale	Canterlottian
I'da Yazyk	Crystal Ponies, Griffins and Yaks	Frozen North, Griffonstone Yakyakistan	Runicheskiy (Runic)
High Canterlottian	Alicorns, Hippogriffs and Unicorns	Any Equestrian Reign	Canterlottian

Ancient or Exotic Languages

	Spoken by	Region Availability	Alphabet
A'athalis	Crystal Ponies	Crystal Empire	A'ath (Runic)
Arabarenn	Abyssinians, Saddle Arabians	Saddle Arabia	Idba
Nisian	Minotaurs	Unknown	Nisan Alphabet
Shaebii	Abyssinians, Sabitians, Zebras	Sabitian Sovereign	Shaebii Hieroglyphs
Sowhali	Zebras	Zebras Territories	Hieroglyphs

Careers and Character's Points

Instead of a class system, Seeds of Harmony uses a Career System. A Career is what the character has done in his entire life or is trained for. The name of the Career doesn't really matter since it's just a thing to indicate what the character does, but is not necessarily used in-game. The Career Type is the important thing to choose, since it will allow to buy Feats with *Character's Points* during the Character Creation and the *Character Points* the Character will obtain during his adventures. Different careers have also access to particular Feats that aren't available to others but still, you can acquire other Careers Feats if someone can train your character, even if it will cost you more points.

There are seven Careers available to choose: Academic, Arcane, Athletic, Civilian, Combat, Savage and Stealth. The combat Career is divided in 4 different Choices: Agility, Enchantment, Might and Resistance. Every Careers grants specific bonuses to a Character, like bonuses to Hit, Dodge, more HP or even more MP.

Remember that the Name of the Career isn't really important for the rules, but its important for the GM to keep things clear and allow a better understanding of the decisions behind acquiring some feats and whatnot.

Example:

A player decides to create an Earth Pony based on the Combat (Resistance) Career while another decides to Create a Pegasi based on the Stealth Career. Even if the type of career is different, they inform the GM that their Career's Name is "Adventurer".

As you can see one is an Adventurer based on combat and defense and the other one uses a more subtle approach instead.

Both choices makes sense so the GM tells them that's okay.

Every Race starts with a specific number of Character Points which are spent for acquiring new Feats. Some Races have less starting points due to their racial modifiers and Traits which grant a remarkable advantage over others, like the ability to fly for Griffins and Pegasi or the access to Magic and Spellcasting for Unicorns.

	Starting Character Points
Abyssinian	50
Crystal Pony	50
Donkey	55
Earth Pony	55
Griffin	45
Harpy	45
Hippogriff	45
Minotaur	50
Mule	50
Night Pegasus	45
Pegasus	45
Unicorn	45
Zebra	50

Career Type explanation:

Academic:

As the name can suggest, an Academic Career is based on knowledge and studies, but also Crafting and Healing.

The Academic Character focuses mostly on his vast selection of Skills and to be more useful in any situation with also a good role playing presence. Still, Academic Characters have access to useful feats which can grant bonuses to others during combat or allow them to craft Potions and other useful items, or being able to heal injuries and treat wounds.

Arcane:

As the name suggest, the Arcane Career focuses mostly on Spellcasting and Magic, but also to mysterious knowledge, Enchantment and Crafting strange items. Mages, Shamans, Sorcerers, Warlocks and Wizards usually are based on an Arcane Career and the use of Arcane Magic, Nature Magic or Witchcraft. It's important to remember that the journey of an Arcane Character is never easy, especially at the beginning, but the more knowledge and experience a mage obtains, the powerful he will become.

Athletic:

Athletic Careers are based both on the use of physical Characteristics and Skills such as Jump, Climb, Swim etc.

Athletic Characters can become unarmed brawlers or agile explorers or a mix of both. The Athletic Career allows the character to come up with different approach to adventure's situations or alternative ways of exploration, thanks to the access of certain feats or the use of the already mentioned skills, even if they need to specialize to a generic course of action, to be more effecting in doing it right.

Civilian:

The Civilian career is mostly intended for those more oriented on role playing and creating interesting Characters or those of a humble origin which are not much oriented towards combat, Magic or else. Traveling Merchants, Innkeepers, Farmers and Storytellers are commonly associated to the Civilian Career. This career is mostly suggested to be used by expert players, since the lack of any useful feat will limit their presence outside of social interactions.

Combat:

Combat Careers cover a lot of different styles and concept related to combat, which are specialized into four different ways:

Agility is intended to those who prefer to be swift and agile, but also quick to react and being very precise to strike.

Might is most for those who prefer to have access to raw power or the old fashioned brute force, to deal a lot of damage and quickly overcome the enemy.

Resistance is for those who prefer to be focused highly on defense and endurance, using heavier armors and relying on more HP than others to absorb damage.

Enchanting is instead a tricky one, since it combines the use of melee weapons to the ability to also have access to a very limited number of spells, usually focused to increase the Character's Combat Performance.

Savage:

The Savage Career is intended for those less civilized characters and allows to have access to a mixture of both Combat Prowess, Stealth and Survival Skills, without specializing into one way or another.

Stealth:

Dedicated to those who prefer a cunning and silent approach to problems or those with a quick mind and an even quicker tongue, the stealth career embraces those type of characters who can simply count on themselves. Scoundrels, Rogues and Treasure Hunters are usually based on a Stealth Career, and while competing sometimes with the Athletic Career, they have access to more tricks and workarounds when facing problems, mostly practical problems such as Traps, Locks and Coin Pouches left alone.

Career Bonuses:

Each Character obtains certain bonuses during the Character Creation, as you can see in the Tables below.

Character starts at **Competent Rank**.

Advancing in a career will automatically grant the relative bonuses. In some occasion is up to the Player to decide which bonuses obtain, such as deciding to increase Dodge or Parry, but you can't obtain both.

Academic / Civilian

Rank	Career Bonus
Competent	+6 Skill Ranks
Advanced	+1 Hit Point, +6 Skill Ranks
Expert	+7 Skill Ranks

Arcane

Rank	Career Bonus
Competent	+1 Hit Point, +2 Magic Points, +6 Skill Ranks.
Advanced	+5 Magic Points. +5 Skill Ranks. Can increase his ThR, Parry or Dodge by 1
Expert	+2 Hit Points, +10 Magic Points, +5 Skill Ranks

Athletic

Rank	Career Bonus
Competent	+1 Hit Point, +3 Skill Ranks, +3% Bonus to one of its Skills related to Athletics (<i>IE: Jump, Swim, etc.</i>)
Advanced	+1 Hit Point, the Skill bonus is increased at +5%, +5% to Endurance Checks, +5 Skill Ranks Both his Hand to Hand value (STR and DEX) are increased by 1
Expert	The Skill bonus is increased at +7%. Can increase his ThR or Dodge by 1 One of his Hand to Hand value (STR or DEX) is increased by 1

Combat (Agility / Might / Resistance)

Rank	Career Bonus
Competent	+1 Hit Point, the Base ThR is increased by 1, +4 Skill Ranks
Advanced	+2 Hit Points, the Base ThR is increased by 1. Can increase his Parry or Dodge by 1, +3 Skill Ranks
Expert	The Base ThR is increased by 1. Can increase his Parry or Dodge by 1 The Character increases Melee Damage dealt by 1

Combat (Enchantment)

Rank	Career Bonus
Competent	+3 Magic Points, the Base ThR is increased by 1, +6 Skill Ranks
Advanced	+2 Hit Points, the Base ThR is increased by 1. Can increase his Parry or Dodge by 1, +3 Skill Ranks
Expert	+5 Magic Points. The Base ThR is increased by 1. Can increase his Parry or Dodge by 1

Savage

Rank	Career Bonus
Competent	+1 Hit Point, +6 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1
Advanced	+1 Hit Point or +3 Magic Points, +5 Skill Ranks. Can increase increase his ThR, Parry or Dodge by 1
Expert	+1 Hit Point or +5 Magic Points, +5 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1

Stealth

Rank	Career Bonus
Competent	+1 Hit Point, +7 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.
Advanced	+7 Skill Ranks, Can choose between a +1 to his Parry or Dodge
Expert	+1 Hit Point, +8 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.



Rościsław is a Treasure Hunter Griffin which Career is based on Stealth

List of Career Examples

This list contains some examples of the Careers that a Player can choose for his Character. There are some suggestion for the common Characteristics that should have the higher value, and the typical skills that the career would use. Any careers also obtains some standard equipment plus some additional coins to spend for extra equipment.

Adventurer: (Any)

There are many types of Adventurers, from those who prefer to resolve problem with a fight and those which are more subtle and cunning. The adventurer isn't really a specific career, since many people have different way to resolve things or to behave, still, they are commonly called Adventurers, since they usually travel for long distances, fighting strange creatures and bandits, or discovering ancient ruins.

Suggested Characteristics: Based on the type of adventurer, but usually Strength, Dexterity and Constitution.

Suggested Skills: Climb, Jump, Listen, Search, Sneak, Spot, Survival (Any)

Equipment: A weapon based on the character's proficiency, Bedroll, Cowl, Flask filled with water (1 Lt), Flint and Steel, Leather Armor or Equestrian Light Armor, Pouch, Travel Rations (x3), Traveler's Outfit, 2d6+4 GB. If the character has the *Shield Proficiency* Feat, he also obtains a Small Shield (Wood).

Barber-surgeon: (Academic, Civilian)

Commonly found among the Griffins due to their Mercenary nature, a Barber-surgeon isn't a real healer or doctor, but still it possess basic knowledge used to patch up injured soldiers and treat simple wounds. Barber-surgeons are also in charge to keep an eye on the soldiers conditions and to be able to perform a quick shear of a griffin coat to allow a better cleaning and healing of a wound. Precision in surgery is mandatory but also a strong will to act quickly to save lives before is too late. Barber-surgeon are also those which take care of simple illness, removing a bad teeth to equestrian soldiers if the occasion occurs and other simple tasks to reduce the work of actual surgeons and healers. While not all the Barber-surgeons are related to a Military force, some simply travel from village to village, granting their services for the right payment but most of the time they receive a basic training to be able to fight if the occasion occurs.

Suggested Characteristics: Dexterity, Cunning and Willpower

Suggested Skills: Bargain, First Aid, Knowledge (Anatomy), Knowledge (Military), Persuade, Spot

Equipment: Bandage (x5), Healer's Kit, Healing Balm (Lesser), Leather Armor or Equestrian Light Armor based on the Character's Proficiency, Pliers, Shearing Tools, Shoulder Bag or Saddlebag, Thread and Needle, Traveler's Outfit, 3d6+8 GB

Combat Mage / Hired Spellblade: (Combat - Enchantment)

Although the Combat Mages originated in the Crystal Empire, as elite force which used many enchanted items and spell scrolls, they quickly become more prominent in the Equestrian society among those Unicorns which presented a good affinity to both magic and fighting. A Combat Mage is trained to both combat and spell casting, but this kind of training usually requires a lot of time, and the candidate usually is able to cast less spells even if his melee ability would be obviously better than the common wizard or sorcerer. Hired Spellblades are those kind of Combat Mages who became Mercenaries, and they just fight for gold without a real interest into politics or other things, even if some will simply wage this career since there is nothing else they can do, or want to do.

Suggested Characteristics: Constitution and Willpower

Suggested Skills: Authority, Concentration, Intimidate, Knowledge (Arcane), Knowledge (Military), Sense Motive

Equipment: A One Handed Weapon based on the character's proficiency, Arcane Crystal (Minor), Book of Arcane Notions (Student), Certificate of Arcane Competency (Student), Combat Mages Academy's Certificate, Leather Vest, Personal Spellbook, Scroll Case, 2d6+6 GB

Creature Hunter: (Academic, Combat, Savage, Stealth)

Dangerous creatures are common into the wild lands and the woods of every region, but the Creature Hunters are those which specialize to hunt down such dangerous creatures or at least to prevent them to harm villagers and farmers. Night Pegasi are common Creature Hunters as a heritage of their hunting culture, Harpies and Minotaurs will usually prove their prowess while even if Griffins enjoy the thrill of the hunt they become Creature Hunters only for the money they can obtain. The other races usually become Creature Hunters only to defend the places they live in.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Climb, Hide, Jump, Knowledge (Monsters and Creatures), Library Use, Listen, Search, Sneak, Spot, Survival (x)

Equipment: A One Handed Weapon based on the character's proficiency, A Throwing Weapon based on the character's proficiency, Bedroll, Cowl, Explorer's Outfit, Flask filled with water (1 Lt), Pouch, Travel Rations (x2), Whetstone, 2d6+6 GB.

Healer: (Academic, Civilian, Savage)

Healers are the most common figure which can be found in any sort of civilization, since its in charge to treat wounds and illness where others are simply unable to do so. From the humble country healer to the experienced surgeon, all possess a knowledge for healing of some degrees, both obtained through experience, observation and /or through study.

Suggested Characteristics: Cunning

Suggested Skills: First Aid, Knowledge (Anatomy), Knowledge (Common), Knowledge (Nature), Persuade

Equipment: Bandage (x5), Healer's Kit, Healing Balm (Lesser), Shoulder Bag or Saddlebag, Thread and Needle, Traveler's Outfit, 2d6+5 GB

Maester: (Academic)

Maesters are a group of scholars which dedicate their lives to help others with their vast knowledge in various subjects. Even if they are commonly mere advisers, the younger usually travel along with other adventures, as an opportunity to see new places and enrich their studies with practice on the field. Some of them are also healers, smiths or inventors, and the benefits of their knowledge and skill is always welcome, since they will provide to be helpful in many occasions as long as violence is not involved.

Suggested Characteristics: Cunning and Wisdom

Suggested Skills: Craft (Any), First Aid, Knowledge (At least 3 different arguments), Library Use, Medicate, Persuade, Sense Motive

Equipment: Bandoleer, Shoulder bag or Saddlebag, Study Testimonial, Traveler's Outfit, 2d6+5 GB

Mercenary: (Combat, Savage)

Mercenaries are those who will fight for gold, and nothing else. Harpies and Griffins are commonly mercenaries, where the first will simply not mind to have an excuse to have a fight with someone, the latter are simply used to sell their services in what they can do best, and there is nothing better than getting paid by doing something you really enjoy.

Suggested Characteristics: Based on the type of mercenary, but usually Strength, Dexterity and Constitution.

Suggested Skills: Bargain, Intimidate, Listen, Sense Motive, Spot

Equipment: A One Handed Weapon based on the character's proficiency, Gambeson or Equestrian Gambeson, Shoulder Bag or Saddlebag, Traveler's Outfit, 2d6+3 GB. If the character has the *Shield Proficiency* Feat, he also obtains a Small Shield (Wood).

Pathfinder: (Savage, Stealth)

Most of those that lives into the wilds or far away from the Equestrian society are commonly called Barbarians, Wildlings or savages, some of them who knows how to move in through dangerous regions are always appreciated and usually became guides or Path-finders, as the common folk calls them. Pathfinders prefer to stay away from the civilization, and even if some of them appreciate some aspects of it they still prefer to simply earn gold and spend it for food and drinks.

Suggested Characteristics: Based on the type of pathfinder, but usually Strength, Dexterity and Constitution.

Suggested Skills: Climb, Intimidate, Jump, Listen, Search, Sneak, Spot, Survival (x)

Equipment: A One Handed Weapon based on the character's proficiency, Leather Armor (Mashup) or Equestrian Light Armor, Traveler's Outfit, 2d6+6 CB. If the character has the *Shield Proficiency* Feat, he also obtains a Small Shield (Wood).

If the Character has the Proficiency in a Throwing Weapon it will obtain 3 of such type.

Rogue / Scoundrel / Thief: (Civilian, Stealth)

Peasants and Countrymen are common everywhere, and some of them learn how to live on the verge between legality and crime. Rogues and Scoundrels learn how to survive day by day, but also to adapt to every situation that presents. Many of them could also became Bandits or even Brigands, but without evil intents, since they just try to survive or to earn some coins for their families.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Bluff, Climb, Handle Devices, Hide, Jump, Listen, Lock-picking, Search, Sneak, Spot

Equipment: A One Handed weapon based on the Character's Proficiency, Cloak, Leather Vest, Pouch, Travel Ration, Traveler's Outfit, 1d3+4 CB

Shaman: (Arcane, Savage)

Shaman is a generic word used by the common folk to indicate a sort of Primitive Priest or a Wise One which could also use Nature Magic or simply have various knowledge about herbs, creatures and potions. Even if not all shamans knows how to cast spells, some of them could learn Witchcraft instead of the Nature Magic. The Arcane Magic is only for those who study in the specialized academy, so shaman unicorns usually learn one of the other type of Magic.

Suggested Characteristics: Wisdom

Suggested Skills: Climb, Knowledge (Nature), Listen, Search, Survival (x)

Equipment: Leather Flask (1 Lt), Pouch, Traveler's Outfit, Tribal Trinkets, Sickle, 1d6+6 CB

Shield Mare: (Combat, Savage)

In the northern Equestrian regions it is common that anyone receives a basic melee training, to allow to even the common folk to be able to defend themselves by brigands or other dangerous creatures. Shield Mare is an old term originally used to indicate those Mares which wanted to travel and see what lies over the places they where born but where also forced to learn how to fight to increase their chances of survival. A Shield Mare which returns to her village or town after many adventures is often taken in high consideration both by the nobles and obviously by those interested into marriage. Still, not all the Shield Mares will have many successes and most of them will simply return home and then settle once and for all, while some of them will probably decide to settle in one of the new region visited.

Suggested Characteristics: Constitution and Willpower

Suggested Skills: Knowledge (Common), Knowledge (History), Listen, Persuade, Sense Motive, Spot

Equipment: A One Handed Weapon based on the character's proficiency, Bone Comb, Cowl, Decorative Trinkets, Flask (1 Lt), Leather Armor or Equestrian Light Armor, Traveler's Outfit, Pouch, Travel Ratio. If the character has the *Shield Proficiency* Feat, she also obtains a Small Shield (Wood).

Sorcerer / Sorceress: (Arcane, Civilian, Savage)

Sorcerers and Sorceresses are those Unicorn spellcaster not affiliated with any Reign or Guild of Mages, but is mostly used to indicate those Spellcasters considered perilous, untrustworthy or simply a phony. Many of them are simple charlatans who just know how to perform clever tricks or use simple spells to impress the common folk and earn some money with their traveling shows. Others are just those spellcasters which know how to cast some spells but spend most of their time dwelling into local politics or are more concerned about their appearance and social status than actually bothering to improve their magical abilities.

Suggested Characteristics: Cunning

Suggested Skills: Authority, Bluff, Perform (Any), Persuade, Sense Motive, Survival (Any)

Equipment: Cowl or Magician's Hat, Empty Scroll (x4), Personal Spellbook, Scroll Case, Saddlebag, Traveler's Outfit, 2d6+2 GB

Treasure Hunter: (Academic, Stealth)

Even if some people simply calls them Grave-robbers, Treasure Hunters are those who explore ancient ruins, forgotten dungeons or abandoned towers to retrieve hidden treasures or ancient tomes. Many of them prefer to work alone, but they also travel along with other adventures to increase their chance of success but also their survival chances.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Climb, Handle Devices, Hide, Jump, Listen, Search, Sneak, Spot

Equipment: Backpack, Explorer's Outfit, Flint and Steel, Lock picks (x4), Rope (10 m) with Grappling Hook, Small Shovel, Torch (x3), 1d6+5 GB

Witch / Warlock: (Arcane, Combat - Enchantment, Savage)

While Sorcerer and Sorceress are at least tolerated in the Equestrian Societies, Witches and Warlocks are often frowned upon or even sent away from villages and towns, due to their unpredictability. According to the folklore, Witches are those Unicorn Mares which refused to get married but instead learned Witchcraft and Dark Magic for dubious purposes or to simply indicate a female wizards which doesn't follow the Equestrian laws and lives as she pleases, by causing havoc or a more humble and isolated existence. Warlock is simply a term used to indicate the son of a Witch, and while they don't necessarily have to become spellcasters, some of them will invariably learn to cast Witchcraft Spells or become a Combat Mage, even if their origin will be always a sort of brand on them.

Suggested Characteristics: Cunning and Willpower

Suggested Skills: Bluff, Concentration, Knowledge (Arcane), Knowledge (Nature), Knowledge (Occultism), Survival (Any)

Equipment: Arcane Crystal (Minor), Cowl, Personal Spellbook, Pouch, Saddlebag, Strange Trinkets, Traveler's Outfit, 2d6+6 GB. The Character can receive a One-handed Weapon and/or an Equestrian Light Armor based on its Proficiency.

Wizard / Mage: (Arcane)

Wizards are usually the most skillful magic users among all those which can be found in Equestria. Combining a good propensity towards magic and many years of study with a strict discipline, the Wizards are often admired, respected or simply feared by the common folk due to the powers they can unleash on the lands, even if they are less hated than Witches and Warlocks. Yet, in some occasion rich families always try to have at least one or two members to become important wizards as pride and sign of power. Some wizards prefer to keep studying alone or with other colleagues while some enjoy adventuring with others in mysterious and perilous location, with the hope to discover forgotten spells or powerful magical items.

Suggested Characteristics: Willpower and Mana

Suggested Skills: Concentration, Knowledge(Arcane), Knowledge (History), Library Use, Persuade

Equipment: Arcane Crystal (Minor), Book of Arcane Notions (Student), Empty Scroll (x3), Ink Pot (0,10 Lt), Scholar's Outfit, Study Certificate (Student), Personal Spellbook, Quill Pen, Scroll Case, 2d6+9 GB

Creating your own Career:

As already said, the career name isn't really important per Se, except to understand what the character actually does. You can create any career that comes in your mind, but still, remember to talk with your Game Master and see if he allows you to do so.

Usually simple careers are encouraged, like a generic soldier, a hunter or an apprentice mage, since your character will obtain experience during time. As basic rule, when you determine your career you should automatically obtain almost everything you need, but only the cheaper version of what you can obtain. For example if your character have the Shield Proficiency Feat, he will start with a Small Wooden Shield (still ask to the GM). You can use the examples of the other careers to understand what you could get.

Skills:

Skills represents the ability of a Character or a Creature to perform certain tasks, like Jumping, Finding a Hidden Trap or even remembering some useful details about an ancient legend.

Ranks and Modifiers:

Skill Ranks represents the experience gained by a character in a Skill, and more Ranks he have, the more successfully he will be while performing the Skill. A Skill Modifier is the sum of both Skill Ranks, Characteristic Modifiers and other bonuses.

Obtaining Skill Ranks during the Character Creation:

When Creating a new character, you have to multiply his Cunning value by 4. After obtaining the Result, you add eventual additional Skill Ranks from Career and Education level to form the initial pool of Skill Ranks, which will be then distributed to the Character Skills after the Mandatory Skill Ranks are assigned.

Example:
A Character with a Cunning value of 10 will multiply it by 4, obtaining a 40. Then the player adds 6 Skill Ranks for his Career and 5 form his education, to a Total of 51 Skill Ranks.

During the Character Creation you can assign up to 5 Skill Ranks to a single Skill. Skills which presents brackets can be obtained multiple times, since every one of them is about a different thing.

Example:
Knowledge (Arcane) and Knowledge (History) are considered two different Skills, so a Player can assign 5 Ranks to both, for a total of 10 Ranks assigned.

Cutie Mark, Education and Origins can also grant you Mandatory Skill Ranks. These Skill Ranks must be assigned first and are not part of the pool of regular Skill Ranks. The difference is while regular Skill Ranks can be assigned anywhere, Mandatory Skill Ranks are instead forced to a Specific Skill.

Example:
A character with a Cutie Mark based on Hiding will obtain 5 Mandatory Skill Ranks at Hide and 5 to Knowledge (Common) due to his Rudimentary Education that will be assigned first. After all the Mandatory Skill Ranks have been located, the player can then assign the regular Skill Ranks as he prefers.

Mandatory Skill Ranks can reach a total of 10 instead of 5, but only through such method.
If the Character should obtain more than 10 Mandatory Skill Ranks in the same Skill, the excess will be simply ignored and discarded.

Example:
A Character obtains 5 Mandatory Skill Ranks to Spot from both his Origin and his Cutie Mark. In this Case, the total Skill Ranks allowed will be 10, while when assigning the regular Skill Ranks, the limit will be 5 per Skill. If the Character obtains 5 Skill Ranks from Both his Origin, Education and Cutie Mark, the total will still be 10, while the 5 in excess will be simply discarded and ignored.

After all the Skill Ranks are assigned, the player must assign the additional bonuses such as the Characteristic Modifier, Bonuses from Feats and Penalties of sort, such as penalties from wearing Armors. The sum of all those values will be called the **Skill Modifier**.

Example:

The Player creates a Character with a Cunning value of 12 and the Burglar Feat.
The Player assigns 5 Skill Ranks to the Character's Lock-picking Skill. After doing so, the Character writes the Characteristic modifier related to the Skill, which is a +1 granted by a Cunning value of 12, and then the bonus of +5% from the Burglar Feat.
When everything has been written, the Player simply calculates all the numbers to obtain the final Skill modifier (+11%) and the fast reference for both a regular Skill Check (50+11=61) and a Hard Skill Check (20+11=31)

Skill	Ranks	Characteristic	Feat	Bonus	Penalty	Modifier	Check	Hard Check
Lock-picking	5	+1	+5%	-	-	+11%	61%	31%

If the Skill Check reach a 0% probability of success, the character will automatically fail.

Remember that if the character is forced to perform a Hard Skill Check, and some additional factor should further reduce the Skill Check to being Hard, the Skill Check will automatically fail.

Example:
The Character is swimming with a Light Armor but the GM tells him to perform a Hard Skill Check based on Swim to continue, because he is injured. Unfortunately, the Character then reaches a point where the water starts to run fast, which usually would reduce any Swim Check from Normal to Hard. In this case, since the Character is already performing a Hard Skill Check, he will automatically fail and start to drown unless someone helps him.

Improving Skill Ranks:

During a Skill Check, if the player passes it rolling a result of 50 or less, he will obtain a Success to sign in the apposite section on his character's sheet. Every 5 Successes in the same Skill, the character learns something and became better, increasing his Skill Rank by 1. For a Hard Skill Check he needs to roll a 20 or less.

Example:

A character obtains 5 successes in Spot. So he will increase his Skill Ranks from 5 to 6.

After that, the player must adjust the Skill modifier according to the new score. Note that this must be done after the game session or before starting a new one. Obtaining a Remarkable Success will grant 2 successes instead of only one. A Remarkable Success is obtained only by rolling a 15 or less for a Normal Skill Check and a 5 or less on a Hard Skill Check even if on skills modified by a Cutie Mark. Also the Skill Check must be successfully passed to obtain a success even with negative modifiers.

Example:

A character tries to Jump over a hole in the ground. He needs to obtain a result of 40 or less since he have a -10% penalty to his Jump Checks. The player obtains a 45, not enough to successfully jump over the hole, so the character will not be able to jump over (and probably hurt himself) but also he will not obtain any success to sign since he failed even if he rolled a result lesser than 50 with a d100.

Ranks Limit:

For each Career Rank there is a Limit for increasing a Character's Skill, shown in the following Table.

Career Rank	Ranks Limit per Skill
Character Creation	5
Competent	10
Advanced	20
Expert	30
Epic	35

As you can see, a Competent Character can increase his skills up to 10 Ranks, but he must wait until he will advance to the Next Career Rank to be able to increase his Skill Ranks up to 20.

A Character can still have up to 4 Successes in his capped Skill, before advancing in the next Rank.

Social Skills and Social Status:

It's always important to remember the character's social status when he uses a Social Skill on other characters or NpCs.

A commoner will have lesser chance to impress a noble, while a rich man will probably more influential on others thanks to his position and money.

Example:

A character is trying to impress or persuade a Nobleman. Since the character is son of commoners, the Nobleman will be reluctant to listen to a plebeian, forcing the player to perform a Hard Persuade Check instead of a Normal one.

If the situation already requires to perform a Hard Check, the character will automatically fail.

Notice that this can apply to different situations, and it's up to the GM to determine which will increase the difficulty or reduce it.

Even so, the characters could obtain some minor bonuses depending on their Knowledge or Feats, for example even if the character is a plebeian, since he has the Education (Standard) Feat, perhaps the Nobleman will also consider that, as long as the character is able to demonstrate that he has received some sort of education. Sometimes even the race or region of origin could increase or decrease the difficulty, so is always up to the GM to determine exactly which factors will modify the use of social Skills.

New Character in a Campaign already started:

When a character dies or a new player enters the campaign, the GM could decide to let him create a new character and then he gives him a certain amount of Free Character Points to catch up with the others. In this case, the player must first create the character as usual, and then, after is finished he will obtain an amount of Character Points. For every 100 Character Points he starts with, the character also obtains 10 Skill Ranks or 13 Skill Ranks for the Academic, Civilian, Savage and Stealth Career. If the character only starts with 50 or less Character Points, he will obtain an amount of Skill Ranks equal to his Cunning Value.

List of Skills:

Those Skills which have multiple choices, like Craft (x), Knowledge (x) and Perform (x), can be acquired separately and are independent one from another. Most Skills are based on a specific Characteristic but in some occasions its possible to obtain a bonus from one Characteristic or Another which must be decided during Character Creation. If there is no characteristic specified in the description, the bonus obtained is +0.

Art (x):

Requires: Education (Standard)

This skills represents the ability to create something from the selected type of Art.

Examples:

Marble Carving, Panting on Canvas, Written Poetry

Authority: (Willpower)

Counters: Authority, Sense Motive

This skill is used by characters to impose themselves on others, relying on their social or military status, like a nobleman or a Captain of the Guards. Still, the others must be able to recognize his status to be affected by this skill or they will probably ignore him or don't mind him at all. It's up to the GM to decide, but still, the character can look important even for those who have no idea about his social status.

This skill is considered a Social Skill.

Bargain: (Cunning or Wisdom)

Requires: Education (Standard)

Counters: Bargain

Bargain is used when buying or selling items and other things, and it allows to reduce or increase the price of an item.

It also used for trading and barter. A successful Skill Check could allow to reduce the price by 1d3 Bits (At least 1), while a Remarkable Success allows to reduce it by 1d6 (At least 1). This skill is considered a Social Skill.

Bluff: (Cunning)

Counters: Sense Motive

This skill is used to deceive someone or when lying to others. This is also used for distracting and to send non-verbal messages to others without being noticed. The Game Master can assign some Bonuses or Penalties based on how much credible is the lie, or if the listener trust the liar or not. This skill is considered a Social Skill.

Climb: (Dexterity)

This skill allows to climb a tree, wall or a similar task, but its also important to consider which races can actually climb and what. While Equestrian Races struggle to climb a tree with their bare hooves, certain situations can allow them to perform a climb check, such as trying to climb a steep hill or a slope, while griffins could have a better chance due to their claws. Failing the check by 10 points or less, means that the character didn't made any progress or is trying to figure where to go next. Failing by 11 or more means that the character slips down or even worse, it falls down.

Concentration: (Willpower)

Concentration determines the capacity to remain focused on what you are doing. It's mandatory for spellcaster since it's used to avoid the probability to loose a spell they are casting if they suffer damage or to maintaining it active during time. If a character is trying to Maintain the Concentration, he can only walk slowly up to half his movement value, and can say brief words or sentences (for example: *Yes, No, Help Me, Get Out*)

Cook (x):

Culinary Arts are determined by this skill, that allows your character to cook different things.

This skill can be acquired multiple times, for different kind of meals.

Examples:

Fish, Meat, Pastries, Simple Meal

Craft (x): (Cunning)

This skills allows to create a specific kind of objects, items and so on. The use of this skills usually requires a lot of time but also, a character must have the right equipment or there is the risk to be not able to do anything or to produce something with a Bad Quality. Notice that Equestrian Races are often limited on what they can Craft, unless they can use Telekinesis, but its up to the GM to decide.

Examples:

Alchemy, Craft Leather Armors, Craft Wooden Furniture, Forge Iron Weapons

Diplomacy: (Wisdom)

Counters: Diplomacy, Sense Motive

Diplomacy is used during political meetings or when a character tries to resolve things with words, instead of weapons.

This skill is considered a Social Skill.

First Aid: (Wisdom)

Requires: Education (Standard), 2 Ranks at Knowledge (Anatomy)

First Aid allows to heal simple wounds or to perform quick interventions, such as fix a dislocated shoulder or to help expelling water from lungs, if the victim have almost drown. Notice that this Skill allows only to heal simple or medium wounds, but for more complicated or severe injuries only medicate can do something. A successful use of this skill can heal 1d3+1 HP, but it can only made once per combat and only if the character have suffered damages. If the Skill Check fails the character did not recover anything at all. Using this skill always requires at least a Bandage. Anyone can learn the basics of this skill but only up to 5 Ranks, even if not meeting the requirements. Those which have the indicated requirements can increase the Ranks in this Skill above 5.

Handle Devices: (Cunning)

The use of this skill allows the character to handle small mechanisms, like traps, clocks or similar mechanical things. It's also used to find missing or broken pieces and allows to repair or substitute them with new parts, but only with the right tools. Remember that failing for three times to disarm a trap will cause the activation instead. Equestrian Races are unable to use this skill without the use of telekinesis.

Hide: (Dexterity or Cunning)

Counters: Search, Spot

Hiding allows the character to not be seen, usually behind objects and obstacles, but also to camouflage into the woods or plants. It's not possible to hide in plain sight, but only nearby objects who are opposite to the watcher, large enough to cover him.

Intimidate: (Willpower)

Counters: Intimidate, Sense Motive

This skills allows the character to intimidate or scare his opponents and other people, but in some cases it could be used for preserve discipline in a military situation or even substitute the Authority Skill. The intimidation should be supported by certain manners, actions or appearances, but it could even cause an opposite reaction or a violent reaction by those who resist the Intimidation. This skill can be considered a Social Skill.

Jump: (Strength)

This skill is used to determine the ability to Jump over pits, holes or else. The use of heavy Armors can reduce the probability of success, and also, is required an adequate run-up before the jump to obtain a little bonus to the skill.

Knowledge (x): (Cunning)

Requires: Education (Standard)

Note: If the character has Education (Illiterate), he can still assign up to 5 Ranks to a Knowledge Skill, but he can only increase it up to 10 Ranks by study or successes.

Knowledge allows a character to remember various details or information about a specific subject, usually the type of knowledge used. This skill can be acquired multiple times, for different subjects or arguments. The skill can be also used to substitute another skill, but with a generic result.

Examples:

Alchemy, Architecture, Anatomy, Arcane, Archaeology, Astrology, Carpentry, Common, Herbalism, Gems and Precious Stones, Geography, Geology, Engineering, Occultism, Math, Mechanisms, Medicine, Metallurgy, Military, Myths and Legends, Monsters and Creatures, Nobility, Religions, History, Tactics and Strategy.

Library Use: (Wisdom)

Requires: Education (Standard)

With this skill, the character is able to consult a library, an archive or something similar. He character is able to find books, tomes or bureaucratic papers. The skills allows to maintain a small library or archives in order, for an easy consultation, also, if the character have at least 10 Ranks at this skill, it will be able to remember few details about a generic argument about *Knowledge (Any)*, since he could have read few pages about the related argument, but it's up to the GM to let him know what he remembers.

Listen: (Wisdom)

Counters: Sneak

This skills allows the character to hear distant noises, and to detect sneaking creatures nearby.

Lock Picking: (Cunning)

Lock Picking allows the character to force or open closed locks without the proper key. The time required to do so is decided by the Game Master, but usually, simple Locks requires at least 2 Actions. Failing three times to open a lock, means that something has gone wrong, and the lock is blocked and needs to be repaired or smashed down, depending on the material and not even the proper key will open it. Equestrian Races are unable to use this skill without the use of telekinesis.

Medicate: (Wisdom)

Requires: Education (Academic), 5 Ranks at Knowledge (Anatomy)

The ability to medicate severe injuries is always admired and respected among all the cultures. Those who have access to this skill could do more than the simple First Aid Skill, like healing bone fractures, lethal injuries and so on. A successfully skill check allows to Heal 1d3+2 Hit Points on the subject but it can only be done once per combat if the subject suffered at least 10 Damage or suffers for other serious injuries. Medicate can stop the Bleeding effect with the use of a needle and thread. Also the skill can only be used in certain situations, since is a delicate procedure.

Perform (x):

Perform allows the character to play instruments, tell stories, poetry or a similar entertainment based on the choice of the skill. It could be necessary to use a certain equipment or instrument while using this Skill, like an actual Flute if the character is supposed to play one. Remember that not all the people who will watch the performance would be interested or appreciate it, but usually with a success at least a part of them could like it, unless the performance is something too strange for them. For example telling silly jokes to Griffins or singing a poetry about the joy of life to a group of Night Pegasi hunters will have no effect or would probably make them annoyed or worst. This skill can be acquired multiple times, for different instrument or entertaining methods. This skill can be considered a Social Skill.

Examples:

Acrobatics, Cello, Dance, Flute, Lyra, Poetry, Singing, Speechcraft, Telling Tales, Weapon Exhibition

Persuade: (Cunning)

Counters: Sense Motive

This skill can be used to persuade others to do what you ask or at least convince them about your opinion. It can also be used to calm down scared people or convince them to tell their secrets. The more confident is the other, the higher is the probability that he will listen or do so. This skill is considered a Social Skill.

Repair (x): (Cunning)

Since armors, weapons and other objects can worn out, this skill allows the character to repair them or at least fix some minor issues. Usually the relative Tools are required for a proper repairing. Equestrian Races could have some difficulties with certain repairing, except when using telekinesis, but its up to the GM to decide.

Examples:

Metallic Armors, Leather Armors, One Handed Weapons, Shields, Wooden Furniture

Search: (Cunning)

This skill allows the character to search and find specific objects, notice hidden doors and traps or even find creatures who are hiding, but in that case, the modifier is halved.

Sense Motive: (Wisdom)

Counters: Authority, Bluff, Diplomacy, Intimidate, Persuade

This skill allows to perceive if someone is lying or to reveal his true intentions, but it could also be used to notice hidden messages of the body, that something is wrong with the behavior of others or to notice that someone could be under a mind spell (but only with the adequate knowledge). This skill can be considered a Social Skill.

Sleight of Hand/Hoof/Claw: (Dexterity)

Counters: Sleight of Hand, Spot

This skill allows the character to perform simple tricks based on a quick use of the hand, hoof or claw or to pick pockets of those who are unaware. Pick-pocketing requires the use of Hands or Claws. The use of Telekinesis is considered as using Hands.

Sneak: (Dexterity)

Counters: Listen

Sneaking allows the character to move silently without be heard by others. While using this skill the character must move up to half his movement value, since he tried to reduce all the noises he could made or is paying attention to not step on things.

Wearing Armors can reduce the probability of success.

Swim: (Constitution)

This skill represent the ability of the character to swim. If a character have 0 ranks in this skill isn't able to Swim at all, and he can just floundering in the water. Failing this skill usually means that the character doesn't move or even he starts to sink and drown.

Spot: (Wisdom)

Counters: Hide, Sleight of Hand

Spot allows the character to find hidden creatures with his sight or to notice small details that could be important. It also allows to notice someone tries to pick your pockets or to notice an odd behavior or gesture.

Survival (x): (Wisdom)

Survival is essential for surviving in different regions and places. It allows to gather food, orientate or to understand if something is edible or not, even if not properly since it's required the relative Knowledge. It's also used to find a good spot to set up a camp or to quickly find a shelter from the weather. This skill allows to find hidden paths or even tracks, but usually only those who have the related feat can do a better job and find more information, while the others can only guess or find those who are more simple to spot.

This skill can be acquired multiple times, for different places. Also, is possible to use the skill for a similar environment, with a halved modifier.

Examples:

Caves, Forest, Hills, Mountain, Tundra, Underground

Starting Character Points and how to spend them:

Every race has a starting value of Character Points to spend to acquire Feats.

Example:

Earth Ponies starts with 55 Character Points while Unicorns starts with 45.

Every time a Feat is acquired during Character Creation, reduce the Character Points until you reach 0 or until you can't acquire any other Feat. If there are some remaining Character Points unspent, they will be used to reduce the Character Points required for a Career Advancement.

Traits:

Traits are an optional way to customize even further your character, but they will reduce or increase the starting Character Points in exchange. A Character can only obtain a total of +10 or -20 Character Points from the sum of its Traits, where eventual bonuses and penalties will be discarded and ignored. It's still up to the GM to have the final word about.

All Muscles but No Brain: (-10)

Requires: Earth Pony / Harpy / Minotaur / Mule / Night Pegasus

The character increases his Strength by 1 but reduces his Cunning by 1

Arcane Vocation: (-10)

The Character obtains +10 MP

Broken Horn: (+5)

Requires: Unicorn

The Character has broken his horn somehow, and now is unable to Cast spells at all. The Character reduces permanently his Mana Value by 1 and is unable to use his racial telekinesis. If the character still tries to use his horn, he provokes sparks of arcane magic. He can try to force this effect against a creature who is very close to him, for example during a hand to hand maneuver. Those sparks will deal 1d3+1 Arcane damage, but the Character will suffer 1 Direct Arcane Damage for doing so. He can also try to deal 1d6+3 Arcane Damage but doing so he will suffer 1d3+2 Direct Arcane Damage. Generating the sparks costs 5 MP or 10 if using the empowered version.

The Sparks will hit automatically as long as the character is very close to the target, otherwise he will need to perform a ThR against a target within 1.5 m (5 ft), who uses his Willpower Modifier instead of his Dexterity Modifier.

Broken Wings: (+5)

Requires: Hippogriff / Night Pegasus / Pegasus

The Character's wings have been damaged beyond repair and it's no longer considered *Able to Fly*.

Bulky: (-10)

Requires: STR 14+, CON 14+, Diamond Dog / Earth Pony / Harpy / Hippogriff / Minotaur / Mule / Night Pegasus / Pegasus / Zebra

The Character considers his Strength value being Higher by 2 points when calculating the Encumbrance it can carry or by 1 if the Character's Race already grants a similar effect (IE: Earth Ponies and Mules).

The Character's HtH (Strength) modifier is increased by 3.

The Character is usually taller and heavier than the other members of his race.

Canterlottian High-born (-5) Rare

Requires: Unicorn

The character is born in Canterlot or one of the cities of the Canterlot's Reign. Canterlottians High-born are more slender and tall than other unicorns, so their common height is higher than the usual unicorns (reaching 190 cm or 6 ft). The character obtains another +5% Bonus to one of the following Skills: Bargain, Perform (Any) or Persuade. The character increases his MP by 3.

Cutie Mark: (-5)

Requires: Night Pegasus / Zebra

The character can obtain a Cutie Mark.

This trait can be acquired even after the character creation, under the GM's approval, but grants no additional Skill Ranks.

Daredevil: (-10)

Requires: Griffin / Pegasus

The character increases his Willpower by 1 but reduces his Wisdom by 1

Dark-vision: (+0)

Requires: Abyssinian / Free-runner Night Pegasus

The character substitutes his *Low-light vision* Trait with *Dark-vision* (12 m / 40 ft) that allows him to see even in total darkness.

This Trait also has the same effects of the *Photophobic* Trait if the Character is under daylight and you can't take both during Character Creation.

Gentle Voice / Warm Voice: (-5)

Restriction: Can't be obtained by Dweller Night Pegasi.

The character obtains a +5% Bonus to two of the following Skills: Diplomacy, Perform (Poetry), Perform (Speechcraft), Perform (Sing), Perform (Storytelling), Persuade.

Griffin Greed: (+0)

Requires: Griffin

The character is so obsessed by earning gold that he will never refuse to do something if paid with enough golden bits or actual golden items. Due to this obsession, the character never grants bonuses to Morale to his allies nor receives from them and is always considered Not Trustworthy when calculating Bonuses and Penalties for Fear and Terror Checks. If performing a Morale, Fear or Terror Check in a situation where a large amount of gold could be obtained or while defending large treasure, the Character obtains a +15% Bonus which can exceed the regular limitation rules for obtained bonuses. The Character will become jealous of others if they obtain more gold than him, or will simply start to hold a grudge towards them until such "injustice" is resolved somehow.

Gullible: (+5)

-20% to Sense Motive and -10% to Bargain

Left-handed: (0)

Requires: Hands

Take a guess: your character's primary hand it's the left hand instead of the other one. That's all.

Lion's Heart: (-5)

Requires: Abyssinian / Griffin

The character obtains a +10% to Fear and Terror Checks.

This trait substitutes the *Bring it On!* Racial Trait if present.

Lone Eye: (+10 or +5)

The character have lost one of his eyes by an injury or one of them is blind for some reason. The character suffers a -15% to all his Spot Checks and suffers a -3 penalty to his melee ThR or a -4 to his ranged ThR. You can decide that your character is used to have only one eye, reducing the Melee combat penalty to -1 and the ranged to -3, but the trait will only grant +5 Character Points instead.

Mind over Matter: (-10)

Requires: Unicorn

The character increases his Willpower by 1 but reduces his Constitution by 1

Obsession (x): (+5)

The character has a sort of obsession towards something, like performing a specific action.

The character is forced to perform the action or to accomplish his obsession somehow, unless he tries to resist with a Hard Willpower Check, but then he will suffer a -5% Penalty to any morale Check for 1d3 Hours. In some cases if he is unable to do so he will become anxious or even hostile unless he successfully perform it or calm down.

Examples:

Body Care, Cleaning his Hands, Cleanliness, Fighting or Hindering someone, Keep Things Tidy/Clean, Kleptomania, Money, Precious Stones.

Optimistic: (-5)

Requires: Anyone except Griffins and Dweller Night Pegasi

The character obtains a +5% Bonus to Positive Morale Checks. Isn't that nice?

Photophobic: (+10)

The character suffers a -5 to his ThR, Parry and Dodge and a -30% to Search and Spot under Daylight. The character's eyes became pale or red. Wearing darkened-goggles can help to avoid or reduce the penalties.

Placid Grey: (+5)

Requires: Diamond Dog / Earth Pony / Night Pegasus

The character has contracted the Placid Grey disease in the past (probably when he was young or a filly), but have managed to survive with a cost. The character is almost unable to express any facial expression and his voice will always result emotionless. The character's coat is always Grey (any degree), as indication of what he suffered. The character suffers a -5% to -10% (is up to the GM to decide) to any Social Skill he tries to use but also it will become harder to understand his emotion when he talks, so others will also suffer a -5% to a -10% to their Sense Motive Checks used against him. While the character can be scared or terrorized he will simply stand still or simply flee without running too fast. The character doesn't grant bonuses to Morale Checks to those who don't actually know him, so only good friends or allies who knows him from a long time will obtain that.

Short-sighted: (+10)

Can't use any Ability Modifier for Search and Spot. Search and Spot Check are always Difficult and Difficult ones will fail automatically.

-10% to others Skills that requires the use of sight (like Library Use, Sense motive, etc.).

-4 to ThR, Parry and Dodge. Wearing glasses remove those penalties. (You can agree with your GM to get a pair of glasses for free if your character is a mage, merchant or noble, since they are very expensive)

Stubborn (-5)

Requires: Donkey

The character obtains a +5% Bonus to Sense Motive when used for a Counter Skill Check against Bluff and Persuade

Thin: (+10)

Requires: STR 11 or lower, CON 10 or lower

The Character's Strength and Constitution can never be increased further.

The Character suffers a -5% to any Constitution-Based Checks and a -2 to his Hand to Hand (Strength) value.

Well Mannered: (-5)

Restriction: Can't be obtained by Free-runner and Dweller Night Pegasi

The Character obtains a +5% to Diplomacy and Knowledge (Nobility), but suffers a -5% to Survival (Any)

Wimp: (+5)

The character suffers a -10% to Fear and Terror Checks

This trait will substitute the *Bring it On!* Trait.

Wings Atrophy: (+10)

Requires: City-born Night Pegasus / Pegasus

The character is unable to fly since he have small and weak wings. Attacks from Behind against him will inflict +1 Damage and have an increase of their Critical Chance of +2%. This trait substitutes the *Wings* trait.

Feats:

Feats are acquired by spending Available Character Points. Each feat has its own cost specified but it could also specify to be related to one or more specific Careers.

Example:

The Acrobat Feat has a cost of 5 Character Points and is related to both the Athletic and Stealth Career.

When a Character doesn't have the same Career of the indicated specification, the cost of the Feat (and eventual Upgrades) is increased by 10 points.

Example:

A Character with the Arcane Careers wants to acquire the Acrobat Feat. Since such Feat is supposed to be acquired by Athletic and Stealth Career, the total cost of the Feat is increased from 5 to 15.

Meeting the requirements is also another factor which allows to acquire a new Feat. If the Character doesn't have what is required, the feat can't be obtained. When a Characteristic value has a plus symbol attached to it it means "of this number or higher"

Example:

The Apnea Feat has as requisite CON 12+, which means a Constitution value of 12 or higher.

When a Feat has also the word *Only*, it means that only the Careers specified can acquire it.

Example:

The Cloak and Dagger Feat can only be obtained by the Combat (Agility) and Stealth Career.

When a Feat increases the damage dealt, such damage will be of the same source which uses it, unless otherwise specified.

Example:

The Power Strike Feat increases the damage dealt by 2. If used with a Sword, which deals Slashing damage, the 2 additional damage dealt will also be Slashing.

Upgrading a Feat:

Some Feats can be upgraded if the requirements are met. The cost it's the same of the Base Feat unless it's specified in the requirements.

Example:

The Arcane Aim Feat base cost is only 5 Character Points, but Upgrading it the first time requires 10 instead.

List of Feats:

Competent Feats

Acrobat: (5 pts) Athletic / Stealth

Requires: DEX 14+. This feat can only be obtained during the Character Creation

The Character obtains a +5% to any Perform (Acrobatics) Skill Check and to any Dexterity Check to maintain balance.

Additional Spells: (5 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 12+, 5 Ranks at Knowledge (Arcane), Arcane Reserve

Note: If Acquired after the Character Creation, it requires the necessary training from someone who knows those spells.

The Character learns a number of Apprentice Spells equal to his Willpower Modifier that can Cast following the normal rules for Spellcasting. He must select the Spells from the same Type, such as Arcane, Nature or Witchcraft. Notice that this Feat is for those Characters which have a limited number of Spells they can Cast, or those which only have access to Racial Spells, such as the Lesser Telekinesis.

Adrenaline Rush: (15 pts) Athletic / Combat (Any) / Savage

Requires: CON 13+, WILL 13+ if Unicorn, Arcane Reserve, Night Pegasus / Pegasus / Zebra

Once per Combat, the character can obtain a temporary boost to his Initiative and Agility.

Spending 8 Magic Points allows the Character to increase his Initiative by +1d6 and it will obtain a +1 to Dodge for 1d3 Round plus his Willpower Modifier, but he will suffer a -2 to any Damage he Deals. At the end of the combat, the Character will become Tired.

Aerial Attack: (10 pts) Athletic / Combat (Any) / Savage

Requires: Able to Fly

The character is able to perform a Charge while Flying at his normal Flight Speed and use Feats related to the Charge.

Performing an Aerial Attack while Flying too fast could injury both the character and those who are charged, dealing a minimum of 2d6+2 Bludgeoning Direct Damage.

Ambidexterity: (10 pts) Combat - Agility / Savage

Requires: Hands / Telekinesis, DEX 11+ or WILL 12+ if Unicorn

The Character can use two weapons for an extra attack. The additional attack uses the Base ThR plus additional feats modifiers.

Fighting with two weapons inflict penalties to the ThR as shown below. You can only use One Handed Weapons in each hand.

Condition	Primary Hand	Secondary Hand
Using Two <i>One Handed</i> Weapons	-2	-4
Secondary Weapon have the <i>Light</i> Special Rule	-2	-2
Both Weapons have the <i>Light</i> Special Rule	-1	-1

The character can perform up to three attack if combines this feat with the Extra Attack Feat, as long as the secondary weapon has the Light Special Rule. The Third attack made with the Secondary weapon counts as a Free Action.

Apnea: (10 pts) Athletic

Requires: CON 12+

The character obtains a +5% Bonus when trying to hold his breath while underwater.

Upgrade II Requirements: 20 pts, Advanced Rank

The Character can Hold his Breath while underwater for an amount of time equal to double of his Constitution value.

Arcane Aim: (5 pts) Arcane

Requires: Able to Cast Spells

The character obtains a bonus of +1 to his ThR (Magic).

Upgrade II Requirements: 10 pts, Competent Rank

The bonus is increased at +2

Upgrade III Requirements: Advanced Rank, 15 pts

The bonus is increased at +3

Upgrade IV Requirements: Advanced Rank, 20 pts, Arcane Only

The bonus is increased at +4

Upgrade V Requirements: Expert Rank, 25 pts, Arcane Only

The bonus is increased at +5

Upgrade VI Requirements: Expert Rank, 30 pts, Arcane Only

The bonus is increased at +6

Arcane Magic: (10 pts) Arcane

Requires: Able to Cast Spells, WILL 13+, MAN 13+, 5 Ranks at Concentration and Knowledge (Arcane)

This Feat can only be obtained during the character creation and the character can't acquire other feats like Combat Mage, Nature Magic, Witchcraft or Thaumaturgy.

The character is able to learn and cast Arcane Spells. If acquired by a non-Arcane Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

Arcane Reagents: (15 pts) Arcane

Requires: Able to Cast Spells, 10 Ranks at Knowledge (Arcane)

The character is able to add Arcane Reagents during spellcasting. To properly use Arcane Reagents extracted from Creatures its necessary to have at least 10 Ranks at Knowledge (Monsters and Creatures)

Arcane Reserve: (5 pts)

Requires: MAN 10+

The character permanently increases his MP by 5

Upgrade II Requirements: 10 pts, Competent Rank

The character permanently increases his MP by 5

Upgrade III Requirements: Advanced Rank, Able to Cast Spells, 10 pts, Arcane / Combat (Enchantment)

The character permanently increases his MP by 5

Upgrade IV Requirements: Advanced Rank, Able to Cast Spells, 15 pts, Arcane / Combat (Enchantment) Only

The character permanently increases his MP by 5

Upgrade V Requirements: Expert Rank, Able to Cast Spells, 20 pts, Arcane Only

The character permanently increases his MP by 5

Upgrade VI Requirements: Expert Rank, Able to Cast Spells, 20 pts, Arcane Only

The character permanently increases his MP by 10

Armor Proficiency (x): (5 pts)

The character can wear Light Armors without additional penalties.

Upgrade II Requirements: 10 pts, Combat (Any) / Savage

The character can wear Medium Armors without additional penalties.

Upgrade III Requirements: Advanced Rank, 15 pts, Combat (Resistance / Might)

The character can wear Heavy Armors without additional penalties.

Armored Spellcaster: (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, WILL 13+, MAN 14+, 5 Ranks at Concentration, Armor Proficiency (Light)

The spellcaster reduces by 6 the additional Magic Points he must spend when casting spells while wearing a Light Armor.

Upgrade II Requirements: 9 Ranks at Concentration

The additional Magic Points for wearing a Light Armor are reduced by 8.

Upgrade III Requirements: STR 11+, CON 12+, WILL 14+, 15 Ranks at Concentration, Armor Proficiency (Medium), One with the Armor

The spellcaster reduces by 6 the additional Magic Points he must spend when casting spells while wearing a Medium Armor.

Upgrade IV Requirements: STR 12+, WILL 15+, MAN 15+, Expert Rank

The additional Magic Points for wearing a Medium Armor are reduced by 11.

Upgrade V Requirements: STR 13+, CON 14+, WILL 16+, Armor Proficiency (Heavy)

The spellcaster reduces by 10 the additional Magic Points he must spend when casting spells while wearing a Heavy Armor.

Artisan: (10 pts) Academic / Civilian / Savage

The Character obtains a +5% to a single Craft Skill, not based on Art.

This Feat can only be Acquired during the Character Creation.

Artist: (10 pts) Academic / Civilian

The Character obtains a +5% to a single Craft Skill based on Art (IE: Painting, Sculpture, etc.).

This Feat can only be Acquired during the Character Creation.

Athlete: (10 pts) Athletic

The Character can obtain a +5% bonus to one of the following Skills: Climb, Jump or Swim.

This feat can only be selected during Character Creation.

Baker: (5 pts) Civilian

The Character obtains a +5% to Cook (Bread) and Cook (Pastry).

When the character increases his career rank, the GM can allow him to reduce the time required to prepare and bake some of his recepies or to make them more tasty.

Battle Cry: (15 pts) Combat (Might) / Savage only

Requires: WILL 12+, 5 Ranks at Intimidate

Once per Combat, the Character can spend one Action to shout a Battle Cry which allows him to immediately perform a Morale Check.

If he succeeds, he increases his Morale by 1 for the next 1d3 Rounds as long as he enters in melee combat or charges.

This feat can't be used if the Character can't properly concentrate or is Afraid/Terrified/Paralyzed etc.

Upgrade II Requirements: WILL 14+, Advanced Rank, 10 Ranks at Intimidate, 20 pts

The Character can add his Willpower Modifier to the number of Rounds his Morale is increased.

The Character obtains the modifiers for fighting along with allies, even if there are none.

Bookworm: (15 pts) Academic

Requires: CUN 11+, Education (Standard)

The Character reduces by ¼ the time required to study any Book or Tome, except for the most complex or difficult.

His Shock test Value is Lowered by 5% and Suffers a -5% Penalty to any Constitution Check

Upgrade II Requirements: Education (Academic), Advanced Rank

The character is now able to reduce the required time also for complex books and tomes.

The GM can also decide to further reduce the time he needs to study more simple books.

Born to Run: (10 pts) Athletic / Combat (Any) / Savage

Requires: CON 11+, Any Equestrian Race

The character can Run without problems for four minutes multiplied by Character's Constitution, and after that, he must pass a Constitution Check every Five Minutes. A Failure forces the Character to slow down and stop, and catch his breath for 1d3 Minutes.

Brawler: (15 pts) Athletic / Combat (Resistance) / Savage

Requires: STR 12+, CON 13+

The Character is used to fight in simple bar-fights or similar street brawls.

While participating to such occasions, he considers his HP higher by 2 points and obtains a +5% to any Shock Test (Brawl) to resist being knocked out.

Buck: (10 pts) Athletic / Combat (Any) / Savage

Requires: Any Equestrian Race

A Buck follows the same rules of a Stomp Attack, with the only difference that is performed against the enemies behind the character.

The Attack obtains an additional +3% to the Critical Chance and deals 1 additional Damage, but suffers a -2 to the ThR and is resolved with an Initiative Slowdown of 4. Performing a Buck requires 2 Actions. A Buck deals 4 Resistance Points of Damage against wooden items and creatures, plus the usual bonuses granted from strength and materials, but for the latter both hooves need to be covered with horseshoes made with the same material.

Upgrade II Requirements: Earth Pony, STR 14+, Rapid Reaction, Weapon Specialization (Hoof), Advanced Rank, 15 pts

The Initiative Slowdown is reduced to 2.

Burglar: (10 pts) Academic / Stealth

Requires: 5 Ranks at Lock-picking

The character obtains a +5% Bonus to Lock-picking.

Cloak and Dagger: (10 pts) Combat - Agility / Stealth Only

Requires: DEX 13+, Proficiency in at least one of the following Weapons: Dagger, Knife, Rapier, Short Sword or Stiletto

Note: The character must have received a specific training.

The Character knows the peculiar fighting technique which uses a Combat Cloak, and is allowed to use it during combat.

Combat Kick: (5 pts) Athletic / Combat (Any) / Savage

Requires: Abyssinian / Minotaur, DEX 11+

The Character is able to perform a *Combat Kick* (see page 10).

Combat Mage: (10 pts) Combat (Enchantment) Only

Requires: Able to Cast Spells, WILL 13+, MAN 14+, 5 Ranks at Concentration, 5 Ranks at Knowledge (Arcane).

This feat also requires that the character is trained for a long time (like 5 to 10 years). The character can't acquire other feats like Arcane Magic, Nature Magic, Witchcraft or Thaumaturgy.

The character has received a specific training to become a Combat Mage (or Spellsworn, or else).

Read page 110 for more information.

Combat Spellcasting: (10 pts) Arcane

Requires: Able to Cast Spells, 5 Ranks at Concentration

The character obtains a +5% Bonus to Concentration Checks, when tries to cast or maintain a spell during Combat while attacked.

Combat Telekinesis: (10 pts) Combatant (Any) / Savage / Stealth

Requires: WILL 12+, MAN 12+, Unicorn's Horn, 5 Ranks at Concentration. The Character must have been trained for a long time.

With this feat, the Character is able levitate items which can have a total weight of 9 kg (18 lb) or less, while using his racial Telekinesis and is able to attack with them (except the shield). It's also able to throw items with his Telekinesis quite efficiently, such as Bottles, Spheres, Javelins and similar small or aerodynamic items. If a ThR is not required, the character can more or less throw things within 12 m (40 ft), even if the closer it throws, the precise it will be. The Character will use his Willpower Modifier instead of his Dexterity to increase his ThR for the attacks made with the weapons held by Telekinesis and will ignore any Strength modifier for any additional damage. A Willpower value of 14 or higher will grant 1 additional damage. The Willpower modifier will also apply for an eventual item used as Shield. When the Character uses this feat, the Telekinesis is considered to be a Spell of the same Rank as the Character's. Notice that all the weapons and shields can only stay within the character's hoof reach and can't be used to attack from distance, even if the telekinesis has a longer range. The character can Parry Melee Attacks from all directions if he is able to turn the head and look around and he must be aware of the incoming attack as usual. A Weapon held by telekinesis can't be disarmed, but the same rules of the Racial Telekinesis about being Stunned or loosing consciousness will apply also to the weapon held with this feat. Combat Telekinesis prevents the weapon from being disarmed, unless the opponent is also using the racial telekinesis to do so. In this case both are forced to also perform a Counter Mana Check, and if the one who is trying to Disarm wins, he will temporarily weakens the character's grip on his weapon, inflicting a -4 to any Hit Roll, Parry and Damage made with it for 1d3 rounds.

Depending on what the Character is wielding the Telekinesis cost can be increased:

- Throwing a Small Item: +0 MP
- One Handed Weapon with the *Light* Special Rule +0 MP
- One Handed Weapon: +1 MP
- One Handed Weapon with the *Light* Special Rule and a Buckler: +1 MP
- Two One Handed Weapons with the *Light* Special Rule: +2 MP
- One Handed Weapon and a Buckler: +2 MP
- One Handed Weapon with *Light* Special Rule and a Small Shield: +2 MP
- Throwing Weapon: +2 MP
- One Handed Weapon and Small Shield: +3 MP

Creature Hunter: (15 pts) Academic / Combat (Any) / Savage / Stealth

Requires: 5 Ranks at Knowledge (Monsters and Creatures), 5 Ranks at Survival (Any)

The Character obtains a +1 to Damage and +2% to the Critical Chance to any weapons he uses against Creatures with the Beast, Insect and/or Ooze Category or Sub-type, as long he has the relative Weapon Proficiency. Notice that the bonuses can only apply once, even if the creature has multiple Category or Sub-types.

Upgrade II Requirements: 15 pts, Advanced Training (Hunter), 10 Ranks at Knowledge (Monsters and Creatures), 10 Ranks at Survival (Any), Advanced Rank

The Damage Bonus is increased at +2 and the Critical Chance at +4% against Large (or bigger) Creatures with the same Category or Sub-type.

Critical Strike (x): (10 pts) Combat (Any) / Savage / Stealth

Requires: Weapon Focus for the Melee Weapon to apply

The Critical Chance of the selected weapon is increased by +2%.

Upgrade II Requirements: 20 pts, Weapon Focus (Selected Weapon) III, Advanced Rank, Combat (Agility)

The Critical Chance bonus is increased from +2% to +4%.

Dash: (15 pts) Athletic / Combat (Any) / Savage / Stealth

Requires: DEX 12+

When the Character performs a Charge during his round, his movement value is increased by +1,5 m (5 ft).

The Character can also add, for a number of times equal to his Dexterity Modifier, a +1,5 m (5 ft) to his movement value Once per Combat Round. Adding such movement does not stack during a Charge.

This Feat has no effect while wearing Medium or Heavy Armors.

Detect Traps: (10 pts) Academic / Savage / Stealth

Requires: Competent Rank, 5 Ranks at Handle Devices and Search.

The character is able to find Rudimentary and Simple traps with a Search Check and is able to deactivate them with a Handling Devices Check.

Upgrade II Requirements: 10 Ranks at Handle Devices and Search, 5 Ranks at Knowledge (Dungeon) or Knowledge (Mechanisms), Advanced Rank, Academic / Stealth Only

The character is able to find Challenging Traps.

Upgrade III Requirements: 20 Ranks at Handle Devices and Search, 15 Ranks at Knowledge (Dungeon) or Knowledge (Mechanisms), Expert Rank, Academic / Stealth Only

The character is able to find Deadly Traps.

Diligent Student: (10 pts) Academic / Arcane Only

Requires: CUN 13+, 5 Ranks at Library Use

The character obtains a +5% bonus to Checks while trying to learn from books and tomes.

Reduces the time needed to study a book/tome by 4 Hours.

Upgrade II Requirements: 15 Ranks at Library Use, 20 pts, Advanced Rank

The Bonus is increased from +5% to +10%.

Dodge Traps: (15 pts) Athletic / Savage / Stealth

Requires: DEX 13+, Rapid Reaction II

The Character obtains a +5% Bonus to Dexterity and Initiative Checks against traps as long as he only wears a Light Armor or clothing.

Upgrade II Requirements: Advanced Rank, 20 pts, Stealth Only

As long as the character wears a Light Armor or clothing, he obtains a +1 to Dodge the Trap's Attack Value and reduces by 1 the Damage dealt by Traps (minimum 1) except Direct Damage, Exhalation Damage or Damage inflicted by secondary effects like being squashed or immersion in Acid, Lava etc.

Upgrade III Requirements: 35 pts, Expert Rank, Stealth Only

The Bonuses to Dexterity and Initiative are increased from +5% to +10%. The Damage dealt by traps is reduced by 2 instead of 1 (min 1).

Fierce Charge: (10 pts) Combat (Any) / Savage Only

The Character obtains a +5% Critical Chance to his next Melee Attack performed after a Charge, but within the same Combat Round.

Fighter: (10 pts) Athletic / Combat (Any) / Savage

The character increases his HtH value (Strength) or (Dexterity) by 1

Upgrade II Requirements: Advanced Rank

The character increases his HtH value (Strength) or (Dexterity) by 1

Upgrade II Requirements: Expert Rank

The character increases his HtH value (Strength) or (Dexterity) by 1

Firm Legs: (10 pts) Athletic / Combat (Any) / Savage

Requires: STR 13+, CON 13+

The Character obtains a +1 to his HtH Counter Check to resist a Push and a +5% to any Dexterity Check to avoid to loose his balance.

Focused Will: (20 pts) Arcane

Requires: Able to Cast Spells

The Character obtains a +2 to any Opposite Characteristic Roll based on his Willpower, when he cast spells.

Furious Charge: (10 pts) Combat (Any) / Savage Only

Requires: STR 13+ or WILL 13+ if Unicorn, Weapon Focus (Any Melee)

The Character deals +1 Damage to his next Melee Attack performed after a Charge, but within the same Combat Round.

The Damage Bonus only applies to any Weapon he is focused.

Handyman: (15 pts) Academic / Civilian

Requires: CUN 13+

The character can assign 5 Ranks at three different skills with 0 Skill Ranks for free, during the Character Creation.

He can only put ranks in those skills he is allowed to, depending on his Education. Those ranks are obtained after he finish to assign Skill Ranks to his Skills during the Character creation.

Example:

During a Character Creation, a Character obtains 62 Skill Ranks to assign to his Skills. When all of those Ranks are assigned, the player can choose up to three extra skills with 0 Ranks and assign 5 Ranks to them.

Harvest Reagents: (20 pts) Academic / Arcane

Requires: CUN 12+, 10 Ranks at specific Skills (see Below)

The Character can extract Common Reagents depending on his knowledge:

- Knowledge (Geology): Reagents extracted from Rocks, Gems and Crystals
- Knowledge (Herbalism): Reagents extracted from plants and flowers
- Knowledge (Monsters and Creatures): Reagents extracted from Monsters and Creatures

To extract a Reagent is usually required an appropriate Skill Check, while uncommon Reagents could require a harder check or a better Knowledge score. It's also necessary to use specific trades for extract such reagents correctly.

Upgrade II Requirements: 20 Ranks at the related Skill necessary to extract the Reagent

The Character can Extract Uncommon Reagents

Upgrade III Requirements: 30 Ranks at the related Skill necessary to extract the Reagent

The Character can Extract Rare Reagents

Hoof Kombat! (10 pts) Athletic / Combat (Any) / Savage

Requires: Competent Rank, Any Equestrian Race, The character must have received a specific training.

The character have received a special training for using his hooves to fight his enemies.

He receives the Weapon Proficiency (Hooves) for free, and increases his Critical Chance with them from 20% to 25%.

The Character can use the *Critical Strike*, *Extra Attack*, *Fierce Charge*, *Furious Charge* and *Power Strike* Feats with his Hooves Attacks.

Wearing Horseshoes allows to increase the Critical Chance and Damage dealt by Hooves Attacks.

Hunter: (10 pts) Savage / Stealth

Requires: 5 Ranks at Knowledge (Nature), 5 Ranks at Survival (Any)

The Character obtains a +1 to Damage and +2% to the Critical Chance to any weapons he uses against Creatures with the Animal and/or Reptile Category or Sub-type, as long he has the relative Weapon Proficiency. Notice that the bonuses can only apply once, even if the creature has multiple Category or Sub-types.

Upgrade II Requirements: 20 pts, Advanced Training (Hunter), 8 Ranks at Knowledge (Nature), 8 Ranks at Survival (Any), Advanced Rank
The Damage Bonus is increased at +2 and the Critical Chance at +4% against Large (or bigger) Creatures with the same Category or Sub-type.

Identify Plants and Herbs: (5 pts) Academic / Civilian / Savage

Requires: 5 Ranks at Knowledge (Herbalist)

The character is able to find and identify Common plants and herbs.

Upgrade II Requirements: 10 pts, 10 Ranks at Knowledge (Herbalist)

The character is able to find and identify Uncommon plants and herbs.

Upgrade III Requirements: 20 pts, 20 Ranks at Knowledge (Herbalist), Expert Rank, Academic only

The character is able to find and identify Exotic and Rare plants and herbs.

Improved Dodge: (5 pts)

Requires: Competent Rank, DEX 12+.

The character increases his Dodge value by 1

Upgrade II Requirements: 10 pts, Competent Rank

The character increases his Dodge value by 1

Upgrade III Requirements: Advanced Rank, 15 pts, Athletic / Combat (Any) / Stealth / Savage

The character increases his Dodge value by 1

Upgrade IV Requirements: Advanced Rank, 20 pts, Athletic / Combat (Agility) / Stealth / Savage

The character increases his Dodge value by 1

Upgrade V Requirements: Expert Rank, 25 pts, Athletic / Combat (Agility) / Stealth / Savage Only

The character increases his Dodge value by 1

Upgrade VI Requirements: Expert Rank, 30 pts, Stealth Only

The character increases his Dodge value by 1

Improved Parry: (5 pts)

Requires: Competent Rank, DEX 12+.

The character increases his Parry value by 1

Upgrade II Requirements: 10 pts, Competent Rank

The character increases his Parry value by 1

Upgrade III Requirements: 15 pts, Advanced Rank, Combat (Any) / Savage

The character increases his Parry value by 1

Upgrade IV Requirements: 20 pts, Advanced Rank, Combat (Any) Only

The character increases his Parry value by 1

Upgrade V Requirements: 25 pts, Expert Rank, Combat (Agility / Enchantment) Only

The character obtains a +1 to Parry as long as he is using a Buckler or no shields at all.

Upgrade VI Requirements: 30 pts, Expert Rank, Combat (Agility) Only

The character obtains a +2 to Parry, instead of +1, as long as he is using a Buckler or no shields at all.

Keen Eye: (15 pts) Savage / Stealth

The character obtains a +5% to Search when looking for hidden Rudimentary or Standard Traps.

The character also obtains a +5% to any Medium Search Check while looking for Hidden Items or Loot.

Knock Down: (10 pts) Athletic / Combat (Might) / Savage

Requires: STR 13+

The character obtain a +1 to his HtH when tries to Knock Down an adversary of the same Size or lesser.

Upgrade II Requirements: Expert Rank, STR 14+, 10 pts, Athletic / Combat - Might Only

The Bonus is increased at +2.

Magic Affinity: (15 pts) Arcane

Requires: Able to Cast Spells, MAN 15+, 5 Ranks at Knowledge (Arcane).

The character reduces the Spell Cost of his spells by 1, except for Apprentice and Racial Spells.

Upgrade II Requirements: 20 pts, MAN 18+, Expert Rank, Arcane Only

The character reduces the Spell Cost of his spells by 2 instead of 1.

Nature Magic: (10 pts) Arcane / Savage

Requires: Able to Cast Spells, WILL 13+, MAN 13+, 5 Ranks at Knowledge (Arcane) and Knowledge (Nature)

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Sorcery or Thaumaturgy.

The character is able to learn and cast Nature Spells. If acquire by a non-Arcane or non-Savage Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

One with the Armor: (15 pts) Combat (Might / Resistance)

Requires: STR 12+, CON 12+, Armor Proficiency (Medium)

The character reduces the ThR and Parry Penalty while wearing a Medium Armor by 1

Upgrade II Requirements: 15 pts, Armor Proficiency (Heavy), Only Combat (Might or Resistance).

The character reduces the ThR and Parry Penalty while wearing a Heavy Armor by 1

Upgrade III Requirements: 20 pts, Combat (Any) Only

The character reduces the ThR and Parry Penalty while wearing a Heavy Armor by 2 instead of 1

Onrush: (15 pts) Athletic / Combat (Any) / Savage

Requires: Weapon Focus (Any Melee)

When the character performs a Charge, he can decide to obtain a +1 to his ThR while suffering a -1 to his Dodge and Parry for one round.

Upgrade II Requirements: 20 pts, Weapon Focus (As Above) II, Advanced Rank. Combat (Any) Only.

The ThR Bonus is increased at +2 while the penalties at -2.

Opportunist (x): (10 pts) Athletic / Combat (Any) / Stealth

Requires: DEX 13+ or WILL 14+ if Unicorn, Weapon Focus (Used Weapon) II

The character obtains a +1 to his ThR when performs any Attack of Opportunity with the selected weapon.

Upgrade II Requirements: Weapon Focus (Used Weapon) IV, Advanced Rank, Combat (Agility) Only

The character can perform two Attacks of Opportunity per Round, with the selected weapon.

Overwhelming Spell: (10 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 13+

The Character increases his HtH (Magic) value by 1

Upgrade II Requirements: 15 pts, Advanced Rank

The Character increases his HtH (Magic) value by 1

Upgrade III Requirements: 25 pts, Expert Rank

The Character increases his HtH (Magic) value by 1

Pounce: (20 pts) Athletic / Combat (Might) / Savage

Requires: Abyssinian / Hippogriff / Griffin, DEX 13+, 10 Ranks at Jump, Weapon Focus (Claws) II. Abyssinians require the Unarmed Attack Feat and to be Focused on Unarmed Attacks, instead of being focused on Claws.

By Spending Two Actions, the Character can move to its full movement value and then perform a Pounce. The Pounce covers a distance of 1,5 additional meters (or 5 feet), and if the Character reaches a point occupied by an opponent while pouncing, it can immediately perform a Combat maneuver for trying to Knock Down his opponent. If the opponent is two size larger (or more) the Knock Down maneuver will automatically fail. Its possible for the opponent to try to dodge the Pounce as long as it's aware of the incoming pounce or it will be automatically hit. The pounce has an Attack Value of 9 plus the creature's ThR bonus related to Claws or Unarmed Attack.

Example:

A Griffin with a +5 to hit with his claws has an Attack Value of 14 when trying to Pounce on someone.

A Creature can perform a Pounce as long as it's wearing a Light Armour or less.

If the creature has the Dash Feat the additional movement bonus can be added to the Pounce distance instead.

Power Strike: (10 pts) Combat (Might) / Savage

Requires: STR 13+

When the character uses this feat with a Melee or Throwing Weapon (must be declared to the GM), he suffers a -2 to his ThR but inflicts +2 Damage and he also subtracts 1 additional Resistance Point. The adversary obtains a +1 to Dodge this attack if aware.

You can't use this Feat while in *Defensive Stance* or while using weapons with the *Light* Special Rule.

This attack is resolved with an Initiative Slowdown of 1.

Upgrade II Requirements: STR 15+, Expert Rank, 30 pts, Combat (Might) Only

The character can take up to a -4 to his ThR while obtaining a +4 to the Damages he inflicts. Opponents who are using a One Handed Weapon will suffer a -2 to Parry this attack. Throwing weapons will also consider the opponent's DR as is lesser by 1.

This attack is resolved with an Initiative Slowdown of 2.

Precise Throw: (10 pts)

The character obtains a +1 to his ThR when Throwing small objects like a Potion, a Shredding Sphere or similar items, if thrown within 9 m (30 ft) or at their maximum range if lesser. Notice that this feat has no effect when throwing weapons.

Upgrade II Requirements: DEX 12+

The Bonus is increased at +2

Upgrade III Requirements: Advanced Rank

The Bonus is increased at +3

Quick Intuition: (15 pts) Academic Only

Requires: CUN 13+, Education (Academic)

Once per Day, the Character can reduce the result obtained with a dice by 1d6, when rolling for any Skill Check based on Knowledge as long as he has at least 5 Ranks at it. By doing this the character can avoid a failure, but still he will not be able to obtain Successes to increase the Skill Rank. Can not be used with *Tricks of the Trade*.

Upgrade II Requirements: 30 pts, Advanced Rank.

It is possible to use this Feat twice per day.

Rapid Reaction: (5 pts) Athletic / Combat (Any) / Savage / Stealth

The character permanently increases his Initiative Value by 1.

Upgrade II Requirements: 5 pts, Combat (Any) / Stealth

The character permanently increases his Initiative Value by 1.

Upgrade III Requirements: 15 pts, Combat (Agility) / Stealth, Expert Rank

The character permanently increases his Initiative Value by 1.

Resolute: (15 pts)

Requires: WILL 11+

The character gains a +5% Bonus when performing Negative Morale Checks

Retiarius: (10 pts) Athletic / Combat (Agility)

Requires: Claws or Hands, DEX 13+

Note: The character must have received a specific training.

The character is able to use a Combat Net during Combat.

A Combat net Counts as a One Handed Weapon with the *Light* Special Rule.

Routine Spells: (15 pts) Arcane

Requires: Able to Cast Spells, MAN 14+, 5 Ranks at Knowledge (Arcane)

The character can choose up to three Novice Spells he already knows, and reduce permanently their cost to 1 MP.

Shield Proficiency: (5 pts) Only Combat (Any) / Savage

Requires: Hands or WILL 12+ and Able to Cast Spells

The Character can use Bucklers, Small and Medium Shields during combat.

Unicorns can only use Bucklers and Small Shields.

Upgrade II Requirements: 10 pts, Competent Rank

The Character can use Large Shields in combat.

Silent Communication (Hunter's Gestures / Military Signals / Thieves' Slang): (5 pts)

Requires: CUN 10+, WIS 10+. The character must have received a specific training.

The character is able to communicate to others through simple gestures of the hands, simple concepts, as "Stop", "Turn Left" or "Danger Ahead". Those who have the same Feat will simply understand the character as long as they are looking at him, while others can try to guess with a Hard Cunning Check. Some organizations could have their own Silent Communication, so this feat is just an example.

Silent Communication (Spellbaldes Runes): (5 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 13+, Arcane Reserve, 5 Ranks at Knowledge (Arcane). The Character needs a specific training

This feat is used in a similar way to the other Silent Communications, with the difference that the Character is able to conjure small brightly runes, symbols or letters that can be clearly seen by those which posses a better perception of the Arcane Weave.

Creatures with a Mana value of 12 or less, are unable to actually detect such runes or symbols, so they will just see weird hand gestures without a real meaning.

Those which have a Mana value of 13 or more but without this feat can still try to understand the overall sense of the communication by passing a Hard Knowledge (Arcane) Check, even if is up to the GM to decide if the observer actually understands something or not.

Upgrade II Requirements: 15 pts, Arcane Reserve II, 11 Ranks at Knowledge (Arcane)

The Character can also spend 5 MP to conjure a visible Rune, Symbol or Letter which will remain suspended in mid-air for 15 minutes. The Rune/Letter/Symbol can be understood by those which know his meaning, while the others can only try to guess or just don't understand the meanings at all.

When the Rune expires, it will leave an arcane trail for 2d3+1 Hours which can be detected and then read by the Detect the Arcane Spell or by those which can detect magic with their sight or similar special abilities.

It's possible to make the rune last for 1 hour by spending 10 MP instead, while the trail will remain for 2d6+4 Hours.

Skill Focus: (15 pts)

Requires: At least 10 Ranks at the selected Skill, 2 weeks of Study/Training (up to the GM to decide)

The Character select a Skill and immediately obtains a number of successes enough to increase the Skill Rank by 5.

Is not possible to pass the Career Rank limit for a skill rank, with this feat, so the additional Skill Ranks are lost.

This feat can only be applied Once per Skill.

Skill Improvement (x): (10 pts) Academic / Civilian

Requires: At least 5 Rank at the selected Skill

The character obtains a +5% to a selected Skill unless sits already receiving a Bonus from a different Feat.

This Feat can only be acquired Once even if Academic and Civilian Careers can acquire it twice.

Spell Disruptor: (25 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spell, WILL 14+, MAN 15+, 10 Ranks at Knowledge (Arcane)

The Character obtains an additional +2 when it tries to Counter a Spell

Upgrade II Requirements: 20 Ranks at Knowledge (Arcane), Advanced Rank

The bonus is increased at +3.

Upgrade III Requirements: Expert Rank

The Bonus is increased at +4.

Spokesman: (10 pts) Academic / Civilian / Savage

Requires: CUN 11+

The Character can obtain a +5% to two of the following Skills: Authority, Bargain, Bluff, Diplomacy, Perform (Speechcraft) or Persuade.

He can't obtain a Bonus to a Skill that already obtains a Similar Bonus from a Feat or Trait.

Stable Flight: (15 pts) Racial Feat

Requires: Able to Fly, DEX 12+, CON 11+

The character have learned to fly correctly and is able to Fly for a number of hours, instead of minutes, as half of his Constitution Value, without making a Stability Check. He also obtains a +5% bonus to Stability Checks as long as he wears Light Armors or Clothing, but he must have the proficiency the Armor he wears.

Upgrade II Requirements: Advanced Rank, CON 12+

The character is able to Fly for a number of hours equals to his Constitution Value. The Stability Check Bonus is increased at +10%.

Stealthy: (10 pts) Savage / Stealth

The character obtains a +5% at Hide and Sneak. This Feat can only be acquired during the Character Creation.

Storyteller: (5 pts)

Requires: 5 Ranks at the selected Skill

The Character obtains a +5% Bonus to one of the following Skills: Perform (Poetry), Perform (Sing) or Perform (Storyteller).

This feat can only be acquired during Character Creation.

Strong Back: (20 pts) Combat (Might / Resistance) Only

Requires: STR 14+, CON 14+, Earth Pony / Hippogriff / Minotaur / Mule, Armor Proficiency (Heavy)

The Character reduces the Movement penalty of wearing Heavy Armors by 1,5 m (5 ft)

Stronger Wings: (10 pts) Racial Feat

Requires: Able to Fly, CON 13+

The character has trained himself and strengthened his wings to better carry his weight. The character increases the amount of rounds he can Hover by 2.

Upgrade II Requirements: 20 pts, CON 14+, Advanced Rank

The number of rounds is increased to 4.

Surgeon: (10 pts) Academic / Civilian

Requires: Ranks at 5 Knowledge (Anatomy), Competent Rank

The character obtains a +5% at First Aid. This feat can be acquired only during the Character Creation.

Tackler: (10 pts) Combat (Strength) / Savage

Requires: STR 14+, Any Equestrian Race, Dash, Fighter

The Character obtains a +1 to his HtH (Strength) Roll against any other Equestrian Race, Griffins or other four legged creatures of the same size or smaller. The bonus is increased at +2 while Running or Charging.

Upgrade II Requirements: Earth Pony, Expert Rank, 25 pts

The bonus is increased at +2 or +3 if Charging or Running.

Tailor: (10 pts) Academic / Civilian

The Character obtains a +5% to any Craft and Repairing Skill related to clothing and dresses.

Tanner: (5 pts) Academic / Civilian / Savage

The Character obtains a +5% Bonus when performing any Craft Skill related to leather work.

Thaumaturgy: (15 pts) Academic / Arcane / Savage Only. Rare

Requires: Able to Cast Spells, MAN 14+, Arcane Reserve. The Character must have a Cutie Mark Related to Thaumaturgy.

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Nature Magic or Witchcraft.

The Character is able to heal wounds and treat health issues using a particular and extremely rare kind of magic. See page 103.

Upgrade II Requirements: 25 pts, MAN 16+, Arcane Reserve III, Advanced Rank

The Character can Heal 1 HP for every 7 MP he spends.

Upgrade II Requirements: 40 pts, MAN 18+, Arcane Reserve IV, Expert Rank

The Character can Heal 1 HP for every 4 MP he spends.

Tough: (5 pts)

Requires: CON 12+

The character permanently increases his Hit Points by 2

Upgrade II Requirements: CON 14+, 10 pts, Combat (Any) / Savage Only

The character permanently increases his Hit Points by 2

Upgrade III Requirements: CON 16+, 20 pts, Combat (Resistance) Only, Advanced Rank

The character permanently increases his Hit Points by 2

Tough Skin: (10 pts) Athletic / Combat (Might or Resistance), Savage

Requires: CON 13+, Tough. Can't be obtained by Unicorns

The character permanently obtains a NDR of 1

Upgrade II Requirements: CON 15+, Tough II, 20 pts, Combat (Resistance) Only

The character's NDR is increased at 2.

Track: (10 pts) Savage / Stealth

Requires: 5 Ranks at Search, Spot and Survival (Any)

The character is able to find tracks or a trail left by a creature, by moving up to half his movement value while searching.

He is only able to perform Medium Check Rolls. If the Skill Check is Hard, he will not be able to successfully find tracks.

Upgrade II Requirements: 20 pts, 15 Ranks at Search, Spot and Survival (Any), Advanced Rank, Stealth / Savage Only

The Character is now able to also find Tracks with a Hard Skill Check and to move up to $\frac{3}{4}$ of his movement value instead of only half.

Unarmed Combat: (10 pts) Athletic / Combat (Any) / Savage / Stealth

Requires: Abyssinian / Minotaur / Sabitian. STR 11+, DEX 11+. The character must have received a specific training.

The Character receives the *Weapon Proficiency (Unarmed Attacks)* Feat for free and can now *Focus* and *Specialize* in Unarmed Attacks. The Character can use the *Ambidexterity* Feat to obtain an additional attack as he's using two weapons, but only if he have both hands free. Unarmed Attacks are considered to have the *Light* and *Small* Special Rule. This Feat increases the Damage dealt by Unarmed Attacks by 2 and the Critical Chance by 5%. The Character can use the *Critical Strike*, *Fierce Charge*, *Furious Charge* and *Power Strike* Feats with his Unarmed Attacks. Wearing a Pair of Caestus still counts towards the use of Unarmed Attacks which will be no longer considered *Small*. Abyssinians can use a pair of Reinforced Claws instead of the Caestus.

Use Enchanted Scrolls: (5 pts) Arcane / Combat (Enchantment)

Requires: WILL 12+, MAN 12+, 1 Rank at Knowledge (Arcane) or Knowledge (Occultism)

The Character is able to use Enchanted Scrolls even if he is not *Able to Cast Spells*.

The character must be able to Identify and read the Scroll, so an adequate Education is Required.

Even so, a character can still try to use an Unidentified Enchanted Scroll or without reading it, but in that case, the spell cast by the Enchanted Scroll has a 45% chance to cause a Spell Failure with a +10 to the Table roll.

Use Joltscratcher: (10 pts) Academic / Civilian

Requires: Being trained by the Storm Catchers, DEX 11+

This Feat allows the character to (mostly) safely handle a Joltscratcher, and to being able to discharge the electricity from the rod to the accumulator. The user still needs to perform a Dexterity Check to avoid to being zapped back, suffering 3d6+2 Electrical Damage.

Upgrade II Requirements: Advanced Rank, 20 pts

The Character obtains a +15% to avoid being electrocuted by the instrument.

Use Magic Wands: (5 pts) Arcane

Requires: Able to Cast Spells, MAN 12+, 5 Ranks at Knowledge (Arcane)

The character can use Magic Wands.

Use Yovidaphone: (15 pts) Academic / Civilian / Savage

Requires: DEX 11+, CUN 11+

This feat allows the Character to being able to play an Yovidaphone, decently, but not perfect yet.

Upgrade II: 30 pts, 20 Ranks at Perform (Yovidaphone), Expert Rank

The Character now knows how to play the instrument right.

Watcher: (5 pts)

The Character obtains a +5% Bonus to Spot.

This Feat can only be acquired during the Character Creation.

Weapon Focus (x): (5 pts)

Requires: Proficiency in the selected Weapon.

The character obtains a Bonus of +1 to his ThR when he uses the selected weapon. Notice that unlike the *Weapon Proficiency* Feat, this feat requires to specify which Weapon is actually used, for example *Weapon Focus (Long Sword)* or *Weapon Focus (Claw)*, and the effect will only be applied to such specified weapons. The only exceptions are Bows and Crossbows, where the effect will apply to any type, for example Short Bows, Bows and Long Bows will still benefit from the same Focus Feat. Its possible to acquire this feat more than once, each time specifying a different weapon.

Upgrade II Requirements: Competent Rank, 10 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +2

Upgrade III Requirements: Advanced Rank, 15 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +3

Upgrade IV Requirements: Advanced Rank, 20 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +4

Upgrade V Requirements: Expert Rank, 25 pts, Combat (Any) Only

The bonus for the selected weapon is increased at +5

Upgrade VI Requirements: Expert Rank, 30 pts, Combat (Any) Only

The bonus for the selected weapon is increased at +6

Weapon Proficiency (Bastard Sword): (15 pts) Combat (Any) Only

Requires: Hands, DEX 12+, The character must have been trained for at least a year.

The Character can use a Bastard Sword in combat and will use a d20 while attacking instead of a d10.

Weapon Proficiency (Bows): (10 pts) Combat (Any) / Savage / Stealth

Requires: Hands

The character is able to properly use Bows and Short Bows in combat and will use a d20 while attacking instead of a d10.

Upgrade II Requirements: Combat (Any)

The character can now use Long Bows

Weapon Proficiency (Claw): (5 pts)

Requires: Claws

The character is able to properly use its Claws in combat and will use a d20 while attacking instead of a d10.

Weapon Proficiency (Crossbow): (15 pts) Combat (Any)

Requires: Hands

The character is able to properly use Crossbows in combat and will use a d20 while attacking instead of a d10.

Upgrade II Requirements: 20 pts, Combat (Any) Only, Competent Rank

The character can now use Heavy Crossbows.

Weapon Proficiency (Hoof): (5 pts)

Requires: Hooves

The character is able to properly use its Hooves in combat and will use a d20 while attacking instead of a d10.

Weapon Proficiency (One-Hand Crossbow): (10 pts) Combat (Any) / Stealth Only

Requires: Hands or Telekinesis

The character is able to properly use a One-hand Crossbow in combat. If the character also have the Ambidexterity Feat, can hold a One Handed Weapon in one hand and the One-hand Crossbow in the other.

Weapon Proficiency (One Handed): (5 pts) Combat (Any) / Savage / Stealth

Requires: Hands or Telekinesis

The character is able to properly use One Handed Weapons in combat and will use a d20 while attacking instead of a d10.

Weapon Proficiency (Polearms): (10 pts) Combat (Any) / Savage / Stealth

Requires: Hands or Telekinesis

The character is able to properly use Polearms Weapons in combat and will use a d20 while attacking instead of a d10.

Unicorns can only use Half-spears or Spears.

Weapon Proficiency (Throwing Weapon): (10 pts) Combat (Any) / Savage / Stealth

Requires: Claws, Hands or Telekinesis

The character is able to properly use Throwing Weapons in combat and uses a d20 while attacking instead of a d10.

Weapon Proficiency (Two Handed Weapon): (15 pts) Combat (Any) / Savage

Requires: Hands

The character is able to properly use Two Handed Weapons in combat and uses a d20 while attacking instead of a d10.

Weapon Proficiency (Unarmed): (5 pts)

Requires: Hands

The character is able to properly perform unarmed Attacks in combat and will use a d20 while attacking instead of a d10.

Witchcraft: (10 pts) Arcane / Civilian / Savage

Requires: Able to Cast Spells, WILL 13+, MAN 13+, 5 Ranks at Knowledge (Arcane) and Knowledge (Occultism)

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Nature Magic or Thaumaturgy.

The character is able to learn and cast Witchcraft Spells. If acquired by a non-Arcane or Savage Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

Wood Carver: (5 pts) Civilian / Savage

The Character obtains a +5% Bonus to a single skill related to crafting wood or wooden items of his choice.

Advanced Feats

Advanced Training (Brawler): (15 pts) Athletic / Combat (Any) / Savage Only

Requires: Fighter II. The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character fights an opponent with a career rank inferior by one or a Medium sized creature (or smaller), in melee combat, he will obtain a +1 to his HtH (Strength or Dexterity) Roll

Upgrade II Requirements: Expert Rank

The character reduces by 1 the exceeded result during a HtH Maneuver, against opponent with a career rank inferior by one or a medium sized creature (or smaller). For example, during a Push he will move back his opponent by 1,5 m (5 ft) with a result 4 point higher than the opponent's instead of 5. Against opponent with career rank inferior by two or Medium Sized Creatures with a STR score equal to 14 or less, the HtH bonus is increased at +2.

Advanced Training (Hunter): (15 pts) Combat (Any) / Savage / Stealth Only

Requires: Weapon Focus (Any Melee Weapon), 10 Ranks at Knowledge (Monsters and Creatures).

The character also needs a period of training. A Character can only obtain a single Advanced Training.

When the character fights a medium sized (or lesser) creature without any career rank, he will obtain a +1 to his ThR against it plus an increase of his Critical Chance by +3%.

Upgrade II Requirements: Expert Rank, 20 Ranks at Knowledge (Monsters and Creatures), 30 pts.

The ThR bonus and the Critical Chance increase also apply against Large and Huge Creatures. The character also obtains a +5% Bonus to Fear and Terror Checks caused by the same type of creatures. Against Medium Sized (or lesser) creatures, the Critical Chance is increased at +6%.

Advanced Training (Mage): (15 pts) Arcane / Combat (Enchantment) Only

Requires: Advanced Rank, Arcane Reserve II. Arcane Aim III or Overwhelming Spell. The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character uses a spell which requires a ThR (Magic) against an opponent with a career rank inferior by one, he will obtain a +1 to his ThR. If the character have the Overwhelming Spell Feat, he will obtain a +1 to his HtH (Magic) Roll always against opponents with a career rank inferior by one.

Advanced Training (Warrior): (15 pts) Combat (Any) / Savage Only

Requires: Advanced Rank, Weapon Focus III (Any Melee Weapon). The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character fights an opponent with a Career Rank inferior by one Rank, in melee combat, he will obtain a +1 to his ThR and +3% to his Critical Chance against him. This feat has no effect against creatures who do not have a Career Rank.

Upgrade II Requirements: Expert Rank, Critical Strike (Any Melee Weapon), Weapon Focus IV (Any Melee Weapon)

When the character fights an opponent with a career rank inferior by one rank, in melee combat, and obtains a tie on his ThR against his Parry or Dodge Roll, he will be considered to have successfully Hit instead. He can also perform a Riposte Attack (if he have the related feat) with a result higher than his opponent's by 4 instead of 5.

Against opponents with a career rank inferior by two ranks, the Critical Chance is increased at +6%.

Arcane Mastery: (15 pts) Arcane

Requires: Able to Cast Spells, MAN 16+, 10 Ranks at Concentration, Arcane Aim II

The Spellcaster increases the Attack Value of his spells by 1.

Upgrade II Requirements: MAN 18+, 15 Ranks at Concentration, Expert Rank

The Spellcaster increases the Attack Value of his spells by 2 instead, but only as long as he is wearing Light Armors or Clothing.

Arcane Training (x): (10 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, MAN 16+

The Character must also have studied the type of spell for a long time.

The the Character acquires this Feat, he must choose a Spell Descriptor except for [Arcane], [Nature] or [Witchcraft].

All the Spells with the chosen Descriptor will have their Base Cost reduced by 2 (min. 1), which can be combined to other Cost Reductions.

This feat can only be acquired Once.

Upgrade II Requirements: Advanced Rank, MAN 18+

The cost of Advanced Spells is reduced by 3 instead.

Upgrade III Requirements: Expert Rank, MAN 20+

The cost of Expert Spells is reduced by 5 instead.

Armor Specialization: (20 pts) Only Combat (Might or Resistance)

Requires: STR 14+, CON 13+, Armor Proficiency (Medium)

The character reduces the Skill Penalty obtained by wearing Medium Armors, by 2%

Upgrade II Requirements: Armor Proficiency (Heavy), 15 pts

The character reduces the Skill Penalty obtained by wearing Heavy Armors, by 3%

Armored Impact: (10 pts) Combat - Might

Requires: STR 14+, Armor Proficiency (Medium), One with the Armor

The character is used to utilize his Armor to overpower his opponents.

The first time he performs a Charge during Combat, he obtains a +1 to his HtH (Strength) if wearing a medium Armor or heavier.

Backstab: (10 pts) Stealth

Requires: DEX 12+, 10 Ranks at Sneak

When the Character attacks a creature of at least the same size, unaware of his presence, from Behind with a One Handed Melee Weapon, he will deal 1d6 additional damage to the first Attack made. If the creature is aware of his presence, he will only inflict +1d3 Damage. If the Character is attacking from the sides of the Creature, he only obtains a +1 Damage regardless from the opponent's awareness and size. The Damage obtained by attacking from the Side is always applied to any attack made.

Upgrade II Requirements: 20 pts, 25 Ranks at Sneak, DEX 14+, Expert Rank, Stealth Only

The Bonus Damage for attacking an unaware opponent from behind is increased at +2d6, but only against Creatures of the same size, smaller or up to one Size Larger.

Balanced Combat (x): (20 pts) Combat (Might) Only

Requires: Hands, DEX 13+, Weapon Focus (Used Weapon) III

The character ignores the *Out of My Way* Special Rule from the selected weapon, unless if he uses the weapon to perform a *Spin Attack* or a *Broad Slash*.

Blind Fight: (30 pts) Combat (Any) / Stealth

Requires: 10 Ranks at Listen. The Character must receive a long training.

When the character fights against opponents which are receiving a Concealment from lack of light, which are within 4,5 m (15 ft) from him, he can perform a Listen Check to better understand where they are. If he succeeds he consider their Concealment reduced by 15% if he tries to attack them with melee or throwing weapons or with spells which require a Line of Sight. Those opponents which simply stand still can't be detected with this feat unless they are producing a noise which can be heard by the character.

The Character also ignores the effects of the Dazzle Spell.

This feat can be combined with the Scent Feat to better understand where the opponents are, even without hearing them.

Upgrade II Requirements: Expert Rank, 35 pts, 20 Ranks at Listen, and additional time of training

The Feat now reduces the Concealment by 30% and the character can also detect opponents coming from behind so it's always considered being attacked by his sides when certain Feats and effects are triggered by attacking a creature from behind (IE: Backstab), unless the attacking creature has also an Expert Career.

Broad Slash: (20 pts) Combat (Any) / Savage

Requires: Claws, Hands or Telekinesis, DEX 12+ or WILL 13+ if Unicorn, Weapon Focus (Any) III.

The character is able to perform a horizontal slash who can hit the Creatures in front of him within the weapon's reach, by spending two actions. The Broad Slash counts as a single attack, and uses the higher ThR of the weapon with a penalty of -2 to the Damage dealt.

If an opponent successfully Parry or Blocks the attack, the Broad Slash is interrupted and the remaining creatures will not be affected by the feat. The direction of the attack is decided by the character, so he can decide to perform the attack starting from the creature to the left or the right. Using a Pole-arm or a Two Handed Weapon forces to resolve this feat with an Initiative Slowdown of 1. Notice that this feat substitutes the OoMW Special Rule since it's still possible to hit allies.

Notice that the character must perform a single attack, then all the opponents must try to Dodge or Parry the result.

Upgrade II Requirements: 10 pts, Advanced Rank, Power Strike, Combat (Might) Only

It is possible to combine the Power Strike with this Feat. If so, the opponents can only Parry or Block if they obtain a result 5 points higher than the attack roll made with this feat. Using a Weapon of a Higher Category or a Large Shield allows to Block as usual. If they are not able to do so or to dodge, they are automatically hit.

Buckler Expertise: (15 pts) Civilian / Combat (Agility) / Stealth

Requires: Hands or Telekinesis, DEX 12+ or WILL 13+ if Unicorn, Shield Proficiency

When the Character is facing a single opponent with a Career Rank which is using One-Handed Weapon, it increases the Buckler's Shield Bonus to +2 or +3 against Light Weapons. This Feat can be used only against a Single Attack per Round.

Cooking Expertise: (35 pts) Academic / Civilian

Requires: 20 Ranks at Cook (x) at at least two different types of things

The character has improved greatly his cooking techniques and all his recipes are always more tasty and delicious than those of less competent people. The Character reduces the time needed for complex recipes, can create new ones and even try to fix recipes of others which have gone wrong, as best as possible. It also allows to Cook the famous MMMM Cake.

Cryomancy: (25 pts) Arcane Only

Requires: MAN 18+, Arcane Training (Cold), Elemental Synergy (Cold), 20 Ranks at Knowledge (Arcane)

The Character has greatly improved his knowledge of the Cryomancy Art but is no longer able to cast Spells with the [Fire] Descriptor.. When the Character casts a spell which deals at least one Dice of Damage based on Cold, he can spend 5 additional MP to being able to roll an additional dice of the same type, and then discard the one with the lowest result.

Example:

The Spell should deal 1d6+4 Cold Damage: the player rolls 2d6 and obtains a 3 and a 5. In this case it will discard the 3 and use the 5 as result.

Dauntless: (15 pts)

Requires: WILL 11+

The character obtains a +5% for Fear and Terror Checks.

Defending with Two Weapons: (20 pts) Combat - Agility / Savage

Requires: Hands or Telekinesis, Advanced Rank, Ambidexterity, Improved Parry III

When fighting with two melee weapons, the character obtains a +1 to Parry.

The bonuses are lost if the character uses the *Aggressive Assault* or any Feat related to *Power Strike*.

Upgrade II Requirements: Expert Rank

The Parry Bonus is increased from +1 to +2 against a single opponent.

Defensive Stance: (15 pts) Combat (Any)

Requires: Hands or Telekinesis

The character can renounce to all his attacks to obtain a +2 to his parry when using Melee Weapons. *Defensive Stance* can be combined with *Riposte Attack* allowing the character to make two counter-attacks per round instead of one.

This feat can't be used with *Power Strike*.

Upgrade II Requirements: 20 pts, Riposte Attack, Expert Rank, Combat (Agility) Only

The Character can perform a number of *Counter-attacks* equal to his Dexterity Modifier per round.

Dis-engage: (10 pts) Combat (Agility)

Requires: DEX 13+, Improved Dodge IV

Once per Combat Round, if the Character is wearing clothing or a Light Armor can declare to the GM that he is trying to Dis-engage from melee combat, by trying to dodge his incoming attacks.

If he successfully Dodges the first incoming Attack, he can spend one Action to move away by 1,5 m (5 ft) from him, while still facing the direction from the attack has come.

If the opponent had more than one attacks, those will fail unless the Character is still inside their reach but they will suffer a -4 to hit.

It's also possible to Dis-engage from a Charge if the Charging opponent ends his movement in front of the Character and is not trying to trample him or pass through.

If the Character has no Actions left, he can't use this Feat.

Elemental Synergy (x): (15 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, WILL 13+, MAN 14+, 10 Ranks at Knowledge (Arcane), Arcane Reserve II.

When the character acquires this feat, he must choose one Elemental Descriptor between [Acid], [Cold], [Electrical] or [Fire].

Every time the character casts a spell with the selected Descriptor that will deal the same Elemental Damage, he can spend 3 additional MP to being able to increase such damage by 2.

Example:

A Spell which deals 1d3+2 Fire Damage will instead deal 1d3+4.

This Feat can be acquired only Once.

Elusive Dodge: (25 pts) Athletic / Combat (Agility) / Savage / Stealth Only

Requires: DEX 15+, Evasive Movement, Improved Dodge IV

The Character can suffer up to two Attacks from a single Large Creatures (or bigger) without suffering the -2 Penalty to Dodge.

If the Creature has more than two Attacks, the Character will start to suffer the penalties after the second one was made.

Empower Spells: (15 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, WILL 13+, MAN 15+, 8 Ranks at Knowledge (Arcane)

The Character is now able to Empower a Spell. (See Page 146)

Ethereal Bond: (15 pts) Academic / Arcane / Combat (Enchantment)

Requires: Arcane Reserve II

Note: A Character which acquires this feat is no longer able to acquire Nature Bond.

When the character is healed by a Potion, he immediately recovers 1d3+5 MP.

This effect is resolved with an Initiative Slowdown of 4.

Evasive: (20 pts) Athletic / Combat - Agility / Savage / Stealth

Requires: DEX 13+

As long as the character wears a Light Armor or Clothes, he obtains a +10% to any Dexterity Check required to avoid Falling, Falling Objects or certain Spells or similar situation except for Traps or to maintain his balance.

Evasive Movement: (20 pts) Athletic / Combat (Any) / Savage / Stealth Only

Requires: DEX 14+, 10 Ranks at Spot, Improved Dodge III, Rapid Reaction II

The character obtains a +1 to Dodge the first Attack of Opportunity he suffers while moving inside a creature's reach, as long as is aware of their presence. Against Large or bigger creatures the bonus is increased at +2.

If the character wears a Medium or a Heavy Armor must also perform an Initiative Check or not be able to obtain the bonus.

If the character wears a Medium or a Heavy Armor he can only obtain a +1 to Dodge even against Large creatures.

Experienced Swimmer: (10 pts) Athletic

Requires: Advanced Rank, 15 Ranks at Swim

As long as the Character is wearing a Light Armor, he automatically pass any Swim Check required for swimming in calm waters as long as the Swim Check does not became Hard. His swim movement is increased at 1d3+1 x 1,5 m (x5 ft) per Round.

Expert Reloading: (20 pts) Combat (Agility) / Stealth

Requires: Hands Only, DEX 13+, Weapon Focus (Crossbow) III, Weapon Proficiency (Crossbow)

The Character reduces the Action needed to reload a Crossbow to One even if he can't still perform an attack after he had reloaded.

If he decides to move to up his full movement value, and then performs a ranged attack with the Crossbow, he will suffer a -2 to the Hit Roll, while if he moves up to half such movement value he suffers no penalty at all.

This feat has no effect for reloading Crossbows which only requires 1 Action to be reloaded.

Expert Runner: (15 pts) Athletic / Savage

Requires: CON 12+

The character obtains a +10% Bonus for the first time he performs a Constitution Check while running, as long as it's wearing Clothes or a Light Armor.

Extended Spells: (15 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, MAN 16+, 10 Ranks at Knowledge (Arcane), Advanced Rank

For each 5 additional Magic points the Character spend while casting a spell, he is able to increase his range by +3 m (+10 ft) to a maximum of +12 m (+40 ft), while suffering a -1 to his ThR (Magic), Attack Value or HtH Counter Checks for every 4,5 m (15 ft) the spell is extended. He can also increase the area of effect by +1,5 m (+5) for every 5 MP, to a maximum of +4,5 m (15 ft)

Extra Attack: (20 pts) Combat (Any) / Savage / Stealth

Requires: Weapon Focus (Selected Weapon) III

The character is able to make an additional attack during his round with the selected weapon. The additional attack suffers a -4 to the ThR and requires One Action. Is not possible to use this feat with Weapons that have the *Slow Special Rule*.

A character can make at most three attacks per round, if he combines this feat with *Ambidexterity* but only with a weapon that have the *Light Special Rule*. The attack made with the secondary weapon is considered a *Free Action* but only if the character doesn't move. The penalties to fight with two weapons are also applied to the Extra Attack.

Earth Ponies and Minotaurs can use this feat to instead perform a regular Attack and then a Stomp, while all Equestrian Races can perform a Single Attack and then a Buck. Doing so will impose a penalty of -2 to Dodge and Parry until the next Turn.

Finish the Fallen: (10 pts) Combat (Any) / Savage / Stealth

Requires: Rapid Reaction, Weapon Focus (Any) III

The first Melee attack made by the Character against a Prone or Knocked Down Creature, will deal +2 Damage and will obtain a +2% to the Critical Chance.

Upgrade II Requirements: Expert Rank, Weapon Focus (Any) V, 20 pts, Combat (Any) Only

The Damage dealt is increased at +3 and the Critical Chance is increased at +6%.

Flight Speed: (20 pts) Racial Feat

Requires: Improved Flight, Stable Flight

The Character permanently increases his Flight Movement (per Round) by 1,5 m (5 ft) randomly multiplying it by a d3.

Example:

While acquiring this feat, the player rolls a d3 and obtains a result of 2. So he will increase his Flight Movement by 3 m (10 ft).

Good Aim: (10 pts) Athletic / Combat (Any) / Savage / Stealth

Requires: DEX 12+ or WILL 13+ if Unicorn, Weapon Focus (Any Ranged or Throwing) III

The character is able to Aim against Flying Creatures with the weapons he is focused.

Upgrade II Requirements: 25 pts, Rapid Reaction II, Weapon Focus (Any Ranged or Throwing) V

The character is able to negate the Dodge Bonus obtained by Flying Creatures, with the weapon he is focused with.

Half-Swording: (10 pts) Combat (Any) Only

Requires: Hands or Telekinesis, Weapon Focus (Long Sword or Bastard Sword or Two-Handed Sword) III.

The character must also have received a relative training.

This combat technique, even if could look odd for the inexperienced, it's used to successfully fights against heavy armored foes.

This technique requires to hold the blade of the sword with both hands, but when fighting against opponents with the same size with a Heavy Armor, it allows to ignore the *Fluting* and *Reinforced* Special Rule, but the character will not obtain the ThR bonuses if the weapon is *Masterwork* or *Balanced*. It's possible to perform only a single attack with this technique, and is not possible to perform a *Broad Slash* or a *Spin Attack*. It's possible to perform a Riposte Attack, but only if the opponent is also using the Half-Swording technique. This attack is resolved with an Initiative Slowdown of 1. Unicorns must spend 2 additional MP each time they perform this technique.

Upgrade II Requirements: Expert Rank, Riposte Attack, 10 pts

It is now possible to perform a Riposte Attack against any weapon of the same size or smaller.

Hold Fast (Flight): (20 pts)

Requires: Able to Fly, CON 13+, WILL 13+. The Character must have been trained for at least 2 years.

The Character has endured a harsh training to better resist storms and heavy rains.

The Character obtains a +10% bonus to maintain stability while flying with a bad weather and an additional +5% to any Check required to resist a Cold Weather while Flying.

Hold Fast (Seafaring): (20 pts)

Requires: CON 13+, 10 Ranks at Knowledge (Seafaring), at least two years working on a large ship or enough experience with seafaring.

The Character is used to even the worst weather the sea can throw at him.

While sailing and working to maintain a ship, the Character reduces the penalties caused by the weather by 5% or 10% (up to the GM to Decide) or to avoid to being throw overboard.

Improved Pounce: (25 pts) Athletic / Combat (Agility and Might) / Savage Only

Requires: STR 14+ or DEX 14+, Fierce Charge, Furious Charge, Pounce

If the Character successfully Pounces on an opponent, he can also deal the Damage of the Attack used (Claws or Unarmed), even if the Knock Down attempt fails (or automatically fails). The Pounce is also now considered to be a Charge, which allows the use of various Feats related to performing a Charge.

Improved Speechcraft: (10 pts) Academic / Combat (Any) / Civilian

Requires: CUN 12+, Education (at least Rudimentary), 10 Ranks at Perform (Speechcraft)

The Character is particularly good with words, and he usually use them as ablative for certain situations.

The Character can use Perform (Speechcraft) instead of Authority, Diplomacy or Persuade when trying to reasoning with a small group of people, especially those who are angry, suspicious or insecure. While this feat doesn't really do something per se, it's taken in account by the GM in certain situations and even if doesn't necessarily grant any bonus or success, it could still grant to roll for a Skill Check while in normal situations it would not, even if the results could vary. This feat has a better use while roleplaying.

Example:

The Characters are trying to talk to a local Baron, but the his guards have orders to do not let the plebeians to enter his mansion.

While none of the character is a Noble, the one with this feat still wants to try to convince the Guards, even if it's obvious that they are not nobles. Since he has the Education (Academic) and Improved Speechcraft Feats, the character can try to show that he is a man of culture, and perhaps the baron could be interested in what they have to say.

Improved Stomp: (15 pts) Combat (Might) / Savage

Requires: STR 14+, Any Equestrian Race or Yak

When the character performs a *Stomp Attack* or a *Buck*, he deals one additional Dice of Damage.

Intrepid: (20 pts) Combat (Any) / Savage

Requires: WILL 13+, Dauntless, Resolute

The Character count as two Creatures when being charged by opponents of the same size (or lesser) or with the same Career Rank (or lesser).

Upgrade II Requirements: WILL 15+, Expert Rank

The character never performs any Morale Check when being charged by opponents with a Competent Rank.

Against opponents with an Advanced Career Rank they always count as they are with 5 less men (min 1), so being charged by 10 opponents with an Advanced Career Rank, they will count as they are only 5.

Iron Will: (20 pts)

Requires: WILL 11+

The character obtain a +2 when he tries to counter an Opposite Characteristic Roll based on Willpower, against Spells, Effects or Special Abilities. He also gains a +5% to his Willpower Checks.

Knife Thrower: (15 pts) Combat (Any) / Stealth

Requires: Claws, Hands or Telekinesis, STR 12+ and DEX 13+ or WILL 13+ if Unicorn, Weapon Focus (Throwing Dagger) III

When the Character obtains a Critical Hit with a Throwing Dagger against an opponent within 3 m (10 ft), the weapon deals +2 Damage.

Notice that the Damage type is the same as the base Damage source, not of eventual additional damage.

Upgrade II Requirements: STR 12+, DEX 14+, 30 pts, Combat (Any) / Stealth Only

The Character increases the Critical Chance of Throwing Daggers he uses by +5%, against enemies within 3 m (10 ft).

Lasting Spells: (20 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, MAN 16+, 15 Ranks at Knowledge (Arcane), Advanced Rank

The Caster is able to extend the duration of a spell by 1d3 additional Rounds, spending 10 MP.

This Feat affects only those Spells that have a duration in Rounds.

Leap: (25 pts) Athletic / Combat (Agility / Might) Only

Requires: STR 13+, DEX 14+, Knock Down, 15 Ranks at Jump, Advanced Rank

If the character moves at his full Movement Speed with a straight line, he can perform a Leap forward of 1d3x1,5 m (1d3x5 ft).

If with the result can reach or at least arrive directly in front of a creature of at least the same size, he can immediately perform a Knock-down against it, using all the available feats plus the character is considered to have performed a Charge. Against creatures who are Two Size larger (or more), the Knock-down will automatically fail, unless the character have certain Feats that allows to do so, or to be considered of a different size. If the victim successfully pass an Opposite Initiative Check, he can try to avoid the Leap with a Dodge Roll against an Attack Value of 10 plus the Unarmed ThR of the character who is performing the Leap.

Example:

A Character with an Unarmed Attack Value of +5, will set the Attack Value ad 15.

If the defender is not aware of the incoming leap, he will not be able to dodge it.

It's possible to use this feat only while wearing Medium Armors or less.

If the character also have the Dash Feat, he can add the movement bonus to the Leap Distance instead unless wearing a Medium Armor.

Mighty Strike: (20 pts) Combat (Might) / Savage

Requires: STR 14+ or WILL 15+ if Unicorn, Power Strike, Weapon Focus (Weapon Used) III

When the character uses the *Power Strike* Feat against a Creature of a bigger size, it obtains a Bonus of +2 Damages per Creature Size, starting from Large, or subtracts 2 additional Resistance Points per Size. This Feat must be learned by someone who already have it.

Example:

If the character uses this feat against a Huge Creature, he inflicts 4 additional Damages or subtracts 4 additional Resistance Points.

Mobile Protection: (15 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, WILL 14+, 15 Ranks at Knowledge (Arcane), 10 Ranks at Concentration

When the Character casts a spell with the [Barrier] and/or [Shield] Descriptor, he can spend 5 additional Magic Points and perform a Concentration Check. If he Succeeds, he is able to move up to half his movement value per Round while also moving the Spell with him. As long as the arcane bound with the spell is maintained, the caster is unable to attack, dodge, parry or cast any other spells. The Concentration Check must be performed every 1d3+1 rounds if the Character keeps moving or every turn the Character is Attacked at least once. Failing the Concentration Check immediately ends the enchanted bound with the spell and it can no longer be moved until the spell ends. If the Concentration Check is failed with a result of 95 or higher, he needs to pass a Hard Concentration Check or suffer a Spell Miss-cast. It's not possible to pass through the spell unless the description say otherwise. If its not possible to pass through freely, the Creature which is trying to pass through can perform a counter HtH Maneuver based on Strength, against the Caster's HtH (Magic), for blocking the spell. If the Creature succeeds, the Caster can't move the spell in that direction, but if the caster wins, the creature is considered being pushed back.

Upgrade II Requirements: 10 pts

The Character obtains a +5% Bonus to any Concentration Check he must perform to avoid the Spell Misscast when failing the Concentration Check.

Monster Hunter: (20 pts) Academic / Combat (Any) / Savage / Stealth

Requires: 8 Ranks at Knowledge (Arcane), 8 Ranks at Knowledge (Monsters and Creatures)

The Character obtains a +1 to Damage and +2% to the Critical Chance to any weapons he uses against Creatures with the Arcane Beast, Arcane Creature and/or Chimera Category or Sub-type, as long he has the relative Weapon Proficiency. Notice that the bonuses can only apply once, even if the creature has multiple Category or Sub-types.

Nature Bond: (15 pts)

Requires: Arcane Reserve

Note: A Character with this Feat is not able to acquire the Ethereal Bond Feat

When the Character heals his lost HP using Healing Potions or Healing Balm (except Lesser Healing Balm), he can spend 5 MP to obtain a +1 to the Dice Roll used to determine the amount of HP recovered. It is possible to spend a maximum of 15 MP.

Old Dog's Tricks (x): (20 pts)

Requires: Middle Age or Older.

The Character has learned some tricks during his life, that he uses to prevail against younger but less experienced foes.

When this feat is acquired, select one of the following:

– **Combat:**

When the Character fights against opponents with a Career Rank which are younger than him but not of a higher Career Rank, the "The Defender Always Wins" rule doesn't apply, and instead if there is a Tie he is considered to have won such tie as long as if is related to hitting an opponent with a weapon or when trying to Parry or Dodging his attacks.

– **Magic:**

When the Character fights against opponents with a Career Rank which are younger than him but not of a higher Career Rank, the "The Defender Always Wins" rule doesn't apply, and instead if there is a Tie he is considered to have won such tie as long as if is related to hitting an opponent with a Spell or when trying to Counter a Spell. He also obtains a +2 to Countering Spells cast by younger opponents.

Notice that by younger is usually referred for the same species, while is up to the GM to determine if creatures of other species can be considered younger or not (since some races can live longer than others).

Physical Endurance: (15 pts) Athletic / Combat (Endurance or Might) Savage Only

Requires: CON 12+

The Character obtains a +5% bonus when performing any Constitution Check for resisting any physical effort, such as enduring a run, holding his breath and so on.

Earth Ponies, Minotaurs, Mules and Zebras obtains a +10% instead.

The Bonus is halved if the Character is Tired or more exhausted.

Piercing Spell: (15 pts) Arcane

Requires: Able to Cast Spells, MAN 16+, 10 Ranks at Knowledge (Arcane)

By spending 2 additional MP while the spell is cast, the character is able to inflict 1 Direct Arcane Damage, when one of his spells that inflict Arcane Damage are successfully Blocked. The Feat has no effect if the opponent has a MDR, if the Block is performed by using an Enchanted Shield or if the target is protected by a Spell with the [Barrier], [Shield] or [Wall] descriptor.

Upgrade II Requirements: 15 Ranks at Knowledge (Arcane)

The Character is able to spend 2 additional MP while casting a Spell which deals Damage, to increase the RP subtracted by 2.

Upgrade III Requirements: 20 Ranks at Knowledge (Arcane), Expert Rank

If the character spends 3 additional MP, the spell subtracts 4 additional RP instead of 2.

Press the Attack: (15 pts) Combat (Any) Only

Requires: Claws, Hands or Telekinesis, Weapon Focus (Weapon used) III, Weapon Proficiency (Weapon used)

By Spending two Actions the Character is able to dish a series of quick attacks, forcing his opponent to a closed defense.

The Character performs a single Attack Roll, and if he manages to beat his opponents Parry roll he forces him to move back to up his half Movement value, while the character follows him close.

If he beats his opponent Parry roll by 10 or more, he can force his opponent to move back to up his entire movement value (of the character or of the opponent, which one is shorter).

The opponent can't benefits from shields unless using a Buckler.

Opponents wearing a Heavy Armor will increase their result by 2, since is more hard to force them to move away.

Upgrade II Requirements: 20 pts, Extra Attack or Ambidexterity

As alternative, the Character can use two or more of his attacks to force his opponent with a lesser Career Rank to move back by 1,5 m (5 ft), if they manage to Parry at least two of his attacks, while the character can advance by 1,5 m (ft) for free.

If the beat the character Attack Roll by 8 or more, they can't be pushed back, while those with a Heavy Armor only requires a result of 6 or more higher.

The opponents can still decide to do not move back, but doing so will force them to perform a Dexterity Check or being Out of Balance.

This Feat has no effect if the opponent is wielding Two-handed weapons.

Pyromancy: (25 pts) Arcane Only

Requires: Able to Cast Spells, MAN 18+, Arcane Training (Fire), Elemental Synergy (Fire), 20 Ranks at Knowledge (Arcane)

The Character has greatly improved his knowledge of the Pyromancy Art but is no longer able to cast Spells with the [Cold] Descriptor..

When the Character casts a spell which deals at least one Dice of Damage based on Fire, he can spend 5 additional MP to being able to roll an additional dice of the same type, and then discard the one with the lowest result.

Example:

The Spell should deal 1d6+4 Fire Damage: the player rolls 2d6 and obtains a 3 and a 5. In this case it will discard the 3 and use the 5 as result.

Rapid Shot: (20 pts) Only Combat (Agility) / Stealth

Requires: Hands Only, DEX 14+, Weapon Proficiency (Bows), Weapon Focus (Bow) IV

The character is able to shoot two arrows, one after the other, spending Two Actions.

Each arrow being shoot inflicts a -2 penalty to the Character's ThR and reduces the damage dealt by 2.

The Character can also decide to use this Feat to shoot the first arrow to a target and the second to another one, but only against targets who are in front of him as long as he is able to see them. This Feat can not be used with *Target Focus*.

Riposte Attack: (20 pts) Combat - Agility

Requires: DEX 13+ or WILL 14+, Weapon Focus II with the used weapon.

Once per Round, when the character successfully Parry a Melee Attack from a Melee Weapon with a Melee Weapon, and he rolls a result at least 5 points above the one of his adversary, he immediately obtains a single Melee Attack as a Free Action, but suffers a -2 to his ThR.

A Riposte can't trigger another Riposte or Special Action.

Upgrade II Requirements: 15 pts, DEX 14+ or WILL 15+

If the Parry result is at least 7 or more points higher than the opponent's Attack Roll, the penalty for the Riposte is reduced to 0.

Upgrade III Requirements: 25 pts, DEX 15+ or WILL 15+, Expert Rank, Combat (Agility) Only

When fighting against opponents with a lower Career Rank, the Character can obtain up to Two Riposte Attacks when the attack is successfully parried, with a -2 to the Riposte unless obtaining a result of 7 points higher, as written above.

Sense Danger: (25 pts) Combat (Any) / Savage / Stealth

Requires: DEX 13+, WIS 11+, 10 Ranks in Listen, Improved Parry III, Rapid Reaction

Once per Combat, the Character can perform a Listen Check when he is attacked from behind. If he succeeds, he can immediately turn by 90° to be then considered attacked on his side and be able to Parry such Attack, but his new orientation will be considered by other adversaries which act after him.

The Character can only use this feat as long as it has 1 Free Action and is wearing Light Armors or less.

Shock Resistance: (15 pts)

Requires: CON 11+, WILL 11+

The character permanently increases his Shock Test value by 5%.

Upgrade II Requirements: Tough II, Expert Rank, Combat (Resistance)

The character permanently increases his Shock Test value by 5%.

Skillful Healer: (25 pts) Academic / Civilian

Requires: 15 Ranks at First Aid

The first successfully First Aid Check performed on an injured creature, will heal 1d3+3 HP instead of 1d3+1.

This Skill can only be used once a Day per injured creature.

Upgrade II Requirements: 20 Ranks at Medicate

The Character Increases the HP healed by 1, when determining the HP recovered during a prolonged Medical Treatment

Skullcracker: (15 pts) Combat (Any) / Savage

Requires: Hands or Telekinesis, STR 13+ and DEX 12+ or WILL 13+ if Unicorn, Weapon Focus (Throwing Axe) III

When the Character obtains a Critical Hit with a Throwing Axe against an opponent within 3 m (10 ft), the weapon deals +2 Damage.

Notice that the Damage type is the same as the base Damage source, not of eventual additional damage.

Upgrade II Requirements: STR 14+, DEX 13+, 30 pts

The character increases the Critical Chance of Throwing Axes he uses by +5%, against enemies within 3 m (10 ft).

Sneak Attack: (15 pts) Stealth

Requires: DEX 13+, Weapon Focus (for the used weapon) III, 10 Ranks at Hide

If the Character attacks a creature within 3 to 9 meters (10 to 30 ft) that is unaware of his presence, with a Ranged or Throwing Weapon, the attack deals +1d6 Damages. If the creature is aware of the incoming attack, it only obtains +1d3 Damage. Using a One-Hand Crossbow, Throwing Axes or Throwing Daggers allows to perform a Sneak Attack within 1,5 m (5 ft).

The full damage can only be applied against creatures of at least one Size larger or lesser.

Upgrade II Requirements: Expert Rank, Backstab, Weapon Focus (Used Weapon) IV, 10 pts, only Stealth.

The character can use the additional Damage from the Backstab Feat instead, while using Throwing Weapons.

Notice that all the Rules that apply to the Backstab Feat will also apply to the Sneak Attack.

Spin Attack: (25 pts) Combat (Any) Only

Requires: STR 12+ or WILL 13+ if Unicorn, Advanced Training (Warrior), Weapon Focus (Weapon Used) III

By spending Two Actions, the Character can perform a single Attack by spinning on himself or with an skillful use of his weapon, trying to hit everyone around him. The Character performs a single Attack Roll with the weapon, suffering a -2 to the Damage Inflicted and a -1 for Parrying and Dodging until his next turn. Every Creature within the weapon's reach must perform a Dodge or Parry, in a clockwise or reversed direction, starting from one of those in front of the Character. If one of the Creatures successfully parries the attack obtaining a result of 10 or higher, he will also stop the Spin Attack since he manages to counter it. Obstacles will also being automatically hit, but if they aren't destroyed, they will also stop the Spin Attack, while the weapon will suffer 1d6 plus the Obstacle Hardiness as Damage, Removing 1d3+1 resistance Points from the weapon's total (a GM can decide to remove more or less RP by his choice). Notice that this Feat ignores the Out of My Way Special Rule, since it can hit everyone within reach. If a Creature is slain by this feat and the weapon has enough reach to hit also those behind, it can do so while suffering a -2 to the Roll and an additional -2 to Damage.

The Character can still decide to do so or only hit those in front of him and spare those behind.

Smaller Creatures obtain a +2 to Dodge a Spin Attack, while those laying on the floor can not be hit (unless big enough).

A Spin Attack is resolved with an Initiative Slowdown of 2.

This feat can not be used with the *Defensive Stance* or *Power Strike Feat*.

Upgrade II Requirements: 10 pts, Power Strike, Weapon Specialization (Same as Focus)

The Character can now also use the *Power Strike* Feat while performing a Spin attack, with the relative modifiers.

It can also use those Feats that are used with the *Power Strike* Feat, such as *Mighty Blow*.

Spellcraft: (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spell, 10 Ranks at Knowledge (Arcane), Advanced Rank

The character reduces the chances to obtain a Spell Failure by 5%

Upgrade II Requirements: 30 pts, 20 Ranks at Knowledge (Arcane), Expert Rank

The character reduces the chances to obtain a Miss-Cast by 5%

Spell Specialization: (15 pts) Arcane Only

Requires: Able to Cast Spells, MAN 14+, 15 Ranks at Knowledge (Arcane)

While casting a spell that deals damage, the caster can spend 5 additional Magic Points to inflict +2 Damage of the same source.

If the Spell inflicts different types of Damage, the additional Damage is added to the first source or the one which inflicts the higher Dice.

Example:

A spell that inflicts 1d3 Fire Damage plus 1d6 Arcane Damage will add the +2 to the Arcane Damage since it's the higher.

If the spell inflicts 1d6 Fire Damage plus 1d6 Arcane Damage, the +2 is added to the Fire Damage since it's the First Source of Damage.

Stormcaller: (25 pts) Arcane Only

Requires: Able to Cast Spells, MAN 18+, Arcane Training (Electrical), Elemental Synergy (Electrical), 20 Ranks at Knowledge (Arcane) or Knowledge (Nature)

The Character has been trained to become a Stormcaller or has mastered the elemental energy based on electricity but is no longer able to cast Spells with the [Fire] or [Cold] Descriptor.

When the Character casts a spell which deals at least one Dice of Damage based on Electricity, he can spend 5 additional MP to being able to roll an additional dice of the same type, and then discard the one with the lowest result.

Example:

The Spell should deal 1d6+4 Electrical Damage: the player rolls 2d6 and obtains a 3 and a 5. In this case it will discard the 3 and use the 5 as result.

Target Focus: (15 pts) Combat (Agility) / Stealth

Requires: Claws, Hand or Telekinesis, DEX 13+ or WILL 13+ if Unicorn, Weapon Proficiency (Ranged) or (Throwing), Weapon Focus (Used Weapon) II

The character reduces by 1 the ThR penalty when he tries to use the Ranged or Throwing weapon selected, against enemies in Melee Combat with his allies, if he stands between 6 and 12 meters to them (20 and 40 ft)

Upgrade II Requirements: 15 pts, DEX 14+

The Character reduces the chance to hit his allies instead of his target by 10%

Upgrade II Requirements: 20 pts, DEX 15+, Expert Rank

The chance to hit allies are reduced by 20% instead of 10%

Tenacious Spellcaster: (20 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, WILL 14+, 15 Ranks at Concentration, Combat Casting, Iron Will

When the character casts a spell while being attacked, he perform a Concentration Check for the first two attacks, and a Hard Concentration Check for the Third. A Fourth attack will automatically cause a Check Failure.

Thematic Spells (x): (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 16+, 10 Ranks at Knowledge (Arcane)

When the Character selects this Feat, he must choose a Theme for his Spells, like Flames, Gems, Bats or similar.

From now on, the spell he cast, if possible, will be shaped to match the theme selected.

For example if the theme selected is Gems and Precious Stones and the character casts *Blaze*, the spell will be shaped like a Flaming Fire Ruby. Remember that the feat affects only the visual effects of the spell cast and nothing else. Still, a Thematic Spell inflicts a -10% Penalty to those who are trying to identify the spell.

Upgrade II Requirements: 10 pts, MAN 18+, 15 Ranks at Knowledge (Arcane), 10 Ranks at Authority/Intimidate/Perform

The character is now able to make his spell more impressive or blatant. By spending 5 additional MP while the spell is cast, the character is able to also perform a skill check based on Authority, Intimidate or Perform (based on the Skills he has) with a +5% Bonus.

The player must explain to the GM the use of the spell and the related skill, to make sense, and also the spell must be seen and understood by the viewer to have effect or the Skill Check will automatically Fail.

Tough Guy: (20 pts) Athletic / Combat (Might or Resistance) / Savage Only

Requires: CON 14+

During Brawls or similar combats, the character is considered to have a NDR to any Damage dealt by Unarmed attacks, such as punch and kicks, equal to his Constitution Modifier.

This Feat has no effect if the Character is wearing any armors.

If the Character already has the Tough Skin Feat, he will use the higher NDR but not both.

Tricks of the Trade (Skill): (25 pts) Academic Only

Requires: 15 Ranks to at least two different Skills

Once every 1d3 Hours, when the character must perform a Skill Check he can decide to reduce the result of the dice by 1d10.

By doing this the character can avoid a failure, but still he will not be able to obtain Successes to increase the Skill Rank.

Example:

The character performs a Jump and the player needs to roll a 38 or less to succeed. Unfortunately the player rolls a 42, so the player decides to use this feat and rolls a d10. Since he obtains an 8 on the rolls, he subtracts the result to his 42 and obtains a 34, enough to successfully Jump, but he will not obtain Successes to increase the Jump Ranks.

Unstoppable: (25 pts) Combat (Might) / Savage Only

Requires: STR 14+, CON 13+, Fighter

When the Character is intercepted during a Charge (which have at least moved of 6 m / 20 ft) or while running, he can perform a Push maneuver and if he wins, the opponent is immediately pushed to one side, suffering the same damage dealt by an unarmed attack, and the character can finish his Charge while suffering a -2 to his To-Hit Roll.

If the Character is intercepted a second time, he must stop and the Charge Fails.

It is possible to use a Shield while doing so, obtaining a +1 for a Medium Shield or a +2 for a Large Shield.

If the character is holding a Bludgeoning weapon, he can deal the weapon's damage instead.

This Feat can only be used with Medium or Heavy Armors as long as the Character has the One with the Armor Feat with relative upgrades.

Unwavering: (20 pts) Combat (Resistance)

Requires: CON 13+, WILL 12+, Tough

The Character obtains a +5% Bonus to a single Morale Check, Fear Check, Terror Check and Shock Test (Bleeding).

The Character will obtain this bonus a number of times per day equal to 1 plus his Willpower modifier, but it can decide when obtain it or not. When all the times per day are used, he is unable to use this Feat until he completely rests for at least 8 hours or more.

Upgrade II Requirements: CON 14+, WILL 14+, Expert Rank

The Bonus is increased to +10%.

Use Crystal Flugelhorn: (30 pts) Academic / Arcane Only

Requires: MAN 16+, 15 Ranks at Knowledge (Arcane), The character must have receive a specific training.

This feat allows to correctly use a Crystal Flugelhorn.

Weapon Specialization (x): (15 pts)

Requires: Weapon Focus (Selected Weapon) II, This feat can only be applied to Melee and Throwing Weapons.

The character obtains a +1 to the Damages dealt with the selected weapon.

Upgrade II Requirements: 25 pts, Expert Rank, Combat (Might)

The Damage Bonus is increased at +2.

Character with the Combat (Might) Career will increase it at +3 instead.

Weave Affinity: (20 pts) Arcane

Requires: Able to Cast Spells, WILL 14+, MAN 18+

As long as the character is wearing clothing or a Leather Vest, he will increase his MP by 10. Also, when uses Arcane Crystals to recover MP spent, he will obtain 1 additional MP per Crystal Purity, but only if the Crystal is full.

If the character became Disoriented, Exhausted or Tired, he will loose the additional MP until he fully recovers.

Expert Feats

Against All Odds: (25 pts)

Requires: WILL 14+, Dauntless, Intrepid

Taught By: Canterlot Royal Guards, Order of the Fiery Heart

Once per Day, the Character can ignore all the situational modifiers to Morale, Fear and Terror Checks for one hour (IE: Being surrounded or in numerical inferiority).

Combat Expertise: (25 pts) Combat (Any) Only

Requires: Ambidexterity or Extra Attack, Weapon Focus (In the used weapons) IV

When the character is fighting against a single opponent with Career Ranks, he can decide to switch the order of his attacks, performing the one with the lowest bonus first. If he is fighting with a Weapon with the Wieldy Special Rule, he obtains a +1 to hit with his next attack if the previous was successfully Dodged or Parried.

If he is fighting against an opponent with this same feat, he will deny the bonus to hit if he manages to parry his attacks.

This Feat can't be combined with Power Strike or Defensive Stance.

Extra Crystal: (25 pts) Arcane Only

Requires: Able to Cast Spells, Arcane Reserve IV, 20 Ranks at Knowledge (Arcane)

The Character can use an additional Arcane Crystal (Lesser) without risking to discharge the others he is using.

Might: (20 pts) Combat (Might) / Savage Only

Requires: STR 16+, Diamond Dog / Earth Pony / Minotaur / Mule / Sabitian, Expert Rank

The Character reduces the Initiative Slowdown when performing a *Stomp*, a *Spin Attack* or a *Mighty Strike* Feat by 1.

The Character also halves the Initiative Slowdown from *Slow* weapons he is using.

The Character reduces the penalty to the secondary weapon, if using two One Handed Weapons without the *Light* Special Rule, from -4 to -2, but if he performs a third attack it's always resolved with an Initiative Slowdown of 4 and the ThR penalty is always -4.

Murderstroke: (20 pts) Combat (Any) Only

Requires: Hands or Telekinesis, Half-Swording, Weapon Focus (Same for Half-Swording) IV

This is an advancement of the Half-Swording technique, that allows to use the sword as a sort of mace, hitting the opponents with the sword's quillon. Performing a Murder Stroke maintains the same rules of the Half-Swording technique, and also the attack obtains the effects of the *Pierce* Special Rule against Heavy Armors and also against Reinforced Medium Armors.

If used against monsters and creatures with a Hardiness value, the weapon obtains a +1 to the Damage to pass it and also subtracts 1 additional Resistance Point. A Murderstroke is resolved with an Initiative Slowdown of 2, instead of 1.

Overwhelm (x): (30 pts) Combat (Any) / Savage Only

Requires: Hands, STR 14+, Critical Strike (Selected Melee Weapon), Weapon Focus (Selected Melee Weapon) IV, Expert Rank

When the Character acquires this feat he must specify which weapon he is able to use this feat (IE: Overwhelm - Long Sword).

When the Character scores a Critical Hit with the selected weapon, he can ignore any DR granted by Light Armors or consider the DR granted by Medium Armor being 1 point lower.

The Character can only use this feat Once per Round.

Precise Aim: (30 pts) Combat (Agility), Stealth

Requires: Claws, Hands or Telekinesis, Weapon Focus (Used Ranged or Throwing Weapon) IV

When the Character Takes Aim with the selected weapon, it consider the Cover of the opponent he is aiming at lower by 10%.

Group Feats

Group Feats are a type of Feats that works only if there are other allies nearby, and usually grants useful benefits for everyone. Note that generally the Feat works only on the same Group of Characters or NPC.

Example:

A group of 5 Diamond Dogs have the Brothers in Arms feat. Even if there are more allies nearby, the Feat only works for the 5 of them and does not take count of the other allies, unless said otherwise. The Game Master can define who is part of the same group and be able to obtain the benefits.

If for some reason the member of the group loses his trust in his allies or sees them as enemies, the Feat will not grants his bonuses, unless he regains his trust/confidence or the mind-spell is broken. Is always up to the Game Master to decide when the Feat is available or not.

Brothers in Arms: (5 pts)

This feat is available only for a group of characters or NpCs which have traveled (and probably fought) along for some time. It's up to the Game Master to decide when this feat is available for players, but if the members of the group already know each other from their Back Grounds they can have access to this feat even during the Character Creation.

While in combat, all members of the same Group with this Feat will increase their *Fighting along with Allies* bonus from +5% to +10%.

They also obtains a +5% Bonus to Fear Checks if there are allies within 9 meters (30 ft) in their Line of Sight.

Those who are using a Banner will grant the bonus within 12 meters (40 ft) instead.

Cohesive Spell: (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 13+, WILL 12+, Arcane Reserve II, at least a week of training.

When a Character Casts a Spell with the [Enhancement] Descriptor on a designated Ally, it can only spend half of the MP if the Ally spends the remaining half.

Example:

The Caster casts a Spell which costs 10 MP. In this case both the Caster and the receiving ally can both Spend 5 MP instead.

Even if the designated ally doesn't need to learn this Feat it still requires at least one week of training and a Mana value of 11+.

A Character can only designate a number of allies to share this feat with equal to its Willpower modifier +1, which must be selected when the feat is acquired.

Example:

A Character with a Will of 14 can share this feat with 3 other allies (2+1)

The Character can designate new allies, renouncing to some or all the previous but this can only be done once per week.

Combat Synergy: (10 pts) Combat (Any)

Requires: Advanced Rank, DEX 13+ or WILL 13+ if Unicorn, Weapon Focus (Used Weapon) III

When a Character with this Feat successfully hits an opponent with a melee attack, he can grant a +1 ThR Bonus to any other ally of his group with the same feat, during the next Combat Round. This feat can be used only Once per Combat and not against the same Creature.

Creature Knowledge: (20 pts) Academic

Requires: 5 Ranks at Knowledge (Monsters and Creatures), 5 Ranks at Spot, Competent Rank

The Character can advise an ally nearby, about how to better fight a Creature he is facing.

During his Turn, the character can perform a single free action to make a Knowledge check based on the creature he is facing. In case of success, he can spend 2 Actions to give an advice to a single ally within 3 m (10 ft), granting him one of the following bonuses:

- +1 to Hit the Creature, until the ally successfully hits the Creature.
- +2% to his Critical Chance with a Melee or Ranged Weapon the ally is using, until the he successfully scores one against the Creature. If the creature is immune to Critical Hits, the Ally will obtain a +1 when trying to pass the Creature's Hardiness.

The ally must be a creature with a Cunning value of at least 8, who also need to understand the character.

Listening to a suggestion requires 1 Action, so the Ally that receives the suggestion must have 1 Action left to pay attention to the character.

This Feat can only grant bonuses against the following Creature's Category depending on the Character's Knowledge:

- 5 Ranks at Knowledge (Arcane): Arcane Creatures, Constructs and Elementals (Any)
- 4 Ranks at Knowledge (Monsters and Creatures): Animals, Beasts, Insects, Marine Creatures, Reptiles
- 9 Ranks at Knowledge (Myths and Legends): Dragons and Oniric Creatures
- 7 Ranks at Knowledge (Necromancy): Undeads
- 8 Ranks at Knowledge (Occultism): Eldritch, Obscure and Nightmare Creatures

If the character has at least 10 Ranks in the required Knowledge Skill, he doesn't need to roll when facing common Creatures, but he still need to roll for uncommon Creatures while Rare Creatures require a Hard Check. If the Character has less than 10 Ranks he can't grant any advice against Rare Creatures since his knowledge is still limited.

If the Character has at least 20 Ranks, he doesn't need to roll for both Common and Uncommon Creatures.

This Feat has no effect on Reanimated or Conjured Creatures. Only a single advice can be told to an ally per combat, once every 1d3 Rounds, against a Creature Category or Sub-Type, even if such Creature has multiple Sub-Types. This Feat can not be combined with the Creature Hunter, Hunter or Monster Hunter Feats unless the Creature is unknown to the ally which receives the information.

Upgrade II Requirements: 25 pts, 10 Ranks at Knowledge (Monsters and Creatures), Advanced Rank

The character can now grant the above bonuses to all the allies within 3 m (10 ft).

Formation Combat: (10 pts) Combat (Any) Only

Requires: 5 Ranks at Knowledge (Military). The Character needs to receive a specific military training.

If the Character is part of a military Unit or part of a similar combat formation, he can move and attack during the same turn of his allies with the same Feat. This is mostly used if using rules to make large or small units to fight during wars or lesser skirmishes, and all the creatures with this feat will simply move and attack with a single Initiative Turn, unless the GM decides otherwise.

Usually the one which rolls for the unit's Initiative is the one in command, like a Captain, Sergeant, etc.

Gust of Wind: (10 pts) Athletic

Requires: Pegasus, Able to Fly, MAN 12+, Arcane Reserve

While flying, the character can spend 10 Magic Points to create a *Gust of Wind* with his wings, directed to a flying ally within 3 m (10 ft).

For the rest of the Round, the ally increases his Flight Speed by 1d3x1,5 m (1d3x5 ft) and obtains a +10% to all checks related to flight.

It's not possible to create a *Gust of Wind* while under the effect of the same feat created by another ally nearby.

Herbalist's Knowledge: (20 pts) Academic

Requires: Identify plants and Herbs, 10 Ranks at Knowledge (Herbalism) or (Nature), Competent Rank.

The Character can describe a common Herb or Plant he can identify to his allies within 3 m (10 ft), with a successful Knowledge (Herbalism) or (Nature) Check, spending some time to let them understand what he is looking for.

The GM can then allow his allies to search for that specific Common Plant or Herb, as they have the Identify Plants and Herbs Feat, with a Hard Cunning Check. They obtain a +5% Bonus if they have a Standard Education or a +10% if they have an Academic Education.

If the ally has at least 5 Ranks at Knowledge (Herbalism) or (Nature), they can perform a normal Skill Check instead.

Leadership: (15 pts)

This feat can be acquired only for one member of the Group that everyone sees or consider as a Leader.

Obviously all the Players must agree on which one is the Leader, or at least the majority of them. For NpCs the problem doesn't matter for obvious reasons.

Requires: WILL 13+, Brothers in Arms, 10 Ranks at Authority, 7 Ranks to at least one of the following: Diplomacy, Intimidate or Persuade.

The character is considered the Group Leader, or a similar commander.

The Group Leader can grant a +5% bonus to the first Morale Check the other group members must roll if within 4,5 m (15 ft) once per Combat. If the Group Leader Dies or is knocked unconscious, all the group members who sees him must immediately perform a Negative Morale Check with an additional -5% penalty to the roll.

Upgrade II Requirements: Once More Unto the Breach, 15 pts

The Group leader will also grant an additional +5% to the Willpower Check made by his allies for the *Once More Unto the Breach* Feat, if within 9 m (30 ft), and the First Fear Check they should Perform.

Mana Sharing: (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 14+, 6 Ranks at Knowledge (Arcane). The character must have received a specific training.

Once per day the Character can subtract 2 MP to one or more designated ally, recovering 1 MP in return up to 10 in total. The designated allies can't grant more than half of their MP in this way and they also require at least two weeks of training and a Mana value of 11+.

A Character can Designate a number of allies equal to his Willpower modifier +1.

Once More Unto the Breach: (10 pts)

Requires: WILL 13+, Brothers in Arms, Team Spirit

When the character is at ¼ of his total HP, or is incapacitated in some way and there is at least one of his *Brothers in Arms* within 9 m (30 ft) in his Line of Sight, he can perform a Hard Willpower Check. If he succeeds, he will immediately recover 1d3+1 HP or recover from his debilitation. If he fails he can still try again within 1d3 Rounds, or not being able to use this Feat until the Combat Ends, but can only recover the missing HP Once per Combat. When the Combat ends he must make a Shock Test or become *Exhausted*. If he pass it, he will only become *Tired*. When the Combat Ends or when the Feat is used successfully, the Character must rest for 8 hours and recover at least half of it total HP before being able to use this Feat again.

Rallying Cry: (10 pts)

Requires: WILL 12+, 5 Ranks at Knowledge (Military), Battle Cry, Brothers in Arms, Team Spirit

Instead of using a Battle Cry, the Character can shout a Rallying Cry. The Rallying Cry only affects those which are considered members of the same group, squad or unit, granting a +10% bonus to Morale Check and a +5% against Fear and Terror Checks for 1 Round as long as they shout back with a free action. The Rallying Cry can instead allow to perform a Morale Check instead of granting the Bonuses.

Can be used only Once every Hour even if the GM can reduce the time required if the group/unit manages to defeat its opponents quickly after using this Feat. While under the Effects of a Rallying Cry, any Battle Cry use has no effect.

Shield Brother: (20 pts) Combat (Any)

Requires: Shield Proficiency

When two or more Characters with this Feat are positioned side by side and both are facing the same direction while wielding a Shield, they all obtain a +1 to Parry Melee attacks and increase the cover from Medium and Large Shields by 5%.

Shield Wall: (15 pts) Combat (Any) Only

Requires: Advanced Rank, Formation Combat, Shield Brother

A Unit with at least all those in the front line are equipped with Large Shields can form a Shield Wall, by putting all the shields in front of them and sticking close together or just using the shields to cover most of their bodies.

While in this formation, they receive a +1 to resist any HtH Maneuver based on Strength and the cover granted by the shields also applies to Melee Attack, but they will suffer a -3 to hit with their One-handed weapons, except for Spears and half-spears.

If the entire unit is equipped with shields, the others in the back rows can also use the shields to grant cover against ranged attacks from above. The Cover granted by Shield Brother is increased from 5% to 10%

Team Spirit: (10 pts)

Requires: Brothers in Arms

As long as the Character is within 9 m (30 ft) to his *Brothers in Arms* and is aware of their presence, he obtains a +5% Bonus to any Willpower Check he should perform.

Character Advancement

A Character who has obtained enough experience will be able to advance in his Career Rank, obtaining new benefits and having access to new feats and spells, or to upgrade those who he already have acquired. Career Advancement is obtained by considering three factors: New Feats obtained, Skill Ranks in one or more skills and Career Points assigned.

By New Feats is intended those Feat obtained after Character Creation or after a successful Career Advancement. Upgrading a Feat doesn't counts towards the number of Feats required for advancing from Competent to Advanced, but will be counted from Advanced to Expert. Feats from Elite Careers still counts towards the number of new feats a Character must acquire.

The Skill Ranks required means that the Character must have a number of Skills as indicated in his table to have reached the required value, for example the Arcane Career requires two Skills at 10 as requirement for the Advanced Career. Its suggested that the Skill Ranks should be at least in one of the suggested Skills for the Career, but its not obligatory.

Example:
The Wizard Career suggests that the character has the Concentration and Knowledge (Arcane) Skill. In this case is suggested that the Character should have at least 10 Ranks in both, before being considered to have met the requirement.

Career Points are used to indicate the overall experience obtained by the Character. Career points always starts at 0 and to meet the requirement they must be increased to the appropriate amount. To increase such value, a Player simply needs to spend Available Career Points which will be added to the total of Career Points, until the requirement is met. When the Requirement is met, a Player can no longer assign Character Points until the Career Advancement is obtained.

Example:
An Academic Character requires 60 Career Points to obtain a Career Advancement from Competent to Advanced. The Character starts with 0 allocated Points and after few game session, he has 20 Available Character Points. He decides then to allocate 10 to his Career Points pool, which are increased from 0 to 10. After some more game session, eh then adds 20 Character points to the 10 already allocated to a total of 30. When he has finally allocated 60 Character Points he no longer needs to allocate more.

Once the Character obtains a Career Advancement, all the Career Points will be transferred to the Character Point Spent, to indicate the effective experience obtained through the adventures, and the Career Points will then be reduced to 0 once more.

Requirements for Academic, Athletic, Civilian and Stealth

	New Feats	Skills	Career Points
Advanced	5	Three at 10 Ranks	60
Expert	7	Three at 20 Ranks	130

Requirements for Arcane Careers

	New Feats	Known Spells	Skills	Career Points
Advanced	5	10	Two at 10 Ranks	60
Expert	8	20	Two at 20 Ranks	150

Requirements for Combat and Savage Careers

	New Feats	Skills	Career Points
Advanced	5	One at 10 Ranks	60
Expert	10	One at 20 Ranks	150

Elite Careers

Elite Careers are a sort of specialization a character could take to represent its specialization at a specific task.

All Elite Careers have a list of requirements that must be fulfilled to being able to acquire the Career itself, in the same way that a character can acquire a new Feat. Notice that an Elite Career also have a Cost, that must be spent using Character Points as usual.

Except for the Veteran Career, any other Elite Careers requires that the character spends some time training or studying for it.

When the Elite Career's requirements are fulfilled, the GM can allow the character to obtain it, and all the relative bonuses will be immediately applied. Another important thing is that Elite Character have access a special feats who are only available for them, who can be acquired as regular Feats, as long as the character train himself. A Character can only obtain a single Elite Career, also the Elite status will be simply added to the Career Rank, so an Advanced Character who obtains an Elite Career, will became Advanced (Elite).

Notice that also all the feats acquired still counts for the Career Advancement. While there are Elite Careers with a specific Name, some of them can have their name changed, since the name wouldn't be really important per Se, except to let understand what type of career is.

The additional statistics bonuses and Feats can be acquired only once

Berserker: (25 pts)

Legends are told about a group of savage barbarian warriors which are so imbued with the fury and rage of battle that they can be empowered by such anger. Berserkers are originated from the Northern lands, but are more common among the Yaks rather than other races, even if Diamond Dogs and Earth Ponies can embrace such path. Even if also Minotaurs can become Berserkers, they usually prefer to become Juggernauts instead, since their culture doesn't really appreciate such mindless rage.

Requirements:

Diamond Dog / Earth Pony / Griffin / Minotaur / Mule / Yak. STR 14+, CON 15+, WILL 13+, Critical Hit (Any Melee), Dauntless, Fierce Charge, Fighter, Furious Charge, Improved Dodge III, Intrepid, Iron Will, Power Strike, Shock Resistance, Tough Skin II, Tough II, Unwavering, Weapon Focus (Any Melee) III, 15 Ranks at Intimidate. Must be justified through Background or character development.

Benefits: +2 HP, Initiative is Increased by 1.

Available Feats:

Battle Wrath: (20 pts)

Once per Combat, if the Berserker manages to score a Critical Hit it will obtain a +1 to Hit with his next attack during his next Combat Round, while also suffering a -1 to Dodge. If the Character also has the Battle Cry Feat, the effect will last 1 additional Round.

Tougher Skin: (20 pts)

NDR obtained by the Tough Skin Feat is increased by 1

Wild Rage: (40 pts)

Berserkers are known for their ability to completely loose their mind into a sort of wild rage which makes them extremely hard to stop. For a number of times equal to the Character Willpower Modifier (up to 3), the Berserker can use this feat which will grant him the following effects starting from the next combat round, since it takes some build up to go completely berserk. As long as this Feat is active the character Deals 1 additional Damage with any Melee and Throwing Weapon, increases his HtH (Strength) modifier by 1, obtains a +5% to any Shock Test (which can pass the 65% Shock Test cap), completely ignores any Fear, Terror and Morale Check while his Morale Level is returned to 0. Still he suffers a -2 to Parry and Dodge and inflicts a -5% to any Morale, Fear and Terror Check to any Creature within 4,5 m (15 ft) which isn't also affected by this feat (both enemies and allies). The Character is forced to move close to the first creature he sees, while trying to charge groups of creatures rather than single ones, unless such single creatures are of at least one size larger. If he is up to attack his allies, he can try to pass a Hard Willpower Check with a +5% to the roll for every Ally within 3 m (10 ft) to the first. This feat lasts for 6 plus the Character Willpower Modifier, but when the effect is wearing off, the character can spend 10 MP to extend the effect to another 1d3+1 Rounds but doing so will also inflict him 2d3 Direct Damage. This can only done once per use. When the effect ends, the character must pass a Shock Test or become Exhausted. If he succeeds, he only became Tired. This Feat can't be used if the Character is already under the effect of a Berserkergang Potion.

Defender: (25 pts)

The term Defender is more a sort of archetype rather than an effective career, since different professions can be still considered a Defender such as a Paladin, a Royal Guard, Temple Guard etc.

Defenders are usually bound to a cause or ideal which they truly believe and are often hired to protect the nobility or similar important people, while others simply protects certain places such as Temples, City Halls and so on.

While Defenders of the innocents or of those in need are the most common, but some of them will instead embrace a more evil cause if they think is right while others will simply defend a generic cause, not necessarily related to good or evil.

Requirements:

WILL 13+, Brothers in Arms, Dauntless, Improved Dodge or Parry IV, Iron Will, Rapid Reaction, Resolute, Shock Resistance, Tough, Weapon Focus (Any) III. Must be justified through Background or character development.

Benefits:

Dodge or Parry is increased by 1, Initiative is increased by 1, +2 HP

Available Feats (can obtain up to 3):**Determination: (25 pts)**

If the Character has the Once More Unto the Breach Feat, he obtains a +5% when performing the required Willpower Check.

If he is fighting to defend something or someone important to his cause, the bonus is doubled.

As long as the Character is nearby the source he is trying to defend, he is still considered to have allies within even if he is fighting alone.

Fidelity: (20 pts)

The Character obtains an additional +2 to resist any Counter Willpower Check and a +5% to any Negative Morale Check.

These bonuses are doubled if he is defending something or someone related to his cause.

Loyal to the Cause: (25 pts)

Once per Day, as long as he is within 9 m (30 ft) to something or someone important to his cause, the character ignores any penalties inflicted by his Morale Level, even if he maintains such levels for 1 hour. Any Fear Check is also automatically passed.

Strategic Defence: (15 pts)

If the Character has the Shield Brother Feat he increases the bonus given to his allies by 1.

He also obtain a +1 to resist any HtH Maneuver based on Strength.

Grey Coat: (20 pts)

Grey Coat are those Roadwardens which has gained enough experience through years of service, and are usually respected by the authorities to the point that they are allowed to recruit those which are marked as criminals by the law, are unable to pay for a debt or even worse, are condemned to a death sentence. Hardened by the harsh life in the wildness and the fights against the lawless, the Grey Coats have fought through so many dire situations and survived that they are no longer easily impressed and are able to pull a fierce fight at any time.

Requirements:

Middle Age or at least 15 years of service among the Roadwardens as an effective member (not rookie), CON 13+, WILL 12+, 15 Ranks at Spot, 15 Ranks at Survival (Any), 10 Ranks at Hide, 10 Ranks at Listen, 10 Ranks at Sneak, Dauntless, Fighter, Improved Dodge or Parry III, Intrepid, Rapid Reaction, Resolute, Tough, Weapon Focus (Any) III. Must be justified through Background or character development.

Benefits:

+2 HP, +8 Skill Ranks. He considers his CON being 1 point higher when it's required to determinate how many HP he can loose before dying.

Available Feats (can obtain up to 3):

Always Ready: (20 pts)

The Character obtains a +1 to Dodge when he is caught in an Ambush during the first Combat Round.

He also obtains a +1 when performing a Counter Initiative Check.

Has no effect if the Character is unable to move, is confused, stunned or similar effects.

Dirty Fighting: (20 pts)

When the Character is attacking from the side or back of a creature it always deals +1 Damage and increases his Critical Melee Chance by +2% with any Melee Weapon.

The additional damage does not stack with Backstab or Sneak Attack.

Resilience: (30 pts)

Once per Day the character can ignore any Penalty inflicted by a Negative Morale level, for an entire Hour.

He also obtains a +5% to any Shock Test he must perform for an entire fight.

Things can Always get Worse: (15 pts)

The Bonus obtained by the Resolute Feat is increased at +10%.

Juggernaut: (25 pts)

One of the most ancient and renowned organization of warriors are the Juggernauts. They are the embodiment of the Physical Strength that a Minotaur can ever be and the true representation of athletics, cooperation and teamwork.

Juggernauts are trained to charge en masse directly through their opponents and to use nothing but their exceptional physique and their bare hands, even if some prefers to also wear a gladiatorial Armor and Caestus to better fight their foes.

Requirements:

Minotaur or Yak, STR 17+, CON 15+, WILL 13+, Brothers in Arms, Dash, Dauntless, Expert Runner, Fierce Charge, Fighter II, Firm Legs, Furious Charge, Knock Down, Improved Parry II, Intrepid, Resolute, Shock Resistance, Tough, Tough Skin, Unarmed Combat, Unstoppable, Weapon Focus (Caestus) III. The Character must also be evaluated by a Stampede Master (the figure which is in charge of a group of Juggernauts). Earth Ponies with the Bulky Trait can also try to become Juggernauts. In such case their Statistics Requirements are STR 15+, CON 15+ and WILL 13+, they will also replace the requirements of Improved Parry with Improved Dodge and Unarmed Combat with Hoof Combat! Must be justified through Background or character development.

Benefits:

+3 HP, his HtH (Strength) modifier is increased by 1

Available Feats:

Breakthrough: (30 pts)

If the character successfully manages to Push/Knock Down his opponent during a Charge, he will be still considered to be performing a Charge in his next Combat Round.

This means that the character has a charge that lasts for 2 consecutive rounds as long as he manages to Push/Knock Down his opponents.

Juggernaut: (30 pts)

During his first turn of Charge, the Character is considered as being of a larger Size, for the purpose of the Charge and increasing his HtH (Strength) modifier by 2.

Overwhelming Charge: (35 pts)

If the Character successfully manages to Push a target of his same size or smaller during a Charge, the opponent will be immediately moved by 1,5 m (5 ft) by any causal direction (left, right back or similar) and suffers 1d3+3 Bludgeoning Damage.

If the Character obtains a result higher by 10 or more, the opponent will be instead Knocked Down.

Unless the Character fails to Push or Knock Down his opponent, he can continue to move to up his entire Charge Movement while still being able to Push or Knock Down other Opponents Behind, while suffering a -2 to the HtH maneuver for every opponent already surpassed. Any Knocked Down opponent of the same size or smaller will be considered to be automatically hit by a Stomp attack if the Character moves over him, but doing so will reduce his total movement value by 1,5 m (5 ft).

If the Character is part of a Charging Group or Unit which uses this Feat at the same time, it obtains a +1 if the allies on both his sides are doing the same maneuver and an additional +1 for every ally behind him (up to +2).

If the Character Fails to Push/Knock Down his opponent while using this Feat, he will then suffer 2d3 non-lethal Bludgeoning Damage plus 2 additional damage if there are some allies behind.

Monster Slayer: (35 pts)

In some regions, monsters and other dangerous creatures are a huge threat to the equestrian population, especially in the Eastern Reign. From the insidious Timberwolves to the brutal Owlbears, many of them are cause of tragedy and havoc enough to devastate entire villages and farmlands. While the Monster Hunters are an organization of people specialized into studying and hunting down such menaces, those among them which obtain enough experience and survive long enough to their extremely deadly career are called Monster Slayers.

Requirements:

WILL 12+, 10 Ranks at Knowledge (Monsters and Creatures), 10 Ranks at Search, 5 Ranks at Knowledge (Arcane), Advanced Training (Hunter) or (Mage), Creature Hunter, Dash, Dauntless, Shock Resistance, Tough, 320 Character Points Spent.

Must be part of the Monster Hunters Organization and have managed to fight and defeat at least a Large Creature using his knowledge and abilities (can be helped but his role in the fight must be important). Must be justified through Background or character development.

Benefits:

+1 HP, +5 MP, Toxicity Limit is increased by 5

Available Feats (can obtain up to 5):

Evasive Movement: (10 pts)

This Feat is the same listed in the Feat List, but his cost is reduced. A Character can pick this one instead of that.

Giant Destroyer: (25 pts)

Requires: Able to Cast Spells, WILL 14+, MAN 18+, Arcane Reserve III, Empower Spells, Magic Affinity

When the Character casts a spell which deals Damage against a Large Creature (or bigger) it deals +2 Damages plus 2 for every Size Category bigger than Large. If the spell could obtain a Critical Hit, it's percentage chance is increased by +10%.

Direct Damage its not affected by this Feat.

Giant Slayer: (25 pts)

Requires: STR 16+ or WILL 16+ if Unicorn, Power Strike, Weapon Focus (Selected Weapon) III, Weapon Specialization (Selected Weapon)

When the Character is using a Polearm or a Two Handed Weapon against a Large Creature (or bigger) it deals +2 Damages plus 2 for every Size Category bigger than Large.

Know no Fear: (40 pts)

The Character can use his entire Willpower value instead of his Willpower Modifier, when performing a Fear or Terror Check caused by Monsters and Creatures Feats or Special Abilities. Has no effect against regular spells.

Silver for Monsters: (25 pts)

Requires: MAN 13+, Arcane Reserve, Critical Strike, Weapon Focus III (Selected Weapon), Weapon Specialization (Selected Weapon)

When using a weapon which meets the feat's requisites and is made of Moon Silver, the Character can Spend 8 MP when scoring a Critical Hit to be able to Roll one additional Dice of Damage and then discard the one with the lowest result.

This feat has effect only on Creatures with the Vulnerability to Moon Silver.

Specialized Training: (15 pts)

Requires: CUN 11+

The Character can spend a part of his time to train about certain creatures, to be better prepared to face them.

By reading, training or similar preparations, the character can increase his Damage dealt by weapons by 1 and the chance to score a Critical Hit by 3%, depending on his Ranks in specific Skills, as long as he is using weapons which he has a Focus of II at least:

- 15 Ranks at Knowledge (Arcane): Arcane Beast, Arcane Creature, Construct, Elemental
- 15 Ranks at Knowledge (Monsters and Creatures): Chimera, Dragon, Shapeshifter, Plant
- 15 Ranks at Knowledge (Myths and Legends): Fey, Oniric
- 15 Ranks at Knowledge (Occultism): Eldritch, Nightmare, Obscure, Undead

The Character can only obtain the Bonuses from this feat once, and can only be prepared against two Categories of Creatures at time. When he decides to change his preparation, he still need time to do so appropriately.

Upgrade II Requirements: 30 pts, 21 Ranks at the specific Knowledge Skill

Bonus Damage is increased at +2 and the Critical Chance is increased to +5%.

Tricks of the Trade (Dodge): (25 pts)

Once per Combat, the character is able to add +1d6 to a Single Dodge Roll when a Creature without Career Ranks is supposed to successfully hit him. If the new result is higher than the Creature's ThR, the character successfully dodge the attack.

Using this feat will not allow the use of Feats or abilities which can trigger if the character obtains a higher score than his opponent.

Specialized Spellcaster: (30 pts)

This Career is dedicated to those Spellcasters which wants to specialize in a specific type of magic or are focused more on a certain attitude to use spells than another. Conjurers, Pyromancers or Arcane Disruptors are all a typical example of a Specialized Mage, even if some simply call themselves "Wizard" or "Sorcerer" without any specific name because they don't really care.

Requirements:

Able to Cast Spells, WILL 13+, MAN 17+, 15 Ranks at Knowledge (Arcane), Advanced Training (Mage), Arcane Magic / Nature Magic / Witchcraft, Arcane Reserve IV, Combat Spellcasting, Empower Spells, Iron Will, Magic Affinity, Routine Spells, 350 Character Points Spent. Must be justified through Background or character development.

Benefits:

+1 HP, +15 MP, modifiers to Counter Spells are both increased by 1.

Available Feats (can obtain up to 3):

Notice that only one of the Unique Feats can be obtained.

Abjurer: (25 pts) Unique

Requires: MAN 18+, 20 Ranks at Knowledge (Arcane), Mobile Protection, Spell Disruptor, Must Know at least 3 Spells with one of the following Spell Descriptors: [Barrier], [Shield] or [Wall]

When the Character casts a spell with the [Barrier], [Shield] or [Wall] Descriptor, this feat will grant 5 additional RP to it, which is increased to 10 if he spends 10 additional MP when the spell is cast.

The Character also always obtain a +2 when is trying to Counter a Spell.

The Character is no longer able to Learn and Cast spells which deals damage.

The only exceptions are those spells which inflict Damage with the [Barrier], [Shield] or [Wall] Descriptor (IE: Wall of Fire).

Conjurer/Re-animator: (25 pts) Unique

Requires: WILL 14+, MAN 18+, 15 Ranks at Knowledge (Monsters and Creatures), must Know at least 3 Spells with the [Conjuration] and/or [Reanimation] Descriptor.

Creatures Conjured and Reanimated by the Character increase their ThR and Initiative by 1.

The Caster can Spend 10 MP, when the spell is cast, to grant one of the following bonuses: +2 STR, +2 CON, +5 HP/+3 RP, +1 to Dodge.

The Character can also spend 10 additional MP to Conjure/Reanimate 1d3+1 additional Creatures when is casting a Competent Conjuration/Reanimation Spell, or 1 additional Creature from an Advanced Conjuration/Reanimation Spell.

If doing so, the Creatures can only receive the bonuses to their ThR and Initiative but all are still under his control and the spell becomes a Stable Maintenance Spell.

When the Character obtains this feat, he renounces to all the spells with the [Charm] and/or [Mind] Descriptor, and it's unable to learn and cast them.

Elementalist: (25 pts) Unique

Requires: MAN 18+, Arcane Training (Related to the Element selected), Elemental Synergy (Related to the Element selected), Thematic Spells (Related to the Element selected).

When the Character casts a Spell influenced by his Elemental Synergy Feat, he can spend 1 additional MP for any additional Dice of Damage to obtain a +1 to such Dice result.

All the Spells which deal the elemental Damage he is specialized will always deal 1 additional damage, except for the Direct Damage.

The Character also obtains a +2 when trying to Counter a Spell with the same or opposite Elemental Type.

The Character is no longer able to cast spells with different elemental Descriptors from the one chosen.

Enchanter: (30 pts) Unique

Requires: WILL 14+, MAN 18+, Spellcraft

When the Character Casts a Spell with the [Enhancement] Descriptor, he can also grant half the benefits from another different Spell with the [Enhancement] Descriptor he knows, if he spends half of it's original cost.

He can also spend 10 additional MP when casting an [Enhancement] Spell to increase a single Bonus by 1 or by 5% (IE: a +1 to hit is increased at +2, while a +5% to a Check is increased at +10%), but if he does so he can't add a secondary effect from another spell.

Any Spell cast by the Character which deal Damage has his cost increased by 10 and his cost can't be reduced by any Feat, except for those spells with the [Enhancement] Descriptor.

Tricks of the Trade (Counter Check): (25 pts)

For 1d3+1 times per Day, the character is able to add +1d6 to any Counter Check based on Characteristics for Spells or HtH (Magic).

Tricks of the Trade (Mana): (25 pts)

Once per Combat, the character can immediately recover 1d10+1 MP while suffering 1d6 Direct Non-Lethal Damages.

If the character also has an Arcane Crystal Full, he will also recover 1 MP per Crystal Purity level.

Only the purest crystal in his possession can be used.

Veteran: (20 pts)

By Veteran is intended those who have a lot of experience, by being working for many years, or at least those who have learned some new useful tricks who can help them.

The Veteran Career can be applied to any existing career without any restriction or particular requirements.

Requirements:

Advanced Rank, 360 Character Points Spent. A GM could decide when a Character can become a Veteran.

Benefits (Pick two of the following):

+2 Hit Points, +5 Magic Points, Base ThR is increased by 1, Parry is increased by 1, Dodge is increased by 1, +10 Skill Ranks, Initiative is increased by 1, +5% on Morale Checks, +5% on Fear and Terror Checks.

Available Feats (can obtain up to 3):

Tricks of the Trade (Attack): (25 pts)

Once per Combat, when an opponent successfully Dodges or Parry the character's attack, the player can decide to roll an additional d6 and add the result to his Attack Roll. If the new value is higher than the opponents Dodge/Parry, the character successfully hits him.

It's not possible to obtain a Critical Strike while using this feat.

Tricks of the Trade (Counter Check): (25 pts)

For 1d3+1 times per Day, the character is able to add +1d6 to any Counter Check the Character must perform, except for Skill Checks.

Tricks of the Trade (Dodge): (25 pts)

Once per Combat, the character is able to add +1d6 to a Single Dodge Roll when an opponent is supposed to successfully hit him.

If the new result is higher than the opponents ThR, the character successfully dodge the attack.

Using this feat will not allow the use of Feats or abilities which can trigger if the character obtains a higher score than his opponent.

Tricks of the Trade (Fear and Terror Checks): (20 pts)

Once 1d3 Hours, the character is able to subtract the result of a 1d10 to a single Fear or Terror Check he performed, and the new result can grant a success if it's low enough.

Tricks of the Trade (Mana): (25 pts)

Once per Combat, the character can immediately recover 1d10+1 MP while suffering 1d6 Direct Non-Lethal Damages.

If the character also has an Arcane Crystal Full, he will also recover 1 MP per Crystal Purity level.

Only the purest crystal he has is considered.

Tricks of the Trade (Morale Check): (20 pts)

Once per combat, the character is able to subtract the result of a 1d10 to a single Morale Check he performed, and the new result can grant a success if it's low enough.

Tricks of the Trade (Parry): (25 pts)

Once per Combat, the character is able to add +1d6 to a Single Parry Roll when an opponent is supposed to successfully hit him.

If the new result is higher than the opponents ThR, the character successfully Parry the attack.

Using this feat will not allow the use of Feats or abilities which can trigger if the character obtains a higher score than his opponent, like *Riposte Attack*.

Tricks of the Trade (Skill): (25 pts)

Requires: 15 Ranks to at least three different Skills

Once every 1d3 Hours, when the character must perform a Skill Check he can decide to subtract the result of 1d10 from the dice result.

In this way the character can avoid a failure, but still he will not be able to obtain Successes to increase the Skill Rank.

Example:

The character performs a Jump and the player needs to roll a 38 or less to succeed. Unfortunately the player rolls a 42, so the player decides to use this feat and rolls a d10. Since he obtains a 8 on the rolls, he subtracts the result to his 42 and obtains a 34, enough to successfully Jump, but he will not obtain Successes to increase the Jump Ranks.

Weapon Master: (20 pts)

Weapon Masters are those which has trained themselves to refine their melee combat ability with impressive results. Some of them will follow a personal philosophy while others simply want to master the use of all weapons or a single one. The basic training usually allows them to understand the use of many weapons, until they find the one they like most or which they have more affinity with. Weapon Masters are usually hired as bodyguards or teachers, mostly by wealthy people or even by the nobility, but others simply travel across the reigns to try their abilities against other opponents or Weapon Masters or simply to practice constantly.

Requires:

Advanced Rank in a Combat Career (Agility/Resistance/Strength), DEX 14+ or WILL 14+ if Unicorn, CUN 12+, Critical Strike (Primary Weapon), Improved Parry III or Improved Dodge III, Rapid Reaction, Weapon Focus (Primary Weapon) IV, Weapon Focus (Secondary Weapon) III, Weapon Focus (Third Weapon) II, Weapon Specialization (Primary Weapon). The Character must have been trained by another Weapon master or to have learned from a Tome for a certain amount of time.

Note: All the Weapon Focuses must be taken for Melee Weapons only or Weapons with the *Overlay* Special Rule.

Benefits: +1 to ThR for Melee Weapons, +2 Hit Points, the Character's Initiative is increased by 1

Available Feats:

Darting Steel: (35 pts)

Twice per combat, when an opponent with a Career Rank successfully Dodges or Parry a single Weapon Master's attack, he can immediately roll an additional d6 and add the result to his ThR. If the new score is higher than the opponent's Roll, he will be hit as usual, but the attack can not obtain a Critical Hit.

Master of Weapons (20 pts)

As long as the Weapon Master is using a Weapon which he has a Weapon Focus III or higher, the weapon obtains the *Wieldy* Special Rule, except for those who already have the Special Rules or weapons with the *Slow* Special Rule. If the weapon already has the *Wieldy* special Rule, he increases the Bonus to perform a Riposte Attack to +2.

If he uses a Weapon with the *Slow* Special Rule, he can perform a Single Attack without being effected by the *Slow* Special Rule (but he can still obtain an Initiative Slowdown from other sources).

It is possible for the character to perform additional attacks ignoring the *Slow* Special Rule, but for each consecutive use of this feat, after the first, he will suffer 5 Direct Non-Lethal Damage. If the character suffers more than half of his HP in this way, he will become Tired. If he uses this feat again he will become Exhausted and he will not be able to use the weapon until he rest properly.

Steel for Equestrians: (35 pts)

Requires: Weapon Specialization (Any Melee)

Once per Combat, when the Weapon Master obtains a result with his ThR higher than his opponents Parry or Dodge by 10 points, he can consider its melee weapon used to have an AP value of -4. If used against Creatures with a Hardiness value of 7 or lower, the Character is considered to have automatically passed such value.

Wonderbolt: (20 pts)

Wonderbolts are a specialized organization of Pegasi who are usually used as messengers during peace and war, but since they are also a military organization from the Cloudsdales, they are able to intervene during dangerous situations, while providing help and assistance or trying to directly face the menace at the best of their abilities. Becoming a Wonderbolt isn't easy at all, and the recruitment phase is long and harsh. Only the best of the best can only hope to become one, and even if they manage to become recruits, the true training will be even more hard, but at the end it will forge a new Wonderbolt.

Requirements:

Pegasus, Advanced Rank, DEX 15+, CON 12+, WILL 14+, 20 Ranks at Spot, 10 Ranks at Listen, 10 Ranks at Concentration, 10 Ranks at Survival (Any), Arcane Reserve, Evasive, Improved Dodge III, Rapid Reaction II, Resolute, Stable, Stable Flight II. The new recruit must also receive a specific training, that can last for a year, by a Wonderbolt's Instructor who will evaluate his eligibility and physical resistance. If he pass the examination, he will become a Wonderbolt Rookie.

Bonuses: +1 Hit Point, +2 Magic points, Dodge is increased by 1. He will also obtain a Wonderbolt's Uniform (Rookie)

Note: *Wonderbolts have strict equipment's rules who allows them to only wear the uniform, goggles, a shoulder-bag and a single one handed weapon or two Small Weapons. They usually carry no more than a Light Load.*

Available Feats:

Buccaneer Blaze: (25 pts)

Requires: 5 Ranks at Knowledge (Arcane), Arcane Reserve II, Flight Speed

To perform this maneuver the character must fly towards the ground at full speed for at least two entire rounds.

At the third round, the Wonderbolt can immediately turn direction and spend 10 MP to create a sort of flashing blast.

Every creature in a radius of 9 m (30 ft) will become Dazzled for 1d3+1 Rounds, while those within 9 and 12 m (40 ft) have a 50% to be Dazzled. The Wonderbolt can pay 20 MP instead, to increase the effect by +6 m (+20 ft).

The Wonderbolt need to pass a Stability Check to successfully perform the Buccaneer Blaze. If he fails, he is not able to create the flashing blast and he will also lose his stability.

Fast Recover: (10 pts)

The first time the character fails a Stability Check, the next time he tries to stabilize himself he will obtain a +20% bonus.

Improved Weather Resistance: (25 pts)

Requires: CON 13+

Note: This feat replaces the effects of Weather Resistance

Wonderbolts train really hard to be able to fly even during a storm or a tempest. The character obtains a +10% Bonus to Constitution Checks against Frost and a +5% to Stability Checks performed while flying with bad weather conditions.

Upgrade II Requirements: Expert Rank

The Constitution bonus to resist Frost is increased at +15%. Stability bonus is increased at +10%.

The Character also obtain a +5% to any Shock Test (Frost)

Silent Communication (Wonderbolt's Signals): (5 pts)

Requires: Education (Rudimentary)

The character knows a way to use a silent communication using hand and gesture signals. Only other characters with the same feat can understand what he is saying, but usually it's possible to just communicate simple concepts or informations.

Tracking Trail: (10 pts)

Requires: 5 Ranks at Knowledge (Arcane)

The character can spend 10 MP to leave a colored trail while he flies, which will last for 30 minutes.

Doing so requires 2 Actions and usually the color is based on the character's mane (or tail) color scheme, even if it's possible to personalize it with simple enchantments.

Still, as secondary effect, the character always leaves a short trail behind him if running or flying fast, but such trail is very short and doesn't last longer than a second since it's just a visual effect.

Epic Characters

Reaching an Epic status is never an easy task, and is usually the result of a very long and hard journey.

The Epic Status allows to pick up to a single Bonus and Epic Feat, but is still possible to earn more Epic feats, even if usually it should be limited to 2 or 3.

When a Character becomes Epic his Career type also Changes to Epic, which is simply a further “step” for the purpose of certain Feats, like those which consider if the character is of a higher Career Rank.

Elite status is still applied.

Epic Character Bonuses (Pick one):

+10 MP, Increase Initiative by 1, Increase HtH (Strength) or (Dexterity) or (Magic) by 1, Shock Test value is capped at 70% instead of 65%, Toxicity Limit increased by 4.

Epic Feats:

Blessing of the Light:

Requires: The Character must have proven his good intentions and affinity with one of the Aspects of the Pillars of Light.

Once per Game Session, the Character can obtain the benefits from the Blessing of the Pillar of Light its linked to.

- **Beauty:**
The Character can restore and repair a place or building linked with art, beauty or nature by giving up his own lifespan and aging by 4d6 Years each time it does so. The Character can also restore the age of a suffering being donating 3d6+1 years to it while aging of the same. Has no effect on buildings or places used to wage war, suffering or other negative emotions.
- **Bravery:**
The Character becomes Immune to any Fear and Terror Check for 2d6+2 Minutes and grants a bonus of +10% to any Fear and terror Check to any friendly Creature within 15 m (50 ft).
- **Healing:**
The Character can Cure any Curse, Magical Illness and even restore broken limbs or regenerate body parts which has been cut off, as long as it perform a specific Ritual which consumes a huge amount of Magic Points (up to the GM to decide the specific requirements). Notice that the gathering of the materials can require more than a single game session.
- **Hope:**
The Character allows any friendly creature within 15 m (50) under the effect of any Fear or Terror Effects and Spells to calm down and restore their Morale Level to normal. It can also instead grants a +15% to any Morale Check for 2d3 Minutes to a selected Creature.
- **Sorcery:**
The Character can perform powerful rituals or being able to unbind an Epic Spell with a specific Ritual. It can also instead reduce the cost of any Spell he can cast with the [Barrier], [Shield] and [Wall] Descriptor by half, for 10 minutes as long as the spell doesn't deal damage.
- **Strength:**
The Character can perform an impressive act of strength if such action ensures the safety of other people or if used to defend them.

Die Hard: Combat (Might or Resistance) / Savage (based on combat) Only

Requires: Diamond Dog, Donkey, Earth Pony, Griffin, Mule, Minotaur, Epic Rank, CON 17+, Tough III

The Character has an exceptional physical endurance which allows him to resist the grasp of death.

The Character considers his Constitution value being higher by 6 points to determine the amount of negative Hit Point he can reach before dying and permanently increase his Shock Test by 3% which can also exceed the normal limit of 65%.

He also obtains a +15% against any Shock Test (Bleed).

Epic Arcane Reserve: Arcane / Combat (Enchantment)

Requires: WILL 16+, MAN 20+, Able to Cast Spells.

The Character increases his MP by 10.

Can be obtained more than once by Alicorns or similar powerful Creatures.

Epic Improved Dodge:

The Character increases his Dodge modifier by 1, and can exceed the Dodge limit imposed by Armors by 1, as long as he is proficient with such Armors and has the related One with the Armor Feat.

Epic Improved Parry: Combat (Any)

Requires: Improved Parry III

The Character improves his Parry modifier by 1.

Epic Spell: Arcane Only

Requires: Able to Cast Spells, WILL 15+, MAN 23+

The Character can learn an Epic Spell.

This feat can be acquired more than once.

Epic Toughness: Combat (Resistance) Only

Requires: CON 18+, Tough III

The Character permanently increases his HP by 3.

Epic Weapon Focus: Combat (Any)

Requires: Weapon Focus (Selected Weapon) III

The Character increases the benefits from the Weapon Focus Feat related to the selected weapon by 1.

Hand of Destiny:

Once per Game Session, the Character can automatically obtain a result of 20 on a single d20 roll, used to resolve a crucial situation.

The GM can still suggest if it's crucial or not.

Hand of Fate:

Once per Game Session, the Character can automatically obtain a result of 01 on a single d100 roll, used to resolve a crucial situation.

The GM can still suggest if it's crucial or not.

Outstanding Recovery:

The Character increases the HP recovered from any source by 1 Once per Day and reduces the interval of days which recovers lost HP while under Medical healing by 1, Once per Game Session.

Notice that this mean he recovers 1 additional HP the first time he is healed by a different type of healing source, like a potion, First Aid Check, Medicate Check, Balms etc.

Seeds of Harmony: Group Feat

Requires: Only character which have demonstrated their good will and intentions can obtain this feat.

Once per Day, the members of the same group with this feat can spend 15 MP at the same time to increase their Morale Level by 2d3 for 2d3+1 Combat Rounds, and Removing any negative Morale effect they are currently suffering.

Skyborn:

Requires: Able to Fly, WILL 14+, MAN 18+, Arcane Reserve II, Armor Proficiency (Medium or Heavy), Stable Flight.

As long as the Character is wearing an Armor made of Lunar Silver, he can spend 10 MP (or 15 if heavy) to being able to Fly despite the Armor Type he is wearing, even if his Flight Movement is reduced by 1,5 m (5 ft) if Medium or by 3 m (10 ft) if heavy.

When performing Stability Checks it's considered wearing a Light Armor.

This effect is considered a Spell with a Stable Maintenance which lasts for 12 Hours.

Ultimate Sacrifice:

Requires: Thaumaturgy, Will 16+, Man 20+

The Character can spend all his HP to heal a creature of the same size which has been slain within 3 rounds, allowing it to live again by giving up his own life and dying when at the end of such process.

The Character which sacrifices itself while doing so can't be healed again by the same Feat.

CHAPTER 2: EQUIPMENT

Money:

The currency used in the Equestrian Reigns is called Bit, and is used to buy equipment, food or to pay workers. The Bits are divided in Golden Bits (GB) and Copper Bits (CB). For every 20 CB you obtain 1 GB.

Trading, Barters and Gems:

In some poor or isolate regions the money isn't the only way to obtain goods. In certain villages or frontier areas it's possible to barter items in exchange of others, and sometimes it's possible to trade using small and common gems instead of money, but depends on the merchant or the buyer. Diamond Dogs prefer to trade using shiny gems and Griffins prefer only the use of Gold, instead of Copper, if possible.

Different Prices:

The cost of the items, food and equipment is considered a Base Value, that can increase or decrease depending on the quality or the zone where it is sold. For example a Long Sword could cost more if bought in a Large City than a small Village or vice versa, depending on the rarity of the item itself.

A Game Master can decide to increase/decrease the cost of the items sold as he prefer, for reflecting the difficulty to obtain it or the relative rarity of the item itself, or he can use the following table.

	Hamlet	Village	Small City	Large City	Metropolis
Alchemical Equipment	Not Available	Not Available	+1d6 Bits	+1d10 Bits	+1d10 Bits
Arcane Equipment	Not Available	Not Available	+1d6 Bits	+1d10 Bits	+1d10 Bits
Armors and Shields	Not Available	+1d3 Bits	+1d6 Bits	+1d6 Bits	+1d10 Bits
Foodstuffs	+1 Bit	+1 Bit	+1d3 Bits	+1d3 Bits	+1d3 Bits
Generic Equipment	+2 Bits	+2 Bits	+1d3 Bits	+1d6 Bits	+1d6 Bits
Weapons	Not Available	+1d3 Bits	+1d3 Bits	+1d6 Bits	+1d10 Bits

Notice that this is a generic Table. The GM can alter this content as he likes, for example there could be an alchemist in the hamlet the players are visiting, if he decides so. The same thing applies for the additional price.

Weapons and Armors Modifications:

Some Armors and weapons could be crafted with a better quality or with a different material.

	Can be Applied to	Cost
Sharpened Weapon	Any Blade	¼ of the Base Cost
Balanced Weapon	Melee Weapons	Base Cost +½
Masterwork Weapon	Any Weapon	Base Cost x2,5
Hunting Weapon	Javelin, Spear, Half-Spear	+½ of the Base Cost
Steel Weapon	Any Weapon	+½ of the Base Cost
Steel Armor	Metallic Armors	+¾ of the Base Cost
Apply Reinforcements	Any Armor except Mashup and Minimal	+½ of the Base Cost

A Sharpened weapon will increase the Critical Chance by 5%. This condition will wore off during time, if the weapon is used.

A Balanced Weapon grants a +1 to the ThR.

A Masterwork Weapon grants a +1 to the ThR and Damage and will increase the Critical Chance by 2%

A Masterwork Bow will also increase the Strength required to *Draw* it by 1.

A Hunting Weapon will always improve its AP against NDR by 2 (*IE: an AP value of -2 will be increased at -4*)

A Steel Weapon will inflict +1 Damage and will increase his Critical Chance by +2%.

A Steel weapon also maintains the +1 Damage while trying to damaging items and will remove 1 additional Resistance Point.

A Steel Armor will increase the DR by 1 and allows to reduce the Skill penalty by 6% instead of only 5%. The Weight is reduced by 1 kg (2 lb) per Armor Type. If the Steel Armor is reinforced it doesn't further increases its DR.

Reinforcements can be applied to any Armor except for Mashup Armors and Minimal Armors.

A Reinforced Armor will increase his DR by 1, but will also increase the Skill penalty by 2%.

Melee Weapons

	Cost	Critical	AP	Weight	Type	Category	Special Rules
Bastard Sword	24 GB	22%	0	2,5 kg / 5.5 lb	Slashing	Variable	One Hand and Half, *Wieldy
Battle Axe	12 GB	21%	0	2,5 kg / 5.5 lb	Slashing	One Handed	Axe, Shield Crusher
Bayonet	Variable	23%	0	0,5 kg / 1 lb	Slashing	Small	Small, <i>Inflicts only 1d3+2 Damages</i>
Berdiche	20 GB	22%	[-1]	3,5 kg / 7 lb	Slashing	Pole-arm	Axe, Reach, Shield Crusher
Club	12 CB	22%	0	1,5 kg / 3 lb	Bludgeoning	One Handed	Stun
Dagger	10 CB	23%	0	0,5 kg / 1 lb	S/P	Small	Light, Quickly, Small
Falchion	9 GB	22%	0	3 kg / 6 lb	Slashing	One Handed	
Flail	16 GB	22%	0	2,1 kg / 4.2 lb	Bludgeoning	One Handed	Crushing, Over the Shield
Gladius	5 GB	22%	0	1,1 kg / 2.2 lb	Slashing	One Handed	Light
Glaive	14 GB	23%	(-1)	4 kg / 8 lb	Slashing	Polearm	Reach
Guisarme	15 GB	24%	(-1)	3,5 kg / 7 lb	Slashing	Polearm	Reach
Halberd	27 GB	24%	-2	5 kg / 10 lb	S/P	Polearm	Crushing, Reach
Half Spear	4 GB	23%	0	1,5 kg / 3 lb	Piercing	One Handed	
Heavy Flail	12 GB	23%	[-1]	4,5 kg / 9 lb	Bludgeoning	Two Handed	Crushing, Slow
Heavy Mace	16 GB	21%	[-1]	4 kg / 8 lb	Bludgeoning	One Handed	Crushing
Heavy Pick	25 GB	22%	[-2]	2 kg / 4 lb	B/P	One Handed	Crushing, Shield Crusher
Long Sword	12 GB	22%	0	2 kg / 4 lb	Slashing	One Handed	Wieldy
Mace	10 GB	23%	0	2 kg / 4 lb	Bludgeoning	One Handed	
Machete	6 GB	24%	0	1 kg / 2 lb	Slashing	One Handed	Light, Small
Pike	16 GB	22%	0	2,5 kg / 5.5 lb	Piercing	Polearm	Counter Charge, Extended Reach, Unwieldy
Pole-axe	18 GB	21%	0	3 kg / 6 lb	Piercing	Polearm	Counter Charge, Reach
Quarterstaff	18 CB	20%	0	1,6 kg / 3.2 lb	Bludgeoning	Polearm	<i>Inflicts only 1d6+1 Damages</i>
Rapier	13 GB	24%	0	1 kg / 2 lb	Piercing	One Handed	Fast, Light, Wieldy
Reinforced Hatchet	6 GB	20%	0	1,5 kg / 3 lb	Slashing	One Handed	Axe, Light
Reinforced Quarterstaff	2 GB	23%	0	2,1 kg / 4.2 lb	Bludgeoning	Polearm	Reach
Sabre	11 GB	23%	0	2,1 kg / 4.2 lb	Slashing	One Handed	
Short Sword	8 GB	21%	0	1 kg / 2 lb	Slashing	One Handed	Light, Wieldy
Spear	22 CB	21%	0	2 kg / 4 lb	Piercing	Polearm	Counter Charge, Reach, <i>Inflicts only 1d6+1 Damages</i>
Stiletto	12 CB	24%	0	0,5 kg / 1 lb	Piercing	Small	Fast, Light, Small
Two Handed Axe	30 GB	24%	0	3 kg / 6 lb	Slashing	Two Handed	Axe, Heavy, Out of My Way, Shield Crusher, Slow
Two Handed Hammer	42 GB	20%	[-1]	4 kg / 8 lb	Bludgeoning	Two Handed	Crushing, Heavy, OoMW, Slow
Two Handed Sword	36 GB	22%	(-1)	3 kg / 6 lb	Slashing	Two Handed	Heavy, Out of My Way, Slow
War Hammer	17 GB	22%	[-1]	3 kg / 6 lb	Bludgeoning	One Handed	Crushing
Whip	20 GB	26%	0	1 kg / 2 lb	Slashing	One Handed	Small, Quickly, Whip

Damage:

A weapon have a base value of damage, based on his type, unless specified otherwise or modified by certain Special Rules.

Small	One Handed	Polearm	Two Handed
1d3+1	1d6+1	1d10+1	2d6+1

There are many factors who can increase or decrease the Damage dealt by a weapon, such as the Strength modifier, the material, etc.

Racial Weapons

	Cost	AP	Weight	Special Rules
Iron Horseshoes (Pair)	8 GB	0	1 kg (2 lb)	Pair, Horseshoe
Steel Horseshoes (Pair)	20 GB	[-1]	0,8 kg (1,8 lb)	Pair, Horseshoe
Lunar Silver Horseshoes (Pair)	25 GB	0	0,6 kg (1,4 lb)	Pair, Horseshoe
Iron Reinforced Claws (Pair)	14 GB	0	1 kg (2 lb)	Pair, Reinforced Claw
Steel Reinforced Claws (Pair)	30 GB	0	0,8 kg (1,8 lb)	Pair, Reinforced Claw
Lunar Silver Reinforced Claws (Pair)	45 GB	0	0,6 kg (1,4 lb)	Pair, Reinforced Claw

Lances and Jousting Lances:

	Cost	Critical	AP	Weight	Type	Category	Special Rules
Jousting Lance	28 GB	20%	0	4 kg / 8 lb	Bludgeoning	Pole-arm	Attached, Jousting
Heavy Lance	24 GB	24%	(-1)	5 kg / 10 lb	Bludgeoning	Pole-arm	Attached, Anti Infantry

Exotic Weapons

	Cost	Critical	AP	Weight	Type	Category	Special Rules
Caestus	22 GB	23%	0	1 kg / 2 lb	Bludgeoning	One Handed	Exotic, Light, Pair, Overlay
Fell Blade	45 GB	24%	(-1)	7 kg / 14 lb	Slashing	One Handed	Exotic, Requires STR 14
Khopesh	38 GB	23%	0	1,7 kg / 3.4 lb	Slashing	One Handed	Exotic, Fast
Nocturnal Blade	32 GB	23%	0	1,1 kg / 2.2 lb	S/P	One Handed	Exotic, Fast, Light, Pair
Scimitar	30 GB	24%	0	1,1 kg / 2.2 lb	Slashing	One Handed	Exotic, Light
Small-sword	31 GB	25%	0	0,8 kg / 1.6 lb	Piercing	One Handed	Exotic, Light, Quickly
Two Handed Fell Blade	75 GB	23%	-2	12 kg / 26 lb	Slashing	Two Handed	Exotic, Heavy, Out of My Way, Slow, Requires STR 17



Geräuchert, a Griffin Mercenary, is armed with a Reinforced Claw

Special Rules:

Anti Infantry:

The weapon deals +1d6 additional Damages during a charge, if used by someone mounted on a creature.

Attached

Jousting and Heavy Lances are attached to the wielder's body through belts and leather laces. This allows the wielder to use them during a charge, without losing them. All Equestrian Races and Griffins are able to use this type of lances, while Minotaurs will simply use a lance who is not meant to be attached to the body of a four-legged creature, like a pony. A character who performs a Charge with an attached lance will obtain a +2 to his HtH (Strength) roll while performing a Push.

It's possible to equip only a single Lance.

Axe:

The weapon subtracts 2 additional Resistance Points to Wooden Items/Creatures.

Counter Charge:

The weapon deals +1d6 additional Damages to Opportunity Attacks against charging creatures while standing still in front of them.

The Damage is increased to +1d10 against mounts, mounted characters or Large Creatures (or bigger).

Crushing:

Weapons with this Special Rule subtract 2 additional Resistance Points against objects, except for those who need to be cut, and they obtain +1 Damage to pass the item's Hardness.

Exotic:

This kind of weapon isn't available everywhere and it can only be used by those who have the appropriate feat or by those races who are allowed to consider it a normal weapon. The cost is indicated if bought as an exotic weapon, while if bought in a region/place where it's produced, the cost is reduced to a similar weapon. It's up to the GM to decide.

Extended Reach:

All Weapons with this Special Rule increase the wielder's Reach by 3 m (10 ft)

(Medium Sized Creatures have a Base Reach value of 1,5 m)

Fast:

During an Initiative Tie, a weapon with this Special Rule allows the character to attack first, unless the opponent is using a *Fast Weapon*.

Attacks made with this weapon allow to hit the opponent even if he rolls the same result as the attacker while Parrying, unless the opponent is using a Medium Shield (or larger) to block the attack.

Heavy:

All Weapons with this Special Rule require a Strength value of 14 to be used correctly, otherwise they will inflict a -4 to the ThR, Parry and Damage. Weak characters or creatures can't even use them in combat.

Horseshoe

Horseshoes are directly applied to the hooves of the wearer, allowing a sort of minor protection from the dirt and the ground but also allowing the wearer to inflict more damages. A Horseshoe grants a +1 Damage dealt while performing Hooves Attack and increases the Critical Chance percentage by +2%. The Damage is also applied when rolling the Damage to pass an item's hardness.

A Horseshoe covers the Hoof of the wearer, allowing to ignore some type of damage like stepping on Caltrops or to ignore a certain amount of heat from the ground for 2 rounds before the horseshoe becomes hot. Horseshoes are considered Weapons that can be made of Steel or created with Master-crafted Quality but they can't be Balanced, even if the Balanced Special Rule can be applied from spells.

Horseshoes can't be disarmed during combat.

A Horseshoe deals 1 Resistance Point of Damage as any normal One Handed Weapon, to items and creatures.

When performing a Stomp or a Buck, both Hooves must be equipped by the Horseshoes for it to affect the Attack.

Jousting

Jousting Lances are designed to do not actually inflict Lethal Damage, even if the impact can be quite harmful. Even so, usually a lance is also meant to break against the adversary, allowing a point to be scored. By default a Jousting Lance deals Non-Lethal Damage unless it obtains a Critical Hit. Their cost usually represents fine materials and craftwork required to create one, while more simple versions could cost less.

Light:

A weapon with this Special Rule reduces certain penalties when used to combat with Two Weapons.

The weapon also reduces his Base Damage by 1 (IE: *1d6 Damage instead of 1d6+1*).

Ranged or Throwing Weapons with this rule inflict Damage only within one Range Increment.

One Hand and Half:

Weapon with this peculiar Special Rule can be used with one or two hands. While used with One Hand, the weapon Base Damage is 1d6+1 and if used with Two Hands, the Base Damage is 1d10+1 but it reduces the user's Initiative by 1 while used in combat. Using a weapon with this Special Rule with Two Hands is still considered as an attack made by a One Handed Weapon. If the weapon is used with any type of Shield, except for a Buckler, inflicts a -1 to Parry Melee Attacks. The weapon applies the *Wieldy* Special Rule only when used with Two Hands.

Out of My Way (OoMW):

When an enemy successfully dodge an attack made by a weapon with this Special Rule, those who are on the Left Side or Right side of the wearer, randomly chosen with a d100, must try to Dodge the same attack or begin hit instead. It's up to the Gm to decide at which direction the attack goes (IE: 01 - 50 Left 51 - 00 Right).

Over the Shield:

Weapons with this Special Rule consider the Parry Bonus from Shields as lesser than 2 (minimum 1).

Overlay:

A weapon with this Special Rule is designed to completely cover the wielder's Claw/Hand/Hoof and are considered as Gauntlets. A Creature is still considered performing attacks with the overlaid Claw/Hand/Hoof, for the purpose of the effect of certain Rules and Feats.

Pair:

This type of weapon are usually sold in pairs, and the price represent the cost of both. If a character wants to acquire only one, the price is halved.

Pierce:

Weapons with this Special Rule consider the DR of Heavy Armor as lesser by 1 point.

Quickly:

During an Initiative Tie, a weapon with this Special Rule allows the character to attack first, unless the opponent is using a *Fast* or *Quickly* Weapon. Attacks made with this weapon allows to hit the opponent even if he rolls the same result as the attacker while Dodging.

Reach:

All Weapons with this Special Rule increase the wielder's Reach by 1,5 m (5 ft)
(Medium Sized Creatures have a Base Reach value of 1,5 m / 5 ft)

Reinforced Claw:

Reinforced Claws are directly applied to the Claws of the wearer, allowing a sort of minor protection from the dirt and the ground but also allowing the wearer to inflict more damages. A Reinforced Claw grants a +2 Damage dealt while performing Claw Attacks and increases the Critical Chance percentage by +4%. The Damage is also applied when rolling the Damage to pass an item hardness. Reinforced Claws are considered Weapons that can be made of Steel or created with Master-crafted Quality but they can't be Balanced, even if the Balanced Special Rule can be applied from spells. Reinforced Claws can't be disarmed during combat. A Reinforced Claw count as a One Handed Weapon with the *Light* Special Rule only for his interaction with the *Ambidexterity* Feat. A Reinforced Claw deals 1 Resistance Point of Damage as any normal One Handed Weapon, to items and creatures. When performing a Slice Attack, both Claws must be equipped by the Reinforced Claw for it to affect the Attack.

Shield Crusher:

Weapons with this Special Rule subtracts 2 additional Resistance Points to Shields and wooden items. Even if the weapon can't pass over the Shield's Hardness, the Shield still loses 1 RP.

Slow:

A weapon with this Special Rule reduces the user's Initiative by 4 if he attacks with it during melee combat and is unable to perform Counter Attacks.

Small:

All Weapons with this Special Rule can't Parry attacks from Polearms or Two Handed Weapons. If using two small weapons it's allowed to parry those attacks with a -2 to Parry and suffering 2 Non Lethal Direct Damage even if the attack is been parried or not. Using a weapon with this Special Rule with any Shield or One Handed Weapon, allows to normally Parry without the penalties and additional Damage.

Stunning:

The Critical Chance of the weapon is increased by +10% against creatures of the same Size or lesser, but if scoring a Critical Hit the weapon will *Stun* the opponent to 1 round, while inflicting 1d3 Direct Damages. It's not possible to obtain other effects except for Stun. It's also possible to use the weapon to just beat your opponent and ignoring this Special Rule. Those who wear any type of Helm negate this special rule and the user must be able to reach the opponent's head to Stun him.

Unwieldy:

Weapons with this Special Rule can't be used against enemies within 1,5 m (5 ft). The user is also forced to attack only those enemies in front of him, and needs to turn his facing direction if he wants to attack those on his left or right side.

Whip:

A Whips is a weapon with a reach of 3 m (10 ft) with a base damage of 2d3 even if is a Small Weapon.

Scoring a Critical Hit with a Whip will also cause the target to Bleed for 2 Rounds as long as it manages to deal damage to the target.

Wieldy:

A weapon with this Special Rule grant a +1 to Parry against any melee weapon except Two Handed Weapons and grant a +1 to the ThR while performing a Riposte Attack against the same weapon types. Bastard Sword are considered as One Handed even if used with two hands for the Parry and Counter-Attack bonuses.

Ranged Weapons

	Cost	Damage	Critical	AP	Weight	Range	Type	Special Rules
Short Bow	8 GB	1d6+3	23%	0	1 kg / 2 lb	15 m / 50 ft	Impaling	Draw
Bow	22 GB	1d10+3	24%	-1	1,5 kg / 3 lb	21 m / 70 ft	Impaling	Draw
Long Bow	34 GB	1d10+4	24%	-2	2,1 kg / 4.2 lb	30 m / 100 ft	Impaling	Draw
Crossbow	22 GB	1d6+4	23%	-2	2 kg / 4 lb	21 m / 70 ft	Impaling	Slow Reload
Heavy Crossbow	44 GB	1d10+5	24%	-3	3,8 kg / 7.6 lb	27 m / 90 ft	Impaling	Slow Reload
Sling	3 CB	1d3+1	24%	0	0,1 kg / 0.2 lb	6 m / 20 ft	Bludgeoning	Small
Slingshot	16 CB	1d3+3	25%	(-1)	0,2 kg / 0.4 lb	12 m / 40 ft	Bludgeoning	Crushing, Small
Composite Bow	+12 GB	+2	+3%	-1	+1 kg / +2 lb	+3 m / +10 ft	Impaling	Composite

Exotic Ranged Weapons

	Cost	Damage	Critical	AP	Weight	Range	Type	Special Rules
One-Handed Crossbow	38 GB	1d3+3	24%	[-1]	1,1 kg / 2.2 lb	6 m / 20 ft	Impaling	Light, Small, Quickly
Rapid Crossbow	70 GB	1d6+6	22%	-1	4 kg / 8 lb	24 m / 80 ft	Impaling	Fast Reload, Rare

Throwing Weapons

	Cost	Damage	Critical	AP	Weight	Range	Type	Special Rules
Javelin	10 GB	1d6+2	24%	-2	1 kg / 2 lb	9 m / 30 ft	Impaling	Armor Pierce 1, Throw
Throwing Axe	3 GB	1d3+3	25%	[-1]	1,1 kg / 2.2 lb	4,5 m / 15 ft	Slashing	Heavy, Throw, Shield Crusher
Throwing Dagger	13 CB	1d3+2	25%	0	0,3 kg / 0,66 lb	4,5 m / 15 ft	Piercing	Small, Throw

Ammunition

	Weight	Cost	Quiver
10 Quarrels	0,5 kg / 1 lb	5 GB	8 CB
10 Steel Quarrels	0,6 kg / 1.2 lb	7 GB	8 CB
20 Quarrels	1 kg / 2 lb	8 GB	12 CB
10 Arrows	0,2 kg / 0.44 lb	2 GB	10 CB
10 Steel Arrows	0,4 kg / 0.88 lb	4 GB	10 CB
20 Arrows	0,4 kg / 0.88 lb	4 GB	15 CB
5 Lead Bullets	0,5 kg / 1 lb	4 GB	-
10 Lead Bullets	1 kg / 2 lb	8 GB	-

Weapon Description:

One-handed Crossbow:

A One-Handed Crossbow is, as the name suggests, a small version of a crossbow that can be used with a single hand. It is possible to use two One-Handed Crossbows, one for each hand, and the character is considered to be using Two One Handed Weapons. It is possible to use the *Ambidexterity* Feat, who will apply the same modifiers, and to shoot with the One-Handed Crossbows to the same target or to shoot with one to a single target with the first Crossbow, then to another one with the other. It is not possible to shoot at opponents who are behind the character unless the character turn first. Firing a One-Handed Crossbows requires one action. Reloading a One-Handed Crossbow requires only one action, but also needs a free hand.

Rapid Crossbow:

The Rapid Crossbow where invented 200 years ago, during the War of the Two Sister, by a brilliant inventor of the Southern Reign. Unfortunately during the war, the weapon was considered too strange or complicated to be build quickly, so the original idea was discarded until recently. A Rapid Crossbow is always considered Masterwork and needs only One Action to be Reloaded, but is not possible to Fix a Bayonet on it, unless compromising the entire reloading mechanism.

Special Rules:

Composite:

Any Bow with this Special Rule increase the minimum Strength or Willpower required by the rule *Draw* by 1.

Arrows will subtract 1 additional Resistance Point to wooden items and creatures.

(IE.: a Composite Long Bow requires a STR value of 15 or a WILL value of 16)

Draw:

Bows require a minimum Strength value of 12 to be used correctly, which is increased by 1 for each size category starting from Short Bows.

(IE: a Bow Requires a STR value of 13 and a Long Bow 14)

If held by telekinesis then the Characteristic required is a Willpower value of 13 or higher.

Fast Reload:

Reloading this weapon requires only 1 Action instead of 2.

Heavy:

The weapon requires a Strength or Willpower value of 12 to be thrown with the right force.

Rare:

The item is extremely rare and is only available to specialized artisans.

Slow Reload:

The particular mechanism of the weapon requires Two Action for Reloading the Crossbow.

Throw:

Weapons with this Special Rule can add the Strength Modifier to the weapon's damage but they can only be thrown up to the double of the weapon's range, but in that case they will only receive a +1 Damage from Strength and suffer a -1 to the Ranged ThR.

Armors

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Padded Armor	14 CB	5 kg / 10 lb	Light	-8%	None	Padded
Gambeson	20 CB	6 kg / 12 lb	Light	-7%	None	Padded
Leather Armor	25 CB	7 kg / 14 lb	Light	-5%	None	
Chain Shirt	15 GB	10 kg / 20 lb	Light	-10%	None	Ringmail
Hide Armor	20 GB	10 kg / 20 lb	Medium	-9%	+6	Padded
Hauberk	37 GB	17 kg / 34 lb	Medium	-17%	+6	Ringmail
Scale Mail	30 GB	13 kg / 26 lb	Medium	-11%	+6	Scale Mail
Splint Mail	55 GB	21 kg / 42 lb	Heavy	-18%	+4	Reinforced
Banded Armor	75 GB	16 kg / 32 lb	Heavy	-16%	+4	
Plate Armor	100 GB	18 kg / 36 lb	Heavy	-17%	+4	Reinforced
Leather Vest	30 CB	0,5 kg / 1 lb	Clothing	-1%	None	Leather Vest
Chest Plate	5 GB	2,1 kg / 4.2 lb	Light	-4%	None	Chest Plate
Mashup Armor	Variable	Variable	Variable	Variable	Variable	Mashup Armor

Wearing an Armor:

Wearing an Armor offers the indicated Damage Reduction, but wearing an Armor without the relative proficiency, inflicts additional penalties: -2 to the ThR and Parry and a -2 to Dodge per Armor Type (i.e.: A Medium Armor inflicts a -4 to Dodge).

A Light Armor grant a Damage Reduction of 2

A Medium Armor grant a Damage Reduction of 3

A Heavy Armor grant a Damage Reduction of 4

Armor Penalties:

Wearing certain Armor can make difficult to perform certain skills, that is represented to the Armor Penalty value.

The value is applied to the following Skills: Climb, Hide, Jump, Perform (Stuff related to Agility), Sleight of Hand, Sneak and Swim.

Wearing Metallic Armors doubles the penalty for Swim.

A Medium Armors reduces the wearer's movement by 1,5 m (5 ft) and inflicts a -1 penalty to ThR and Parry.

A Heavy Armors reduces the wearer's movement by 3 m (10 ft), inflicts a -2 penalty to ThR and Parry and set a limit to the Dodge Bonus.

Certain Feats, Special Abilities or even the Armor's material can reduce or remove those penalties.

Wearing Multiple Armors and the Natural Damage Reduction:

A character can wear up to two different Armors which are considered Primary and Secondary Armor.

The Primary Armor is always one which grants the Highest Damage Reduction while the Secondary Armor will only increase the wearer's DR by 1 regardless of his true DR. It's only possible to wear two Light Armors at the same time or a Light Armor and a Medium Armor or a Light Armor and a Heavy Armor. While wearing two Armors, the player must consider the weight of both, but only the worst Armor Penalty is applied to the wearer's Skill and the other is ignored.

Example:

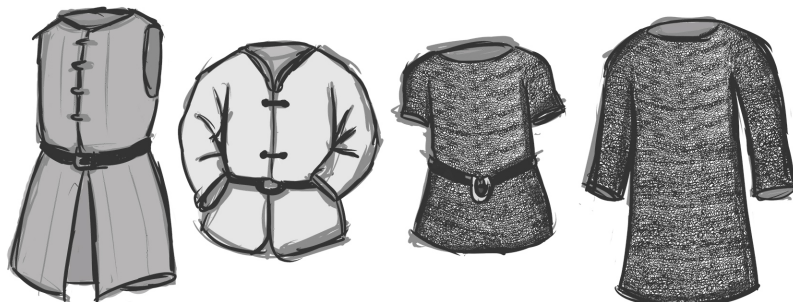
If wearing an Armor with a -13% as Armor Penalty and another with only a -5%, the -13% is the Armor Penalty used while the -5% is ignored.

The same rules applies if the Character can obtain benefits from both a Damage Reduction and a Natural Damage Reduction.

If the Character obtains benefits from two different Natural Damage Reduction sources, only the higher will be considered.

If the Character has a high Magical Damage Reduction, only a different source of Magical Damage Reduction will allow the Character to increase the total Magical Damage Reduction by 1, but if the Magical Damage Reduction is lower it will be ignored.

Notice that if a Damage Reduction is ignored by a source but a Magical Damage Reduction is still present, the Magical Damage Reduction will be used instead. The same applies if the Damage reduction becomes lower than the Magical Damage Reduction.



Gambeson, Padded Armor, Chain Shirt, Hauberk

Equestrian Armors:

Equestrian Armors are those type of armors made to be used by the Equestrian Races due to their different shape from bipedal creatures. The only detail is that Pegasi require an Armor which allows them to have their wings free, so an Equestrian Armor made for an Earth Pony or a Unicorn must first be adapted to be used by a Pegasus, usually removing some parts, plates and so on.

Griffins have more or less the same Body Shape of Equestrian Creatures so they can wear those Armors made to be worn by Pegasi.

Hippogriffs also wear a variation of an Equestrian Armor which is usually more bigger but which follows the same design concept of Pegasi and Griffin Armors. The Armors listed above are only for Abyssinians, Harpies and Minotaurs

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Leather Vest	20 CB	0,5 kg / 1 lb	Clothing	-1%	None	Leather Vest
Equestrian Light Armor	30 CB	6 kg / 12 lb	Light	-6%	None	Padded
Equestrian Light Armor (Iron)	13 GB	8 kg / 16 lb	Light	-8%	None	Ringmail
Equestrian Gambeson	2 GB	5 kg / 10 lb	Light	-5%	None	Padded
Equestrian Medium Armor	19 GB	10 kg / 20 lb	Medium	-9%	+6	Padded
Equestrian Medium Armor (Iron)	30 GB	14 kg / 30 lb	Medium	-12%	+6	Ringmail
Equestrian Heavy Armor (Iron)	70 GB	17 kg / 34 lb	Heavy	-16%	+4	Reinforced
White Sun Cuirass	100 GB	16 kg / 32 lb	Heavy	-17%	+5	Fluting, Reinforced
Mourning Hold Cuirass	100 GB	17 kg / 34 lb	Heavy	-18%	+5	Fluting, Reinforced
Hybrid Armour	Variable	Variable	Variable	Variable	Variable	Hybrid Armour

Shields

	Cost	Parry Bonus	Weight	Special Rules
Buckler	2 GB	+1	1,5 kg / 3 lb	-
Pavise Shield	30 GB	-	5 kg / 10 lb	Pavise
Small Shield	8 GB	+2	2,2 kg / 4.4 lb	Cover
Medium Shield	12 GB	+3	3,6 kg / 7.2 lb	Cover
Large Shield	20 GB	+4	5 kg / 10 lb	Cover
Modification: Iron Shield	+5 GB	-	+2 kg / +4 lb	-
Modification: Ironwood Shield	+15 GB	-	+0,6 kg / +1.2 lb	-
Modification: Steel Shield	+8 GB	-	+1 kg / +2 lb	-

Shields:

The Parry Bonus granted by shield is only applied during Melee Combat. Against Ranged Attacks and Throwing Weapons, a shield grants a Cover, but also allows to use *Parry* instead of *Dodge*, against Ranged Attacks and Throwing Weapons.

Bucklers are too small to grant a Cover or to allow the character to Parry a Ranged Attack or a Throwing Weapon.

Shields made with different materials will only obtain a higher Hardiness and more Resistance Points.

Gladiatorial or Minimal Armors

Armors who do not offer an adequate protection for at least the torso are considered Minimal Armors.

While minimal Armors do offer a better agility and a lesser Skill Penalty, their DR is extremely low so they should not be taken seriously by those who want to sustain a lot of damage.

Minimal Armors can not reduce their weight or Skill penalty Further unless made by a different material.

Masterwork Minimal Armors are just good looking.

Minimal Armors can not be Reinforced.

It is possible to wear a Minimal Armor only over a Light Armor.

	Cost	Weight	Type	DR	Penalty	Max. Dodge	Special Rules
Light	-¾	-4 kg / -8 lb	Clothing	0	-2%	None	Minimal
Medium	-½	-½	Light	1	-4%	+10	Minimal
Heavy	-¼	-½	Medium	2	-6%	+8	Minimal

Equestrian Half Armor:

This kind of armor is a cheap variation of a complete armor, who usually protects the chest of the wearer, while leaving his rear quite exposed. This kind of armors are often used to give a minimal protection but still trying to not exceed the costs of production. City Guards are often equipped with those armor especially in places where they are not really supposed to fight or where the situation is pretty calm, such as small villages or suburbs.

An Equestrian Half Armour offers a complete Damage Reduction only against attacks from the Character's Front and Sides, while all the attacks from the back will not be guarded, unless the character has another sort of protection, such as the *Tough Skin* Feat.

Notice that the equestrian variation of the Chest Plate only counts as a Half Armour, since protects the chest of the wearer.

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Chest Plate	5 GB	2 kg / 4 lb	Light	-2%	None	Chest Plate
Light Half Armour	14 CB	4 kg / 8 lb	Light	-4%	None	Padded
Light Half Armour (Iron)	10 GB	7 kg / 15 lb	Light	-7%	None	Ringmail
Medium Half Armour	16 GB	9 kg / 18 lb	Medium	-8%	+7	Padded
Medium Half Armour (Iron)	26 GB	12 kg / 26 lb	Medium	-11%	+6	Ringmail
Heavy Half Armour (Iron)	60 GB	15 kg / 30 lb	Heavy	-15%	+4	Reinforced

Armor and Shield Special Rules:

Chest Plate:

Chest Plates are small Armors made of metal, which simply cover the torso of the wearer and nothing else. A Chest Plate grants a +1 to the wearer's DR as long as he is only wearing clothing or a Light Armor. A Chest Plate counts as a Light Armor but it doesn't require a proficiency. Usually a Chest Plate is made of iron.

Cover:

A Shield grants a Cover to the wielder against attacks coming from where the shield is faced (usually from the front).

A Small Shield grants a 25% Cover, a Medium Shield 50% and a Large Shield 75% against Ranged Attacks and Throwing Weapons.

Leather Vest:

A Leather Vest grants a +1 to the wearer's DR as long as he is only wearing clothing or a Light Armor. A Leather Vest counts as a Light Armor but it doesn't require a proficiency. Is an item made of Leather.

Mashup Armor:

Mashup Armors are often the result of attempt to personalize a certain Armor, by adding, removing or changing certain pieces, or are those kind of Armors who were damaged several times and then repaired with salvaged pieces from other Armors. Mashup Armors are always based on another Armor, like a Chain Shirt who have the arms pieces substituted by those took from a Gambeson and the legs protections from a Hide Armor. To simplify things, a Mashup Armor uses the same stats as the original Armor who is based on and it can't be Masterwork any more but can be Reinforced. The Mashup Armor can maintain his original special rule or can be changed by apposite modification to another one from the same Armor Category. It's not possible to wear a different Armor upon or beneath a Mashup Armor, but it can be disassembled and then implemented in the Mashup Armor. If so, the new Mashup Armor will obtain the +1 to his DR, but the character is considered only to wear a Primary Armor that will ignore any other DR he obtains, unless higher.

Minimal:

A Minimal Armor does not grant any DR against a Critical Strike.

Pavise:

Typical of the Southern Reign, this particular shield is commonly used to grant cover against the enemies marksmen.

The Pavise is a sort of large wooden shield, usually rectangle-shaped, with a central piece made of iron with a small pointy edge who allows the pavise to be planted on the ground, so it can be used as a cover while reloading a crossbow.

As long as the wielder is behind the pavise he obtains a 45% Cover against attacks from the opposite direction, who is increased at 75% if crouching. Notice that the pavise only grants a cover against ranged attacks coming from the opposite direction, as long as the wielder stays directly behind it. If the cover successfully protects the wielder, the pavise will be hit instead. If the attack misses the wielder at all, nothing will happen. During melee combat, the pavise grants only a 25% cover against opponents directly on the other side.

A Pavise is made by wood, but it can be made of iron. An Iron Pavise cost and weight is doubled.

Planting or removing a Pavise requires Two Actions.

Reinforced:

Weapons and Natural Weapons who have the *Small* Special Rule, can only inflict Minimum Damage against those who wear an Armor with this Special Rule, except for Critical Damage. When the Armor is created, the artisan can choose to grant a +1 to the Armor's DR against Bludgeoning or Slashing Damage.

Ringmail:

Weapons and Natural Weapons who have the *Small* Special Rule and deal Piercing or Slashing Damage, can only inflict Minimum Damage against those who wear an Armor with this Special Rule, except for Critical Damage. Against other type of weapons who deal Piercing or Slashing Damage, the Armor's DR is increased by 1. This increment is granted only against one of the two choices, chosen during the Armor creation or decided by the GM.

Padded/Scale Mail:

Weapons and Natural Weapons who have the *Small* Special Rule and deal Bludgeoning Damage, can only inflict Minimum Damage against those who wear an Armor with this Special Rule, except for Critical Damage. Against other type of weapons who deal Bludgeoning Damage, the Armor's DR is increased by 1.

Gauntlets

Gauntlets are particular pieces of Armor who can grant protection to the wielders hands, and can only be used by Abyssinians and Minotaurs. All non-Equestrian Armors, except for the Plate Armor and the Cuirass, do not include gauntlets.

A Metallic Gauntlet guarantees a 50% chance to prevent the wielder to be disarmed, but inflicts a -10% to Craft (Art), Handle Devices, Lock-picking, Sleight of Hand or similar skills who requires the use of fingers. Reinforced Gauntlets will prevent the wielder to be disarmed at all but also they don't allow to move the fingers freely, only allowing to open or close the hand, so they can't let the wielder perform any skills who requires the use of fingers. It is possible to open the hand and drop the weapon as a free action, except for reinforced gauntlets who will cause Attacks of Opportunity. Masterwork Gauntlets are created to both guarantee the relative protection for the hands and the disarming, but they also grant the ability to use fingers with a minor penalty of -3%. Only Metallic and Reinforced Gauntlets can be Masterwork, while Leather Gauntlets simply are just decorated or made with a more expensive material. The cost listed in the table is referred for a single Gauntlet. Wearing Gauntlets does not requires any Armor Proficiency, it only requires to have actual hands.

Leather Gauntlet	5 GB	0,2 kg / 0.4 lb	Light Armor
Metallic Gauntlet	10 GB	0,5 kg / 1 lb	Medium Armor
Reinforced Gauntlet	15 GB	0,8 kg / 1.6 lb	Heavy Armor

Helmets

A helmet grants protection to the wearer's head, allowing him to at least reduce the damage when stuck on the head (probably saving his life). However, a helmet also limits the visual and the hearing of the wearer, unless there are specific modification to reduce or remove those penalties. Wearing heavier helmets also could grant that the wearer didn't need to perform a Shock test, or at least it could reduce the negative effects.

	Cost	Weight	DR	Type	Penalties
Light	8 CB	0,5 kg / 1 lb	2	Light Armor	-5% Search and Spot
Mixed	6 GB	1 kg / 2 lb	3	Medium Armor	-5% Listen, Search and Spot
Metallic	9 GB	1,5 kg / 3 lb	4	Heavy Armor	-10% Listen, -15% Search and Spot

Listen Penalty only applies if the Helmet also covers the wearer's ears, while Search and Spot Penalty only apply if the Helmet is closed. By default, all helmets are considered to be closed, but it's up to the GM to determine if they also cover the ears or not.

Helmet Modifications

	Cost	Weight	DR
Decorations	2 - 25 GB	Variable	-
Open Helmet	-¼ of the Base Cost	-0,2 kg / -0.4 lb	-1
Reinforcement	+½ of the Base Cost	+0,2 kg / +0.4 lb	+1
Visor	+¼ of the Base Cost	Same	-

Decorations:

Decorations are made only for the purpose to impress others or to show the wearer's status to others.

Decorations can grant a Bonus to Authority and/or Intimidate by +2% to +5% (up to the GM choice).

Obviously to also obtain those bonuses the decoration should also have a sense to the viewer or it will simply look silly to him.

Open Helmet:

An Open Helmet removes the Search and Spot penalties, but also reduces the DR by 1.

Reinforcement:

A helmet can be reinforced to allows a better protection.

Visor:

A Visor allows to raise the helmet's part who covers the wearer's face/muzzle, while the rest is still on the head.

When the visor is raised, Search and Spot penalties are reduced to 0 for Light and Mixed Helmets, and -5% for Heavy Helmets, but they will be considered as an *Open Helmets* (-1 DR).

Generic Equipment

	Cost	Weight	Features and Descriptions
Backpack (Empty)	5 CB	0,1 kg / 0.2 lb	<i>The adventurer's best friend</i>
Bag	2 CB	0,1 kg / 0.2 lb	<i>Thieve's best friend</i>
Bandoleer	8 CB	0,1 kg / 0.2 lb	Can hold up to 3 Small items. Taking an item from the bandoleer is a Free Action
Barrel	15 CB	Variable	4 kg (8 lb) empty, 104 kg (208 lb) full
Basket (Wicker)	14 CB	0,9 kg / 1.8 lb	
Bedroll	4 CB	2 kg / 4 lb	<i>A real bed is still better</i>
Blanket	4 CB	1,5 kg / 3 lb	
Blanket (Winter)	6 CB	3 kg / 6 lb	
Book (Generic)	6 CB	0,2 kg / 0.4 lb	
Bowl	1 CB	0,1 kg / 0.2 lb	
Brush for Animals	6 CB	0,1 kg / 0.2 lb	<i>"Brushie Brushie"</i>
Bucket	3 - 8 CB	1 kg / 2 lb	
Candle	2 CB	-	Last for 1 hour. Illuminates a 1,5 m (5 ft) area with Dim Light
Canteen	6 CB	0,5 kg / 1 lb	Contains up to 1,5 lt
Cloak	11 CB	0,3 kg / 0.6 lb	Grants a +3% to Constitution Checks (Frost)
Cloak (Winter)	19 CB	0,7 kg / 1.4 lb	Grants a +5% to Constitution Checks (Frost)
Comb	2 - 15 CB	0,1 kg / 0.2 lb	The material determine the cost
Cowl	8 CB	0,5 kg / 1 lb	Grants a +2% to Checks against Frost
Cutie Mark Holder	1 CB	-	Small item that shows a Cutie Mark
Demijohn (25 l)	12 CB	Variable	2kg Empty - 27 kg Full
Drinking Horn	10 CB	0,3 kg / 0.6 lb	
Fan	15 CB	-	
Firewood	5 CB	10 kg / 20 lb	Enough to use for a Day
Fishing Rod	2 CB	0,2 kg / 0.4 lb	
Flask (Empty)	4 CB	0,3 kg / 0.6 lb	Contains up to 2 l. Weighs 2 kg (4 lb) when full
Flint and Steel	2 CB	-	It's more easy to light up a fire camp
Gaming Dices (Ivory)	12 CB	-	
Gaming Dices (Wood)	5 CB	-	
Glasses	10 GB	-	Allows the wearer to compensate a sight defect
Gloves (Leather)	15 CB	0,1 kg / 0.2 lb	Cover for the hands, but does not protect too much
Gloves (Thick)	20 CB	0,1 kg / 0.2 lb	Protects the hands from scratches and small cuts
Goggles	25 CB	0,1 kg / 0.2 lb	Allows a clear sight during flight
Goggles (Arctic)	20 GB	-	Reduces the Spot Penalties during Blizzards
Goggles (Desert)	14 GB	-	Grants protection from sun glare. -5% to Search and Spot
Grappling Hook	1 GB	2 kg / 4 lb	Grants a +10% bonus to Climb if used with a Rope for Climbing
Herbalist Tools	5 GB	0,4 kg / 0.8 lb	Used to gather herbalism ingredients
Hood	4 CB	0,1 kg / 0.2 lb	Grants a +2% to Checks against Frost
Hood (Winter)	12 CB	0,3 kg / 0.6 lb	Grants a +4% to Checks against Frost
Holy Book / Sacred Text	Min. 10 CB	0,4 kg / 0.8 lb	Generic sacred text or holy book
Holy Symbol	10 CB	0,1 kg / 0.2 lb	+1% to Fear and Terror Checks (if believer)
Horn	10 CB	0,4 kg / 0.8 lb	Emits a Flat Sound
Horn (Hunt)	15 CB	0,4 kg / 0.8 lb	Emits a High-Pitched Sound
Horn (War)	10 GB	0,8 kg / 1.6 lb	Emits a Loud Sound +10% to Morale Checks for allies within 15 m for 1d3+1 round
Ink Pot (0,20 l)	1 GB	0,1 kg / 0.2 lb	
Jug	11 CB	1 kg / 2 lb	
Knife (Carving)	5 CB	0,1 kg / 0.2 lb	<i>Remember: the sharp part away from the thumbs</i>
Knife (Kitchen)	4 CB	0,1 kg / 0.2 lb	<i>Please don't let kids run with such items in their hands</i>
Ladle	1 CB	-	
Lantern	8 CB	0,9 kg / 1.8 lb	Illuminates an area of 9 m (30 ft) in front of the wielder
Lantern Oil (Barrel)	75 CB	22 kg / 44 lb	The price is for a full Barrel with 20 Litres
Lantern Oil (1 l)	4 CB	1 kg / 2 lb	
Lapis	3 CB	0,1 kg (0.2 lb) /10	A medieval pencil
Leather Stripes	1 CB	0,1 kg (0.2 lb) /5	
Lock pick	15 CB	0,1 kg / 0.2 lb	Allows to Pick Locks. 40% that it breaks

Lucky Charm	5 CB	-	A simple trinket. It doesn't mean that it really works
Mat	11 CB	2 kg / 4 lb	Allows to avoid the soil moisture
Mining Pickaxe	8 CB	2,5 kg / 5 lb	<i>"Diggy diggy hole"</i>
Mirror (Metal)	8 CB	0,2 kg / 0.4 lb	<i>Don't ask question to a mirror. It's just a mirror.</i>
Mortar and Pestle	3 GB	0,2 kg / 0.4 lb	
Mug (Metal)	4 CB	0,4 kg / 0.8 lb	<i>Please Drink Responsibly</i>
Mug (Wood)	2 CB	0,2 kg / 0.4 lb	<i>As Above</i>
Pan / Skillet	12 CB	2 kg / 4 lb	
Paper Sheet	13 CB	-	<i>Paper is very expensive during medieval time</i>
Parchment	6 CB	-	<i>Cheap paper for medieval times</i>
Pen (Metallic)	4 CB	-	<i>More fancy and expensive than a generic quill</i>
Pitchfork	5 CB	2 kg / 4 lb	Used by farmers and by angry mobs
Pot (Cast Iron)	10 CB	2,5 kg / 5 lb	
Pouch	3 CB	-	
Repairing Tools	5 - 25 GB	1 - 4 kg / 2 - 8 lb	Needed to make repairs. Notice that the tools can differ
Repairing Tools (Professional)	9 - 55 GB	1,5 - 5 kg / 3 - 10 lb	Grants a +10% to Repairing when used
Rope	3 CB x 1 m / 3 ft	Variable	4 kg (8 lb) every 15 m (50 ft) of rope
Scarf (Wool)	5 CB	0,1 kg / 0.2 lb	Useful against cold and to reassure apprehensive grandmas
Scroll Case	5 CB	0,3 kg / 0.6 lb	Can contain up to 10 Parchments / Scrolls
Shovel	8 CB	2 kg / 4 lb	
Shovel (Portable)	4 CB	1 kg / 2 lb	Smaller than the normal version, easier to transport
Shoulder bag	5 CB	0,1 kg / 0.2 lb	Contains up to 4 Tomes or smaller items
Skewer (Metal)	9 CB	0,4 kg / 0.8 lb	
Soap	6 CB	-	<i>Remember to clean yourself if you want to encounter a noble</i>
Spade/Hoe	5 CB	2 kg / 4 lb	
Tent	20 CB	7 kg / 14 lb	
Thieve's Tools	45 CB	0,5 kg / 1 lb	Allows to Pick Locks Halves the chance to loose a Lock pick when used
Thieve's Tools (Professional)	15 GB	1 kg / 2 lb	+10% to Lock-picking Checks +5% to Handle Device Checks There is no need to use Lock-picks
Torch	3 CB	0,5 kg / 1 lb	Illuminates an area of 4,5 m (15 ft) within
Tub (Cast Iron)	4 GB	16 kg / 32 lb	<i>Remember to take a bath, from time to time</i>
Tub (Wood)	1 GB	10 kg / 20 lb	
Quill Pen	2 CB	-	<i>Yes, they used actual bird's quills to write, in the past</i>
Quiver / Case	8 CB	-	Contains Arrows or Quarrels
Weapon Sheath	Variable	0,1 kg / 0.2 lb	It Costs 4 CB per Weapon Size (except Polearms)
Whetstone	1 CB	-	Used to keep a blade's edge keen
Wooden Pipe	8 CB	0,1 kg / 0.2 lb	<i>Remember that smoking is bad for your health (and your Character's)</i>
Wooden Spoon	1 CB	-	<i>Even tho, there is no spoon</i>

Saddlebags

Saddlebags have the similar function as a Backpack, but are meant to be used by any Equestrian Race, Griffin or Hippogriff.

A Single saddlebag is commonly put on one of the wearer's side, while the Double Saddlebags are placed on both sides.

Notice that attacks that hit the wearers side where also the saddlebag is, could result in the destruction of fragile items inside of it, still is left to the GM to decide what happens. Since a Saddlebag is quite small, only small items can be put inside. A Larger saddlebag allows to bigger items to be added, but it usually goes on the character's back. Character with wings will have problems to fly (or not be able to fly at all) if wearing a Larger Saddlebag who is not empty.

Saddlebag (Empty)	4 CB	0,4 kg (1 lb)	<i>Similar to a Backpack but smaller</i>
Larger Saddlebag (Empty)	8 CB	0,8 kg (1,8 lb)	<i>A bigger version of a saddlebag.</i>

Standards, Flags and Banners

	Weight	Cost	Effects
Flag	0,8 kg / 1.6 lb	Min. 3 GB	
Standard (Simple)	1,1 kg / 2.2 lb	8 GB	<i>Guarantees a +5% to Morale Checks</i>
Standard (Decorated)	2,2 kg / 4.4 lb	20 GB	<i>Guarantees a +10% to Morale Checks</i>
Banner	2,4 kg / 4.8 lb	22 GB	<i>Guarantees a +5% to Morale, Fear and Terror Checks</i>
Banner (Decorated)	4,5 kg / 9 lb	40 GB	<i>Guarantees a +10% to Morale, Fear and Terror Checks</i>
Back Pennant	1,4 kg / 2.8 lb	10 GB	<i>as a Simple Standard, but with a 4,5 m (15 ft) radius</i>
Intimidating	Variable	+3 GB	<i>See Description</i>

Standards and banners can be held with one or two hands, depending on their weight and if the character is moving or standing.

A Simple Standard can be held with one hand even if moving.

A Back Pennant is basically a Simple Standard latched on the wielder's back.

A Standard guarantees a +5% Bonus to Morale Checks to allies within 9 m (30 ft), if they are able to see it or at least are aware of the Standard-Bearer presence nearby. Those who can see the Standard but are too far, will only obtain a +1%.

A Banner grants the same effects within 12 m (40 ft) plus the effect also applies to Fear and Terror Checks.

Waving a Standard or Banner always requires two hands while it is possible to simply hold it with one hand during combat unless moving.

Waving a Standard or a Banner will increase his effect's radius by +3 m (10 ft) and allows to the Allies who can see it, with a Negative Morale Score, Panicking or Fleeing to perform a new Morale Check (with all the modifiers as usual) while trying to calm them down or at least stop them from running away. It's not possible to Wave a Back pennant for obvious reasons.

Intimidating Standards and Banners:

This type of standards are created with the purpose to scare instead of inspiring. An Intimidating Standard or Banner does not guarantees any morale bonus (unless stated otherwise in his description), but inflicts a -5% (or -10%) Penalty to Morale, Fear and Terror Checks caused by the Standard-Bearer and/or his unit. An intimidating Standard count as +5 Creatures during a Charge, while a Banner counts as +10. A Back Pennant counts only as +2.

Loosing and Capturing Standards and Banners:

If the Standard-Bearer is severely injured or even killed, the Standard will fall off unless someone gets it in the same or next round. A Fallen Standard or Banner causes a Negative Morale Check to the entire unit or allies within with a -10% Penalty. This can also cause the unit/allies to panic and/or flee immediately. A Back Pennant does not inflict the penalty to the Negative Morale Check and causes the Negative Morale Check only to the allies within. Capturing the enemy's Standard allows an immediate Morale Check to the entire Unit/Allies within, and a success grants a +1 to the unit's Morale and can also cause an *"Exalted"* result. A Back Pennant can captured, but without any other effect.

Standards for Equestrian Races

Equestrian Races and Hippogriffs (some times even Griffins) uses small versions of Standards, proportional to their size.

	Weight	Cost	Effects
Pennant (For Equestrians)	2,2 kg / 4.4 lb	15 GB	as a Simple Standard, but with a 6 m (20 ft) radius
Small Flag	0,2 kg / 0.4 lb	Min. 1 GB	
Standard (Simple)	1,1 kg / 2.2 lb	8 GB	Guarantees a +5% to Morale Checks
Standard (Decorated)	2,2 kg / 4.4 lb	20 GB	Guarantees a +10% to Morale Checks

Unicorns are able to held a Simple or Decorated Standards, if they have the Combat Telekinesis Feat, but while holding it with magic they are unable to use their telekinesis for also wield weapons (but they can still use their hooves). The other races, such as Earth Ponies, usually use a particular Pennant attached to their armors and placed on their side. Since the pennant is often on one side, they are still able to use a Jousting Lance or Heavy lance on the other side. It's not possible to have a Saddlebag on the same side of the Pennant. A Pennant follows the same rules of Standards but it can not be waved.



Equestrian Standard Bearer

Healer's Equipment

	Cost	Weight	Requires
Antidote (Variable)	Variable	0,1 kg / 0.2 lb	Brew Poison (Variable)
Bandage	2 CB	0,1 kg (0.2 lb) every 5	-
Healer's Bag	5 GB	0,7 kg / 1.4 lb (if empty)	-
Healing Balm (Lesser)	15 CB	0,1 kg / 0.2 lb	Brew Potions
Healing Balm	5 GB	0,3 kg / 0.6 lb	Brew Potions
Healing Potion (Lesser)	15 GB	0,3 kg / 0.6 lb	Brew Potions II
Healing Potion	35 GB	0,5 kg / 1 lb	Brew Potions III
Natural Painkiller	1 GB	-	Brew Potions II
Needle and Thread (Sterilized)	7 CB	-	-
Panacea	1000 GB	0,4 kg / 0.8 lb	Brew Potions III

Bandages are always necessary when trying to heal someone with both First Aid or Medication.

It's still possible to try heal an injury without using Bandages, but the character will suffer a -10% penalty, unless using something similar like healing herbs.

Needles and Threads are necessary to close deep wounds, to stop a *Bleeding* and *Bleed-out* state and are usually needed for Medicate Checks.

A Natural painkiller grants a +10% bonus to resist the effect of injuries or while the character has low HP.

It has the collateral effect to cause drowsiness after half an hour and has a Toxicity of 1d3+1.

Healing Balms

A Lesser Healing Balm grants a +5% to First Aid and Medicate while used during the healing, but it will consume a dose (they have 3).

A Healing balm grants a +8% instead and contains 5 doses.

If a Character fails the First Aid Check when using bandages and a Healing Balm (even Lesser) it will still restore 1 HP unless obtaining a result of 90+ with the dice.

Healing Potions

A Lesser Healing Potion can immediately heal 1d6+1 HP and will stop a *Bleeding* or *Bleed-out* state. It has a Toxicity of 5.

A Healing Potion heals 1d6+4 HP instead, can close any injury but has a Toxicity of 7.

Panacea can heal any kind of natural poison and disease. Can also close any wound, repair any bone fracture within 1d6+3 rounds.

Will also heal 1 HP.

Handcrafted Items

	Weight	Cost	Requires
Acid Sphere	0,1 kg / 0.2 lb	9 GB	Craft Alchemical Items
Alchemical Web	0,3 kg / 0.6 lb	10 GB	Craft Alchemical Items
Archbomb	2 kg / 4 lb	60 GB	Craft Alchemical Items II
Bear Trap	2 kg / 4 lb	6 GB	Craft Handcrafted Items
Blinding Sphere	0,2 kg / 0.4 lb	2 GB	Craft Alchemical Items II
Bolas	0,5 kg / 1 lb	5 GB	Craft Handcrafted Items
Caltrops	0,4 kg / 0.8 lb	5 GB	Craft Handcrafted Items
Chronosphere (Lesser)	0,2 kg / 0.4 lb	20 GB	Craft Enchanted Artefacts
Chronosphere	0,4 kg / 0.8 lb	300 GB	Craft Enchanted Artefacts II
Combat Net	2 kg / 4 lb	6 GB	Craft Handcrafted Items
Combatant's Cloak	0,7 kg / 1.4 lb	10 GB	Craft Handcrafted Items II
Corrosive Vial	0,2 kg / 0.4 lb	8 GB	Craft Alchemical Items
Detecting Salve	0,1 kg / 0.2 lb	50 GB	Craft Enchanted Artefacts
Hunter's Net	5 kg / 10 lb	9 GB	Craft Handcrafted Items
Incendiary Bomb	0,2 kg / 0.4 lb	8 GB	Craft Alchemical Items
Mutagenic	0,4 kg / 0.8 lb	Variable	Craft Alchemical Items II
Oily Liquid	0,4 kg / 0.8 lb	10 GB	Craft Alchemical Items
Pyrotechnic Sphere	0,4 kg / 0.8 lb	6 GB	Craft Alchemical Items
Revealing Powder	0,1 kg / 0.2 lb	8 GB	Craft Alchemical Items
Shredding Sphere	0,3 kg / 0.6 lb	15 GB	Craft Handcrafted Items
Solar Hand Grenade	1 kg / 2 lb	400 GB	Craft Enchanted Artefacts II
Smoke Grenade	0,2 kg / 0.4 lb	2 GB	Craft Alchemical Items II
Soporific Vial	0,1 kg / 0.2 lb	10 GB	Craft Alchemical Items II
Stink-Bomb	0,2 kg / 0.4 lb	25 CB	Craft Alchemical Items

Bombs, Grenades, Spheres, and Vials are considered *Small Items*, that can be thrown to a distance of 4,5 m (15 ft) without penalties, or up to 9 m (30 ft) while suffering a -2 to the ThR. Throwing a *Small Item* will follow the same rules as the Throwing Weapons.

The character who wants to throw a Small Item must use his Base ThR.

If the target is within 1,5 m (5 ft) he obtains a +2 to the ThR, even if the target is larger the GM can allow to hit even from afar.

It's possible to simply throw a Small Item on the ground within the target without rolling for hit, if within 3 m (10 ft).

Notice that in the description the target isn't necessarily a creature, but any surface hard enough to break the item thrown.

The smoke or gas generated by Alchemical Items usually covers at least an area of 1,5 m (5 ft) and it's 2 m (7 ft) tall, but it's possible that it propagates, covering a larger area. If the smoke or gas is generated inside a closed or narrow space, his effect will last for 1d3+1 additional rounds.

Acid Sphere:

This small sphere contains a particular acid that will deal damage during time.

When the Sphere hits something, it deals 1 Bludgeoning Damage then it shatters, splashing the substance all around.

The substance deals 1d3+2 Acid Damage, plus 1 Direct Acid Damage for 1d3+1 Round. It's possible to wash off the acid with enough water.

Bear Trap and Caltrops:

The use and effects of such items are described in the *Adventure Compendium*. They are still in this list for the weight and cost.

Blinding Sphere:

When this sphere hits the target, it deals 1 Bludgeoning Damage and then it will shatter releasing a flash.

All creatures within 1,5 m (5 ft) will become *Dazzled* for 1d3 Round, suffering a -1 Penalty to their ThR.

Shadow Creatures within 1,5 m (5 ft) will also suffer 1d6 Radiant Damage, while those with *Shadow Subtype* only suffer 1d3 Radiant Damage Instead. Notice that a creature who is not directly looking in the same direction of the impact, will not become Dazzled.

Combat Net:

Combat Nets are created with the purpose to hinder or entangle an opponent, when thrown. A Combat Net is considered a Throwing Weapon, but is only possible to obtain a Weapon Focus (Combat Net) of II. The net can be thrown to an opponent of the same Size or smaller within 4,5 m (15 ft) performing the usual ThR. Notice that before throwing the net, a player must declare to the GM what he is trying to do. It's possible to target the Opponent's Head, Weapon, Legs or simply thrown the net to him.

The opponent can decide to Dodge or Parry with his weapon or shield, but if he succeeds to parry, the net will automatically wrap around it.

- While a weapon is wrapped is not possible to use it and the wielder must perform a HtH (Dexterity) Counter Check to release it, spending One Action. If he succeeds, the weapon is released and it can be utilized as usual.
- If the net successfully wraps around the opponent's head, he will suffer a -15% Penalty to Search and Spot, his visual is reduced to 6 m (20 ft) and all the creatures he tries to hit, will automatically obtain a 50% Concealment. If the wrapped creature is wearing a helmet, the Concealment is increased at 75%. It's possible to remove the net with a HtH (Dexterity) Counter Check, spending Two Actions.
- If the net successfully wraps around the opponent leg (or legs), it is possible to perform a HtH (Strength) to try to trip him. If the opponent fails his roll, he becomes Unbalanced. If he fails the roll by 8 or more he will be Knocked Down instead. It's possible to remove the Net with a HtH (Dexterity) Counter Check, who requires One Action per leg wrapped.
- It's also possible to simply throw the net to the opponent without a particular aim, obtaining a +1 to the ThR. If the net successfully hit the opponent, he will suffer a -1 to his ThR, Dodge and Parry, and all the actions he will perform will be resolved with an Initiative Slowdown of 2. It's possible to remove the net with a HtH (Any) Counter Check, who requires One Action.

Once the net has been thrown, it needs to be regained and folded up to use it again. If not Folded Up, a net can still be thrown to an opponent but only as a simple throw. Folding Up a Combat Net requires Two Actions. A Master Crafted Net will grant a +1 to the wielder's HtH. It is also possible to attach a small rope (+1 GB) who will allow to regain the net spending Two Actions.

A Combat net is considered a One Handed Weapon, and is possible to use it with One Hand if the character also acquires the Ambidexterity Feat without any penalty.

Corrosive Vial:

Another Sabitian invention, this small vial can be thrown and it will inflict 1 Bludgeoning Damage on impact, before shattering and splashing the substance inside which deals 1d3+1 Acid Damage and automatically subtracts 1d3+1 RP to the item or creature stuck.

There is a 35% chance that the acid will corrode the item, permanently reducing the Hardiness by 1.

If an item's hardiness reaches 0, it's automatically destroyed.

Detecting Salve:

This strange and odorless green salve, when applied on a creature, will start to glow and change color if the creature is under the effect of an illusory spell or if his shape has been morphed.

The salve will become purple if the creature is under the effect of a spell, while it will become orange if the creature is a shape-shifter.

If applied by a creature with a high Mana value, the color will become brighter. This salve was created by the Zebras many millennia ago, but is still used by the Night Pegasi Dwellers nowadays, even if the purpose is not clear.

Actually even the Night Pegasi does not know why they use it on themselves, since it simply became a part of the traditional preparation for a hunt, so they don't actually care about its origin.

Incendiary Bomb:

This particular alchemical item was invented by a Sabitian with an unhealthy passion to set things on fire.

An Incendiary Bomb requires to be lighted up then thrown within 1d3 round or it will simply deflagrate on the wielder's hand.

When an incendiary bomb hits something it will deal 1 Bludgeoning Damage, then it will explode dealing 2d3+2 Fire Damage.

The fire damage will set on fire flammable items and objects.

The improved version requires also Brew Potions II to be crafted, and its cost and weight is doubled.

An Improved Incendiary Bomb deals 2d6+2 Fire Damage to anything within a 1,5 m (5 ft) radius from the impact, with a 35% chance to set on fire the creature stuck. There is still a 20% Chance that the bomb will explode while mid-air.

Revealing Powder:

This fine light-blue powder is made with pulverized Arcane Crystals through a specific alchemical process.

When a dose of this powder is strewn on a surface, item or creature, it will change color becoming blue or violet depending on the arcane aura they have. This allows to understand if the item or creature have been enchanted, cursed or are under the effect of a spell, and they also grant a +5% to any Knowledge (Arcane) or (Occultism) made while trying to figure it out. The powder is usually sold inside a small pouch who allows to use it 5 times. It's also possible to cast the powder on an invisible creature, outlining his shape, while a second dose will force the effect to fade temporarily for 1d3+2 round, allowing the creature to be seen or at least partially.

Shredding Sphere:

Created by the Diamond Dogs, this particular sphere is often used inside narrow places, to increase its effectiveness. When the sphere hits any hard surface, will immediately shatter, casting small and sharpened metal pieces all around. The Sphere deals 2 Slashing Damage to any creature within 1,5 m (5 ft), ignoring any DR from Light Armors (except those made of metal) or any NDR by 3 or lesser. Those injured by the shards will also *Bleed* for 1d3+1 Rounds. There is a 30% chance that the Sphere will deal 4 Slashing Damage instead and will cause the *Bleed* to last for 2d3+2 Rounds. If the sphere is thrown in a narrow place, the Chance is increased at 60%. Those who wear Medium/Heavy Armor or with a NDR higher than 3, if stuck by the sphere while it deals 4 Damage, they will suffer 1 Direct Slashing Damage and *Bleed* for 1d3 Rounds. Those who wear clothes or minimal Armor, will automatically suffer the 4 Damage effect.

Solar Hand Grenade:

"Oh Celestia, bless this Solar Hand Grenade that, with it, Thou mayest blow Thine enemies to tiny bits in Thy mercy.

First shalt thou take out the Solar Pin. Then, shalt thou count to three. No more. No less. Three shalt be the number thou shalt count, and the number of the counting shall be three. Four shalt thou not count, nor either count thou two, excepting that thou then proceed to three. Five is right out. Once the number three, being the third number, be reached, then, lobbest thou thy Solar Hand Grenade towards thy foe, who, being naughty in Her sight, shall snuff it"

Considered as Holy Reliquaries from the War of the Sister, those alchemical items were created specifically to kill, or at least severely injure a Nightmare Knight. When the pin is removed, the grenade will emit a particular sound then deflagrate. All the Creatures caught by the explosion's radius within 1,5 m (5 ft) will suffer 3d6+3 Radiant Damage plus 3d6+3 Fire Damage, while everything between 1,5 m and 6 m (5ft to 20 ft) will only receive the Fire Damage. The deflagration is so powerful that all the creatures within 6 m must immediately make a HtH (Strength) Counter Check, as they were pushed by a Large Creature with a +22 to his HtH. Small and Tiny creatures are automatically thrown back and Knocked Down.

Any creature within 9 m (30 ft) from the explosion must also make a Shock Test (Magic) or become Disoriented for 1d3 Round, Stunned for 1 Round and Deafened for 1d3 Round. A Creature who passes the roll becomes only Deafened for 1 Round.

Any kind of Hare, Jackalope and Rabbit-like creature stuck by the explosion will consider all the Damage received as Radiant Damage and also suffer double damage. Nobody knows why.

Smoke Grenade:

When this item hits the target, it will shatter dealing 1 Bludgeoning Damage and then releasing a thick smoke.

The smoke will immediately spread all around within an area of 1,5 m (5 ft), then it will propagate by an additional 1,5 m for 1d3+1 rounds.

Those inside the cloud will gain a 50% Concealment but also the creatures outside the Cloud will gain the Concealment against them.

Breathing the smoke will also cause the creature to cough, imposing a Shock Test to resist. If the test is failed the creature will simply cough, losing One Action per round as long as he remains inside. Holding Breath can prevent the Shock Test but is only possible to do that if the Shock Test was successfully passed and within the same round.

Stink-Bomb:

Stink-Bombs are often used to scare off particular beasts and animals, but can be also used against other creatures.

When a stink-bomb hits his target, it will shatter dealing 1 Bludgeoning Damage and releasing a nasty gas within 1,5 m (5 ft), who will Spread for an additional 1,5 m for 1d3+2 rounds.

Those who breathe the exhalations are forced to make a Hard Constitution Check or become Sick for 1d6, increasing their Toxicity by 2.

If the Check is passed they become sick for 1 Round and they only increase their Toxicity by 1. Covering the mouth and the muzzle will grant a +10%. Animals and non-sentient Creatures with the *Scent* Special Rule are also forced to make a Negative Morale Check while suffering a -15%. If the Check is failed they are forced to flee or at least stay away from the gas.

Potions

	Weight	Cost	Requires
Bad-Back Brew	0,1 kg / 0.2 lb	14 CB	Brew Potions
Bad Bones Brew	0,1 kg / 0.2 lb	15 CB	Brew Potions
Berserkerang Potion	0,3 kg / 0.6 lb	Variable	Brew Potions II
Brawling Potion	0,2 kg / 0.4 lb	5 GB	Enchant Potions II
Bloodseeker	0,2 kg / 0.4 lb	25 GB	Brew Potions III
Catalyst	0,1 kg / 0.2 lb	15 CB	Brew Potions
Distorting Infusion	0,2 kg / 0.4 lb	30 GB	Enchant Potions III
Fresh Breath	0,1 kg / 0.2 lb	10 CB	Brew Potions
Good Heavens	0,1 kg / 0.2 lb	10 GB	Enchant Potions II
Mane Lotion	0,1 kg / 0.2 lb	12 CB	Brew Potions
Mnemonic Potion	0,3 kg / 0.6 lb	60 GB	Enchant Potions III
Nimble Strike Brew	0,2 kg / 0.4 lb	4 GB	Enchant Potions
Nocturnal Potion	0,3 kg / 0.6 lb	20 GB	Brew Potions II
Potion of Indomitable Courage	0,2 kg / 0.4 lb	10 GB	Enchant Potions II
Potion of Invisibility	0,2 kg / 0.4 lb	25 GB	Enchant Potions II
Potion of Magic Resonance	0,3 kg / 0.6 lb	30 GB	Brew Potions III
Potion of Resistance (x)	0,2 kg / 0.4 lb	Min. 10 GB	Enchant Potions I or II
Talent Enhancer	0,8 kg / 1.6 lb	Variable	Brew Potions III
Teeth Restorer	0,1 kg / 0.2 lb	4 GB	Enchant Potions II
Vino Veritas	0,5 kg / 1 lb	70 GB	Enchant Potions III

Drinking a potion will increase the Character's Toxicity by a certain value.

A potion must be drink completely to obtain his effects.

Bad-back and Bad Bones Brew:

This simple brew is usually used to soothe the pain from a backache, to the joints or bones caused by aging or similar injuries. Has a Toxicity value of 3.

Brawling Potion:

This potion makes those who drink it more aggressive but also a little dizzy. The potion grants a +2 Damage bonus to any Melee Attack performed by those who drink it, but inflicts a -2 to any Melee ThR. The potion lasts for 1d6+2 Rounds and have a Toxicity value of 6. Drinking a *Nimble Strike Brew* after this potion will neutralize his effects, but will also cause *Sickness* and *Poisoning* to the drinker.

Bloodseeker:

This enchanted potion has a particular effect on the drinker's eyes. The potion allows to visualize the bloodstream of a living creature, with a particular highlighting effect. Unfortunately it will also alter his color perception, inflicting a -10% to any Skill Check based on sight, and will slows his reflexes, reducing his initiative by 2. As long as the potion is active it grants a +5% to the Critical Chance of any Melee attack performed, who can be increased at +10% if the character pass a Hard Knowledge (Anatomy) Check. The potion lasts for 5 minutes and it has a Toxicity value of 8.

Distorting Infusion:

This potion has the same effect of the Displacement Spell which grants a Concealment of 35% against ranged Attacks and 30% against melee. Lasts for 2 Minutes and has a Toxicity Value of 7.

Fresh Breath:

The potion grants a fresh breath to the user for 1 Hour, which usually smell of mint or similar herbs. Has a Toxicity value of 5.

Nimble Strike Brew:

This potion makes those who drink it a little more agile but also tipsy. The potion grants a +2 Bonus to any Melee ThR performed by those who drink it, but inflicts a -2 to any Melee Damage dealt. The potion lasts for 1d6+2 Rounds and have a Toxicity value of 6. Drinking a *Brawling Potion* after this brew will neutralize his effects, but will also cause *Sickness* and *Poisoning* to the drinker.

Potion of Indomitable Courage:

Those who drink this potion will start to feel more confident and brave. The potion grants a +10% to any Fear and Terror check for 10 minutes. It has a Toxicity value of 5.

Potion of Invisibility:

This potion grants the same effects of the invisibility spell, while the first 6 Rounds are free from any cost, the user will start to pay 1 MP per Round for 12 Rounds or until he reaches 1 MP first. This Potion has a Toxicity Value of 8.

Potion of Resistance (x):

A Potion of Resistance is usually made to resist certain effects, like Hot/Cold Temperatures or elemental damages.

The effect lasts for 10 minutes and the potion has a Toxicity value of 8

Examples:

- *Potion of Resistance (Heat): grants a +10% to Constitution Checks made to resist Heat and to Shock Test (Heat) for 1d3+1 Hours.*
- *Potion of Resistance (Cold): grants a Damage Resistance (Cold) 5 for 30 minutes.*

Teeth Restorer:

This potion is used to fix broken or chipped teeth within 3d3 Rounds. Has a Toxicity Value of 4.

Poisons

	Weight	Cost	Category	Requires
Love Poison	0,6 kg / 1.2 lb	Variable	Ingestion	Create Poison III
Murder Joke Extract	0,5 kg / 1 lb	35 GB	Ingestion	Create Poison III
Scourge	0,3 kg 0.6 lb	70 GB	Contact	Create Poison II
Spider Poison	0,1 kg / 0.2 lb	8 GB	Wound	Create Poison
Stun Sphere (Lesser)	0,2 kg / 0.4 lb	10 GB	Exhalation	Create Poison
Stun Sphere	0,3 kg / 0.6 lb	30 GB	Exhalation	Create Poison II
Venomous Sphere	0,3 kg / 0.6 lb	15 GB	Contact	Create Poison II

The Poison's Category indicates how the poison have to be applied to obtain the effect.

To successfully apply a Wound Poison, the character must pass a Hard Cunning Check for trying to not wasting the poison or to actually poisoning himself.

Characters with at least 15 Ranks at Knowledge (Alchemy) will obtain a +10% to the roll.

Contact poisons will only have effect on exposed body parts.

It's possible to apply a Wound Poison to a Weapon with the Small Special Rule, and even Arrows, Quarrels and Throwing Daggers but they can only be thrown within their initial range or the poison will be wasted or could evaporate.

Wound Poisons have effect only if the weapon actually deals damage to the creature. If the damage is negated by the Armor, the poison have no effect.

Spider Poison:

This common poison is obtained from the poison glands of giant spiders. When successfully applied to a weapon, the first time the weapon wounds it forces the victim to perform a Shock Test (Poison) or suffer a -1 to his ThR for 1d6+4 Rounds, while increasing his Toxicity by 1d6+1. If the Shock Test is passed, the victim only increases his Toxicity by 1d3. Stronger version of this poison will inflict the penalty for 2d6+5 Rounds, while increasing the Toxicity by 1d6+4, but their cost is tripled.

Stun Sphere:

When this sphere hits a target, it will deal 1 Bludgeoning Damage then it will shatter, releasing a purple cloud with a radius of 1,5 m (5 ft) from the impact. Those who breath the gas are forced to perform a Hard Constitution Check (based on Poison) or being *Stunned* for 1d3+1 Rounds, increasing their Toxicity by 1d3+1. The lesser version will *Disorientate* the victim instead.

Venomous Sphere:

When this sphere hits a target, it will deal 1 Bludgeoning Damage then it will splash the substance inside who deals 1d3+1 Acid Damage who ignores any NDR of 2 or lesser and any DR from clothing. If the acid successfully pass the DR/NDR of the victim, it will also deal an additional d3+1 Poison Damage, increasing the Toxicity by 2. The Poison have no effect against creatures immune or resistant to Acid.

Arcane Equipment

	Cost	Weight	Features
Arcane Crystal (Minor)	10 GB	0,2 kg / 0.4 lb	Contains up to 5 Magic Points
Arcane Crystal (Lesser)	20 GB	0,4 kg / 0.8 lb	Contains up to 10 Magic Points
Arcane Crystal	50 GB	0,8 kg / 1.6 lb	Contains up to 15 Magic Points
Arcane Crystal (Superior)	150 GB	2,9 kg / 5.8 lb	Contains up to 25 Magic Points
Arcane Crystal (Pure)	300 GB	4,7 kg / 9.4 lb	Contains up to 40 Magic Points
Dream Powder	??	0,1 kg / 0.2 lb	A mysterious green powder
Empty Arcane Scroll	3 GB	0,1 kg / 0.2 lb	Used to Create Enchanted Scrolls
Focus	20+ GB	Variable	Reduces the chances of a Spell Failure
Personal Spellbook	10 GB	0,5 kg / 1 lb	Contains personal notes, studies and Spells
Tome of Arcane Knowledge (x)	15 GB	0,7 kg / 1.4 lb	Contains the necessary studies for a Wizard
Wizard's Staff	Variable	Variable	Contains an Arcane Crystal (any) on Top

Arcane Crystal:

Arcane Crystal are particular mineral formations who can be imbued with arcane energies and are commonly used by magic users and spell casters. Arcane Crystal are originated by a sort of natural process and they literally grow from the ground as result of an high arcane energy saturation. While many grows in the Underground, others can be found inside the Arcane Forests, Everfree Forests and also within the Arcane Anomalies, but only few of them are actually able to be utilized correctly.

An arcane Crystal can contain a certain number of Magic Points, who can be accessed by anyone. An Arcane Crystal can be used to restore those Magic Point used by spell casting or else, by simply holding it on a hand and taking some time for focusing.

Using an Arcane Crystal to restore the Character's MP requires One Action, and it will completely deplete it.

Still, an Arcane Crystal can slowly absorb magic in time, with a rate of 1 MP every 24 hours.

If an Arcane Crystal is held by a Creature with a Mana Value of 11 or higher, the Crystal will recharge 1 MP for every hour passed, so usually Wizards and Sorcerers will hold them closely or at least within 1,5 m (5 ft). Unfortunately Arcane Crystals are sensible to the vicinity of other Crystals, so a Character can only carry up to 3 active Arcane Crystals, while exceeding the limit will simply cause the crystals to spontaneously deplete all the arcane energy they held, starting by the less pure held by the character.

While lesser and minor Arcane Crystals are small items, about the same dimensions of a small apple, the most pure are actually bigger and heavier that are only used for grant energy to large constructs or other strange inventions.

Dream Powder: (Rare Enchanted Item)

Is still not know how to obtain this particular Powder created by the Zebra centuries ago. However the is is quite simple, since it's commonly used to tell stories since the Powder is Enchanted and allows the user, with at least a Mana score of 12 and 5 Ranks at Knowledge (Arcane or Occultism) to create a sort of illusion if he casts the powder into a fire.

Focus:

A Focus is a particular enchanted item with the purpose to reduce the chance of a Spell Miss-cast.

Usually they do not have a particular form, since they are just enchanted items, so basically almost any small item can be a Focus, but usually is an item who can be held in one hand, like a torch, a mug or a small skull.

Tome of Arcane Knowledge (x):

A Tome of Arcane Knowledge contains all the information for any magic user who want to improve his spellcasting ability.

The tome is important since allows the character to learn new common spells and also to acquire Feats related to the Arcane Career.

A Tome usually contains some spells of a certain Career Rank, who is usually specified in the title, that the character can learn while going on adventure. Notice that a this kind of tomes don't contain any Rare Spells, since they have to found or acquired separately.

Apprentice's Tomes contains Competent Spells, Scholar's Tomes contains Advanced Spells and Mage's Tomes contains Expert Spells.

The Cost of a Single tome is 15 GB per Career Rank, so an Apprentice's Tome will cost 15 and a Mage one will cost 45.

There are similar tomes for Witchcraft Magic and for Nature Magic, even those are very rare since Nature Magic is learned differently.

Wizard's Staff:

The purpose of a Wizard's Staff is to increase his amount of Magic Points, since a Wizard's Staff is always created using an Arcane Crystal.

The staff grants an additional amount of MP equal to the purity of the Crystal itself, so a Wizard's Staff (lesser) will grant +10 MP to the wielder. Since Superior and Pure Crystals are too big and heavy, a Wizard's Staff can't be created using them.

The cost (and weight) is the sum of the Arcane Crystal used + the Staff used + 5 GB (+0,1 kg / +0.2 lb)

Example:

Reinforced Staff (1 GB, 1,6 kg/3.2 lb) + Arcane Crystal (Minor, 10 GB, 0,2 kg / 0.4 lb) + 5 GB (+0,1 kg / +0.2 lb) = 16 GB and 1,9 kg / 3.8 lb

A Wizard's Staff will conflict with any Magic Wand and is up to the GM to decide which one will not work.

The Magic Points granted by the Staff can not be used to recharge an Arcane Crystal.

A Wizard's Staff does not count as an Arcane Crystal, for the limit of Crystals a character can hold.

A Wizard's Staff grants his MP to the wielder only while held.

If depleted, the staff will recharge as a normal Arcane Crystal (see above).

A Wizard's Staff is not counted to determine if the character has Free Hands, required to Cast a Spell.

Magic Wands and Wizard's Staff:

Notice that Wizard's Staff is a generic name that is used to indicate what it does, but the name can be changed in something different, like Sorcerer's Staff or Enchanted Staff. In this explanation we will use the generic name.

Magic Wands and Wizard's Staff are items who grant different bonuses to those who are able to use them. Even if anyone can hold them, only those who are Able to Cast Spells will obtain their benefits. It's also required a Mana Value of 13+ to correctly use a Wand or a Staff. Magic Wands are small items who are used for various purposes, usually to obtain a Bonus for a particular situation or action, while a Wizard Staff only increases the wielder's Magic Points. Since both the Staff and Wand are enchanted and crafted with an Arcane Crystal, it's not possible to use two Staff or Wands together, since they will start to interfere with each other.

If the Arcane Crystal shatters, the item will lose its properties or start to malfunction.

Another thing to consider is that the shape of a Wizard's Staff or a Magic Wand can change, while usually the first one is a staff and the other is a small item who can be held in one hand, it also be possible to point things with it.

Magic Wands

	Effects	Cost	Weight
Apprentice's Wand	None	8 GB	0,1 kg / 0.2 lb
Channeling Wand	+5% to Concentration Checks to avoid a Spell Miss-cast or Spell Failure	25 GB	0,2 kg / 0.4 lb
Defensive Wand	+1 to the roll for Countering a Spell	30 GB	0,3 kg / 0.6 lb
Duelist's Wand	+2 to rolls during an Arcane Confrontation	60 GB	0,3 kg / 0.6 lb
Precise Wand	+2 to Ranged Spells ThR	80 GB	0,2 kg / 0.4 lb
Resonant Wand	Reduces the Spellcasting cost by 1. Count as two Arcane Crystals	150 GB	0,3 kg / 0.6 lb
Simple Wand	+1 to Ranged Spells ThR	20 GB	0,1 kg / 0.2 lb

Magic Wands are smaller items who grants particular bonuses to the Wielder, and are created with minor or lesser Arcane Crystals.

It's possible to use a Magic Wand with the relative feat. If not, it requires a Hard Mana Check to function properly.

A Magic wand count as an Arcane Crystal.

Damaged Magic Wands have a 35% chance to not work at all or a 20% chance to zap the wielder instead, dealing 1d3 Direct Arcane Damage to him. A Broken Magic Wand simply does not work any more.

A Magic Wand is not counted to determine if the character has Free Hands, required to Cast a Spell.

Clothing

	Value	Weight	Note
Acolyte's Vestments	8 - 19 CB	1,3 kg / 2.6 lb	<i>"Wololo"</i>
Arctic Outfit	3 GB	5 kg / 10 lb	+15% to Checks against Frost Counts as a Leather vest with the Padded Special Rule
Artisan's Outfit	7 - 25 CB	1,2 kg / 2.4 lb	<i>"It's not junk: it's ART"</i>
Courtesan's Dress	3 - 45 GB	1,4 kg / 2.8 lb	+3% to Diplomacy and Perform (Speechcraft)
Desertic Outfit	13 CB	1,1 kg / 2.2 lb	+5% to Checks against Heat
Duelist's Uniform	4 - 60 GB	1,1 - 3 kg / 0.2 - 6 lb	+3% to Authority and Intimidate
Explorer's Outfit	3 GB	2 kg / 4 lb	+5% to Checks against Frost
Explorer's Outfit (Desert)	3 GB	1,5 kg / 3 lb	+5% to Checks against Heat
Explorer's Outfit (Improved)	6 GB	2,5 kg / 5 lb	Same as the Explorer's Outfit They are considered as a Leather Vest with the Padded Special Rule
Fashionable Dress	15+ GB	Variable	The weight and cost is variable, based on the dress itself
Grand Galloping Gala Dress	20 - 360 GB	1,6 kg / 3.2 lb	<i>"The place where I want to be"</i>
Jester Clothing	Variable	0,8 kg / 1.6 lb	+5% to Perform (Any), -6% to Persuade
Merchant's Outfit	2 - 25 GB	1,2 - 4 kg / 2.4 lb	
Military Uniform (Variable)	2 - 30 GB	1,3 - 6 kg / 2.6 lb	+1% to +5% to Authority (depending on the military rank)
Noble's Dress	20 - 210 GB	1,4 - 5 kg / 2.8 - 10 lb	+1% to +5% to Authority and Persuade
Priest's Outfit	3 - 80 GB	0,9 - 5 kg / 1.8 - 10 lb	+1% to +5% to Authority or Persuade
Roadwarden's Uniform	4 GB	1,9 kg / 3.8 lb	Only for Roadwardens. Thick Gloves and a Cloak included
Scholar's Outfit	15 CB	1,1 kg / 2.2 lb	
Simple Clothes	6 CB	0,6 kg / 1.2 lb	
Surgeon's Outfit	30 CB	0,7 kg / 1.4 lb	<i>"Don't be such a Baby... ribs grows back!"</i>
Traveler's Outfit	1 GB	1,5 kg / 3 lb	+3% to Checks against Frost
Wedding Gown	2 - 220 GB	1,2 - 5 kg / 2.4 - 10 lb	Wedding Rings not included
Wonderbolt's Uniform	-	0,4 kg / 0.8 lb	Available only for Wonderbolts. Goggles included.
Winter Clothes	2 GB	3 kg / 6 lb	+10% to Checks against Frost

Some clothing or dresses could have a different price, based on their quality or depending for whom they are made for.

Example:

A Military uniform for a Soldier only grants +1% to Authority and costs 2 GB, while a General's Uniform would grant a +5% and will cost 30 GB

Trinkets

	Cost
Anklet	3 - 34 GB
Bracelet	4 - 35 GB
Choker Necklace	1 - 35 GB
Earrings	2 - 75 GB
Necklace	2 - 325 GB
Ring	2 - 215 GB
Ring (Wedding)	8 - 235 GB
Tattoo	Variable

Gems and Precious Stones

	Value	Rarity	Type
Amber	10 GB	Uncommon	Precious Stone
Amethyst	10 CB	Common	Precious Stone
Baby Blue Sapphire	5 CB	Common	Gem
Diamond	400 GB	Rare	Gem
Emerald	200 GB	Rare	Gem
Fire Ruby	350 GB	Rare	Gem
Garnet	25 GB	Uncommon	Precious Stone
Glowpaz	1 GB	Uncommon	Gem
Green Opal	60 GB	Rare	Precious Stone
Jade	45 GB	Rare	Precious Stone
Jasper	15 CB	Common	Precious Stone
Lapis Lazuli	50 GB	Rare	Gem
Onyx	10 GB	Uncommon	Precious Stone
Pearl (River)	5 CB	Common	Precious Stone
Pearl	40 GB	Uncommon	Precious Stone
Pearl (Black)	120 GB	Rare	Precious Stone
Quartz	5 CB	Common	Gem
Ruby	250 GB	Rare	Gem
Sapphire	150 GB	Rare	Gem
Topaz	75 GB	Rare	Gem
Tiger Eye	15 CB	Common	Precious Stone

Notice that the Type column is only for the purpose to indicate that Diamond Dogs are only interested in what they consider "Gems". Those indicated as Precious Stones are worthless to Diamond Dogs, so they are not interested to buy or sell them.

Musical Instruments

	Cost
Bagpipe	23 CB
Bodhran	18 CB
Cello	20 GB
Cithara	3 GB
Crumhorn	1 GB
Drum	25 CB
Dulcimer	23 CB
Fife	6 CB
Flugelhorn	11 GB
Flute	8 CB
Gadoulka	26 CB
Glockenspiel	1 GB
Guitar	25 CB
Gusli	2 GB
Harp	15 GB
Harpsichord	50 GB
Hurdy-gurdy	3 GB
Kemenche	26 CB
Lyra	13 CB
Lute	20 CB
Mandolin	13 CB
Organ	200 GB
Psaltery	13 GB
Rebec	26 CB
Saz	23 CB
Scacciapensieri	5 CB
Suka	28 CB
Timbrel	9 CB
Violin	5 GB
Yovidaphone	55 GB
Zampogna	20 CB

CHAPTER 3: CORE RULES AND ADVANCED RULES

The Defender Always Wins:

In those occasions where a Tie occurs when two different rolls are used to see who rolls higher, the one which is considering the “Defender” always wins, unless there are specific rules which allow the “Attacker” to win instead. By Defender is considered the Creature which the action is used against.

Example:

A Character is trying to resist a Spell which requires both parts to perform a Check Roll and whoever obtains the higher result, wins.

Since both obtain the same result, considered a Tie, the Player is considered to have won the Roll since he the one “Defending” from the spell.

Opposite Characteristic Check:

An Opposite Characteristic Check is used when a Creature is trying to prevail over another through certain actions which do not require a Skill Check. Playing Chess with others, doing an Arm-Wrestle or trying to resist certain Spells could require a Counter Characteristic Check to prevail.

To perform a Counter Characteristic Check you simply have to Roll a d20 and add the Characteristic value to it. Whoever obtains the Higher Result, wins.

Example:

A Character challenges another to an Arm Wrestle for fun and its opponent accepts. Both the Players roll a d20 and one obtains a 12 the other only a 4.

The first Player add its character Strength value of 12 for a total of 24 while the other Player adds its 14, for a total of 18. In this case the first player wins.

Skill Check:

Skills are used when your character needs to perform certain actions like climbing a wall, opening a lock or finding something.

A Skill Check is solved by rolling 1d100 and if the result equal or lesser than 50, its a Success.

Example:

Rolling a d100 you obtain 45, that is lesser than 50.

This is considered a *Normal Skill Check*, or simply a *Skill Check*. It means that it's not too easy or difficult to do.

The *Difficult Skill Check* follows the same concept, but you have to obtain a result equal or lesser than 20.

All Characters and creatures are able to add a Positive or Negative Modifier to their skills through Skill Ranks and various Bonuses or Penalties. The modifier is added to the base Skill Check value, so you will have to roll a result equal or lesser than the new value.

Example:

A Character has to jump over a small pit. The Skill Check would normally be 50, but since he also has a +10% modifier, he needs to roll a 60 or less (50+10=60)

The same thing applies to Difficult Skill Checks, so if you have a +10%, you'll need to roll a 30 or less.

A Game Master can grant a small bonus or penalty depending on what the players are doing or are trying to do.

Remember that usually a good interpretation and smart ideas should be rewarded or at least encouraged.

Degrees of Failure and trying again:

Normally if you fail a Skill Check, you simply don't accomplish what you wanted to. Your Character can't climb or he actually falls in the pit, while the others laugh at him or just pretend that everything's is okay.

In some cases, the Game Master can decide to let the player try again or to consider a lesser failure if the player rolled just few points above the actual limit.

Example:

A Character tries to jump a Pit and he needs to roll a 60 or less. Since he obtains a 62, the Game Master decides that he falls nearby the border, but the character manages to grab it. In this case he can climb up during the next Round, or be helped by the others.

In other cases the character will not advance in what he's doing, like while climbing he just stops while trying to find a good spot to proceed. It's up to the Game Master to decide what happens, but usually if a player fails, that's it.

Remarkable Success:

Rolling a result of 15 or less during a Skill Check is considered a Remarkable Success. Usually this kind of success grants a small advantage when performing the Skill, like be able to notice more details or be able to remember more things.

During Hard Skill Check the Remarkable Success is obtained only by rolling a result of 5 or less.

It's up to the GM to decide which bonus to grant, but usually is performing the action better or obtaining more informations and details.

20 or More Skill Ranks:

When a Character has 20 or more Ranks at one Skill, the GM could decide that he doesn't need to Roll on certain situations that could be considered easy for someone with a lot of experience, unless the Skill Check is required in important situations, especially if an eventual failure can cause a lot of troubles.

Example:

The Characters are looking for a missing foal inside a forest. The GM tells the players to Roll for Spot, since the foal is hidden nearby quietly sobbing. Since one of them has 20 Ranks at the related Skill, the GM decides that he does not need to roll for it, and tells him that thanks to his expert eye, he can easily find those little details which denote that someone is trying to hide, like broken twigs or some hoof prints. Even so, the GM can let the others roll and only after all the rolls are resolved, he can tell what they find and also tell the one with 20 Ranks what he sees.

Notice that doing so does not grants Successes to the Skill.

Opposite Skill Check:

An Opposite Skill Check, or Counter Skill Check, its used when a Creature tries to use a Skill which can be countered by one of the Creatures present or which is using the Skill against.

An Opposite Skill Check its like a Normal Skill Check with the difference that the Modifier for the Countering Skill will be used to reduce the Active Skill used.

Example:

A Character is trying to sneak over a Bandit. The Character has a +10% to Sneak while the Bandit has a +5% to Listen.

Since the Listen Skill is used to Counter Sneak, the GM uses the Bandit's modifier as Penalty, reducing the Character's Chance of success from 60% (50+10) to 55 (50+10-5).

Notice that while all the Creature able to use a Skill to Counter other's should roll separately, a GM can simply Roll once for a group of Creatures of the same type, to reduce the time spent into doing so.

Example:

If the same Character of above was trying to pass over a group of 5 Bandits, the GM could simply roll once and use the result for all of them.

Negative Skill Modifier are used as Positive instead.

Example:

Let's say that are the Bandits which are trying to sneak behind the Character, but for some reason they have a -5% to Sneak.

The Character on the other hand has a +5% to Listen, so his Skill Check will be 60% (50% Base +5% Listen +5% reverse modifier to Sneak)

Limitation to Bonuses and Penalties:

A Creature can only obtain a maximum of a +10% Bonus, or suffer up to a -50% Penalty, to Skill Checks through various sources which grant them.

Example:

A Character with the Burglar Feat (+5% to lock picking), is also using a Professional Thieve's Tools which grants a +10%.

In this case, he will only obtain a total of +10% to his Skill Modifier instead of a +15%.

Bonuses or Penalties obtained from Spells, Enchantments or Magic Items don't stack together but only the better/worst will be used.

The Bonus or Penalty limit is applied only at the end of the calculation of all the Bonuses/Penalties that are affecting the roll.

Example:

The Character is running and needs to perform a Jump Check. The Character only has 5 Ranks at Jump and a +1 since it has a Strength value of 12, but he also obtains a +15% because he is running very fast. In a normal situation, such additional bonus is reduced from +15% to +10%, but let's pretend that the character will also suffer a -5% because he is Tippy. In this case, the +15% Bonus will be already reduced to +10% by the fact that he is Tippy, so the Bonus Limitation will not have effect since he only obtains a +10% in the end.

The Final Formula is: +15% for Running Fast -5% Because is tippy = +10% as Skill bonus which doesn't need to be reduced furthermore

Combat

Combat can be an important part of the game for those who like to fight a lot, but it's not necessary since others prefer to just role-play. In any case, combat is quite dangerous for everyone, even for those who are specialized in it: a couple of bad rolls can put even the strongest fighter in danger so be careful and be smart. Seeds of Harmony encourages cooperation in every situation, even in combat.

Step 1: Initiative

Every character, monster, NPC which participates must roll a d10 then add to the result his Initiative Modifier.

The Game Master should write down all the results and order them by the highest to the lowest. This determines the turn order that is needed to know when they can act during the Combat Round.

Example:

A character is fighting a Bandit and a Outlaw. He rolls a d10 and adds a +14 to the result, obtaining a 18 (4+14=18). The game Master rolls for the Bandit and the Outlaw, obtaining a 14 (3+11) and a 17 (8+11=19). The Turn Order will be the Outlaw (19), the Character (18), and then the Bandit (14).

A Combat Round is when everyone involved in combat act from the first to the last one who is participating. After everyone's turn has been resolved, the Combat Round ends, and a new one begins.

It's important to take note of the rounds passing, since some effects, spells and abilities have a duration in rounds.

A single round is 6 or 7 seconds long.

Initiative Slowdown

Initiative Slowdown is an effect applied to certain Attacks, Special Abilities or Spells and is represented by a number. The Action performed with an Initiative Slowdown will be resolved as the character's initiative is lower by the same amount of the number indicated.

Example:

A Character with an Initiative score of 18, that performs an action with an Initiative Slowdown of -4, will perform that action when the Initiative Turn Order reaches 14.

Notice that an Initiative Slowdown splits the character's turn in two parts, allowing others to act meanwhile or to react to his attacks/ability. If the character is unable to finish his action, he must renounce, but he gains a single Free Action to perform.

If there is an Initiative Tie, the Action performed with an Initiative Slowdown will be resolved after those who have the same initiative.

Being attacked while trying to perform an Attack with an Initiative Slowdown, will increase the time needed by 1, if the character tries to Dodge or Parry. If the character isn't aware or simply do not tries to Parry/Dodge, the effect will not apply, but he will be hit automatically.

Example:

The same character as above (18) starts his turn and decides to move against the Bandit (14), spending 1 Action. Then he decides to attack him, but since he is using a Slow Weapon, his attack will be resolved after the Bandit's Turn since they both are at 14. After that he will be able to finish his action and then roll for his attack.

Taking Time or Waiting for Others:

It's also possible to decide to act after others in the Initiative Turn Order. To do so, a character must spend 1 Action and then the player will communicate to the Game Master that he will act after someone involved in combat. Notice that you can only act after others if your Turn Order is higher than their. When the Waiting is resolved, the new Turn Order will be permanent until the Combat Ends, unless the character is able to modify again his initiative turn order. Lowering the Turn Order costs 1 Action and it's considered as you made the same result -1.

Example:

Using the previous example, the Outlaw decides to let the Bandit Act first, since the Character is more close to him, he will probably fight it first.

So during his Turn, the Outlaw spends 1 Action to lower his Turn Order after the Bandit.

The new Turn Order will be the Character (18), the Bandit (14) and then the Outlaw (13).

In his turn, the Outlaw will only have 1 Action remaining, since he already spent one

Step 2: Movement and Performing Actions

Every Character, Creature and NPC has 2 Action to spend during his turn. Attacking, Casting a Spell and Moving are all actions that can be performed during combat, and they usually requires only 1 Action to be performed. Doing particular things 2 or more Actions, like performing more than a single attack or casting a complicated spell.

By default a character can attack only once during his turn, unless it has the *Extra Attack* Feat or he's Fighting with Two Weapons.

Performing a Movement up to the entire value of movement requires only One Action.

Charging an enemy costs 2 Actions and it's basically a Movement plus a Single Attack, but it must be performed in a straight line and is considered a Charge only if the Character or the creature moves over the half of his Movement Value.

Movement:

The Movement value represent how far a character can move during a Combat Round while spending 1 Action.

Medium Sized Creatures have a Movement Speed of 9 meters (30 ft), except Minotaurs that will move 7,5 m (25 ft).

Wearing Medium Armors reduces the Movement Value by 1,5 m (5 ft) and Heavy Armors by 3 m (-0 ft).

A Character can move through a square occupied by an ally only if there is enough space for both, and it will be considered to have moved twice the distance. Same applies for moving through two allies which are side by side, but only through the shortest route.

Example:

A square is 1,5 m (5 ft), but moving through an ally is considered 3 m (10 ft)

If there is not enough space for both to move, it's not possible to move through. This can prevent to pass through allies which have a large physical build or those who are wearing medium or heavy Armors, while standing in narrow places, like small corridors.

Stealth Movement:

Stealth Movement is used while trying to Sneak around or when walking carefully, minding your own steps.

When performing Stealth movement, the Creature can only move up to Half its movement value, spending one action, but it can be done twice per round, if its wearing Clothing or a Light Armor.

Example:

A Character wearing a Light Armor can spend one action to perform a Stealth movement of 4,5 m (15 ft) and then spend another Action to move again by the same amount.

Step 3: Attack, Dodge or Parry

When a character or a creature attacks, he rolls a d20 and adds his *To-Hit Roll* Modifier (Simplified in ThR).

All Creatures have a base ThR which they use when they need to hit others during combat.

To successfully hit, the Attacker must obtain a higher result than the defender.

To avoid being hit, the Defender can choose to try to Parry or Dodge the Attack and then Roll a d20 adding the selected modifier.

If there is a Tie in the results, the Defender Always Wins, so an attacker has to roll higher than the defender to be able to hit him.

Example:

A Character is attacking a Bandit and rolls a d20 obtaining a 10. The Character has a +5 to the Hit Roll so the total result is 15 (10+5=15).

The Bandit only has a +2 to Dodge and is unable to Parry. In this case the GM simply chooses the Dodge and rolls a d20, obtaining a 7 which is then increased by the Bandit Dodge modifier of +2, for a total of 9 (7+2=9) which isn't enough to dodge the incoming attack.

Parrying or Dodging an attack doesn't cost any Action.

If a Creature is unaware of the incoming attack it will be automatically Hit.

Weapon Proficiency:

A Character which is using a Weapon he does not possess a Proficiency with will roll a d10 instead of a d20.

Direction of the Incoming Attack

The direction of the attack is also important to determine, since a character can't Dodge or Parry everything.

Attacks from Behind can only be Dodged if the character is aware of being attacked from behind. If not, he will be automatically Hit.

A creature can perform a movement without the risk of triggering an Attack of Opportunity.

Attacks from the Sides can be Parried or Blocked as Usual.

Notice that performing a movement through someone's Side, will cause an Attack of Opportunity.

This is the Front of the character.

Attacks coming from this direction can be Parried and Blocked as Usual.

Performing a Movement through someone's Front, will cause an Attack of Opportunity.

Ranged Weapons and Ranged Spells:

Ranged and Throwing weapons, and some spells too, are used to hit enemies from distance.

This type of attacks are called "Ranged Attacks" and follow almost the same rules about Hit, Parry and Dodge with some differences.

A Ranged Attack can only be Dodged unless the character is using at least a Small Shield.

A Ranged Attack can only be Dodged only if the defender is aware of the incoming attack, except if the ranged attack is performed from more than half of the ranged attack's range. In this case the Defender still rolls to dodge since the attacker could still miss it.

To target and then shoot an enemy an attacker needs to consider two things: **Line of Sight** and **Ranged Line**.

The Line of Sight is just the ability of the attacker to actually see his opponent.

If something is blocking the attacker's Line of Sight, he can't shoot to his opponent and must choose another target instead.

Large or bigger creatures can block the Line of Sight.

Example:

If the opponent is behind a wall, it can't be targeted

The Ranged Line is just the trajectory made by the projectile when shoot.

The projectile will hit the first thing on his Range Line if it is tall enough to be hit.

If the attacker is shooting at two creatures in combat and doesn't care who could get hit, the GM should give a 50% chance to both sides, to determine who would be hit by the ranged attack, and then proceed as usual.

Ranged Attacks that miss their target can still hit others in the same Range Line, until the projectile reaches his range limit, or simply fall off.

When a Ranged Attack misses the first target, but there are still other possible targets, they must try to dodge/parry it as long as they are aware of the incoming attack as usual, but they will suffer a -2 to their dodge.

Step 4: Critical Hits and Dealing Damage

When an attack is successful the first thing to do is to roll for the Critical Chance. This allows to see if the hit was exceptionally powerful or it had luckily struck a weak spot. All weapons have a specific Critical Chance, while some sources could simply not have one (such as most of the Spells). The Critical Chance uses a d100 dice, so you need to obtain a result equal or lower than the number specified.

Example:

A Long Sword has a Critical Chance of 22%, so a result of 22 or less on a d100 is necessary to obtain one

If the Attack does not scores a Critical Hit, roll for the Damage as indicated for the weapon, with the eventual modifier.

Each Weapon has a base Damage value which it can be increased by different factors such as a high Strength value, the material which is made of, Feats and so on.

Example:

A Harpy is using a Long Sword which as a base Damage value of 1d6+1. The Harpy also has a Strength value of 14 which grants a +2 to any melee damage dealt, so when using a sword, it will deal 1d6+3 Damage.

If a Critical Hit is obtained, roll an additional dice of Damage of the same base type of damage of the Source used, and discard the one with the lowest result. If the Damage is high enough to inflict at least 1 point of Damage to the opponent, then the Critical Hit will also cause a specific effect depending on the Damage Type. Notice that if you obtain the same result on both dice, just pick one to discard.

Example:

The Harpy's Long Sword deals only a single d6 of damage but the creature is able to score a Critical Hit. In this case the Game Master rolls 2d6 instead of only one, and then discards the lowest one. Since the Harpy rolled a 3 and a 5, the 5 will be kept and the 3 will be discarded, for a total of 8 damage dealt.

If the source which obtains the Critical Hit deals more than one dice of damage, only the first will be taken in consideration.

Example:

A source which deals 1d3+1d6 Damage will consider the d3 as the primary damage which is taken in consideration for the Critical Hit, while the d6 will be rolled as usual.

Note: Is often useful to roll both the Attack Dice and the Critical Chance dice at the same time, to reduce time spent rolling for an attack. For multiple Attacks try to have a dice of different colors to easily determinate which one is related to who, or having both the Attack and Critical Chance Dice of the same color, while the others of a same but different one.

Damage Reduction and Natural Damage Reduction

Wearing Armors can reduce the amount of damage taken during combat through the granted Damage Reduction (DR for short) even if scales, a tougher skin or heavy bonus could grant a similar protection, called Natural Damage Reduction (NDR for short)..

Example:

A Character deals 7 damage to a Brigand. Since the Brigand has a Damage Reduction of 3, such value will be reduced from the damage dealt by the character, for a total of 4 (7 Damage - DR 3 = 4 total Damage dealt by the character).

If the Damage dealt is lower than the target's Damage Reduction it will be simply negated, since a damage can only be reduced to 0.

Example:

A Character hits a Creature with a DR of 8 but manages to only deal 5 Damage. Since the damage dealt will be reduced to 0, the creature is safe.

The regular Damage Reduction (DR) is usually obtained through Armors and similar protective gears, while the Natural Damage Reduction (NDR) is granted by plaques, scales or simply a tough hide a Creature or Monster can have. The difference is important as seen below.

- A NDR value of 1 to 3 is considered as a Light Armor
- A NDR value of 4 to 6 is considered as a Medium Armor
- A NDR value of 7+ is considered as a Heavy Armor

Notice that regardless of how many types of Damage Reduction a creature has, only the highest one is taken in consideration where possible, as already explained in the Equipment Section.

Armor Pierce value:

The Armor Pierce value, or simply AP, is a value which indicates the ability of a source to pass through the protection granted from an armor. The Armor Pierce value is always subtracted to the total Damage Reduction (or Natural Damage Reduction) before the Damage is dealt. A Damage Reduction or Natural Damage Reduction can only be lowered down to 0.

There are three types of Armor Pierce values, which are easily identified by specific brackets.

- **No Brackets:** the Armor Pierce value is applied to any type of DR and NDR. IE: AP -1
- **Round Brackets:** the Armor Pierce value is applied only against Light and Non-metallic Armors. IE: AP (-1)
- **Square Brackets:** the Armor Pierce value is applied only against Metallic and Heavy Armors. IE: AP [-1]

If the same source has access to different types of Armor Pierce, only the better one is used as follows: AP > [AP] > (AP)

Direct Damage:

Direct Damage is used to indicate a Damage which ignores any Damage Reduction and Natural Damage Reduction, such as Inhalation Damage suffered by breathing certain gasses or Ingestion Damage suffered by drinking poisons or eating venomous food

Magical Damage Reduction:

The Magical Damage Reduction (MDR) is only used against magical sources such as Spells or Spell-like Abilities.

An MDR ignores any AP value the Spell could have since it only applies to a regular DR and NDR.

A Creature with both a Damage Reduction (Or Natural Damage Reduction) and a Magical Damage Reduction will only be able to use one of them, which is determined after any eventual AP value is applied to the DR or NDR.

Example:

A Creature with a DR of 5 and a MDR of 0 is hit by a spell which deals 10 Fire Damage and has an AP value of -4.

The Spell will then deal 9 Fire Damage to the Creature since it has no MDR and its DR of 5 is considered to be reduced to 1.

A different Creature is then hit by the same spell, but it has a DR of 6 and a MDR of 4. In this case, the AP value of the spell will reduce the Creature's DR to 2 while the MDR will remain at 4. Since the MDR value is the higher one it will be used against the Spell reducing the incoming damage to 6.

Critical Hit Effects:

Depending of the Source of Damage, a Critical Hit has different side-effects:

	Effect
Acid	If the target is wearing an Armor, the total DR will be permanently reduced by 1 and its Hardiness by 2. if the DR is reduced to 0 or less, the Armor is Destroyed. A GM could also allow to other items and Clothes to be influenced as well. Enchanted Items have a 50% chance to resist this effect. If the source which deals Acid Damage is small, it only deal +1 Damage instead.
Arcane	The source is considered to have an Armor Pierce value of 3. If different Armor Pierce are present, only the higher is counted
Bludgeoning	The Target must perform a Shock Test (Stun) or become Stunned. During the next Round another test must be performed. By the third round the effect will automatically wore off
Crushing	The Source ignores any DR and NDR the target has. If the source is two Size larger than the target, the target must perform a Shock test (Death) or die immediately. Small Sources will obtain an Armor Pierce 1 instead.
Electrical	The Target must perform a Shock Test (Stun) or become Stunned for 1d3 Rounds. If the Source which deals Electrical Damage is small it only deals +1 Damage Instead
Fire	The Target has a 50% chance to being set on fire for 1d3+1 Rounds. Larger source will set a Creature on fire for 2d3+2 while small sources will only deal +1 Damage instead.
Impaling	The Creature suffers a Deep Wound and the source of damage is struck inside the body of the target. Weapons struck in a Creature can be sued to perform certain HtH maneuvers. If the source is two Size larger than the target, the target must perform a Shock test (Death) or die immediately. Small Sources do not cause any Deep Wounds.
Necrotic	The target must perform a Shock Test (Death) or permanently reduce its HP by 1 (if the total HP are reduced to 0 it will automatically die). If the Critical Hit is obtained at the Target's head, a failure to the Shock test will slay the target instead.
Piercing	The source is considered to have an AP of -1. If the Source already has an AP value, its increased by 1 (<i>IE: AP -1 becomes AP -2</i>)
Psionic	The Target must immediately pass a Shock Test or being <i>Stunned</i> for 1 Round. If the test is passed, the Creature will become <i>Disoriented</i> instead.
Shredding	The source causes a Deep Wound and automatically destroys any Clothing and Light Armor made of Leather. Enchanted Items have a 50% chance to resist this effect. If the source is Small it only deals +1 Damage and causes Bleeding for 2 Rounds.
Slashing	The target starts Bleeding for 1d3+1 Rounds.
Sonic	The target must perform a Shock Test (Sonic) or become Stunned for 1 Round and Deafened for 1d3 Rounds

Step 5: Losing HP and Bleed-out

To simplify things, creatures or enemies which reach 0 HP are slain/defeated, but characters or some important NPCs have to *Bleed-out* before they actually die. A Creature which enters *Bleed-out Phase* will drop to the ground and it will be knocked unconscious unless it passes a Shock Test (Bleeding).

The *Bleed-out* Phase starts when a Character reaches -1 HP or less. While in the *Bleed-out* Phase, a Character suffers 1 Direct Damage per Round during its turn and is able to sustain a number of negative HP equal to its Constitution value +1. The Damage taken by other sources during this Phase will speed up the *Bleed-out Phase*.

Example:

A Character with a Constitution of 14 has been reduced to -3 HP by an Attack. The Character will then suffer 1 Direct Damage per Round, until it reaches -15 HP (CON 14+1=15). If the Character still at -3 HP suffers 5 Damages from another Attack it will then be reduced from -3 to -8 immediately.

For each Round after the first, passed by being in Bleed-out, there is a 25% chance that the character will stop bleeding and will stabilize, still remaining at the current negative value. The Roll is performed after the Direct Damage per Round has been taken.

If during the Bleed-out Phase or while being stabilized the Character is treated by a successful First Aid or Medicate Skill Check, it will automatically return at 0 HP but it would not obtain any additional HP from it.

Stabilizing a Creature in a Bleed-out Phase requires a Hard First Aid Check or a regular Medicate Check.

If the Character is instead healed by a Potion or through Thaumaturgy, the HP could be recovered to a positive value.

If the healing isn't enough to return the HP to a positive value, the Bleed-out Phase will continue but with a 50% Chance to Stabilize.

Example:

A Character at -5 HP is being healed by a potion which restores 6 HP. In this case the Character will return to a positive HP of 1 (-5+6=1).

If the potion would have only healed him by 4 HP, the Character will be still at a negative value of -1 (-5+4=-1) and it will still suffer damage each round, but since it received some healing the Chance to stabilize will be increased at 50%.

A Character which was knocked unconscious and its returned to a positive HP value can wake up after 1d3 Rounds if a new Shock Test (Bleeding) is passed.

If a Creature is still conscious during the Bleed-out phase, it can only perform 1 Action per Round, but doing so it will deal 1 Direct Damage to it. Each time the Creature suffers damage from the Bleed-out or from other sources its forced to perform a Shock Test (Bleeding) or being knocked unconscious.

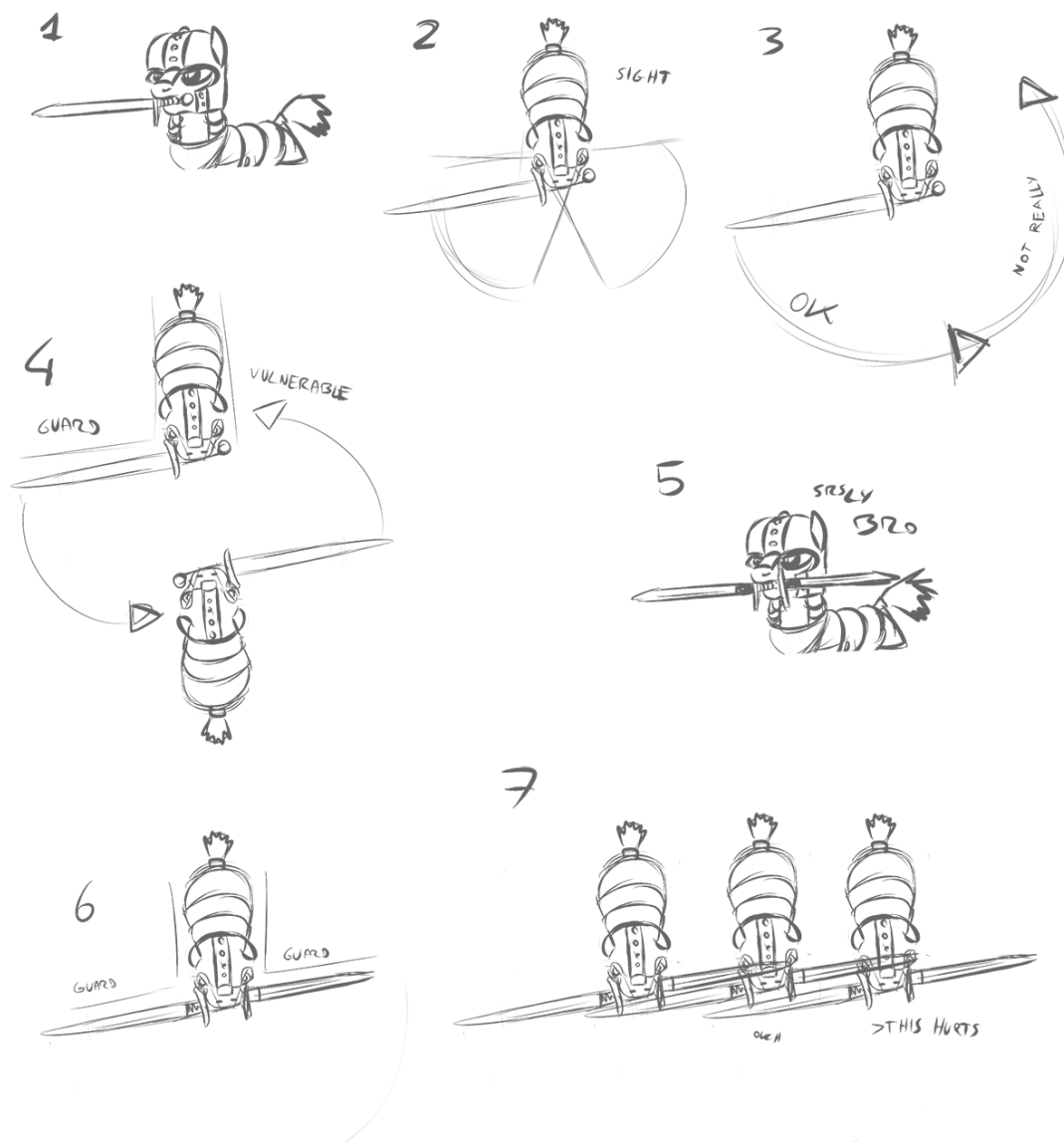
A Consideration about Holding Weapons with the Mouth

GM and players will notice that this rule set does not support the so called "Mouth Combat" as often seen portrayed by other fans. Even if in the show ponies are able to hold certain items in their mouth and do stuff, like hammering (somehow) nails and stuff, that's also means that they have a strong jaw and resistant teeth that can sustain a certain amount of force, so technically a pony can hold a One Handed Weapon in his mouth, BUT here's the problem:

As you can see in the image Number 1, 2 and 3, a Pony is able to hold a One Handed Weapon in his mouth, and to turn his head around. The problem came when facing an opponent, since the pony will be vulnerable on the opposite side because his weapon can only guard the same side where is held (4). Even if manages to attack, the pony will make his head vulnerable and he will also change his line of sight, with the risk to not be able to detect incoming attacks.

Using a double sword (5) allows to technically guard both sides (6), but the same difficulties during combat already listed above will remain, plus a group of ponies with the same double blades are unable to stay within a unit formation (7) without stabbing each other in the face.

So that's why entering combat with a sword in your mouth isn't really a clever choice.



Advanced Rules

Armor Proficiency:

A character can wear any Armor he wants, but without the related proficiency he will suffer additional penalties:

- 2 to his ThR
- 2 to Parry
- 2 to Dodge per Armor Category (so wearing a Heavy Armor inflicts a -6 penalty to Dodge)

Attack Value:

The Attack Value is used for certain attacks or effects that are usually difficult to avoid or have the same precision every time they are used. An Attack Value is a number that must be passed to avoid the effect and/or the damages that it could inflict.

An Attack Value can only be Dodged if the defender is aware of the incoming attack, but in some cases the defender can also use his shield to protect himself, but only from Attacks that are of the Same Size of the Shield.

Example:

An adventurer can use his Medium Shield to protect himself from some darts shoot by a trap, but he can't use his shield against a Breath Attack from a Huge Adult Dragon

Attacks or effects that uses an Attack Value are considered Ranged Attacks only if they have a Range.

Cover or Concealment:

Some situations, items or spells could grant a Cover or a Concealment.

A Cover is obtained by standing behind a solid object, usually large enough to cover the character's body, while the concealment is obtained by things which make harder to see the character, like smoke, darkness or some spells.

Both Cover and Concealment grant a percentage chance that an incoming attack will miss the character, but there are some differences. If a cover successfully block the incoming attack, the object which grants the cover is being hit instead. If the attack that hits the Cover is powerful enough to destroy it, the attack will continue his trajectory. A Cover does not grant protection against attacks coming from the same side where the character is standing.

Example:

A Creature is performing a Ranged Attack against a Character behind a small wall which grants him a 50% Cover.

Since the wall stands between the Creature and the Character it will grant its cover, but if the Creature would have been on the same side of the Character, the Cover would have been negated.

Concealment is based mostly on sight and has no effect against those attacks and effect which don't directly target something but instead will simply influence a specific area.

Example:

A Character is standing inside a Fog which grants him a Concealment of 70%, while fighting against a Dragon. Unfortunately for him, the Dragon uses its Breath Attack, which since it deals damage to a specific Area it will ignore any Concealment obtained.

Creatures that are able to Attack without the use of sight can ignore any Concealment within their perception.

If the Character obtains the benefits of both a Cover and Concealment, only the higher is used and the other is ignored. If the incoming Attack ignores one of them but allows the other, it's possible to use that.

Example:

The Character is receiving the benefit of a 50% Cover thanks to his Shield but also a 40% Concealment thanks to a Potion while standing in front of a Creature. In this case only the 50% Cover will be used and the Concealment will be ignored. If the Creature has the Blind Perception Feat, which negates the Concealment, the Character can still use its Cover since its not negated.

Targeted by many attacks:

Being attacked many times in combat could be a problem for anyone.

For each attack after the first within the same Round, a Creature suffers a -2 Penalty to both his Parry and Dodge Roll, that can be accumulated until the Round Ends

Example:

A character is being attacked by 3 bandits at once. The first obtains a 13, the second a 9 and the third a 17.

The Character tries to Dodge, obtaining a 14, an 11 and then an 18. The first attack is successfully dodged (14>13), while the second is reduced by 2 points, dropping from an 11 to a 9. Luckily the Defender Always Wins so he manages to Dodge the Attack at the last second.

Unfortunately at the third attack reduces its result by 4 points, dropping its 18 to a 14, which isn't high enough to save him from the Bandit's 17.

The penalties can stack up to a total to -8.

Remember that when the Round ends, all the penalties are removed.

Moving Fast and Running:

Moving Fast requires Two Actions, and the character increases his movement speed by half of his actual movement value, but he must at least reach the additional movement to be considered *Moving Fast*.

A Creature which is Moving Fast obtains a +1 to Dodge Ranged Attacks unless the attacks are coming directly from behind or in front of him, in a straight line.

Running requires Two Actions, and the character will move at Twice his movement value the first Round when he starts running, then three times during the second and then four times during the fourth. Wearing a Medium Armor or carrying a Medium load allows only to run at three times the movement speed, while wearing a Heavy Armor or a Heavy Load, will only allow to run at only twice the movement speed. A Running Creature obtains a +2 to Dodge Ranged Attacks unless the attacks are coming directly from behind or in front of him, in a straight line.

The movement value can be modified by spells, Armor, encumbrance or else, and only the modified value is taken in consideration when determining Charges, Moving Fast, etc.

A Creature is able to run without any problem for a number of rounds equal to her Constitution Value and after that, is still possible to continue running, but the creature is forced to perform a Constitution Check each round she continues to run.

If the Constitution Check is failed, the creature will slow down and then stop to take her breath, and she will not be able to run for 1d3 Rounds.

The following Table will show some conditions which will reduce or increase the number of rounds the creature can run, and other modifiers.

	Round Modifiers	Constitution Check Modifier
Wearing Clothes / Light Armor	+0	-
Wearing a Medium Armor	-2	-5%
Wearing a Heavy Armor	-4	-10%
Light Encumbrance	+0	-
Medium Encumbrance	-2	-5%
Heavy Encumbrance	-4	-10%
Spell: Swiftess	+2	+2%
Spell: Speed	+4	+4%
Spell: Decelerate	-2	-2%
Spell: Slow	-4	-4%
Diamond Dog / Sabitian	+4	+8%
Earth Pony / Griffin / Mule	+3	+5%
Minotaur / Night Pegasus / Pegasus / Zebra	+2	+3%
Unicorn	-1	-
Feat: Expert Runner	+3	+10%
Not Used to Run	-6	-15%

Performing a Run-up:

A character can take a run-up before jumping to obtain a +10% to any Jump Check he should make, but only if he moves at least at more than half his movement value, in a straight line. If the character is running, the bonus is increased at +15%.

Wearing Medium or Heavy Armors and/or carrying a Medium or Heavy Load will only grant a +5%.

Hand to Hand during Combat:

The use of Hand to Hand requires that the character hit his opponent with an Unarmed Attack while the opponent tries to Dodge it or could use his Medium or Large Shield but only against certain moves. If the character successfully hits the opponent they both roll a d20 adding the relative modifier. The one which obtains the higher results, wins.

Example:

A Character is trying to tackle down a bandit before he escapes, so it could be interrogated. Since it's close to him, he tries to hit him using his Base ThR and Obtains a 15. The Bandit tries to dodge, but he rolls only an 8 so the character is able to get the Bandit. The Character then rolls for the Hand to Hand Check, based on Strength, since he tries to grab and hold him. The Player rolls a d20 and obtains a 13 and adds his +8. Also the Bandit rolls a d20, obtaining only a 10, and since he only have a +5, the Character successfully grabs and hold him. In his turn, the Bandit can try to break free, with another Hand to Hand Check, but he can choose to use his HtH (Strength) or HtH (Dexterity)

Combat Maneuvers:

Combat Maneuvers are particular actions used to obtain different effects, which usually do not require the use of weapons, but usually the use of the mass of the body, or hands etc.

Only a single Combat Maneuver can used during a Creature's Turn, while in some occasion it is possible to perform one to obtain another one right after, such as Grabbing the opponent then successively Hold Him.

Combat Kick:

Notice: Can only be performed by bipedal creatures against other bipedal creatures

A Character with the relative Feat can perform a Combat Kick during combat.

A Combat Kick requires only 1 Action if the character is using a One Handed Weapon (even unarmed), or he is wearing a Medium Armor or something lighter. If the Character is using a Polearm, a Two-handed Weapon or a Heavy Armor, the Combat Kick will cost 2 Actions instead. The kick requires an Unarmed Attack that can be Dodged or Parried by Large Shields. If the kick hits the opponent, both the attacker and the defender should perform an Opposite HtH (Strength) Check. If the Attacker obtains a result higher by 6 points or more, he will push the opponent back by 1,5 m (5 ft) which will became *Out of Balance*. If he obtains a result which is higher by 10 points or more he will Knock him down instead or it could push him back and knock him down (it's up to the GM to decide).

It's also important to remember that the kick will inflict 1d3 (+STR Modifier) Non-Lethal Damage to the opponent.

If the attacker also has the Stomp Feat, the Combat Kick will also be considered a Stomp Attack.

If the defender is using a Medium Shield or larger, he will obtain a +2 to his HtH Check.

If the defender is using a Medium or Small Shield when trying to Parry the Combat Kick, and he successfully does so, he will ignore the damage dealt, but the HtH Check will still have effect. Is not possible to Parry a Combat Kick with a Buckler.

Snake-like creatures or those with 4 (or more) legs will obtain a +4 to resist the kick.

The Combat Kick has no effect on creatures with a size larger than the attacker.

Performing a Combat Kick is considered a *Movement Action*.

Grab and Hold:

This maneuver allows the character to grab an opponent and hold him in place. It's necessary to have both hands free to hold someone, while only one is required for grabbing. When the Attacker successfully hits the opponent with the unarmed attack, he can perform a HtH (Strength) Check, and if he wins, he is considered Holding his opponent. While held, the opponent cannot move and both are not able to Dodge anything, but they can try to Parry if one of their hands is free. They can hit each other if they are able to do so. An opponent Grabbed can try to free himself, spending One Action, with another HtH Check, but he can choose to use his (Strength) or (Dexterity). If he succeeds, he is immediately free. It's possible to only made one attempt to escape per round. When the attacker starts his next round with his opponent still grabbed, he can do another HtH Check to Hold him, usually completely immobilizing him. If he succeeds, the opponent can only try to free himself and nothing else. While Holding an opponent, they are both unable to Dodge or Parry anything, unless the Attacker decides to let him go. Some creatures can inflict Damage while Holding their opponents. If the attacker successfully grabs his opponents but is not able to hold it, he can still try to slow it down with a successful Counter Strength Check. IF the attacker obtains a result of 5 point or higher, the defender can only move up to 1,5 m (5 ft) per round, otherwise the defender can move up to half his movement speed. If the defender is one size larger, he will only slowed to half movement with a successful Counter Strength Check, while any other result will only slow him down by 1,5 m (5 ft). Is not possible to slow down creatures of two size larger than the attacker.

Knock Down:

This maneuver allows to Knock Down an opponent. If the Attacker successfully hits the opponent with his Unarmed Attack, he can perform a HtH (Strength) Check, and if he obtains a result of 5 point higher than the defender, he successfully Knocks Down the opponent. If he obtains a higher result but less than 5 point higher, the opponent will be in *Out of Balance*. If the Opponent wins by 5 or more, it's the attacker which became *Out of Balance*. It's not possible to *Knock Down* or get *Out of Balance* creatures that are 2 size bigger than the Attacker.

Lift and Throw:

This maneuver is a variation to the *Grab and Hold*, even if it can be used in the successive round after successfully *Holding* someone in place. If the creature is able to lift the weight of the creature hold, he will automatically be able to do so, spending one action, even if the held creature can still try to break free with another HtH Counter Check.

The creature which successfully Lifts the opponent over his head, can try to throw it away with a successful Strength Check, within 1,5 m (5 ft) and the Thrown Creature will suffer 1d6 Bludgeoning damage which counts as Fall Damage.

If the Strength check is failed, the creature will only suffer 1d3+1 Non-Lethal Damage and will only be thrown nearby.

For every Size difference for the Creature performing this action, the victim can be thrown away by an additional +1,5 m (5 ft), and also the Creature obtains a +10% to the Strength Check to do so. The damage will also be increased by 1d6 per Size difference.

Is not possible to Throw Creatures which are a Size larger than the Creature trying to do so.

Notice that is possible to throw a creature to let it fall from a higher height, like throwing someone into a pit. In this case, the creature will also suffer the relative Fall Damage.

If the creature hits an obstacle or another creature, both will suffer 1d6+2 Bludgeoning Damage.

The GM can also allow that certain items or objects could break when hit (IE: a table).

Lifting and then Throwing are two separate actions and is possible also to just perform one per turn.

Push:

This maneuver is similar to the Grab and Hold, even if you try to push back your opponent instead.

When the Attacker successfully Grabs his opponent and wins the HtH (Strength) check, he can immediately move him back by 1,5 m (5 ft) for each 5 points of difference from his opponent.

Example:

Obtaining a result higher than 10 allows to push the opponent back by 3 m (10 ft)

If the opponent can't move, he will automatically become Knocked Down, unless there is some sort of obstacle that doesn't allow to do so.

Notice that Pushing an opponent is considered a Movement Action, and it's not possible to Push someone over the character's maximum movement value unless you didn't already move or you have another Action to Spent.

Example:

A character have a Movement value of 6 m (20 ft), but he have already moved by 4,5 m (15 feet). If he pushes his opponent, he can only push him for other 1,5 m (5 ft). If he have another action and is allowed to push the opponent further, he can spend it to do so. If he has no action he can't push until his next turn.

Ramming:

It's possible to perform a *Pushing Action* during a Charge or while Running, and the maneuver is called Ramming.

Performing a Ramming while running fast or at the end of a Charge, will grant a +2 to the HtH Check for the attacker.

If the opponent has more than two legs, he obtains a +2 to avoid to being pushed.

It's possible to Ram creatures of a one Size Larger or less.

A successful HtH (Strength) Check that obtains a result of 5 points or higher will automatically Knock Down the opponent, allowing the Ramming Creature to keep running or just stop. A Success with a lower result will only shove the opponent away or make it *Out of Balance*.

If the Opponent Creature wins, the Ramming attempt will simply fail, while if the opponent obtains a result of 8 points or higher can decide to push or Knock back the Ramming Creature if it's of the same size or lesser.

A Creature who is unaware of being Rammed, will automatically fail and will be knocked down.

The Ramming Creature can also decide to actually use all of his body to try to knock down the opponent, increasing his bonus from +2 to +4, but a success will Knock Both down.

Shove:

Shoving is used to move someone away with a strong push of some sort, without following it.

A Shove Action requires to hit the opponent first with an unarmed melee attack, then both the attacker and the defender must perform a HtH (Strength) Check. If the Attacker wins, the opponent is pushed back by 1,5 m, while if the Attacker obtains a result of 10 or more points higher, the opponent will be pushed back by 3 m. A Shoved Creature must also pass a Dexterity Check or being Knocked Down at the end of the Shove. Four Legged Creatures obtain a +4 to resist a shove maneuver from their front or back, as long as they are aware.

It's not possible to shove a Creature two sizes larger than the attacker, while a larger creature will only be shoved back by 1,5 m and it requires the attacker to try to use it's full weight to do so. A simple Shove requires 1 Action while using the full body weight requires 2.

A Creature shoved off an edge will automatically fall.

Damage Type:

There are different type of damage that can be dealt during combat or by items, effects and spells:

Physical Damage (Weapon): Bludgeoning, Piercing, Slashing

Physical Damage (Effect): Necrotic, Poison

Elemental Damage: Acid, Cold, Electrical, Fire, Sonic

Magical Damage: Arcane, Obscure, Radiant

Special Damage: Psionic

Necrotic Damage always increases its AP by 2 against NDR (IE: an AP value of -1 will become -3). Necrotic Damage can only be healed by Potions or Thaumaturgy. A Living Creature with a NDR which suffers 6 or more Necrotic Damage, will permanently reduce its NDR by 1 (min. 0). If an Arm or Leg suffers 5 or more Necrotic Damage, the creature must pass a Shock Test, or loose the ability to use it until the damage is healed. Suffering 7 or more Necrotic Damage to the Head will force a Shock Test (Death), and if the test is failed the creature dies immediately. The Damage threshold is reduced by 1 against Small Creatures, or is increased by 2 per creature size higher than Medium.

Obscure and Radiant Damage are always considered form a Spell-like Source

If a living creature suffers at least 1 **Poison Damage**, it will be considered *Poisoned*.

Psionic Damage is a rare type of Damage that can be dealt by rare and dangerous creatures from beyond.

This type of damage directly affects the minds of the creatures influenced and ignores any kind of Damage Reduction.

Psionic Damage is only reduced by the Creature's Willpower Modifier.

Example:

A Creature should receive 8 Psionic Damage from a source.

Since the creature has a Willpower value of 14 (+2), it will only suffer 6 Psionic Damage (8-2=6).

Psionic damage usually do not damages creatures without a mind or items and objects, unless the description say otherwise.

If a source which deals Psionic Damage is able to also affect items and creatures with a Hardiness value, it count as a Two-Handed Weapon, or as a Creature of the same size if larger.

A Spell Caster that suffers 5 or more Psionic Damage must perform a Hard Concentration Check if tries to cast a spell within 1d3+1 Round.

If the Concentration Check required was already Hard, the Check will automatically Fail.

Wearing an Enchanted Helmet will reduce the Psionic Damage by an additional 1.

Minimal Damage:

Minimal Damage is intended when a source should inflict a Damage with one or more die, but it will be considered as any dice rolled have obtained a 1, ignoring any modifier to the Dice Roll.

Example:

A Weapon that should Deal 1d10+3 Damage, will only inflict 4 Damage (1+3=4)

A Spell that should Deal 2d6+5 Damage will only inflict 7 Damage (1+1+5=7)

Damage Resistance:

Damage Resistance is the ability to resist a particular type of damage. It works the same way as the Damage Reduction, but it can not be ignored, and is applied after any Damage Reduction.

Damage Resistance will be added to the item's Hardiness instead.

Damage Reduction is always applied first, if possible, then Damage Resistance or Damage Immunity.

Example:

A Creature is hit by a Sword that should deal 9 Slashing Damage.

The Creature has a NDR of 2, so the Damage is reduced from 9 to 7.

The Creature as also a Damage Resistance against Slashing of 2, so the damage will be reduced again, from 7 to 5.

Damage Distribution:

It's always important to determine a Damage Distribution, to understand which damage is affected by a Damage Resistance or similar.

When a weapon/spell/items deals damage, the damage distribution is the sequence of damage dealt by it.

The damage dealt by a weapon is considered from the same source.

Example:

A character with a STR value of 14 deals 1d6+3 Slashing Damage. The +3 damage is always part of the same source.

When the attack inflicts more than one source, is important the order which the damage is dealt.

Example:

If the same sword would also inflict +1d3 Fire Damage, then the Damage Order will be 1d6+3 +1d3

This is important since if the Sword is not able to overcome the opponent's DR, the fire damage will not be applied.

Example:

The sword deals 4 Damage, but the opponent's DR is 5. In this case, the fire damage would not be applied

The additional damage can be reduced by a Damage Resistance.

[Optional] Damage to the Head:

Being hit to the head can be extremely dangerous in any situation. A medium-sized creature that suffers 6 or more damage to the head, must immediately perform a Shock Test or faint immediately. If the check is a success, the creature became *Stunned* for 1 Round.

Those who are wearing a Helmet will become *Stunned* for 1 Round if the Shock Test is failed and *Disoriented* for 1 Round if they obtain a success.

If a medium-sized suffers 10 or more damage to the head, it must immediately perform a Shock Test (Death) or Die immediately, while a success only makes him faint. Wearing a Helmet allows to being *Disoriented* for 1d3+3 Round if the Shock Test is passed.

As optional rule during combat, if a character obtains a Critical Hit while also obtaining a ThR result that is 9 points higher than the opponents Dodge or Parry result, can perform a hit to the opponent's head, but the used weapon will deal Minimal Damage.

This can also happened depending on the combat situation and the attacker must be also able to actually reach the opponent's head.

Against larger creature the same rule applies, but also the bigger the creature is, the more damage must be dealt to actually force it to perform a Shock Test.

Damaging Items and Objects

Damaging an item or an object can be done with any weapon or spell who deals damage, while the rules are slightly different.

All inanimate items and object, and some creatures like Constructs or Undeads, have a Hardiness value. When a Character hits an object he must roll the weapon's damage, adding his Strength and material modifiers, and the result will be used to pass the Item's Hardiness.

Notice that some weapon's Special Rules could grant additional modifiers against certain materials, like axes against wooden items. If the character succeeds, he reduces the Resistance Points of the item/object by a certain number.

If the result is equal or lesser than the Item's Hardiness, the item simply resists the impact.

If an item/object/creature reaches 0 RP, it's destroyed or broken.

Example:

A Character with a STR value of 14 is using a Long Sword who has a Base Damage of 1d6+1.

The character then rolls a 1d6+3 when he tries to damage an item/object/creature with Resistance Points (1d6+1+2).

Small Creatures or weapons/attacks with the Small Special Rule, will subtract 0 RP

One Handed Attacks/Weapons, Polearms, Arrows and Quarrels will subtract 1 RP

Halberds, Javelins, Guisarme Throwing Axes and Two Handed Attacks will subtract 2 RP

Attacks made by Large Creatures will Subtract 3 RP

Attacks made by Huge Creatures will Subtract 5 RP

Attacks made by Gigantic Creatures will Subtract 8 RP

Attacks made by Colossal Creatures will Subtract 10 RP

The Strength modifier is added to the number of RP subtracted

Example:

The same Character is using a Long Sword to damage an Item and he will subtract a total of 3 RP (1 base +2 from his Strength modifier)

Materials who add damage to the weapon will also add the same value to the RP subtracted

Some weapons or attacks have special rules who could further increase the RP subtracted by a weapon or attack.

It's possible to restore lost RP only by repairing the item/object, but it will require specific materials, tools and knowledge to do so.

Creatures if a Creature with both a Hardiness value and MDR value is targeted by a Spell, the MDR value will be simply added to the Hardiness.

Example:

A Creature with a Hardiness of 4 and a MDR of 2, will be considered to have a total Hardiness of 6 against spells and spell-like abilities.

Damaging Items with Spells or similar Sources:

If a Melee or Throwing weapon should inflict Arcane or Elemental additional damage, it will subtract 2 additional RP.

Weapon with the Small and/or Light Special Rule, Polearms which only deal 1d6 Damage and ammunitions will only subtract 1 RP instead.

Example:

A Character is hitting a Timberwolf with his Long Sword which also deals +1d3 Fire Damage. If he manages to pass the Timberwolf Hardiness, he will subtract a total of 5 RP (1 for Base Weapon Damage +2 for the Strength Modifier and 2 for the Elemental Damage)

Enchanted Weapons obtain an additional +1 to pass the Item/Creature Hardiness, while Magic Items get a +1 to pass the Item/Creature Hardiness and subtract 1 additional RP.

Spells which Inflict Arcane Damage obtains a +1 to pass an Item/Creature Hardiness.

Spells will subtract 3 RP for every Dice of damage they should inflict, or 1 if they just inflict 1 Damage.

Advanced Spells will subtract 4 RP instead while Expert 5 and Epic 10.

Example:

A Character casts a Competent Spell which deal 2d6 Damages. If he passes the Item's Hardiness he will subtract 6 RP.

Even if the Spell is unable to pass the Item/Creature Hardiness it will still Subtract 1 RP, but an item/Creature can't loose more than half of his RP in this way, unless the GM allows to do so.

Vulnerability to Damage is also applied to how many additional RP are removed.

If a Spell should inflict Direct Damage over time, the spell will only subtract 1 RP the successive round, then stop, unless the type of damage is efficient against the Item/Creature material or the Item/Creature has a vulnerability against it.

Example:

A Character uses the Scorch Spell on a Blight Thorn, which has a Vulnerability to fire of (2). Even if the First damage isn't enough to pass the Creature Hardiness, the Direct Damage will subtract a total of 3 RP per Round

Damage Resistance will reduce the RP lost by that source instead.

Items Hardiness and Resistance Points

	Hardiness	Resistance Points
Alchemical Sphere	2	1
Armor	Based on the Material	Damage Reduction x5
Axe (Two Handed)	8	5
Bows / Crossbows	5	2
Buckler	8	4
Dagger	8	1
Hatchet	5	2
Hewn Stone (90 cm thick)	9	324
Improvised Weapon	Based on the Material	1 or 2
Iron Door (5 cm thick)	8	6
Stone Wall (30 cm thick)	8	108
Short Sword	8	2
Long Sword	8	3
Two Handed Sword	8	5
Small Shield (Wood)	4	4
Small Shield (Iron)	8	9
Small Shield (Steel)	10	13
Medium Shield (Wood)	4	7
Medium Shield (Iron)	8	12
Medium Shield (Steel)	10	16
Large Shield (Wood)	4	11
Large Shield (Iron)	8	18
Large Shield (Steel)	10	21

Materials Hardiness and Resistance Points

	Hardiness	Resistance Points
Arcane Crystal	4	2 for every 2 cm (0.80") of thickness
Bronze	6	2 for every 0,5 cm (0.20") of thickness
Fakestone	6	3 for every 2 cm (0.80") of thickness
Glass	1	1 for every 2 cm (0.80") of thickness
Hardened Leather	2 for every 1 cm (0.40") of thickness	2 for every 1 cm (0.40") of thickness
Hewn Stone	9	9 for every 2,5 cm (1") of thickness
Ice	1 for every 3 cm (1.20") of thickness	3 for every 2 cm (0.80") of thickness
Iron	8	3 for every 0,5 cm (0.20") of thickness
Ironwood	6	3 for every 1,5 cm (0.60") of thickness
Leather	1 for every 1 cm (0.40") of thickness	1 for every 1 cm (0.40") of thickness
Lunar Silver	9	4 for every 0,5 cm (0.20") of thickness
Paper / Cloth	0	1 for every 4 cm (1.60") of thickness
Rock	8	12 for every 2 cm (0.80") of thickness
Rope	0	1 for every 2,5 cm (1") of thickness
Rope (Thick)	1	2 for every 2,5 cm (1") of thickness
Solar Steel	12	6 for every 0,5 cm (0.20") of thickness
Star Metal	11	5 for every 0,5 cm (0.20") of thickness
Steel	10	4 for every 0,5 cm (0.20") of thickness
Telluric Crystal	7	4 for every 2 cm (0.80") of thickness
Wood	4	2 for every 1,5 cm (0.60") of thickness

Combat Morale, Fear and Terror

The Morale is an important part during combat, since it could turn even a simple skirmish into a complete disaster.

During combat it could happen that the characters will suffer from particular and traumatic events or they could also realize that despite the odds, they are winning.

Usually it is up to the GM to determine when a character should perform a Morale or Negative Morale Check.

Morale Checks are used for positive or generic events, and is performed to understand if the character will be affected positively by that.

Negative Morale Checks are the opposite, and should be rolled during negative situations or events.

If the Morale Check is passed, the character increases his Morale Level by 1.

The Morale Level grants a temporary bonus during combat for a certain period of time.

A Positive Morale Level is reduced by 1 for every 10 minutes passed without fighting, until it reaches 0.

Still, if in the previous combat the character had a Positive Morale Level, the next time he should roll for another Morale Check, he will obtain a +5% Bonus, that can be applied only once.

Negative Morale Level is more difficult to recover, and is increased by 1 every 24 hours passed without fighting.

A character can be reassured or could receive help by others with certain actions, helping him to calm down and restoring his Morale Level to 0. It is up to the GM to determine how.

If a character who had a negative morale, will enter combat with a Morale Level of 0, the next time he will roll for a Morale or Negative Morale Check, he will suffer an additional -5%.

Animals, Beasts or Creatures with a Cunning Value of 4 or lesser, are not influenced by Morale Levels, and they always have a Morale Level of 0. Still they can be scared off if the situation is getting bad for them.

Performing a Morale or Negative Morale Check:

A Morale Check is based on the Character's Willpower Modifier, with a Base value of 50%, plus other modifiers from feats, items, spells and events who can occur during combat. Read the Table below.

Negative Morale Check will use a 45% instead.

Morale Check: 50% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Negative Morale Check: 45% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Example:

A Character with a Willpower value of 14 (+2 Modifier) needs to obtain a result of 52 or less on a d100 for a Morale Check, and a result equal or lesser than 47 on a d100 for a Negative Morale Check

Combat Morale Modifiers:

Remember that it is up to the GM to determine which event occurs.

Multiple events can occur during combat, so the modifier can be increased or even reduced.

Example:

Being Outnumbered (-5%) by opponents who Cause Fear (-10%) will inflict a -15% to the Morale and Negative Morale Checks.

Event	Modifier
Allies and/or Trustworthy People are nearby during combat	+5%
Fighting along with People the character does not trust	-5%
Numerical Superiority	+5%
Being Outnumbered	-5%
Morale Level: Confident or higher	+5%
Morale Level: Doubtful or lower	-5%
Witness the death of an ally	-5%
Witness the death of a good friend/beloved person (substitutes Ally Death)	-15%
Majority of the group/unit has been wiped out (substitutes Ally Death)	-10%
An ally is killed by Massive Damage	-10%
The Opponent (or Opponents) causes <i>Fear</i>	-10%
The Opponent (or Opponents) causes <i>Terror</i>	-20%
Despite the odds, the combat is going well	+10%
The enemy is easily defeated and/or it can't offer a significant withstand	+5%
The enemy is too powerful and it's hard to fight	-5%
Performing an Ambush or Surprise Attack (Only for the First Combat Round)	+5%
Suffering an Ambush or Surprise Attack (Only for the First Combat Round)	-10%
Receiving aid from another group/unit during combat	+10%

Morale Level:

5 or Higher	Exalted!	+2 to the ThR, +1 Damage dealt by Melee and Throwing Weapons. 60% to ignore any negative event that occurs nearby as long as the character is in combat (still the GM can decide about). The character is also eager to continue the fighting and he will probably chase down fleeing enemies or assault other enemies nearby without thinking. It's possible to try to resist the urge to fight with a Willpower Check, but doing so will reduce the Morale Level by 4, since the character will simply calm down. Notice that this Morale Level can only occur during particular events.
3 / 4	Purposeful	+2 to the ThR, +1 to Parry for 1d6+4 Rounds. Initiative is increased by 1 until the end of combat. It's not possible to further increase the Morale Level unless during particular situations.
1 / 2	Confident	The Character obtains a +1 to its ThR for 1d3+2 Rounds
0	Neutral	<i>"Everything is fine, I guess..."</i>
-1	Hesitating	The Character's Initiative is Reduced by 1 until the end of combat. There is also a 25% Chance each Round, that the Character will not attack his opponents, while being unsure if Flee or not (but can still do any other action). If attacked he will still Dodge/Parry as usual.
-2	Doubtful	As above, plus the Character suffers a -1 to its ThR for 1d6+3 Rounds
-3 / -4	Shaken	As Above, but the Penalty is increased to -2 for 1d6+6 Rounds instead and the Initiative is reduced by 2. The Character also suffers a -1 to Parry and Dodge. The Chance to not attacking is increased at 40%. Spellcasters must pass an Hard Concentration Check to successfully cast a Spell. If the concentration Check is failed with a result of 80+, the Caster will <i>Loose Control</i> of the Spell. A Character in this state will probably try to stay away from large combats, or even hide, unless if with others.
-5 or Lower	Panic!	Same as Shaken, plus the Character must immediately pass Hard Willpower Check or start to <i>Flee</i> as far as possible from the situation who caused his Panic. The Character is too afraid to try to Cast any Spell. It's possible to calm down Fleeing characters or rally allies with a Hard Authority Check, but it's up to the GM to determine how. It's still possible that the Character will simply stand still and do nothing at all, instead, since is too scared to think or do something until someone shakes him up. While in this state he could be automatically hit by incoming attacks.

Examples of when a Morale Check should be made:

The Character deals at least 10 Damage (or more) with a *Critical Hit*. Notice that if the damage is reduced by any DR or Damage Resistance, it does not count. Can only be obtained once for Combat.

Example:

*The Character scores a Critical Hit and deals 12 Damage to an opponent with a DR of 2.
Since he still manages to actually inflict 10 Damage, he will be able to roll a Morale Check.*

The Character obtains a Remarkable Success many times in a row, within 10 minutes. If succeeds, during the next combat within 30 minutes he will start with a Morale Level of 1.

The Character obtains an unexpected but significant help by allies.

The character is doing well during combat against stronger opponents or a uncertain situation.

Examples of when a Negative Morale Check must be made:

The Character suffers at least 10 Damages or more by a Critical Hit (as above). Can happen twice per combat.

The Character obtains a Critical Failure many times in a row, within 10 minutes or do something extremely wrong with the relative failure. Witness the Death of Allies / Friends.

His Allies and/or Friends are fleeing, leaving him behind.

The Character is being outnumbered by 5 or more Creatures/Enemies.

The Character is doing bad during combat against stronger opponents or an uncertain situation.

Being flanked or attacked from behind by new enemies (as group) while still in combat.

Fear and Terror

Fear and Terror are similar to the Morale Check, and they will reduce the Morale Level of the character.

Fear and Terror will also influence Animals and Creatures with a Cunning Value of 4 or lesser, but they will simply scare them.

A scared creature will not attack or will simply run away. It's up to the GM to decide.

Fear Check: 45% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Terror Check: 25% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Failing a Fear Check will immediately reduce the Morale Level by 1, or 2 if the roll is failed with a 80+ result.

A Terror Check will reduce the Morale Level by 1, if the Check is passed, or by 2 if failed.

Panicked characters will automatically fail any Terror Check and they will *Flee* immediately.

It's still possible to reassure or calm down, characters and creatures who are afraid or with a Negative Morale Level caused by Fear or Terror.

A Creature who causes Fear counts as 2 Creatures during a Charge, or as 5 Creatures for each Size Category the creature is larger than his opponents.

Example:

A Large Creature counts as 5 Creatures if it charges medium-sized creatures, or counts as 10 Creatures if charges Small-Sized Creatures.

A Creature who causes Terror counts as 3 Creatures during a Charge, or as 7 Creatures for each Size Category the creature is larger than his opponents.

Fear and Terror Modifiers:

Event	Modifier
The Character is Alone	-10%
There are other people nearby	+0%
There are other people nearby, but the character does not trust them	-5%
Illumination is only guaranteed by lights like fire, candles and torches	-5%
The Character is located within Deep Darkness or Dim Light	-10%
It seems there isn't a way for safety	-10%
Thinking to being followed	-5%
Be certain of being followed by someone or something	-10%
The character already faced the same situation which causes Fear, but he succeeded or he passed a similar Check	+5%
The character already faced the same situation which causes Fear, but he has been defeated or he failed a similar Check	-5%
The character already faced the same situation which causes Terror, but he succeeded or he passed a similar Check	+0%
The character already faced the same situation which causes Terror, but he has been defeated or he failed a similar Check	-5%
The character suffered for a trauma caused by a similar situation, in the past	-10%
The character suffered for a trauma caused by a similar situation which causes Terror, in the past	-15%
The character suffers for a Phobia against the source which causes Fear or Terror	-15%
The character is prepared to face the source which causes Fear	+5%
The source which causes Fear successfully injures the character's allies	-5%
The source which causes Terror successfully injures the character's allies	-10%
The source which causes Fear successfully defeats one or more of the character's allies	-10%
The source which causes Terror successfully defeats one or more of the character's allies	-15%

Paralysed by Fear:

Failing a Fear or Terror Check with a result of 95+, will force the character to simply do nothing for 1 round, while barely staring or screaming at the source of Terror, then will automatically Flee the next round.

While in this state it suffers a -2 to Parry and Dodge.

Allies could still try to calm him down before he flees, but it's up to the GM to decide.

Flying Creatures

Creatures who are able to Fly will gain a Flight Speed, who allows a faster type of movement. A Creature Able to Fly should never carry more than his Light Encumbrance or Medium/Heavy Armor, if he wants to fly properly or to be able to fly at all. It's not possible to fly while carrying a Heavy Encumbrance or while wearing a Heavy Armor. Creatures with Wings are able to perform a Wing Thrust, while jumping, to obtain a +5% to Jump and adding +1d3 m (+1d3+2 ft) to the distance covered by the jump. Wearing Medium Armors (or carrying a Medium Encumbrance) while performing a Wing Thrust, will only grant +1 m (+2 ft) to the distance and the bonus is reduced to +2%. Heavy Armors and/or heavy encumbrance do not allow to perform a Wing Thrust. Creatures with wings are also able to Glide, allowing them to reduce the falling distance or, if with enough space, to safely reach the ground without being hurt. If a creature is paralyzed or touches a wall during a Glide, it will start to fall down. Gliding requires enough space to allow the wings to be completely spread and to let the creature glide. It's not possible to glide while wearing Heavy Armors, while carrying a Heavy Encumbrance will only grant to glide for a single round.

It's possible to fly for a number of minutes equal to half the Character's Constitution (Rounded Up), unless the character has certain feats who allows to fly for a longer time. After that, the character is forced to land within 2 minutes or it will become Tired, then Exhausted after 2 minutes. If the character does not land after being Exhausted it will faint and then fall. A Character wearing a Medium Armor further reduces the time it can fly to ¼ and it will automatically become Exhausted instead of Tired.

A creature who wants to Fly Up, needs enough space to run-up then fly of at least 6 m (20 ft) for a medium sized creature. Larger creatures will require a longer distance.

It's also important to consider the wingspan of a creature. A medium-sized creature usually has a wingspan of 3 m (5 ft). This is important if the creature wants to fly through narrow spaces, since it's forced to tilt his flight stance, with a Dexterity Check.

A creature can also increase his flight speed by flapping his wings faster, but that will follow the same rules as Running. While doing so, the Flight Speed is increased by +6 m (+20 ft) per round.

Flight Stability Check:

While flying a creature must perform a Flight Stability Check to remain stable. The stability check is based on Dexterity, but it became Hard of the character is carrying a medium load or Armor and it's impossible with a heavy load or Armor. Usually only one Stability check is required, but is up to the GM to decide when.

Climatic Conditions:

Flying with different climatic conditions could be harder for a creature. The following table shows the Flight Modifiers
Wearing a Medium Armor or carrying a medium load will inflict an additional -10% penalty to the check.

	Flight Speed Modifiers	Stability Check
Blizzard	- 6 m (-20 ft)	Hard Check every 10 Minutes
Breeze	None	None
Fair-wind	+1,5 m to +3 m (+5 to +10 ft)	None
Headwind	-1,5 m to -3 m (-5 to -10 ft)	Normal Check every 10 Minutes
Rain	-1,5 m (-5 ft)	Normal Check every 15 Minutes
Storm	-4,5 m (-15 ft)	Hard Check every 10 Minutes

Flight and Aerial Combat:

When a creature uses his Flight Speed as a Movement Action, is considered to performing a Soar Movement unless it decides to land. The creature is forced to continue moving in the successive rounds he is flying, but if for any reason is no longer able to Fly it's forced to land or it will fall down. A Soaring Creature obtains a +2 to his Dodge and it's not possible to attack it with melee weapons, unless the attacker is able reach it somehow. If both creatures are flying they can attack each other with melee attacks, as long as they can reach each other, but it's still important to remember that both are moving. If one of the creature uses attacks with weapons with the Reach or Extended Reach Special rule, it can deny the Dodge bonus to the other creature. It's not possible to use Ranged weapons while flying, unless the character also acquires a relative Feat who still inflicts a -6 to his ThR or -3 if using a Throwing Weapon.

Hover:

A creature with wings can also decide to Hover. In this case the creature can stay away from the ground but it will be able to also do something else, like talk to others, cast spells, attack and so on. It's possible to hover for a number of Rounds equal to the creature's Constitution value, who is reduced by 4 if the creature is wearing a Medium Armor and/or if carrying a medium load and by only 1 Round if Wearing Heavy Armor. Hovering requires a Free Action as long as the creature is aware of what it's doing and is not flying fast. If the creature is flying fast or it needs to stops immediately, it requires one action plus the creature needs to pass a Dexterity Check or it will not stop in time. Hovering requires a Stability Check only if performed under negative Climatic Conditions, to avoid to be blown away. A Hovering creature can attack another hovering creature, if it's able tor each it, with melee attacks while suffering a -1 to his ThR. A Hovering creature who uses a Ranged Weapon suffers a -3 to his ThR, while using a Throwing Weapons only inflicts a -1.

Healing Wounds

Healing wounds is an important part of the game, since the characters will become hurt or injured during combat or for other reasons. Every time a character suffers any amount of combat damage, it's possible to try to heal him only once per combat, but only when the combat ends. A failure indicates that the healer wasn't able to heal him or probably he were only able to bandage him.

There are Two Skill who allows to restore HP lost: *First Aid* and *Medicate*.

- First Aid will restore 1d3+1 HP but it can be only applied to generic injuries or wounds.
- Medicate will restore 1d3+1 HP but it can be used to heal everything, as long as the healer uses the right tools.

A Character will restore 1 HP every 3 days of rest, while those who are healed by Medicate, will restore 2 HP instead. Notice that to obtain the increased healing, the Medicate check should be made every one or two days, also it's important to change and clean the bandages from the wounds.

Medicate can also be used to stop a Bleeding Effect or a Bleed Out Condition, but only if the healer is using a needle and thread to close the wound.

When a character reaches $\frac{1}{4}$ of his HP, he will become *Staggered*

Deep Wounds:

Some wounds are too severe to heal properly and they need more time for a correct recover. A Deep Wound will cause a state of Bleeding which will continue until the Wound is Treated. Deep Wounds usually must be closed using a needle and thread, but also, it's important to remember that performing excessive movement or action could cause the Deep Wound to start to bleed again.

A Deep Wound can be closed with a Hard First Aid Check or a Medicate Check. It can also be cauterized, but doing so will force the creature to make a Shock Test (Fire) or become unconscious. When failing a First Aid or Medicate Check used to treat a Deep wound, by only 10 points or less, the Bleeding will continue but for this turn, the damage will not be dealt to the Bleeding Creature.

Bleed-out:

When a character or a creature reaches 0 HP, it's forced to immediately perform a Shock Test (Bleeding) or become Unconscious.

If the creature reaches -1 or less HP, she will enter in the Bleed-out condition. Bleed-out will force a Shock Test (Bleeding) or suffer 1 Direct Damage. A creature can sustain an amount of negative HP equal to her Constitution Value +1, and after that threshold, she will die.

If the creature is still conscious while at 0 HP or in a Bleed-out condition, it's able to perform a single action per round if she successfully pass a Shock Test. If the test is failed the creature will become unconscious and the Bleed-out will continue.

It's possible to cure a Bleed-out with a Hard First Aid or Hard Medicate check. If the Medication is performed while in a proper place (up to the GM discretion) the skill check will become Normal.

Light and Visibility

A character is able to see clearly if inside an area with Bright Light or see through it. Dim Light can still allow to see, but the visibility would be less clear. A Light source usually emits both a Bright and a Dim Light. The Bright Light is usually emitted within the source, while the Dim light is simply the zone nearby.

Example:
A Torch illuminates an area of 12 m (40 ft), but only the first 6 m (20 ft) are considered Bright Light, while the other 6 are only Dim Light

Searching while inside an area illuminated with Dim Light will inflict a -10% to the Skill Check.
Creatures who are hiding within an area with Dim Light will gain an additional +5% to their Hide Check.
It's possible to hide inside an area with Bright Light only if the character manages to cover himself behind (or inside) something.
Shadow Creatures usually hates to stay inside an area with Bright Light, and they try to avoid it.

Low-Light Vision:

Character and creatures with Low-Light Vision while standing inside an area with Bright Light, they will consider the Dim Light zone nearby as Bright Light but only if up to 6 m (20 ft). If the Dim Light Area is shorter, they will consider Bright Light the equal amount, and then add +1,5 m (5 ft) as Dim Light.

Example:
A Torch illuminates an area of 12 m, where only 6 m are considered Bright Light. Those with Low-Light Vision will consider as the torch illuminates the area of 12 m as Bright Light and then add +1,5 m as Dim Light nearby.

If the character with Low-light vision is inside an area illuminated by Dim Light, they will consider it as +6 m larger

Example:
A Creature with Low-Light Vision who is inside an area of 6 m (20 ft) illuminated with Dim Light, it will consider as the area is 12 m (40 ft) instead

	Bright	Dim	Duration
Candle	-	1,5 m	1 Hour
Lamp (Common)	4,5 m (15 ft)	9 m (30 ft)	6 Hours every 0,5 l
Lantern (Bullseye)	Cone of 18 m (60 ft)	Cone of 36 m (120 ft)	6 Hours every 0,5 l
Lantern (Hooded)	9 m (30 ft)	18 m (60 ft)	6 Hours every 0,5 l
Torch (Flame)	6 m (20 ft)	12 m (40 ft)	1 Hour
Spell: Light	6 m (20 ft)	12m (40 ft)	Variable
Spell: Floating Light	1,5 m (5 ft)	3 m (10 ft)	1d3+1 Hours

Darkness and Concealment

Darkness, Fog, Gas and other similar situation could make difficult for a character to see clearly.

Concealment is the percentage that an attack would automatically miss the target, since the attacker can't see him clearly.

The Concealment is applied after the attack should have successfully hit the opponent.

If the result is equal or lesser, the attack miss the target instead.

If a creature is able to ignore the source of the Concealment, he can also ignore the Concealment itself.

Example:

A Creature with Dark-Vision, can ignore the concealment of a creature who is standing in Total Darkness, but only if the creature is within the range of the ability.

	Melee	Ranged	Penalty to Search / Spot
Blizzard / Sandstorm	25%	25% every 3 m (10 ft)	-30%
Darkness (Total)	100%	100%	Automatic Failure
Darkness (Partial)	40%	70%	-40%
Dim Light	-	-	-10%
Fog (Light) / Gas / Vapours	-	25%	-10%
Fog	-	50%	-25%

Performing a Listen Check could reduce the Concealment of Total Darkness by 10% to 25% with a Remarkable Success.

Darkvision:

Darkvision allows a creature to see through Darkens clearly, but is only able to see in black and white. Darkvision usually has a specific value which is how far the creature can see in meters (or Feet). Darkvision allows to ignore cover granted by Darkness as long as the Creature with Darkvision is inside such area.

Research and Studying

Doing researches or studying a book could greatly help a group of adventurers, since many information are written in old tomes and manuscripts. Characters which are *Able to Read* clearly can do researches with books they have, or try to find information inside a library, only if they have access to one. The *Library Use Skill* is commonly utilized to find books with the information needed, but it could also help to find documents, maps or similar parchments. Note that not all the libraries have the necessary books for what the characters are looking for, so it's up to the GM to determine what kind of information they could find. Also you should remember that commonly a library is private or held by important people, so it's also necessary their permission to do a research. Depending also on the library dimension, performing a research could require more or less time to find what is needed. The larger the library, the more time is needed for a successful research, but it's not guaranteed that the character will find what it's looking for.

Library Size	Research Time
Private: Placed inside a small room	4 Hours
Small: Situated inside a large room	8 Hours
Common: Situated inside three or more rooms.	1 Day
Large: It occupies three or more floors	2 Days
Huge: It occupies an entire building, like the Canterlot Library	4 Days
Extensive: occupies a large building, like the library of the Crystal Empire	8 Days

Studying a book, a tome or even a spell requires time, as listed below.

Performing a study while inside a library could reduce the time needed to complete the study, but it's up to the GM to decide how.

Even so, the time needed can be reduced up to half the time but not more.

It's still needed that the library contains the relative information needed for the study.

The Character wants to	Time Required
Learning a new Spell	5 Hours per Spell Rank
Study a Simple Book or with limited information	12 Hours
Study a Tome	2 Weeks
Study a Complex Book or Tome	4 Weeks
Study a Series of Book or Tomes	10 Weeks

Notice that the time spent for learning a Spell also includes the practice for casting it correctly, so its important to have an appropriate area where the Caster can Cast the Spell, since it could have dangerous results.

Books

	Study Time	Weight	Price	Rarity
A Simplified Book of Equine Anatomy	1 Week	1,6 kg / 3.2 lb	20 GB	Uncommon
Academic Study on Creatures	Variable	1 kg / 2 lb	Variable	Variable
Astronomical Almanac	2 Weeks	2 kg / 4 lb	7 GB	Common
Beginners Guide to Alchemy	1 Week	0,4 kg / 0.8 lb	15 GB	Uncommon
Book of Easy and Tasty Recipes	6 Hours	0,4 kg / 0.8 lb	17 CB	Common
Book of Specific Knowledge	1 Week	0,3 kg / 0.6 lb	20 GB	Variable
Brief Guide to the Perfect Gentle-pony	5 Hours	0,3 kg / 0.6 lb	15 GB	Common
Manual of the Aspiring Herbalist	2 Days	0,5 kg / 1 lb	15 GB	Common
Principles of Magic	3 Weeks	1,3 kg / 2.6 lb	30 GB	Uncommon

Books and tome can be studied to learn new things.

Usually, studying a book will increase a certain amount of Ranks at one or more Skills, but after that, the book can not grant any other Skill Ranks. A Book can still be consulted to find specific arguments or to obtain a certain bonus from it, but only after studying it.

Notice also that those who have many Ranks at a certain skill will no longer benefit from certain books, since they already know about. Education (Standard) is required for an appropriate learning, while those with Education (Rudimentary) could still try to learn something, but the time needed for the study is increased and they also have to pass a Cunning Check to understand the book. It's up to the GM to decide.

A Simplified Book of Equine Anatomy:

This book can be consulted for 1d3+1 Minutes to obtain a +5% Bonus to First Aid or Medicate, if the reader has at least 1 Rank in it. It can also guarantee a +2% Bonus to Knowledge (Anatomy).

If the reader has 10 or more ranks at *First Aid* or *Medicate* he will not receive the relative bonus any more.

If the reader has 10 or more ranks at *Knowledge (Anatomy)* he will not receive the relative bonus any more.

Academic Study on Creatures:

This type of books usually are wrote with a single argument, usually a study on a specific creature, beast or monster.

The book can grant a +5% Bonus to Knowledge (Monsters and Creatures) related to the selected creature, or it could even have more information. It's up to the GM to determine the cost, rarity and bonuses granted by these books.

Astronomical Almanac:

Also known as the Astronomical Astronomer's Almanac to All Things Astronomy, this book will grant 2 Skill Ranks at Knowledge (Astronomy) after being studied. The book can still used to obtain a +5% to Knowledge (Astronomy). If the reader has 10 or more Ranks at Knowledge (Astronomy) he will not receive any bonus any more.

Beginners Guide to Alchemy:

The common read to anyone who is interested to become an alchemist or at least to learn something on alchemy.

The book will grant enough successes at Knowledge (Alchemy) to obtain 2 Ranks at it. It can be also read to obtain a +5% while creating Simple Alchemical items or when Brewing simple Potions (Brew Potions I).

If the character has 5 or More Ranks at Knowledge (Alchemy) he will not obtain any bonus any more.

Book of Specific Knowledge:

The name is used to indicate a book related to a specific type of Knowledge, but it's up to the Gm to determine which one.

The book will grant a number of Successes on the relative skill enough to reach 5 Ranks at it. If the character already has 5 or more ranks, he won't learn anything new.

Example:

A Book of Historic Knowledge will grant successes at the Knowledge (History) Skill.

There are also ancient tomes who will grant the increase of a specific skill, but that kind of tomes are more rare, and usually hard to find.

Manual of the Aspiring Herbalist:

The book will grant enough successes at Knowledge (Herbalism) to obtain 2 Ranks at it. It can be also read to obtain a +5% to the same skill. If the character has 10 or More Ranks at Knowledge (Herbalism) he will not obtain any bonus any more.

Experience Tomes

	Study Time	Weight	Cost	Rank	Rarity
Almanac of the Aspiring Adventurer	10 Hours	0,6 kg / 1.2 lb	15 GB	Competent	Uncommon
Adventurer's Manual	35 Hours	1,8 kg / 3.6 lb	45 GB	Advanced	Uncommon
Tome of Adventure	1 Week	3 kg / 6 lb	100 CB	Expert	Rare
Almanac	16 Hours	0,4 kg / 0.8 lb	10 GB	Competent	Common
Manual	50 Hours	1,5 kg / 3 lb	30 GB	Advanced	Uncommon
Tome	18 Days	2,6 kg / 5.2 lb	75 GB	Expert	Rare

These particular books usually contains many notions and information that can be used to improve the character's knowledge. These type of tomes are usually related to a certain type of career, like the Mage's Almanac or the Combatant's Manual.

These books will grant a certain amount of Character Points only if the reader has the same career.

It's possible to only read a Career's Book per Career Rank.

The GM can also grant the learning of certain Feats by reading these kind of books or could allow the character to obtain an Elite Career from it, or make it a requirement for becoming one. For example, to become a Weapon master is also obligatory to read a relative tome.

Studying an Almanac grants 10 Character Points, a Manual 20 and a Tome 30.

Status Effects

Status effects are particular conditions that can alter the character's condition. Some spells, feats, skills or actions could cause or cure those conditions.

Bleeding:

The creature will suffer 1 Direct Damage caused by Bleeding per Round.

The Bleeding effect will persist until the wound is treated or cauterized, unless the effect already has a duration, like the Bleeding caused by a Critical Strike. Bleeding Damage is cumulative, but the duration will not increase.

Example:

During the first Round, the character suffers a Critical Strike, who causes him a Bleeding Effect for 5 Rounds.

During the next Round, he suffers another Critical Strike who causes another Bleeding, but this time only the Bleeding Damage is added, while the Bleeding Duration remains unchanged. He will then suffer 2 Direct Damages per round instead.

In some cases the GM could allow a Constitution Check to stop the Bleeding Effect.

Blinded:

A Blinded creature will automatically fail any skill check who requires the use of sight, unless it's able to compensate somehow.

Opponents obtains a 90% concealment against him, unless the creature successfully passes a Listen Check to determine where they are.

Even so, it suffers a -4 to Parry and Dodge, and if it is not able to determine their exact position it would probably get hit automatically.

If the creature is blinded by light, the effects will wore out only 1d3+1 rounds that the creature has reached a place away from it, like creatures with Dark Vision who get blinded by sunlight.

Crippled:

The creature have suffered some form of injury to one (or both) of his legs, or hooves (or paws).

As long as the creature is crippled, it can only move up to half his movement value and it's not allowed to perform a charge.

The creature is able to Walk Fast but no more than 1d3+2 Rounds. The creature also suffers a -15% to Jump and to Dexterity Checks to remain balanced.

Dazzled:

As long as the creature is Dazzled, it suffers a -1 to his ThR, Dodge and Parry, also his Initiative value is reduced by 1.

It also suffers a -10% to Search and Spot.

Deafened:

A Deafened creature will automatically fail any Listen Check and any Dexterity Check made to remain balanced will became Hard.

If the Dexterity Check it's already Hard, the creature will automatically fail it.

The creature's Initiative is also reduced by 2.

Diseased:

The creature is afflicted by a Disease or an Infection.

Disoriented:

The creature has some difficulties to focus his actions and thoughts.

The creature is able to move and Move Fast without difficulties (at the GM discretion).

During combat she suffers a -3 to his Parry (if able to do so), and needs to pass an Initiative Check if it wants to Attack or Dodge.

As long as the creature is Disoriented, it will also loose any Positive Skill Modifiers, except for Racial Bonuses (and penalties) and Skill Ranks granted by the Cutie Mark. The Initiative value is also reduced by 2.

Drunk:

Inebriated by alcohol, the creature has a noticeable difficulty to coordinate thoughts and actions.

A Drunken creature will suffer the same penalties as a Topsy creature, but doubled.

All Skill Check became Hard Skill Checks, and any Hard Skill Check that should be performed by the creature will automatically fail.

The creature has a 40% chance to automatically fail any action it tries to perform and she would probably have difficulties to correctly comprehend what is going on around him (more or less). The creature can move at half her movement value, and if it tries to run she will probably fall and tumble after few meters (feet). A Drunken Spellcaster will have serious difficulties to cast spells and it's forced to perform a Hard Concentration Check or he will simply be unable to cast the spell. If the Concentration check is failed by 25 or more, the spellcaster will obtain Spell Miss-cast instead. It's not possible to cast Expert or Epic Spells while Drunk.

Exhausted:

An Exhausted creature is not able to Run, Charge and Fly, and his movement speed is halved.

An Exhausted creature consider his Strength value as 4 points lower, to determine his encumbrance.

The creature also looses all positive Bonuses granted by characteristics for his ThR, Dodge, Parry and Damage.

Skill Checks are always Hard, and if the creature should perform a Skill Check who was already Hard, it will fail automatically.

After at least four hours of rest, the creature became Tired.

Intoxicated:

As long as the creature is Intoxicated, it will reduce each Characteristic Value, except Mana, by 1 point. Constitution is Reduced by 1d3 Points instead.

Knocked Down / Prone:

A Prone or Knocked Down creature suffers a -2 to his ThR and Dodge during Melee Combat, but obtains a +3 to Dodge against any ranged attack instead, as long as the attacks came from a distance equal or higher than 6 m (20 ft).
Melee Attacks will obtain a +1 to their ThR against it.

Out of Balance:

The creature have lost her balance and there is a risk that she fall down. As long as the creature is considered Out of Balance it can not perform Attacks, Attacks of Opportunity and Cast Spells. The creature only has 1 Action per Round, that can be spent to regain his balance freely unless it's wearing a Medium or Heavy Armor, or it's carrying a Medium or Heavy Load. The creature also suffers a -2 to Parry and any HtH Counter Check made to trying to Push or Knock her Down will obtain a +4 to the roll. The creature is able to Dodge, but it will automatically Fall Down at the end of the Combat Round. If the Creature, while Out of Balance, obtains this effect again, it will automatically Fall Down.

Paralyzed:

A Paralyzed creature is unable to move or to perform any action. If the creature became Paralyzed while walking, there is a 35% chance that will fall down. If the creature where running or flying, it will fall down automatically. Creatures who are able to Hover, Levitate or Flutter by an innate or arcane ability will simply stop moving, but they will not fall down, unless the ability is interrupted.
A Paralyzed creature is unable to talk, but is able to move her eyes, listen and breathe, unless the effect also stops those functions.

Petrified:

A Petrified Creature has been literally turned into stone for some reasons, but usually through magic or spell-like abilities.
A creature turned into stone is magically held in time, and it will not age nor require any sustenance but even so, the process could still be fatal and the creature will eventually die within 1d3 months if not cured, unless the source who caused such effect describes otherwise.
A Creature turned into stone is considered an item of the same size with a Hardiness value of 6 and 12 Resistance Points per size starting from a Medium size, while a small creature only has 6, but the GM can change those values. Destroying completely the creature in such state will then kill it in the end, while only destroying his limbs will then cause a strong trauma if the creature is then restored later.

Poisoned:

If a creature suffers at least 1 Poison Damage, it became Poisoned. While every poison could have different effects, all Poisoned creatures are not able to Recover HP by resting. HP restored by Magic, Fast Healing and Potions are halved.
HP restored by Regeneration are reduced to 1 every 5 hours.

Sick:

A Sick Creature can only perform 1 Action per Round. The creature also Suffers a -2 to his ThR, Parry and Dodge also his initiative is reduced by 2. Any Skill Check performed will suffer a -10% penalty.

Staggered:

A Creature who suffers more than half of his total HP as Non-Lethal Damage became staggered and can only move up to half his movement value. The creature is not able to Move Fast, Run or performing a Charge.
The creature suffers a -2 to her ThR, Parry and Dodge. His initiative value is reduced by 2 and also suffers a -2 to any HtH Check it should make. Skill Check will suffer a -10% penalty.

Stunned:

As long as the creature is Stunned, is not able to Attack or defend itself. It's possible to only move up to 3 m (10 ft) per Round if the creature successfully pass a Hard Willpower Check.

Tipsy:

The creature is a little drunk, but is still able to do things (more or less).
The creature suffers a -1 to her ThR, Parry, Dodge and his initiative value is lowered by 1.
All Skill Checks will suffer an additional -5% Penalty.

Tired:

A Tired Creature will suffer a -2 to his ThR and Parry, a -4 to Dodge and a -1 to the any Melee Damage dealt.
The creature also consider his Strength value as 2 points lower, to determine the encumbrance it can carry.
Any Skill Check will suffer a -15% penalty. If a Tired Creature performs another Action who causes Tiredness, it will become Exhausted instead. After 8 hours of rest, the creature will return at his normal state. Its still possible to try to ignore the tiredness if successfully pass a Hard Constitution Check every 5 minutes. A failure will make the creature Exhausted.

Weary:

The creature is a little tired, but is still able to do things.
The creature Suffers a -1 to his ThR and Dodge and a -5% to any Skill or Characteristic Check.
After 20 minutes of rest, the creature will return to his normal state.
If a Weary Creature performs another action who causes Weariness, it will became Tired instead.

Additional Traits

Additional traits can be obtained in different ways, but only the GM can decide when. Usually physical traits are obtained by injuries, while Behavior traits are obtained in different situations or could be even a result of a high Corruption Score. Notice that some traits requires to specify their source, for example *Hatred (Earth Ponies)* means that the Character is influenced by the trait only towards Earth Ponies.

Negative Traits:

Bloodthirsty:

Each time the character scores a Critical Hit, he will obtain a +5% Bonus to his next Morale Check, but he will then also inflict a -5% penalty to any Morale Check his allies who see him within 4,5 m (15 ft), since he exceeds with violence or because he viciously (or maniacally) laughs. Bloodthirsty allies will not be bothered by that but they could be a little grumpy since he took all the “fun”.

The Penalty is increased if the character kills his target with a Critical Hit.

Grudge (x):

The Character has a deep grudge towards someone. He obtains a +5% Bonus to the first Morale and Fear Check performed against the source of his Grudge and also to the first Sense Motive Check against it. Even if the character it's not directly hostile towards the source of his Grudge, he will not help them or he could also try to hinder it sometimes.

He will ignore any penalties to Morale and Fear/Terror Check from those allies he has a Grudge with.

Hatred (x):

The Character feels a deep hatred against something or someone. Hatred has the same effects of Grudge, even if the bonuses are increased at +10% and he will suffer a -20% to any Social Skill (except Intimidate) used on them. The Character will also became extremely rude towards the source of his hatred or even hostile, unless he wants to avoid that by performing a Hard Wisdom Check.

Phobia (x):

When the character interacts with the source of his Phobia, or is influenced by somehow, he will suffer the relative penalties, depending if is a Lesser or Major Phobia. Sometimes he is forced to perform a Fear or Terror Check against it, where a failure could reduce his Morale level and then force him to flee or at least to move away. He will automatically flee if he obtains a result who could cause to do so.

- **Lesser:** -5% to Morale, Fear and Terror Checks for 1 Hour
- **Major:** -10% to Morale Tests, -15% to Fear Checks and he automatically fails any Terror Check.

Superb:

The character doesn't grant or receive any Morale bonuses from Allies or Friendly Creatures nearby and always thinks that he is the best among them.

Uneasiness (x):

The character must pass a Willpower Check while he interacts with the source of his uneasiness, or suffer a -5% Penalty to any check he must perform for 1 hour.

Zealot (x):

The Character always tries to plead a Cause, a point of view or even a Religion, becoming even obsessive and rude, and he will be relentless towards those who does not agree with him, inflicting a -5% Penalty to any Morale Check to those who does not plead the same things within 4,5 m (15 ft).

Physical Traits:

Most of these traits are a result of an injury. If the character successfully manages to heal the relative injury, he will remove the trait. Remember that not everything could be healed, and even if the surgeon say *"Ribs grows back"* they actually won't.

Birthmark:

The character has a particular Birthmark somewhere. Obviously it doesn't grant anything but the character can be easily recognized unless he is able to hide it somehow.

Broken Fingers:

The character is unable to hold items or has serious difficulties to perform actions who requires the use of fingers (like Lock Picking or similar).

Broken/Torn Wings:

The character is no longer able to fly.

Cracked Rib:

The Character suffers a -5% or -10% penalty to Constitution Checks while performing certain tasks, like running, swimming or else. It's up to the Gm to decide.

Crippled/Limping:

- **Limping:** The character's movement is permanently reduced by 1,5 m (5 ft) and suffers a -5% to Climb and Jump.
- **Crippled:** The character can only move up to half his movement and is unable to run or charge. If uses crutches or a walking stick he can move to $\frac{3}{4}$ of his movement value.

Injury (x):

As long as the Injury is not completely healed, the character will suffer certain penalties. A character can only suffer a single penalty from an Injury, despite how many times he obtains the same, but can obtain both the effects if there are more than one.

- **Arm:** -2 to his ThR or Damage dealt by Melee/Throwing weapons. Also a -2 to Parry if it's the arm used to wield a shield.
- **Back:** The Character consider his Strength value as inferior by 2 to determine his Encumbrance. The character is also unable to wear Heavy Armors or to carry a heavy load.
- **Chest:** The character reduces his total HP by 2 or he suffers a -10% to Constitution Checks.
- **Hand:** -10% to skills who requires the use of hands or -1 to Damage dealt by Melee/Throwing weapons
- **Leg:** The Character's movement is reduced by -1,5 m (-5 ft) or he suffers a -2 against HtH Checks he should perform to avoid to being Pushed or Knocked Down. If the same penalty is obtained on both legs, it's doubled.
- **Wings:** The character is unable to fly or he can only flap for few meters (feet).

Mark/Brand:

The character presents a particular Mark or Brand on his body, representing his Membership to a certain organization, cult or being a slave. The Mark or Brand doesn't grant any particular bonus or penalty but can cause some troubles depending on who will see it.

Missing Eye:

The character has suffered from a serious injury or disease in the past, and lost one of his eyes.

The character suffers a -15% Penalty to any Spot Check while he could also have some troubles with his depth perception.

The character suffers a -3 to his ThR, Dodge and Parry and while performing ranged attacks the ThR penalty is Doubled.

It is possible to reduce the penalties by practice, during time, but it's up to the GM to decide.

The character's Side (same side of the missing eye) is considered as his Back Side from now on.

Old Injury (x):

This type of Injury is obtained when an injury isn't healed correctly, and is usually permanent unless healed with Panacea or other miraculous healing. Each time the character enters in combat he has a 50% chance to suffer a penalty from an Old Injury. If the character has more than one, he still rolls only once, then the GM decides which one have effect on him.

- **Arm:** -2 to ThR or Melee/Throwing Damage
- **Back:** 35% Chance to consider his Strength Value as lesser than 1 Point to determine his Encumbrance.
If the character is already carrying a Heavy Load, the chance is increased at 55% and his Strength is considered as inferior by 2.
- **Chest:** 35% Chance to consider his HP as lesser by 2 or to suffer a -5% to any Shock Tests.
- **Leg:** Movement is reduced by 1,5 m (5 ft) or -2 to HtH Checks while trying to resist a Push or to avoid to being Knock Down.
- **Hand:** -10% to skills who requires the use of hands or -1 to Damage dealt by Melee/Throwing weapons
- **Wings:** The character will have difficulties to fly or is temporarily unable to fly.

Scar/Gash:

The character has a Scar or Gash on his body. If it's visible to others, he will obtain certain bonuses or even penalties. It's up to the GM to decide, depending on the situation.

- **Simple/Small:** No particular Effects
- **Lesser:** Even if the scar inst that big or blatant, it still grant a certain tough look to the character. The character will also suffer a -5% penalty to any Social Skill, but will obtain a +2% to Intimidate.
- **Major/Multiple:** This is probably a nasty scar or gash, maybe on his face. The character obtains a +5% to any Intimidate Check, but any other Social Skill he would perform on others will became hard or even fail, especially while interacting with the Nobility or similar people.

CHAPTER 4: MAGIC AND SPELLCASTING

Racial Traits or Feats:

While only Unicorns and Alicorns are considered *Able to Cast Spells*, the only way to learn and cast new spell is to acquire the related Feat, like Arcane Magic, Combat Mage, Nature Magic or Witchcraft. Thaumaturgy isn't really a way to cast spells per Se, but its more a rare gift which allows the user to heal the wounds and injuries of others, even his own, but requires years of training and an actual knowledge of the body.

Magic Points:

Magic Points represents the amount of the character's arcane magic he can use to cast spells, but also it's used to activate certain feats or abilities, or even to correctly use Magic Items. A Character's Magic Points are equal to his Mana Value plus his Willpower modifier. Certain Racial Traits, Career Ranks, Items and Feats can increase this amount. A character recovers 2 MP per hour, if he does nothing particularly stressful, or only 1 MP otherwise. Sleeping for at least 8 hours will recover an amount of Magic Points equal to $\frac{3}{4}$ of the Character's Total. It's also possible to simply sit and meditate, allowing to recover 4 MP every 30 minutes. If the character interrupts the meditation, he will be not able to recover any additional MP and is forced to start over. Those who cast Nature Magic must meditate while in contact with the ground or any natural surface, even while on a tree.

Casting a Spell:

Casting a Spell requires One Action while some more complicated Spells could require Two or More.

If a Spell requires more than 2 actions, the spell caster is considered to casting the spell between turns.

Example:

A spell that requires 4 Actions will be successfully cast during the following round, when the caster spends the remaining 2 Actions.

It's important that the caster successfully maintains the Concentration, when casting a spell that requires more than 2 Actions, or he could obtain a *Spell Failure*.

Other Spells can also have an *Initiative Slowdown* and being interrupted while casting a Spell with an *Initiative Slowdown* will cause a *Spell Failure*. A Disoriented/Paralyzed/Stunned caster is not able to cast spells. If a caster wants to cast a spell on his allies he also needs to be able to see them and be able to touch them, unless the spell say otherwise, since he needs to transfer the arcane energy on them. Spells with a range follows the same rules for Ranged Attacks, so usually a Ranged Spell can only be Dodged or Blocked by a shield, unless the description say otherwise. A Spell that can be cast so any creature within the Caster's line of sight can also be cast on the Caster himself, if he wishes to do so, unless the spell description say otherwise.

Cost of the Spell:

Every Spell has a Casting Cost. The character must spend the required amount of Magic Points to successfully cast the spell.

A Character can spend up to all his MP but 1, and this also applies to those who don't casts spells. If a character will try to cast a Spell who will reduce his MP to 0 or less, he will simply pay the cost until he reaches 0, then the Spell will simply fail. Still, if a character is dropped at 0 MP he will start to feel strange and odd, suffering a -2% to any check he should perform until he returns at 1 MP. On the other hand spell casters who are reduced at 0 MP will need to pass a Mana Check or also faint for 1d3+2 Minutes. It requires at least 4 hours of absolute rest to return at 1 MP, then the MP will be restored as usual. Notice that when a character is at 0 MP, he can't restore his MP in any way except by resting, so even using an Arcane Crystal will simply waste the MP stored inside.

Upgrading a Spell:

Similar to Feats, certain Spells can be Upgraded. The Upgrade usually requires a higher ranks, but also, it requires that the character have used the spell at least three or four times during a session, to correctly get used to it. Upgrading a Spell cost 5 Character Points. When the spell is upgraded, both the normal or upgraded version can be used, but the difference is that the upgraded version will have additional bonuses, increased effects and most importantly it's considered to be cast as a Higher Rank than usual.

Casting a Spell under Pressure:

If a Spell Caster is attacked while casting a Spell, he must perform a Concentration Check with a -5% if he also suffers damage.

Failing this check will interrupt the spell, and the Magic Points spent are lost. If the Caster is able to pass the first Check, but suffers a second attack, he must perform a Hard Concentration Check. If the caster is being attacked for the third time, the Spell will automatically fail if he suffers Damage. Failing the Concentration Check with a result equal or higher than 95 will cause a Spell Failure, with a +10 to the table roll.

Spell Rank:

There are many different spells who can be learned, some simple and other more complex. The Spell Rank indicates the complexity of the spell itself, but also the experience needed by a spellcaster to successfully cast it. A character can learn and cast spells of his same Career Rank without problems, while trying to cast a Spell from a Higher Rank will need to pass a Hard Concentration check, where failing within 15 points will cause a Spell Failure, failing the check by 16 or more will cause a Miss-Cast.

The spell rank is also important while trying to Counter another Spell who is been cast or already cast, depending on the situation. Stronger Spell will be harder to counter, while they will be more able to counter weaker spells.

Spell Descriptor:

The Spell Descriptor allows to understand which type of spell is cast. A Spell can have one or more descriptors, who can be influenced or influence different feats, items or abilities. The Descriptor could also help the correct identification of the spell itself, or being detected by particular spells or abilities. When Countering a Spell, using an Opposite Descriptor will also help the caster to successfully contrast the spell who is been cast.

Descriptor	Opposite Descriptor
Acid	Earth / Sonic
Air	Earth / Sonic
Barrier	None
Chaos	Order / Runic
Charm	Hatred / Terror
Cold	Fire / Sonic
Earth	Air / Cold / Sonic
Electrical	Earth / Sonic
Fire	Cold / Sonic / Water
Light	Obscure
Nightmare	Oniric
Obscure	Light
Oniric	Nightmare / Order / Runic
Order	Chaos / Oniric
Shield	None
Sonic	Acid / Air / Cold / Earth / Electrical / Fire / Water
Wall	None
Water	Cold / Electrical / Sonic

Casting a Spell while Wearing an Armor:

While it is possible for Spellcaster to wear Armors, as anyone, they usually tend to not wear any or at least just a light one, since wearing an Armor will tire the wearer during time. Since also spellcasting requires a lot of energies, those who cast spells while wearing an Armor will consume their Magic Points more quickly. Wearing an Armor will increase the Spell cost by a certain amount, except for Apprentice Spells, but only the heavier Armor is considered while the lighter is ignored (since usually it's also reduced by the relative feat). The following table will show the exact amount of Additional Spells who are required to be spent. If a spell caster is wearing an Armor without the adequate proficiency, he will double the amount of Magic Points needed plus it's forced to perform a Concentration Check every time he casts a spell. Failing the Concentration Check with a result of 15 points higher, will cause a Spell Failure.

Notice that also wearing a Medium or Heavy Armor will increase the roll on any Spell Failure or Miss-Cast the caster is forced to perform, even if he has the Armor proficiency. If wearing multiple Armors, only the higher cost increased is considered.

The following Table shows Armor Types ordered from lighter to heavier.

Notice that each type of armor also considers its own Equestrian Variation.

Armor Type	Additional Magic Points
Leather Vest	0
Chest Plate	2
Light Armor (Minimal)	0
Light Armor	10
Medium Armor (Minimal)	5
Medium Armor	15, +10 to the Spell Failure Table, +5 to the Miss-Cast Table
Heavy Armor (Minimal)	10
Heavy Armor	20, +20 to the Spell Failure Table, +5 to the Miss-Cast Table

Obtaining and Learning new Spells:

A Character who is created with a Feat who allows him to Cast Spells, is allowed to choose four Apprentice Spells and three Competent spell from the relative spell list. This represent the studies and practices he have done so far. To learn new spells the character usually needs to find them or at least to buy them from someone, usually Mage's Guilds or those wizards which retired, or simply copy them from a Spellbook. A Spellbook is an important equipment of any spellcaster, since the spells he knows or want to learn are wrote there. A Spell Caster is able to copy the spells wrote on another spell book on his own, but it's a process that requires times and patience. Usually it requires 2 Hours per spell rank, but the GM can increase the time needed. To learn a new spell, after obtaining it it somehow, the caster must spend 5 Hours per Spell Rank studying it and then he needs to pay an amount of Character Points equal to 10 per Spell Rank, except Apprentice Spells who only cost 5 Character Points (who also only requires 3 hours and half). A spell occupies a Page on a Spellbook, per Spell Rank, while Rare Spell will occupy an additional page. It is possible to reduce the Cost of the Spell to half, or at least by 5-10 Character Points if the character studies it for three times the time needed, or if he is studying from a specialized tome. If the spell is learned from a Spell Scroll, it's not possible to reduce the cost or the time. It's up to the GM to allow the reduction of the Character Points Cost of the spell or to determine how much time is required.

Rare Spells:

Rare spell can be learned by anyone who is Able to Cast Spells by a Spellcasting feat, like Arcane Magic or Witchcraft. As the name suggest these spells aren't available to be selected during the character creation or to be learned normally, but a character must find an ancient tome or spell scroll to learn them. Rare Spells are always considered part of the same type of magic the caster is able to use, so a Combat Mage can learn a Rare Spell instead of a spell of the type of magic he can cast.

Combat Mages:

Those which acquire the *Combat Mage* Feat will still follow the same rules of learning and casting spell, with the only exception that they can only learn two Spells per Career Rank, except for Apprentice spells. A Combat Mage can learn any amount of Apprentice Spells he wants. This it's due to their strict training based both on magic and combat.

Notice that when a character acquires the Combat Mage Feat, he must also decide from which type of magic he is able to obtain energies and cast spell. Rare Spells, Summoning Spells, Runic Spells or Black Magic Spells are always considered part of the same spell list from they can choose. A Combat Mage is unable to learn any Epic Spell, but it's able to take part to the collective cast or to grant his part of arcane energy, as long as he knows the ritual or follows the guidance of the original spell caster.

A Combat Mage Starts with 3 Apprentice Spells and 1 Competent Spell.



Elania, a Unicorn Hired Spellblade, is considered a Combat Mage

Sustaining a Spell:

Certain Spells have a Maintenance Cost that must be paid each Round or that can be paid once, but will temporarily reduce the Character's Total amount of Magic Points.

Consumption:

A Consumption Spell will slowly decrease the Spellcaster's MP as long as it's active.

Usually the spells consumes the same amount of MP equal to the Spell Cost, unless say otherwise, for every turn the spell is active.

If the character reaches 1 MP, the Spell will immediately end, with the relative consequences, if there are any.

Maintaining a Consumption Spell doesn't require any Concentration Checks, unless for Advanced or higher spells, or if the caster is hit during combat, while the spell is active. If the caster fails the Concentration Check, the spell will simply end. Failing the Concentration Check for an Expert Spell, with a result equal or higher than 85+, will cause a Spell Failure.

Sustained Maintenance:

A Spell with a Sustained Maintenance will temporarily reduce the Spellcaster Magic Points by the same amount of the Spell Cost. While the spell is active, the character can restore magic points as usual, but he is unable to also recover the amount he spent for casting the spell.

For example a Spell with a Sustained Maintenance of 15, will temporarily reduce the MP amount by 15, who can not be restored as long as the spell is active. It's possible to sustain two different spells with a Sustained Maintenance. It's also important to know that sustaining a spell for too long will tire any spellcaster. The first hour the caster sustains the spell, he must pass a Constitution or Willpower Check (the GM decides) to maintain active the spell, who became Hard after the second hour until the spell ends or the Spellcaster fails the check.

When the caster fails or terminates the spells within one hour, he will become Tired. After the second hour he will become Exhausted instead.

Empowering a Spell:

It's possible to Empower a Spell even if it could be dangerous for inexperienced spellcaster.

Empowering a Spell will increase his effective rank, making it harder to Counter or to allow to better Counter another spell cast.

Casting an Empowered spell will increase his cost by half of his base amount and also requires a Concentration Check to maintain it stable.

If a character is trying to Empower a Spell for a Rank higher than his Career Rank, the Concentration Check will become Hard, while a failure will result in a Spell Failure. Trying to cast a spell of two career ranks higher will automatically fail, generating a Miss-Cast with a +10 to the roll. Trying to cast an Epic Spell without the necessary requirements, ranks and knowledge will automatically cause a Miss-Cast.

Casting an Empowered Spell always requires at least 2 Actions.

Multiple Spells:

While it's possible to be influenced by multiple spells, a character can only receive the higher Bonus or worst Penalty of the same type granted by a spell. All the similar bonuses are then ignored until the spell ends, but it's possible to still obtain bonuses if the one who grants a higher one end first.

Example:

A Character is influenced by a Spell who grants him a +5% to Jump for 30 minutes. Then he is influenced by a spell who grants him a +10% to any skill check for 5 rounds. In this case he will only obtain the +10% to any skill, and the +5% will be ignored.

Still, since the second spell will only last for 5 Rounds, the character will maintain the +5% Bonus to Jump after the other one ends.

Bonuses granted by Enchanted Items or Magic Items are considered as Spells.

It's not possible to cast the same spell twice to increase his duration, except for the last round it is active.

If the same spell is cast when it should end, the duration will be increased again minus one round, and it will be considered to be still active.

Spell Failure:

A Spell Failure indicates that something has gone wrong during the spellcasting. The player must roll on the following Table and see what happens. Regardless of the result, the Character is not able to cast any spell for the successive 1d3 Rounds, unless he obtains a different result on the table. Obtaining a Spell Failure while casting an Apprentice Spell will allow to ignore and re-roll any result equal or higher than 75.

D100	Result
01 - 15	The Spell Fails and the Caster immediately loses half of his remaining MP. The caster will be not able to Cast any Spell or recover any MP for the next 1d3+1 Hours.
16 - 35	The Spell Fails and the Caster immediately loses half of his remaining MP.
36 - 74	The Spell Fails and the Caster immediately loses 1d6+3 MP
75 - 89	The Spell Fails and there is a 30% Chance that the spell will cause a Miss-Cast
90+	The spell goes horribly wrong: Roll on the Miss-Cast Table Instead, with a +10% to the Roll

Spell Miss-Cast:

A Spell Miss-Cast is always a bad news for any Spellcaster, but it could be even worst for all the people around him.

History is full of crazy wizards who blew themselves up while trying to cast impressive spells, or foolish apprentices who thought to be able to bear the arcane energy needed for complex spells. This is also why the common people and peasants always hate or fear wizards.

Obtaining a Miss-Cast while casting a Competent spell will allow to ignore and re-roll any result equal or higher than 96, unless the spell is being Empowered.

D100	Result
01 - 10	The Spell Fails and the Caster immediately loses $\frac{3}{4}$ of his remaining MP. The caster will be not able to Cast any Spell or recover any MP for the next 1d6+2 Hours.
11 - 30	The Spell backfires against the caster, dealing 1d6+4 Arcane Damages to him. He also loses 1d6+5 MP and will reduce his Cunning, Willpower, Wisdom and Mana value by 1 for 1 Hour.
31 - 45	The Spell Fails and the Caster immediately loses 1d10+5 MP. He will also reduce his Cunning, Willpower, Wisdom and Mana value by 1d3 for 1d3+1 Hours.
46 - 55	The Spell is cast but it will deal Minimum Damage or will have his duration reduced to the minimum. The Caster will lose 2d10+5 MP and is not able to cast any spell for 1d6+4 Minutes.
56 - 75	The spell is cast but it will generate an opposite effect, inflicting Penalties instead of Bonuses, Dealing Non-Lethal Damage instead of normal Damage or it could even grant bonuses to enemies instead of the allies. If an opposite effect is not possible to be obtained (or the GM decides so) the spell will simply backfire and inflict 1d6+4 Arcane Damage to the Caster. The caster will also lose 2d6+4 MP.
76 - 95	The Spell fails but it will also zap every creature within 6 m (20 ft) from the caster, dealing 1d6+4 Direct Arcane Damage. Those who are struck by the spell must also pass a Shock Test (Magic) or being Disoriented for 1d3+1 Rounds. Those who are aware of the Miss-Cast can try to dodge the effect, who is considered to have an Attack Value of 18. The Caster suffers 1d3+1 Direct Arcane Damage and loses 2d10+4 MP
96+	The Spell is cast at full force and all the effects are maximized (if possible) and the spell is considered to be Empowered. Unfortunately the next round the excessive arcane energies will cause an Arcane Rebound who will cause a huge explosion of magical energies. The caster is unable to move since it's considered the center of the explosion who will deal 1d6+2 Arcane Damage +1d6 additional Damage per Spell Rank in a radius of 2d6+6 m (2d20+20 ft), Caster included. It's possible to halve the Damage by successfully dodging the Explosion who is considered to have an Attack Value of 20. The caster is considered to Fail it automatically. If the Caster survives, he will lose all his remaining MP and it will not be able to recover any MP and cast any spell for 1d6+3 Days.

Countering a Spell:

Countering a Spell allows a caster to successfully stop an opponent to cast a spell.

The first important thing is that the Spell Caster who wants to counter a spell who is been cast, is that the opponent must be in his Line of Sight within 12 m (40 ft) and the Caster must have the same amount of Action left. For example to counter a Spell who requires Two Actions, requires that also the caster who want to actually counter it has also 2 Action to spend. A player who wants to count an opponent's spell must first inform the GM, but only during his turn. Doing so will not cost any action, since the caster will simply wait until the opponent starts to cast. The character must also pass a Knowledge (Arcane) Counter Check, spending a Free Action, to quickly recognize the spell who is being cast if he also knew it, or at least to understand his Descriptors.

Trying to identify a spell with a Rank higher than the Character's Career Rank, will inflict a -5% Penalty to the Check, while trying to identify a spell of a Rank inferior than the character's Career Rank will grant a +5% Bonus. If the Caster knows the spell, he will obtain a +15% to the roll. While is still possible to try to counter an Unidentified Spell, the Caster will have more difficulties to do so.

To Counter a Spell the caster must cast the same spell the opponent is casting or at least a spell with an Opposite Descriptor. It's not possible to use a spell that requires a Touch to Counter an opponent spell except for self defence.

Certain spells can be directly cast to counter another spell even if it's not the same, for example *Swiftness* can be used to Counter Decelerate. While some spell will remain active during time, like the *Darkness* Spell, and it's possible to counter them even after they where cast, it's not possible to Counter Spells with the following Descriptors: [Reanimation], [Summoning] and [Wall].

Active spell with the [Barrier] or [Shield] descriptor can only be countered by the same spell, but only after the spell has been cast. To Counter a Spell the Caster and the opponent must both roll a d20, where the one who gets the higher result will win.

Use the following Table to apply the relative Modifiers. Notice that both can receive different bonuses, depending on the situation. The Career modifier always applies for both sides and it's possible to apply the Opposite Descriptor modifier twice, but only for different modifiers.

Example:
Using a Spell with [Fire] and [Light] Descriptor against a spell with [Cold] and [Darkness] will obtain a +4

Competent Caster	+2
Advanced Caster	+6
Expert Caster	+10
Elite Career (if based on Spellcasting)	+1
Empowered Spell	+4
Countering a Spell using an Opposite Descriptor	+2
Countering a Spell who has the [Barrier], [Shield] or [Wall] Descriptor	-4
The Caster doesn't know the Same Spell	-2
The Caster has less than half of his total MP (counted before Casting the Spell used to Counter)	-2
The Caster is affected by a Status Effect	-4
The Caster is trying to Counter a [Runic] Spell	-6
The Caster is unable to identify the opponent's Spell	-4
The Spell can be used to Counter the opponent's one even if it's not the same (IE: the Spell's description say it can be used to Counter it)	+0
The Spell used to Counter is from a higher Rank	+2

On the Spell Book Sheet, a player should also writhe the base modifiers for Spell Counter, who is usually divided by his Active Spell Counter Modifier and his Passive Spell Counter Modifier.

The active modifier is when he tries to actively Counter a Spell, while the Passive is used when others are trying to counter his spells. This is how is represented on the relative sheet:

Counter Spell Modifiers	+7/+5
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As you can see, the character has a +7 when he tries to Counter a Spell, and a +5 when others are trying to Counter his Spells.

Conjuration and Reanimation Spells:

Used to Conjure strange monsters or to reanimate constructs and similar creatures, these spell are difficult to obtain, like the Rare Spells. Conjuration and Reanimation Spells can be learned by any Character which can cast Arcane Magic, Nature Magic or Witchcraft. Unless specified otherwise, any Conjuration and Reanimation Spell requires 2 Actions, while the Creature will appear within 6 m (20 ft) in the Caster's Line of Sight at the end of the current round it was Conjured (or reanimated), but it will be able to act only from the successive Round, while still being able to defend itself. Notice that the Creature still needs enough space to be Conjured or Reanimated, so the spell can't be cast if the point selected is occupied somehow.

It's only possible to Conjure or Reanimate a Single Creature at time, unless the Spell allows to Conjure more of them or by the effect of Certain Feats or Special Abilities.

If a Caster tries to exceed such number, the old creatures will simply disappear or crumble, but the new Creatures will lasts for 1 less Round.

Conjured Creatures will simply vanish if slain, while Reanimated Creatures will instead crumble into pieces.

Certain Spells will also require a specific item to be built or used to Conjure or Reanimate specific Creatures.

Conjuration and Reanimation Spells can't be countered by regular Spell and only by the same Spell or the Dispel Magic Spell.

Thaumaturgy:

Thaumaturgy is a very rare gift that is not obtained by learning from someone or reading a book, but instead is something that you are born with. Even if no one still knows why this ability appears without following any logic, those who are able to heal injuries by a simple touch and what can be called magic, are called Thaumaturges. They are often seen as someone who is linked with the supernatural or the divine, but even so, Thaumaturges usually don't feel any special bonding with something invisible.

A Thaumaturge is able to Heal 1 Health point for every 10 Magic Points he spends as long as he maintain a physical contact on the injury. Sometimes, the effect work with the Thaumaturge tears or blood, so this is usually a source of misconception from the common people who see than as saints or by the fact that all his body fluids are the source of his powers.

A Thaumaturge can spend any amount of MP until he becomes Exhausted, also he can only heal a certain amount of HP, status effect or other physical conditions. When the Thaumaturge reaches his daily limit, his constitution will be temporarily reduced by 2 Points. A Thaumaturge recovers 1 Constitution point every 3 Days of rest.

If the Thaumaturge reaches his daily limit, he must rest (and usually sleep) for at least 8 hours.

The blood of a Thaumaturge will never cause any problem to the receiver, while a Thaumaturge can only receive the blood from another one. *(If you have any knowledge about blood types, you can easily figure why)*

	Fine	Weary	Tired	Exhausted
Competent	Up to 5 HP	6 - 8 HP	9 - 11 HP	12 - 14 HP
Advanced	Up to 9 HP	10 - 13 HP	14 - 17 HP	18 - 20 HP
Expert	Up to 12 HP	13 - 16 HP	17 - 20 HP	21 - 24 HP

A Thaumaturge can also cure different injuries or status effects, but only he actually know the nature of the problem and also how to heal it. This is why Thaumaturge usually learn about anatomy and medicine, if they are able to pay for their studies, to be able to successfully cure someone who is affected. HP healed as Secondary Effect will still count to the Daily Limit of HP a Thaumaturge can heal.

	MP	Necessary Ranks	Secondary Effect
Bleeding	5	5 Ranks at First Aid	Heals 1 HP
Bone Fracture (Simple)	10	10 Ranks at Knowledge (Anatomy) and Medicate	Heals 2 HP
Bone Fracture (Complex)	25	20 Ranks at Knowledge (Anatomy) and Medicate	Reduces the pain for 1d3 Hours Counts as 5 HP healed
Burnt	8	5 Ranks at First Aid	Reduces the pain for 1 Hour Heals 1 HP
Poison	10	15 Ranks at Knowledge (Herbalism) or (Monsters and Creatures)	Reduces the Toxicity by 1d3+1

Dark Magic:

Dark Magic is ancient and powerful as the Arcane Magic itself, but it's also extremely dangerous since it consumes and corrupts those who use it without carelessly. Only Sabitians are able to sue Dark Magic with ease without higher risks, but that's only possible after a long and harsh training. While the Dark Magic is considered dangerous and therefore banned from the Equestrian Reigns, there are still some foolish Unicorns which will actively learn and use such Spells disregarding the consequences.

Casting a Dark Magic Spell may not provoke an immediate effect on the caster, since the corruption is slow but unrelenting, but the more spell the caster will cast, the more evident his corruption will become. Dark Magic weakens both mind and body, and also causes a creature to loose his natural pigmentation, slowly becoming pale or grayish. On Equestrian Races this effect is even more evident, since their mane and tail will become a sort of black which doesn't reflects any light and their coat will slowly become pale or degree of gray.

The body will also become weaker and their mind will have different reactions, where some will simply turn cold and emotionless, others will became extremely violent or even suffer for a mental illness or other disorders.

Learning a Dark Magic Spell costs 15 Character Points per Spell Rank, instead of 10, due to its complexity but it still follows the same rules as for other spells

Once per Day, if a Spell Caster casts a Dark Magic Spell, he must perform a Willpower Check or increase his Corruption score by 1.

A Character can only bear a corruption score equal to his Wisdom value, then it will completely go insane and it's up to the GM to decide his doom.

Some spells will also increase the Corruption Score of their victims, still, this can only happen once per day, despite the number of spell the victim will suffer.

Reducing the Corruption Score is extremely hard, and usually requires to spend months, or even years, by doing peaceful thing, meditation or similar tasks, even it's up to the GM to decide different ways. Touching a fragment of the Elements of Harmony will immediately reduce the Corruption Score by 1d3, but it can happen only once per fragment.

Once a creature reaches a Corruption Score of 10 or more, it will not be possible to reduce them in any way, except by the contact with the Elements of Harmony.

NOTE:

Only the GM must know the exact Corruption Score of each character, and also he must secretly roll for the character's Willpower.

Still he will then inform the Player of what happen to the character. Read the following table to know the effects of the Corruption on a Character. Notice if the character already has a black mane or a gray coat, it will start to loose some hair or it will look sickly even if he is actually healthy. When a character obtains a Negative Trait, it's up to the GM to decide which one, even if some actions of the character could also suggest which one he will obtain. For example if the character acts more violently than usual, he could obtain the *Bloodthirsty* Negative Trait.

Corruption Score	Effects
1 - 2	The Character will have some difficulties to sleep, sometimes, especially after an argue with others or while upset.
3 - 4	The Character's Mane will become darker and his coat will start to bleach or became more grayish within few days. If the Character's Mane is already black, it will look more dirty than usual.
5 - 6	The Character's Mane will become completely Black and his coat will turn completely pale (or sick-pale) or a sort of odd gray. The character also obtains a Negative Trait.
7 - 8	The Character's Eyes will start to become darker. The character considers his Strength, Dexterity and Constitution Value as inferior by 1 point, to determine the following things: Encumbrance, HtH, HP, Initiative, Shock Tests.
9	The Character's Eyes will become completely black. The character will have nightmares more often, and it obtains an additional negative Trait.
10 - 11	The character will start to loose the perception of colors. He also reduces his Willpower Value by 1d3.
12 - 13	The character will start to loose the perception of taste and he will reduce his Constitution Value by 1d3. Animals will start to avoid him or to being unease while around him.
14 - 15	The character wills tart to have odd or strange hallucinations. He also inflicts an additional -5% Penalty to any Morale Check to those within 3 m (10 ft). Animals will became aggressive towards him or will flee from his presence, while Creatures with the Obscure Category or Sub-type will become less hostile or they will simply ignore him unless provoked. The character obtains an additional Negative Trait.
16+	The character is permanently surrounded by an aura of Distress or Uneasiness. Creatures within 4,5 m (15 ft) will suffer an additional -10% penalty to any Fear and Terror Check. The Morale Penalty is increased at -10%. If the character stands inside a zone of Darkness, the aura is increased at 9 m (30 ft). Spells who will inflict Damage to Obscure Creatures, will also inflict him 1 Direct Radiant Damage. The Character also reduces his Wisdom Value by 1d3+1.

Enchanted Scrolls and Spell Scrolls:

Even if they can appear similar to an inexperienced eye, Enchanted Scroll and Spell Scrolls are different.

An Enchanted Scroll, as the name suggest, is enchanted to contain a relative spell who is considered to be almost Cast.

Those who are *Able to Cast Spells* can use an Enchanted Scroll without problems, while for others, a specific Feat is required.

The enchanted scroll only needs to be identified and then the user simply needs to spend half of the Magic Points required from the original spell, since the other half as already being spent by the creator. It's not possible to apply feats who directly influences the spell held in the Enchanted Scroll. An Enchanted Scroll will only obtain half the Career Bonuses if used to Counter or when being Countered by others, also it will use the Career Rank of the User, instead of the Creator. The only exception are Dispel Scrolls.

A Spell Scroll is simply a scroll with a Spell written on it, who can be more or less long, depending on his complexity and rank.

Spell Scrolls are commonly used to learn new Spells, since the entire spell can be transcribed on a Spellbook. It's important that the Spell Scroll isn't ruined or consumed, also the Spell Caster must be able to read it, since some Scrolls are written in an ancient language or simply written in another language or with runes.

Enchanted Items

	Cost	Weight	Properties
Agility Greaves (Lesser)	65 GB	0,4 kg / 0.8 lb	+1 to Dodge
Arcane Amulet (Lesser)	45 GB	0,1 kg / 0.2 lb	+5 Magic Points
Arcane Amulet	60 GB	0,2 kg / 0.4 lb	+10 Magic Points
Belt of Endurance (Lesser)	50 GB	0,4 kg / 0.8 lb	+1 Hit Point
Belt of Endurance	70 GB	0,5 kg / 1 lb	+2 Hit Points, +3% to Constitution Checks
Boots of the Blazing Stride	55 GB	0,8 kg / 1.6 lb	See Description
Bright Talisman	40 GB	0,2 kg / 0.4 lb	+5% to Fear and Terror Checks
Duelist's Gloves	45 GB	0,2 kg / 0.4 lb	+1 to Melee ThR, Requires Hands or Paws
Elemental Weapon (Lesser)	Variable	Variable	See Description
Enchanted Chain Shirt	75 GB	9,5 kg / 19 lb	See Description
Enchanted Long Sword	70 GB	1,8 kg / 3.6 lb	See Description
Enchanted War Axe	65 GB	2,4 kg / 4.8 lb	See Description
Focusing Tiara (Lesser)	25 GB	0,1 kg / 0.2 lb	Guarantees a +5% to a Single Skill
Great Horn	35 GB	1,5 kg / 3 lb	See Description
Hunter's Cloak	30 GB	0,4 kg / 0.8 lb	+5% to Hide (Count as a Normal Cloak)
Nocturnal Goggles	150 GB	0,1 kg / 0.2 lb	See Description

Enchanted items allows to obtain certain bonuses by wearing or using them actively.

It's possible to have a single Enchanted item per equipment slot like Armor, Claws/Hands/Hooves, Head, Neck, Ring, Shin, Weapon.

Wearing multiple Enchanted Items, if possible, on the same slot will simply deactivate the lesser until the other one is removed.

There is no limit on the amount of enchanted items a character can use, except as said above plus the common sense.

Two Small One-handed weapons counts as a single One-handed.

Boots of the Blazing Stride:

These particular Boots will cover the wearer's shins and hooves/paws. Since the boots are a little uncomfortable to wear, they will reduce the wearers movement by 1,5 m (5 ft) but they allow to walk on a scorching surface like the solidified lava or a Flaming Bog.

The wearer also obtains a Fire Resistance of 1 only against the damage dealt by walking on scorching surfaces and items, per round.

Elemental Weapon (Lesser):

This type of weapon is imbued with a minor elemental essence.

The Weapon is considered Balanced and every time it manages to Deal damage after any Damage Reduction is solved, it will add 1 additional Damage based on its nature:

- Burning: Deals Fire Damage
- Caustic: Deals Acid Damage
- Chilling: Deals Cold Damage
- Electrocuting: Deals Electrical Damage

Example:

A Character hits a Creature with a NDR of 3, using a Burning Elemental Weapon and dealing 5 Damage. Since the weapon deals enough damage to the Creature to pass its NDR, even if reduced to 2, the weapon will then deal 1 extra fire damage for a total of 3.

Enchanted Armor:

An Enchanted Armor ignores any AP modifier from non-magical sources and grants a MDR value of 4 unless specified otherwise.

Enchanted Armors are always Master-crafted but can also be Reinforced and/or made of different materials, such as Steel or Lunar Silver.

Enchanted Weapon:

An Enchanted Weapon increases the weapon's AP by 1 (IE: an AP value of -1 will become -2) and are always Balanced or Master-crafted.

An Enchanted weapon can be made of different materials such as Steel or Lunar Silver.

The damage source of Enchanted Weapons is considered Magical for the purpose of being able to hit Ethereal Creatures.

Great Horn:

A Great Horn is made with the horn of a large creature and enchanted with lesser runes of might and bravery.

Those with a Mana Value of at least 12 can blow the horn while spending 15 MP, to activate his effects.

Activating the Horn will automatically grant the same effect of the *Battle Cry* feat to any creature within 6 m (20 ft).

It's possible to extend the effect to 12 m (40 ft) spending 30 MP instead.

It is possible to blow the horn without activating the enchantment, since it counts as a Masterwork War Horn.

When the effect is activated the Horn needs 1 hour to recharge to allow another use.

Nocturnal Goggles:

A particular item of the Crystal empire, it's almost a rarity nowadays.

The Nocturnal Goggles are similar to normal goggles, with green lens, but they allows the wearer to see through darkness.

For every 5 MP spent during the item activation, the goggles grants a *Dark-Vision* effect of 4,5 m (15 ft). The effect is still limited by the effective visual of the wielder. Activating the goggles counts as a *Sustained Spell*.

Those with a Mana Value of 12 or more can activate the item with a Mana Check (Crystal ponies and Unicorns obtains a +5%).

Spellcasters are able to activate them without any check. If inactive, the goggles barely allows the wielder to see more than his arm's reach distance.

Arcane Magic Spell list

Apprentice Spells:

Bookmark: 1 MP [Memory]

The caster is able to immediately open a book at the same page he was reading before closing it. Only works on a book who where read no more than 24 Hours ago.

Dazzle: 4 MP [Fire, Light]

Any creature within 1,5 m (5 ft) from the Caster will became Dazzled for 1 Round. Those who are not directly facing the casters, Blind creatures or are simply looking to another direction are immune to this effect. Shadow Creatures (even Sub-type) will suffer also 1d3 Radiant Damage.

Detect the Arcane: 3 MP. Stable Maintenance [Divination]

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction. It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft). The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out. If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it. The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Floating Light: 3 MP [Light]

Generates a small sphere of pure light who floats closely to the Caster for 1 Hour or 2 by spending the double of its cost. The sphere illuminates an area of 4,5 m (15 ft) around the caster with Dim Light, while the first 1,5 m (5 ft) are considered Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Gem Finder: 3 MP [Divination, Earth] Consumption

The caster is able to detect the presence of Gems and Precious Stones within 6 m (20 ft). The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. If the Gems or Precious Stones are buried underground or are inside rocks, the spell range is reduced to 4,5 m (15 ft).

Upgrade I: Competent Rank

Paying twice the Spell cost, the caster is able to double the Spell range.

Upgrade II: Expert Rank

By spending 15 MP instead, the Caster is able to detect Arcane Crystals within 21 m (70 ft). The spell will be still a Consumption Spell with a Cost of 4, but the Concentration Check became Hard.

Hop: 3 MP [Enhancement, Movement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes. Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 2 additional MP for each one.

Instamustaches: 2 MP [Nature, Oniric]

The Caster can grow a pair of mustaches on a creature's face by simply touching it while casting this spell. The mustaches will last for 1d3 Minutes and they will be as the same color as the creature's mane, if it has one, or they will simply be black. The spell can also be cast on a creature within 9 m (30 ft), but it will require a Counter Mana Check to do so and to spend the double of the MP cost.

Upgrade I: Competent Rank

The caster can spend the double of the MP cost to be able to grow a beard instead on his own face.

The beard will be of the same color of his mane, if he has one, or black. The beard will last 1d3+2 Minutes.

Lesser Repair: 3 MP [Forge, Transmutation]

After being concentrated for an entire Round, the caster can repair tiny items and objects, like quills, candles or even eyeglasses frames.

Light: 2 MP [Light] Stable Maintenance

This spell allows to emit a source of light from the caster's horn (or wand, or wizard's staff), like a Hooded Lantern does, with a 6 m (20 ft) range of Bright Light. If the caster tries to cast any other spell, this one will immediately end.

Upgrade I: Competent Rank

By spending 4 MP, the range is doubled for 2 Rounds. This effect can be obtained multiple times, during different rounds.

Lighter: 1 MP [Fire]

The spell will light a candle wick within 3 m (10 ft) from the caster or a torch within 4,5 m (15 ft). It can not ignite anything else.

Competent Spells:

Alarm: 6 MP [Arcane, Divination, Protection]

The Caster generates an invisible magical field which covers an area with a radius of 6 m (20 ft).

When a Creatures moves inside such area, the spell will emit a loud sound, which can be heard for a certain distance.

All the Creatures, and the Caster, which are inside such field when the spell is cast, will not trigger the Alarm and are able to pass through it without any problem. The spell can also be cast on a Door or a Window of medium size or smaller, and will be triggered when it's opened by others except the Spellcaster.

If cast inside a smaller room or container, the spell will simply adapt to the different dimensions.

Ethereal Creatures do not trigger this Spell.

Countered by *Silence*.

Upgrade I: Advanced Rank

By spending double of the MP, the Caster can make the alarm being a mental sound only for him as long as he is within 45 m (150 ft).

Amplify: 3 MP [Sonic, Transmutation, Voice] Consumption

The Character's voice can be heard by anyone within 12 m (40 ft) as if he is nearby the listener.

If the Character is yelling or singing, the distance is doubled.

Countered by the Silence Spell.

Upgrade I: Advanced Rank

By spending 6 MP instead, the voice can be heard within 18 m (60 ft) instead, and can also grant the effect to another creature within 6 m (20 ft) from the Caster. As long as the caster maintains the effect active, he can't cast any other spell.

Arcane Push: 8 MP [Force]

The Caster generates an invisible shock wave which can affect Medium-sized Creatures or smaller. The wave will struck the first Creatures it encounters on the Caster's Ranged Line within 6 m (20 ft), and it will immediately start a Push Maneuver using the HtH (Strength) versus the Caster's HtH (Magic) modifier. If the Caster wins, the creature will be pushed back by 1,5 m (5 ft).

It is possible to spend 5 additional Points to obtain a +2 to the roll. Creatures with 4 or more legs or with a snake-like body will receive a +4 to resist, if the spell is cast in front of them unless they are unaware.

Upgrade I: Advanced Rank

The Caster now automatically casts this spell with the +2 modifier without any additional cost, and can spend 5 additional MP to increase the distance the creature will be pushed back by 3 m (10 ft) instead. If the caster obtains a result higher by 5 or more points, the opponent will be put Out of Balance, while if he obtains a result by 10 or more points higher, the opponent will be Knocked Down Instead after being pushed back. The spell range is increased to 9 m (30 ft).

Arcane Shield: 10 MP [Force, Protection, Shield] Stable Maintenance

The Caster creates a protective sphere around him, made of magical energies, which reacts against forceful attacks, spells and items.

Is still possible to pass through the spell by simply moving slowly, but such procedure requires 2 Actions.

Casting Spells which require a Ranged Line, using Ranged and Throwing Weapon or throwing items from inside will only have the effect to block them as usual, while spells who are not forced to pass through can be cast as usual but with an increase cost of 2 MP per Spell Rank. The Spell does not blocks water or gasses except if originated by magical sources.

The sphere has a Hardiness value of 7 and 12 Resistance Points. When the Resistance Points are depleted, the sphere will simply shatter and the spell will end. It is also possible to try to break the Shield with a HtH (Strength) Counter Check, against the HtH (Magic).

If the Caster spends 5 additional MP when this spell is being cast, the shield will obtain +4 RP and an additional +1 to the HtH.

The Shield's dimension can be increased to have a radius of 3 m (10 ft) around the caster by spending 5 additional MP only when the spell is cast. The spell can be maintained for 10 minutes, after that it will end unless the caster spends 5 additional MP and successfully passes a Concentration Check, or every 5 minutes if the Sphere is increased. The Caster is not able to move as long as the spell is active.

This spell requires 1 Action, or 2 if the shield is increased.

Upgrade I: Advanced Rank

The cost to increase the sphere's RP can be paid up to three times. The spell can also be maintained for twenty minutes, or ten if the sphere has been increased. The spell caster can increase the sphere size without paying any additional cost.

Upgrade II: Advanced Rank

The shield's dimension can be increased to have a radius of 4,5 m (15 ft) instead of 3 around the Caster, by spending 5 additional MP only when the spell is cast. The sphere now counts as a Large Creature, and obtains an additional +4 to the HtH Counter Check.

The Spell can now block everything and negates the ability to pass through it, but the base cost is increased by 3 MP.

Upgrade III: Expert Rank

The shield's Hardiness is increased at 9.

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any NDR lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Elemental Barrier: 10 MP [Arcane, Barrier, Protection]

The Caster generates a semi-transparent barrier in a free space on the ground within 3 m (10 ft) of his Line of Sight.

The barrier is 3 m tall and large, but it's only few centimeters (or inches) thick and Creatures can easily pass through it except for Elemental Creatures which share the same Elemental Type of the Barrier, even if they can try to shatter it with a Counter Mana Check, using the Caster's Mana value.

The Barrier lasts for 20 minutes and can absorb up to 10 HP of Elemental Damage which is selected when the spell is cast, which will also be added to the Spell Descriptor.

Example:

An elemental Barrier based on Fire will obtain the [Fire] Descriptor and will be influenced by Feats and Effects based on that specific Descriptor.

The Barrier absorbs the elemental damage when such damage tries to pass through it or tries to directly hit the barrier itself.

If the Damage which should be dealt is equal or less than the maximum amount that the barrier can absorb, the Attack/Spell will then be considered stopped by the barrier.

Example:

The Caster is behind an Elemental Barrier based on Fire when a Creature uses his Breath Attack (based on Fire) to hit him.

The GM then rolls for the breath Attack Damage against the barrier and if the total damage inflicted is equal or less than the amount of Damage the Barrier can sustain, the breath Attack is considered being stopped by it.

When the Barrier absorbs all the Damage it can sustain, the spell will immediately ends and all the creatures behind it will still be affected by such damage which will still be reduced by the absorbed amount.

The Elemental Synergy, Cryomancer, Pyromancer and Stormcaller Feats will increase the Damage a Barrier can absorb by 1.

An Elemental barrier Blocks the Line of Sight of spells which posses the same Elemental Descriptor of the Barrier.

This Spell requires 2 Actions and it's resolved with an initiative Slowdown of 2.

Upgrade I: Advanced Rank

The Caster can create a Barrier which can Absorb up to 20 Damage, but it's cost is doubled.

Upgrade II: Expert Rank

The Caster can create a Barrier which can Absorb up to 30 Damage, but it's cost is tripled.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Grease: 10 MP [Oniric, Transmutation]

An oily grease emerges from the ground in a point within 9 m (30 ft) from the caster, spreading for 3 m (10 ft) when it appears, then it will spread for another 1,5 m (5 ft) for the successive 1d3 Round.

Any Creatures who walks through the area covered with the grease, must perform an Hard Dexterity Check, to maintain his balance, or becoming *Out of Balance*. Those who move carefully, up to half their movement value, only need a Dexterity Check instead, while running creatures will automatically fail the Dexterity Check and will have a 40% chance to be Knocked Down instead of being *Out of Balance*.

The spell lasts for 1d6+3 Rounds and requires 2 Actions to being cast with an Initiative Slowdown of 1.

Upgrade I: Advanced Rank, Oil Skin

Casting Oil Skin on the Grease, it will make it flammable and setting it on fire will then deal 1d3 Direct Fire Damage for 1d3+1 Rounds but it will also consume all the grease, ending the spell when the fire expires. Making the grease flammable will add the [Fire] descriptor to the spell. Flames from this spell will only burn those materials who are extremely flammable (IE: Hay, Paper), but without setting them on fire. Other items will just being heated more or less.

Hold (the) Door: 7 MP [Force, Transmutation]

Th Caster can close a door within 6 m (20 ft) and jam the handle so it can't be opened for 1d3+1 Rounds, even if others cans till try to break through. The spell is meant for simple or reinforced wooden doors, windows or small wooden containers. If cast on Similar items made of Iron the cost is doubled, but is not possible to cast it on very large and heavy doors, gates or those made of stone.

Jolt: 5 MP [Electrical]

This Spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any NDR lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Animate Object: 5 MP [Arcane, Transmutation]

This spell allows the Caster to animate up to 1d3+1 items of the same size of a doll for ten minutes.

The animated objects will follow extremely simple voice commands, such as "Follow Me", "Move around" or "Stand Still", but are unable to fight or do anything else, even if the animated item is able to actually grab a tiny object, he can do so, but it's easy to took it away from it.

When an order is issued, the animated object will continue to perform it until the spell ends or until a new command is given.

This spell requires two Actions and is resolved with an initiative Slowdown of 8.

Lesser Arcane Bolt: 6 MP [Arcane]

This spell will generate a small version of the Arcane Bolt Spell, that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line. This spell requires a ThR (Magic) against the target, and will deal 1d3+3 Arcane Damage.

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Lesser Armor Enchantment: 9 MP [Forge, Protection]

By touching an Armor while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The Armor will be considered Reinforced for 1d6+5 Rounds, but it will have no effect on an already Reinforced Armor.

If used on clothing they will be considered as a Leather Vest for 5 Minutes.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Lesser Illusion: 5 MP [Arcane, Illusion] Stable Maintenance

The Caster is able to create a small illusory image of the same dimensions of a medium-sized dog (more or less).

The illusion can move within 21 m (70 ft) from where it was created but still within the Caster Line of Sight.

The illusion doesn't emit any sound, scent nor can trigger any trap, since is not really there.

As long as he wants to maintain the Illusion Active, the Caster can only walk or speak brief sentences, and has to perform a Concentration Check for every 10 minutes the Illusion is Active.

If the Caster is Attacked while the spell is active, it must perform another Concentration Check or the spell will end immediately.

Lesser Transmutation: 10 MP [Arcane, Transmutation]

The Character is capable to transform the shape of a small object (like an Apple or a Salt Shaker) into something similar (like an orange or a Tea Cup) while maintaining more or less the same material.

This spell requires first an entire round for the Character to concentrate, then the next round he can cast this spell after passing a Concentration Spell. If he fails, he will immediately need to roll on the Spell Miss-cast table with a -20% to the Roll.

The object remains transformed for 3d6+5 Rounds but it doesn't obtains new qualities different from it's original form, while it can still change color and form.

Lullaby: 8 MP [Arcane, Charm, Deception, Oniric]

The Caster selects a Creature within 9 m (30 ft) in his Line of Sight and the spell will emit a smooth melody that only the target and the Caster are able to hear. Both the Caster and the Victim must perform a Counter Willpower Check and if the Caster obtains a higher result, the opponent slowly becomes more docile for a Round, suffering a Penalty of -20% to any Spot Check and a -1 to his ThR, Dodge, Parry and Damages inflicted. During the next Caster's Round, both must do another Counter Willpower Check, and if the Caster wins again, the victim will fall asleep for 1d6+1 minutes with a 30% Chance that it will simply continue to sleep if tired enough or if left undisturbed.

If used during Combat, the victim will only suffer up to a -2 to his ThR, Dodge and Parry (and the -20% to Spot) but the adrenaline will not allow him to fall asleep. Its possible to keep the Spell active but doing so will make the Spell as a Consumption Spell with a cost of 5MP per additional Round, as long as the Caster wins the Counter Willpower Check.

Casting another Spell or if the Victim wins the Counter Willpower Check, will immediately end the Lullaby.

An Asleep Creature which suffers damage will wake up immediately

This Spell is resolved with an initiative slowdown of 2 only when is Cast for the first time.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Vocal Distortion: 5 MP [Sonic, Transmutation, Voice] Stable Maintenance

The Caster changes the tone of his voice, making it more pitch or lower for 10 minutes.

Countered by the Silence Spell.

Weapon Enchantment: 9 MP [Forge, Enhancement]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

The Weapon now also obtains a bonus damage equal to the Caster's Willpower modifier instead of only +1. Notice that if the Weapon is then given to another creature, this secondary effect no longer applies unless the target also knows this Spell. It's possible to spend 5 Additional MP to increase the total duration of the spell by 4 Rounds.

Advanced Spells:

Acid Gush: 12 MP [Acid]

Requires: Corrosive Spray

The caster emits a gush of acid against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Acid Damage with an AP of (-1).

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty. The Spell AP is increased at (-2).

Arcane Armor: 15 MP [Forge, Protection] Stable Maintenance

Requires: Lesser Enchanted Armor

The spell caster generates a thin magical barrier who creates a sort of magic Armor, around his body, for 10 minutes.

The Armor grants a MDR of 2, which can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a MDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast. The caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, who is increased by 1 for each additional creature touched.

Arcane Bolt: 15 MP [Arcane]

This spell will generate an Arcane Bolt that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Arcane Damage with an AP of (-1).

The spell can be cast even further to up the double of it's range, but the caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft)

Blaze: 12 MP [Fire]

Requires: Scorch

The caster emits a flame burst against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Fire Damage with an AP of (-1).

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty. The Spell AP is increased at (-2).

Cloudwalk: 18 MP [Air, Movement, Oniric] Stable Maintenance

The caster obtains the ability to walk on *Solid Clouds*, like a Pegasi for 3d6+2 Hours, with a movement speed of 6 m (20 ft) per Round.

The caster can also grant the same ability to another creature, by touching it while the spell is cast and spending 10 additional MP for each creature he wants to grant the spell. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, increased by 1 for each additional creature touched.

Cold Beam: 12 MP [Cold]

Requires: Frost Burn

The caster emits a beam of cold against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Cold Damage with an AP of [-1].

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty.

Dislocation: 14 MP [Arcane, Movement]

This spell allows the Caster to immediately disappear and reappear few seconds later in a point within 9 m (30 ft) in his line of sight which must be free from obstacles. The dislocation can't pass through solid objects unless such objects can be passed over somehow (IE: Walls) but still the total distance will be the same of pass over such wall or the Caster will simply reappear mid-air and it will be considered Falling.

The spell only works on the caster and the equipment he is carrying, but it will not carry anything else. When the Caster dislocates himself in his Turn, he will reappear with an Initiative Slowdown of 2 (or 1 if the Caster is dislocated at half of the Spell maximum range), so any attack or similar effects performed during such brief period will not reach him. This spell can be cast even while moving or running, but for the latter is important to pass a Concentration Check or the spell will fail. If the Caster where running in his previous turn and then he casts this spell, he is no longer considered running when he reappears but can run again during his next turn.

This Spell Requires 2 Actions.

Upgrade I:

The Spell range is increased to 12 m (40 ft) and it only requires 1 Action. The Caster can also Carry a Small-Sized Creature (or a lesser one) as long as it maintains the contact with him and it doesn't exceed the Caster Encumbrance Limit.

Upgrade II: Expert Rank

The Caster no longer requires a Concentration Check to cast this spell and can cast it as a Movement Action instead, but if he cast another spell with his next action, the MP cost is increased by 10 for the excessive stress. Its now possible to Cast this spell while running and still being considered doing so when the Caster reappears as long as it keeps such action.

Electrocution: 12 MP [Electrical]

Requires: Jolt

The caster emits a zap of electricity against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Electrical Damage with an AP of [-1].

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty.

Enchanted Barrier: 15 MP [Arcane, Barrier, Force]

The Caster is able to generate a barrier of pure arcane force within 6 m (20 ft) in a free spot on his Line of Sight.

The barrier can be 3 m tall (10 ft) and 1,5 m (5 ft) wide or vice versa, while it's just few centimeters (inches) thick.

The barrier has a Hardiness value of 8 and 10 RP, but since it's semi-transparent it doesn't really blocks a line of sight even if makes things on the other side look a little blurry. The barrier will stand in the point it has been generated for 1d6+4 Rounds unless its destroyed.

If the ground where is generated is soft enough (dirt, sand, snow), the barrier will bury itself for 30 cm (12"). If the barrier loosen more than half of his width, it will be automatically destroyed. The Barrier's color is the same of the Caster's Telekinesis.

Upgrade I: Expert Rank

Spending 10 additional MP when the spell is cast, it's possible to extend his width and/or height by 1,5 m (5 ft), to a maximum of 4,5 x 4,5 m (15 ft x 15 ft). The barrier can also be shaped to have a more rounded shape rather than being just flat, without any additional cost.

Fiery Blade: 10 MP [Enchantment, Fire, Metal]

This Spell allows to imbue magical flames to a bladed weapon he is wielding, allowing to deal +1d3 Fire Damage for 1d3+3 Rounds.

The Fire Damage and the magical flames are unable to set things on fire except for extremely flammable substances.

The Caster can also spend 10 additional MP to increase the Fire Damage to +1d6 instead.

It's possible to imbue a bladed weapon wield by another creature, but such Creature must also spend 10 MP and for each additional creature after the first (or himself) the Caster must spend 5 additional MP when the spell is cast, but it's only possible to grant the +1d3 Fire Damage.

If cast on weapons with the Small Special Rule, it's only possible to add +1d3 Fire Damage.

A weapon imbued with this spell can't cause Bleeding Effects, since the fire will automatically cauterize the injury.

If the weapon is no longer wielded by his owner, the spell will end within 1 round or even less if submerged under water or sand.

This Spell requires 2 Actions.

Upgrade I:

It's possible to cast this spell on other weapons as long as they are made of metal or the part used to inflict damage is made of metal (IE: the head of a hammer).

Upgrade II:

The Spell duration is increased to 1d3+4 Rounds, but the caster can spend 5 additional MP to increase it at 1d6+5.

Upgrade III: Expert Rank

The Spell can be cast at double of it's cost to increase the additional Damage to 1d6+5 but it will become a Consumption Spell at his base cost. This effect can only be cast on a weapon wield by the Caster and can be interrupted at any time with 1 Action.

Illusion: 15 MP [Arcane, Illusion] Stable Maintenance

Requires: Lesser Illusion

This Spell has the same effects of the *Lesser Illusion Spell*, with the following modifiers:

- The Spell range is increased to 39 m (130 ft) and the illusion can move even outside the Caster line of sight
- The Illusion can now be medium-sized or large if the caster spends the double of the MP required.

This Spell requires 2 Actions.

Invisibility: 15 MP [Illusion, Light] Consumption

This spell allows to the caster to simply disappear from sight. The caster is able to move up to his movement value, while the spell is active, consuming only 1 MP per round, or 2 if he moves fast or run. When the spell ends, the caster will slowly reappear within 1d3 rounds.

If the caster attacks or casts another spell he will partially reappear for 1d3 rounds, then he will disappear again. The caster can not be targeted by attacks or spells who requires a target, unless they are able to detect him. Even so, he obtains a Concealment of 75% against Ranged Attack and a 50% against melee attacks. This spell only hides from sight (even Low-Light Vision or Dark-Vision).

Detecting an invisible creature who is moving requires a Hard Spot Check if within 9 m (30 ft).

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1.

Levitation: 5 MP [Arcane, Force, Movement] Consumption

This spell allows the Caster to float at 30 cm (12") from the ground or similar surfaces he is standing on.

While the Spell is active, the Caster is able to walk at 3 m (10 ft) per Round and is unable to run or charge.

If the Character suffers any status effects which could interrupt his concentration or is knocked unconscious or slain, the spell will immediately end. The Spell allows to move only above solid or liquid surfaces (IE: not on Solid Clouds) and it doesn't allow to move far away than 1,5 m (5 ft) from any surface. The spell still allows to follow the shape of the surface with an angle of up to 80° from the ground. Since the Caster doesn't touches the ground, this spell allows to avoid to trigger pressure plates or similar traps or even to pass over pits 1,5 m (5 ft) wide with ease, and can't be detected by such creatures which uses a Telluric Perception to detect their opponents.

Mana Drain: 10 MP [Arcane, Debilitation]

The caster immediately subtracts 1d10+2 MP from an opponent within 9 m (30 ft) on his Line of Sight, or only 1d3+2 if the opponent isn't *Able to Cast Spells*. This spell will also continue to drain 1d6+1 MP (or 1d3) from the opponent for 1d3+1 Rounds, as long as the Caster successfully performs a Mana Counter Check against his opponent. While the spell is active, the Caster is able to move up to half his movement or to talk with brief sentences. If the caster gets hid while the spell is active, he must perform a Hard Concentration Check or loose the spell. The caster is only able to drain all the opponent's MP but 2. If the caster uses this spell again in the same Combat or within 30 minutes, the base spell cost is increased by 5 for each consecutive spell cast, up to 5 times.

This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Mesmerize: 15 MP [Arcane, Charm, Deception, Illusion]

This spell generates an effect or illusion on any point within 12 m (40 ft) in his Line of Sight. The first Creature which will notice such source must immediately pass a Counter Willpower Check against the Caster, and if it fails, it will be forced to only pay attention to the source of his fascination for 1d3+1 Rounds. If the Fascinated Creature is Attacked or detects any danger or intruders, the spell will immediately ends. While Fascinated, the Creature suffers a -25% Penalty to Spot and a -5% to Listen. If attacked, it will act with the lowest Initiative value for a single round, then it will roll for Initiative as usual, but with a penalty of -1.

Strong noises, a battle or combat nearby can distract the Victim from his fascination, while still inflicting the -1 Penalty to his initiative.

Since is an effect based on Sight, it has no effect on blinded creatures.

This Spell Requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Upgrade I:

The Caster can increase the Spell Duration to 2d3+1 Rounds by spending 10 additional MP when the spell is Cast.

Paralyzing Touch: 15 MP [Debilitation]

This spell influences the nervous system of the touched creature, who must immediately pass a Shock Test (Magic) or became *Paralyzed* until the next Spellcaster turn. If the caster wants to increase the duration of the spell, he must spend 10 additional Magic Points and successfully pass a Counter Willpower Check against the victim. If the victim successfully passes the check or wins the Counter Check, the spell will end. If the Casters maintains the spell active he must focus all his attention on the spell, and is not allowed to run, cast other spells or attack unless he want the spell to end during the creature turn.

Reinforce: 15 MP [Arcane, Forge, Transmutation]

The Spellcaster is able to strengthen a small item it touches, by increasing his Hardiness by 1 and his RP by 2.

If the Caster has 10 or more Ranks at Craft (Armors) or Repair (Armors), he can apply such effect to them.

The same benefit can be applied for Weapons and Shields as long as he has the related Skill Ranks.

If the Caster has 10 Ranks at Knowledge (Monsters and Creatures) it can use this spell to increase the Creature's RP by 2 per Creature size, if such creature is a Construct.

Seal Door: 15 MP [Arcane, Force, Transmutation]

Requires: Hold (the) Door

This Spell has the similar effect of the Hold (the) Door Spell with the following modifiers:

- The Spell can be cast on any type of Medium-Sized Door or smaller and even windows of the same dimensions.
- The Spell Duration is increased to 2d3 Hours.
- The Door or Window material Hardiness is increased by 1 (up to 9) and it's RP by 5.

This Spell Requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Upgrade I: Expert Rank

The Initiative Slowdown is reduced to 2.

By Spending 10 additional MP it's possible to increase the Hardiness by 2 (up to 10).

Slow Fall: 8 MP [Air, Force, Movement]

If the Caster casts this spell he can jump down or fall down for up to 4,5 m (15 ft) and then land safely without suffering any damage or performing any Check for Jumping Down.

If he was Falling already, he can decide to reduce the falling distance by 4,5 m (15 ft) or to reduce the overall falling speed to 4,5 m (15 ft) per round, but doing so will make this spell a Consumption Spell and he is forced to spend the Spell Cost for each Round.

Even so, if he interrupts the Spell for any reason (by deciding to do so, running out of MP or for being knocked unconscious) the spell will still slow him of 3 m (10 ft) during his next turn and then he will fall normally while being considered falling from the distance reached when the spell ended.

If the Spell is Cast when the Caster is falling, it requires a Concentration Check.

Upgrade I: Expert Rank

The Caster can cast this spell as a reaction to falling as long as it has at least One Action available and passes an Initiative Check, spending also the Double of the Spell Cost (the Consumption Cost will be the same instead).

Expert Spells:

Dew Wings: 30 MP [Charm, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colorful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Remove Curse: 35 MP [Abjuration, Protection]

The caster is able to try to break or remove a *Curse* or a *Hex* which is afflicting a creature.

Usually removing a curse or a hex requires a particular ritual and a successful Mana Counter Check, made by the caster against the Mana Value of the caster who cursed a creature or the value of the curse/Hex itself.

If the caster is trying to remove a Curse/Hex made by himself the cost of this spell is halved and he obtains a +4 to the roll.

This Spell requires at least 6 Actions, but it's up to the GM to change the required time for the ritual itself.

Cursed Items will obtain a +4 to resist this spell.

Stasis: 35 MP [Force, Protection]

Stasis spell allows to temporarily hold on place a Medium-Sized creature or smaller for 1d3+3 Rounds.

The creature must be within 12 m (40 ft) in the caster Line of Sight. Both the caster and the creature must then perform a Mana Counter Check, where if the caster prevails, the creature will be unable to take any action. The spell generates a sort of enchanted semi-transparent layer who covers the creature's body who grants him a MDR of 4 and a Magic Resistance (2/+10%). The creature is unable to move, combat or even cast spells but it can still breathe, move his eyes and talk. The caster is able to extend the spell duration by +1d3 rounds by spending 10 additional MP while the spell is cast. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

The caster is able to interrupt the spell at any time with a Free Action.

Upgrade I:

The caster is also able to hold additional creatures by spending 15 mp for every creature he tries to hold, but he must perform a different Mana Counter Check for each of them. Holding more than a single creature is considered a Consumption Spell, and the caster will spend 5 MP for each round he wants to hold them after the first two.

Wall of Telluric Crystals: 50 MP [Crystals, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points. It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Nature Magic Spell list

Apprentice Spells:

Aquatic Grace: 4 MP [Enhancement, Water]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Swim Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Detect the Arcane: 3 MP [Divination] Stable Maintenance

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction.

It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft).

The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out.

If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it.

The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Eagle Eyes: 4 MP [Animal, Enhancement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Spot Check for 30 minutes.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Floating Light: 3 MP [Light]

Generates a small sphere of pure light who floats closely to the Caster for 1 Hour or 2 by spending the double of its cost. The sphere illuminates an area of 4,5 m (15 ft) around the caster with Dim Light, while the first 1,5 m (5 ft) are considered Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Gem Finder: 4 MP [Crystals, Divination, Earth] Consumption

The caster is able to detect the presence of Gems and Precious Stones within 6 m (20 ft).

The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. If the Gems or Precious Stones are buried underground or are inside rocks, the spell range is reduced to 4,5 m (15 ft).

Upgrade I: Competent Rank

Paying twice the Spell cost, the caster is able to double the Spell range.

Upgrade II: Expert Rank

By spending 15 MP instead, the Caster is able to detect Arcane Crystals within 21 m (70 ft). The spell will be still a Consumption Spell with a Cost of 4, but the Concentration Check became Hard.

Hop: 3 MP [Enhancement, Movement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures touched, by spending 2 additional MP for each one.

Inner Magnetism: 5 MP [Divination, Earth]

The caster is able to determine which direction is North for a single round. The spell will have some difficulties to work (or not work at all) if it's being cast in a zone with a high presence of Arcane Crystals in the ground or while being in the Underground. If the spell is being cast inside an Arcane Anomaly zone, the spell will Disorientate the Caster for 1d3 rounds instead.

Competent Spells:

Arboreal Arrow: 7 MP [Transmutation, Vegetation]

The caster can transmute a branch or a piece of wood, no more longer than a short sword, into a sort of small spear of the same size and then throwing it to an opponent in his Ranged Line within 9 m (30 ft). This spell requires a ThR (Magic) against the target and will deal 1d3+3 Piercing Damage, with a Critical Chance of 24%. This spell is resolved with an Initiative Slowdown of 1 since it requires some time to the branch to be transmuted.

The spell can be cast even further to up the double of it's range, but the caster will suffer a -1 to his ThR.

Upgrade I: Advanced Rank

The small spear can be thrown within 12 m (40 m) instead.

The caster is now able to also transmute bigger branches or pieces of wood into a sort of javelin (the branch / wood must be more or less of the same size), by spending the double of MP instead. The Javelin deals 1d6+3 Piercing Damages, has a 26% Critical Chance, has an AP value of (-1) and can be thrown up to 9 m (30 ft). The Javelin can also be thrown within 12 m (40 ft) with a -1 to the Caster's ThR, but not further.

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any NDR lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Elemental Barrier: 10 MP [Arcane, Barrier, Protection]

The Caster generates a semi-transparent barrier in a free space on the ground within 3 m (10 ft) of his Line of Sight.

The barrier is 3 m tall and large, but it's only few centimeters (or inches) thick and Creatures can easily pass through it except for Elemental Creatures which share the same Elemental Type of the Barrier, even if they can try to shatter it with a Counter Mana Check, using the Caster's Mana value.

The Barrier lasts for 20 minutes and can absorb up to 10 HP of Elemental Damage which is selected when the spell is cast, which will also be added to the Spell Descriptor.

Example:

An elemental Barrier based on Fire will obtain the [Fire] Descriptor and will be influenced by Feats and Effects based on that specific Descriptor.

The Barrier absorbs the elemental damage when such damage tries to pass through it or tries to directly hit the barrier itself.

If the Damage which should be dealt is equal or less than the maximum amount that the barrier can absorb, the Attack/Spell will then be considered stopped by the barrier.

Example:

The Caster is behind an Elemental Barrier based on Fire when a Creature uses his Breath Attack (based on Fire) to hit him.

The GM then rolls for the breath Attack Damage against the barrier and if the total damage inflicted is equal or less than the amount of Damage the Barrier can sustain, the breath Attack is considered being stopped by it.

When the Barrier absorbs all the Damage it can sustain, the spell will immediately ends and all the creatures behind it will still be affected by such damage which will still be reduced by the absorbed amount.

The Elemental Synergy, Cryomancer, Pyromancer and Stormcaller Feats will increase the Damage a Barrier can absorb by 1.

An Elemental barrier Blocks the Line of Sight of spells which posses the same Elemental Descriptor of the Barrier.

This Spell requires 2 Actions and it's resolved with an initiative Slowdown of 2.

Upgrade I: Advanced Rank

The Caster can create a Barrier which can Absorb up to 20 Damage, but it's cost is doubled.

Upgrade II: Expert Rank

The Caster can create a Barrier which can Absorb up to 30 Damage, but it's cost is tripled.

Enhanced Senses: 13 MP [Animal, Nature, Transmutation] Stable Maintenance

The Character obtains the Scent Special Ability, for 30 minutes.

Scent:

The creature has a noticeable sense of smell and is able to discern different smells even from a certain distance.

A creature with this special ability obtains the same benefits of the Track Feat, but using his sense of smell instead of his eyes.

The creature can smell a scent trail by concentrating for an entire round, unless it's passed more than one hour from the passage of the source of the scent. There is still a 35% chance that the creature will loose the trail or it simply takes the wrong direction, who increases by 2% for every 10 minutes passed after the source left the trail. The creature can also use this ability to spot hidden enemies nearby as long as it's in a natural environment, since usually an urban environment presents different odors who could confuse the creature or cover the trail of smell. Strong or pungent odors will probably confuse the creature who is forced to perform a Shock Test or being Stunned for 1d3 Round while being unable to use this ability. The creature also suffers a -10% penalty in case the odor is too strong while in other cases the creature will simply flee away from the source, even if successfully passes the Shock Test.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Glittering Dust: 8 MP [Light, Oniric]

The caster generates a fine powder in his hands, that can be cast or blown within 3 m (10 ft). The powder covers almost everything inside an area with a range of 1,5 m (5 ft). If there are hidden creatures they will suffer a -5% to Hide, unless they are hiding underwater or on the ceiling. The powder also reduces the Concealment obtained from Darkness by 10%.

Upgrade I: Expert Rank

Spending twice the cost, it's possible to double the effects of the spell.

Grease: 10 MP [Oniric, Transmutation]

An oily grease emerges from the ground in a point within 9 m (30 ft) from the caster, spreading for 3 m (10 ft) when it appears, then it will spread for another 1,5 m (5 ft) for the successive 1d3 Round.

Any Creatures who walks through the area covered with the grease, must perform an Hard Dexterity Check, to maintain his balance, or becoming *Out of Balance*. Those who move carefully, up to half their movement value, only need a Dexterity Check instead, while running creatures will automatically fail the Dexterity Check and will have a 40% chance to be Knocked Down instead of being *Out of Balance*.

The spell lasts for 1d6+3 Rounds and requires 2 Actions to being cast with an Initiative Slowdown of 1.

Upgrade I: Advanced Rank, Oil Skin

Casting Oil Skin on the Grease, it will make it flammable and setting it on fire will then deal 1d3 Direct Fire Damage for 1d3+1 Rounds but it will also consume all the grease, ending the spell when the fire expires. Making the grease flammeable will add the [Fire] descriptor to the spell. Flames from this spell will only burn those materials who are extremely flammable (IE: Hay, Paper), but without setting them on fire. Other items will just being heated more or less.

Harden Skin: 10 MP [Transmutation]

The spell will harden the touched creature's hide, making it slightly more resistant than usual. The creature is considered to have the *Tough Skin* Feat for 5 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 2.

Haze: 10 MP [Air, Illusion, Water]

This spell will generate a haze from a point within 9 m (30 ft) of the Caster Line of Sight. The haze has a 3 m (10 ft) radius from where it's generated and grants a 25% Concealment against Ranged Attacks but also inflicts a -10% to any Search and Spot Check made while inside it. The haze lasts for 1d6+4 Rounds. The caster is able to cast the Haze on himself, who will follow him if he moves.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

It is possible to spend 5 additional MP, while the spell is cast, to extend the radius of the haze by +6 m (+20 ft) and to spend 10 additional MP to transform the Haze into a Fog. Generating a Fog changes the Initiative Slowdown from 2 to 4.

Hiding among the Leaves: 8 MP [Illusion, Transmutation, Vegetation]

This spell grants a +5% Bonus to Hide to the Caster as long as he is hiding inside a natural ambient with vegetation, like bushes, branches or tall grass. This spell could also work in other natural ambient as long as the caster tries to blend with the environment somehow.

This Spell requires Two Action

Upgrade I: Advanced Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures touched, by spending 5 additional MP for each one.

Infravision: 9 MP [Divination, Nature, Transmutation] Stable Maintenance

The Caster obtains the Blind Vision (Heat) for 30 minutes.

He can still decide to interrupt the spell at any time, but his sight will completely return normal within 1d3 Rounds.

This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Jolt: 5 MP [Electrical]

This Spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any NDR lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Animate Object: 5 MP [Arcane, Transmutation]

This spell allows the Caster to animate up to 1d3+1 items of the same size of a doll for ten minutes.

The animated objects will follow extremely simple voice commands, such as "Follow Me", "Move around" or "Stand Still", but are unable to fight or do anything else, even if the animated item is able to actually grab a tiny object, he can do so, but it's easy to took it away from it.

When an order is issued, the animated object will continue to perform it until the spell ends or until a new command is given.

This spell requires two Actions and is resolved with an initiative Slowdown of 8.

Lesser Illusion: 5 MP [Illusion, Nature] Stable Maintenance

The Caster is able to create a small illusory image of the same dimensions of a medium-sized dog (more or less).

The illusion can move within 21 m (70 ft) from where it was created but still within the Caster Line of Sight.

The illusion doesn't emit any sound, scent nor can trigger any trap, since it is not really there.

As long as he wants to maintain the Illusion Active, the Caster can only walk or speak brief sentences, and has to perform a Concentration Check for every 10 minutes the Illusion is Active.

If the Caster is Attacked while the spell is active, it must perform another Concentration Check or the spell will end immediately.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Wall of Thorns: 20 MP [Nature, Transmutation, Vegetation]

This spell generates a sudden growth of shrubs, brambles and bushes which conglomerate altogether to form a sort of "wall" in a point within 9 m (30 ft) in the Caster's Line of Sight. The wall is 6 m (20 ft) long, 2 m (4 ft) tall and 1,5 m (5 ft) wide.

Trying to pass through the wall requires a Hard Dexterity Check while suffering 1d3+2 Piercing Damage with an AP value of (-1) for every 1,5 m (5 ft) which the creature has moved through. Failing the Check still deals the damage but the creature is unable to pass through.

The Wall is considered to have a Hardiness value of 5 and 20 RP per square (1,5 m / 5 ft). Using Bludgeoning Weapon will cause Minimal Damage while Piercing will do nothing. The Wall is considered to have a Vulnerability to Fire (2).

This Spell requires 2 Actions and the wall will be completely created within 1d3 Rounds, starting from the central square where it's created.

Can't be cast in zones where there is no available vegetation (still up to the Gm to allow or not).

Upgrade I: Advanced Rank

The Caster can Spend 5 MP, while the spell is cast, to obtain one of the following benefits: add +1,5 m (5 ft) to the wall's length up to 15 m (50 ft) or 1,5 m (5 ft) to the wall's width, up to 4,5 m (15 ft)

Weapon Enchantment: 9 MP [Forge, Enhancement]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Advanced Spells:

Acid Gush: 12 MP [Acid]

Requires: Corrosive Spray

The caster emits a gush of acid against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Acid Damage with an AP value of (-1).

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty. The Spell AP is increased at (-2).

Bear's Might: 23 MP [Animal, Enhancement] Stable Maintenance

The caster is able to imbue a creature (or himself) within 3 m (10 ft), increasing his strength. This spell grants a +2 to Melee Damage Dealt by the creature and it will increase his carrying capacity as his Strength values is higher by 1.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with *Boar's Endurance*, *Feline Grace* or *Frenzy*.

Blaze: 12 MP [Fire]

Requires: Scorch

The caster emits a flame burst against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Fire Damage with an AP value of (-1).

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty. The Spell AP is increased at (-2).

Boar's Endurance: 24 MP [Animal, Enhancement] Stable Maintenance

The caster is able to imbue a creature (or himself) within 3 m (10 ft), increasing his endurance.

This spell increases the creature's HP by 4 and grants a +5% Bonus to any Constitution-based Skill.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with Bears *Might*, *Feline Grace* or *Frenzy*.

Cold Beam: 12 MP [Cold]

Requires: Frost Burn

The caster emits a beam of cold against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Cold Damage with an AP value of [-1].

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty.

Electrocution: 12 MP [Electrical]

Requires: Jolt

The caster emits a zap of electricity against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Electrical Damage with an AP value of [-1].

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty.

Feline Grace: 21 MP [Animal, Enhancement] Stable Maintenance

The caster is able to imbue a creature (or himself) within 3 m (10 ft) with the same agility typical of the felines. This spell grants a +2 to the creature's ThR or Dodge and a +5% to any Dexterity-based Skill or Check.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Frenzy*

Frenzy: 25 MP [Animal, Blood Magic, Mind, Rage]

The caster can imbue a creature within 4,5 m (15 ft) a fierce frenzy (even himself).

The frenzied creature will try to attack the first enemy in his Line of Sight, obtaining a +2 to his Melee ThR and Damages, but it will suffer a -2 to Dodge and Parry caused to his mental state. The creature is unable to Cast Spells or to concentrate on anything. If the creature was maintaining the concentration for any spell, it will immediately stop to do so, except for Lesser Telekinesis as long as it's holding small items. The spell lasts for 1d6+3 Rounds but if the frenzied create sees no more enemies while the spell is still active, is forced to pass a Hard Willpower Check or attack friendly creatures or allies nearby. The character obtains a +10% to resist the urge to attack old friends or those who are part of his family. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Feline Grace*

Frosty Cape: 10 MP [Air, Cold, Water]

The spell surrounds the caster with a thick aura of frost, who avoid that his natural body heat could be detected, as long as he stands still or moves at half of his movement value once per round. It is possible to grant a similar aura to multiple creature within 3 m (10 ft) by spending 5 additional MP for each one of them. This spell lasts for 1 Hour, requires 2 Action and is resolved with an Initiative Slowdown of 4 who is increased by 1 for each additional creature. The spell can not be cast in zones with a high temperature, but requires only 1 action and halves the total initiative slowdown if cast in cold zones.

Illusion: 15 MP [Illusion, Nature] Stable Maintenance

Requires: Lesser Illusion

This Spell has the same effects of the *Lesser Illusion Spell*, with the following modifiers:

- The Spell range is increased to 39 m (130 ft) and the illusion can move even outside the Caster line of sight
- The Illusion can now be medium-sized or large if the caster spends the double of the MP required.

This Spell requires 2 Actions.

Levitation: 5 MP [Force, Movement, Nature] Consumption

This spell allows the Caster to float at 30 cm (12") from the ground or similar surfaces he is standing on.

While the Spell is active, the Caster is able to walk at 3 m (10 ft) per Round and is unable to run or charge.

If the Character suffers any status effects which could interrupt his concentration or is knocked unconscious or slain, the spell will immediately end. The Spell allows to move only above solid or liquid surfaces (IE: not on Solid Clouds) and it doesn't allow to move far away than 1,5 m (5 ft) from any surface. The spell still allows to follow the shape of the surface with an angle of up to 80° from the ground. Since the Caster doesn't touches the ground, this spell allows to avoid to trigger pressure plates or similar traps or even to pass over pits 1,5 m (5 ft) wide with ease, and can't be detected by such creatures which uses a Telluric Perception to detect their opponents.

Oniric Miasma: 20 MP [Mind, Oniric, Poison]

The caster generates a multi colored fog in any point within 12 m (50 ft) in his Line of Sight, with an initial propagation of 3 m (10 ft) from the point it has generated. Living creatures who breath the miasma must immediately pass a Shock Test (Poison) or became *Disoriented* for 1d3+2 Rounds, while a success only inflicts a -1 to their ThR for 1 Round. Failing the check with a result with a result of 95 or more, will stun the creature instead. The fog will continue to propagate by 1,5 m (5 ft) for 1d3+3 Rounds (Max 7,5 m / 25 ft), then it will simply disappear, while if cast in a zone with a strong wind, the cloud will only move in the same direction the wind is blowing and then disappear after 1d3 Rounds. If the spell is cast inside a closed place, the miasma will remain for 2d3+4 rounds.

This Spell is resolved with an Initiative Slowdown of 1d3.

Roar: 20 MP [Mind, Terror, Voice]

The caster emits a mighty roar who influences every creature within 12 m (50 ft) except the caster himself.

All the creatures who can hear the roar, within the spell range, must pass a Negative Morale Check or decrease their Morale Level by 1.

Those who reach a *Panic!* Morale Level will automatically flee unless they pass a Willpower Check.

Animals or similar creatures will take a Fear Check instead, but the spell has no effect on creatures who already cause Fear or Terror.

Since the caster is roaring, it's possible to hear him from a certain distance.

Upgrade I: Expert Rank

It's possible to inflict a -5% penalty to the creatures within 6 m by spending 5 additional MP.

Slow Fall: 8 MP [Air, Force, Movement]

If the Caster casts this spell he can jump down or fall down for up to 4,5 m (15 ft) and then land safely without suffering any damage or performing any Check for Jumping Down.

If he was Falling already, he can decide to reduce the falling distance by 4,5 m (15 ft) or to reduce the overall falling speed to 4,5 m (15 ft) per round, but doing so will make this spell a Consumption Spell and he is forced to spend the Spell Cost for each Round.

Even so, if he interrupts the Spell for any reason (by deciding to do so, running out of MP or for being knocked unconscious) the spell will still slow him of 3 m (10 ft) during his next turn and then he will fall normally while being considered falling from the distance reached when the spell ended.

If the Spell is Cast when the Caster is falling, it requires a Concentration Check.

Upgrade I: Expert Rank

The Caster can cast this spell as a reaction to falling as long as it has at least One Action available and passes an Initiative Check, spending also the Double of the Spell Cost (the Consumption Cost will be the same instead).

Stone Skin: 15 MP [Earth, Protection, Transmutation] Stable Maintenance

Requires: Harden Skin

This spell hardens the skin of a touched creature, making it more similar to a rock for 10 minutes.

The spell grants a NDR of 2, which can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a NDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast but the caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, which is increased by 1 for each additional creature touched.

Expert Spells:

Dew Wings: 30 MP [Charm, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colorful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Telluric Dance: 38 MP [Dance, Earth, Force]

Requires: 5 Ranks at Perform (Earth Dance)

Casting this spell does not only requires to spend the relative cost of Mana Points, but also that the spell caster knows hot to perform the *Earth Dance*. The dance usually starts with slow movements while following a certain pattern while stomping the hooves on the ground, that become more intense while the dance goes on. The caster must successfully pass a Perform (Earth Dance) Check to successfully cast this spell who will last as long as he dances for 2d6+3 Rounds. After that period of time, the caster needs to pass a Hard Perform (Earth Dance) Check to maintain the spell active for 1d3+1 rounds then he must stop, since he will became Tired.

The spell causes the ground within 9 m (30 ft) to shake, and any creature inside his area of effect (except the caster) must immediately perform a Hard Dexterity Check or being Knocked Down. Those who pass the check are able to move up to 3 m (10 ft) per round.

All the creatures also suffers 1d3 Direct Bludgeoning Damage caused by the ground shaking and the debris who are bouncing all around (except the caster). If the spell is cast nearby a structure or a building, it deals 1d6+4 Damages and subtracts 1d6+1 RP each time the spell pass his Hardiness. The spell will only reduce by 1,5 m (5 ft) the movement of a Huge Creature, while Gargantuan or Colossal creatures are immune to it. It's possible to increase the range of the spell by +6 m (20 ft) by spending 10 additional MP while the spell is cast.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 8.

Wall of Stone: 70 MP [Earth, Wall]

The caster is able to create a barrier made of stone who will raise from the ground.

The Wall is 3 m (10 ft) tall and 7,5 m (25 ft) large, with a thickness of 15 cm (6"), it has an Hardiness value of 8 and 90 Resistance Points.

It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

Wall of Telluric Crystals: 50 MP [Crystals, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points.

It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Witchcraft Spell List

Apprentice Spells:

Bookmark: 1 MP [Memory]

The caster is able to immediately open a book at the same page he was reading before closing it. Only works on a book who where read no more than 24 Hours ago.

Dazzle: 4 MP [Fire, Light]

Any creature within 1,5 m (5 ft) from the Caster will become Dazzled for 1 Round. Those who are not directly facing the casters, blind creatures or are simply looking to another direction are immune to this effect. Shadow Creatures (even Sub-type) will suffer also 1d3 Radiant Damage.

Detect the Arcane: 3 MP. Stable Maintenance [Divination]

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction. It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft).

The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out.

If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it.

The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Eagle Eyes: 4 MP [Animal, Enhancement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Spot Check for 30 minutes.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Floating Light: 3 MP [Light]

Generates a small sphere of pure light who floats closely to the Caster for 1 Hour or 2 by spending the double of its cost. The sphere illuminates an area of 4,5 m (15 ft) around the caster with Dim Light, while the first 1,5 m (5 ft) are considered Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Hop: 3 Points [Enhancement, Movement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 2 additional MP for each one.

Inner Magnetism: 5 MP [Divination, Earth, Nature]

The caster is able to determine which direction is North for a single round. The spell will have some difficulties to work (or not work at all) if it's being cast in a zone with a high presence of Arcane Crystals in the ground or while being in the Underground. If the spell is being cast inside an Arcane Anomaly zone, the spell will Disorientate the Caster for 1d3 rounds instead.

Instamustaches: 2 MP [Oniric, Transmutation]

The Caster can grow a pair of mustaches on a creature's face by simply touching it while casting this spell.

The mustaches will last for 1d3 Minutes and they will be as the same color as the creature's mane, if it has one, or they will simply be black. The spell can also be cast on a creature within 9 m (30 ft), but it will require a Counter Mana Check to do so and to spend the double of the MP cost.

Upgrade I: Competent Rank

The caster can spend the double of the MP cost to be able to grow a beard instead on his own face.

The beard will be of the same color of his mane, if he has one, or black. The beard will last 1d3+2 Minutes.

Light: 2 MP [Light] Stable Maintenance

This spell allows to emit a source of light from the caster's horn (or wand, or wizard's staff), like a Hooded Lantern does, with a 6 m (20 ft) range of Bright Light. If the caster tries to cast any other spell, this one will immediately end.

Upgrade I: Competent Rank

By spending 4 MP, the range is doubled for 2 Rounds. This effect can be obtained multiple times, during different rounds.

Lighter: 1 MP [Fire]

The spell will light a candle wick within 3 m (10 ft) from the caster or a torch within 4,5 m (15 ft). It can not ignite anything else.

Competent Spells:

Alarm: 6 MP [Arcane, Divination, Protection]

The Caster generates an invisible magical field which covers an area with a radius of 6 m (20 ft).

When a Creatures moves inside such area, the spell will emit a loud sound, which can be heard for a certain distance.

All the Creatures, and the Caster, which are inside such field when the spell is cast, will not trigger the Alarm and are able to pass through it without any problem. The spell can also be cast on a Door or a Window of medium size or smaller, and will be triggered when it's opened by others except the Spellcaster.

If cast inside a smaller room or container, the spell will simply adapt to the different dimensions.

Ethereal Creatures do not trigger this Spell.

Countered by *Silence*.

Upgrade I: Advanced Rank

By spending double of the MP, the Caster can make the alarm being a mental sound only for him as long as he is within 45 m (150 ft).

Arcane Push: 8 MP [Force]

The Caster generates an invisible shock wave which can affect Medium-sized Creatures or smaller. The wave will struck the first Creatures it encounters on the Caster's Ranged Line within 6 m (20 ft), and it will immediately start a Push Maneuver using the HtH (Strength) versus the Caster's HtH (Magic) modifier. If the Caster wins, the creature will be pushed back by 1,5 m (5 ft).

It is possible to spend 5 additional Points to obtain a +2 to the roll. Creatures with 4 or more legs or with a snake-like body will receive a +4 to resist, if the spell is cast in front of them unless they are unaware.

Upgrade I: Advanced Rank

The Caster now automatically casts this spell with the +2 modifier without any additional cost, and can spend 5 additional MP to increase the distance the creature will be pushed back by 3 m (10 ft) instead. If the caster obtains a result higher by 5 or more points, the opponent will be put Out of Balance, while if he obtains a result by 10 or more points higher, the opponent will be Knocked Down Instead after being pushed back. The spell range is increased to 9 m (30 ft).

Arcane Shield: 10 MP [Force, Protection, Shield] Stable Maintenance

The Caster creates a protective sphere around him, made of magical energies, which reacts against forceful attacks, spells and items.

Is still possible to pass through the spell by simply moving slowly, but such procedure requires 2 Actions.

Casting Spells which require a Ranged Line, using Ranged and Throwing Weapon or throwing items from inside will only have the effect to block them as usual, while spells who are not forced to pass through can be cast as usual but with an increase cost of 2 MP per Spell Rank. The Spell does not blocks water or gasses except if originated by magical sources.

The sphere has a Hardiness value of 7 and 12 Resistance Points. When the Resistance Points are depleted, the sphere will simply shatter and the spell will end. It is also possible to try to break the Shield with a HtH (Strength) Counter Check, against the HtH (Magic).

If the Caster spends 5 additional MP when this spell is being cast, the shield will obtain +4 RP and an additional +1 to the HtH.

The Shield's dimension can be increased to have a radius of 3 m (10 ft) around the caster by spending 5 additional MP only when the spell is cast. The spell can be maintained for 10 minutes, after that it will end unless the caster spends 5 additional MP and successfully passes a Concentration Check, or every 5 minutes if the Sphere is increased. The Caster is not able to move as long as the spell is active.

This spell requires 1 Action, or 2 if the shield is increased.

Upgrade I: Advanced Rank

The cost to increase the sphere's RP can be paid up to three times. The spell can also be maintained for twenty minutes, or ten if the sphere has been increased. The spell caster can increase the sphere size without paying any additional cost.

Upgrade II: Advanced Rank

The shield's dimension can be increased to have a radius of 4,5 m (15 ft) instead of 3 around the Caster, by spending 5 additional MP only when the spell is cast. The sphere now counts as a Large Creature, and obtains an additional +4 to the HtH Counter Check.

The Spell can now block everything and negates the ability to pass through it, but the base cost is increased by 3 MP.

Upgrade III: Expert Rank

The shield's Hardiness is increased at 9.

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any NDR lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Elemental Barrier: 10 MP [Arcane, Barrier, Protection]

The Caster generates a semi-transparent barrier in a free space on the ground within 3 m (10 ft) of his Line of Sight.

The barrier is 3 m tall and large, but it's only few centimeters (or inches) thick and Creatures can easily pass through it except for Elemental Creatures which share the same Elemental Type of the Barrier, even if they can try to shatter it with a Counter Mana Check, using the Caster's Mana value.

The Barrier lasts for 20 minutes and can absorb up to 10 HP of Elemental Damage which is selected when the spell is cast, which will also be added to the Spell Descriptor.

Example:

An elemental Barrier based on Fire will obtain the [Fire] Descriptor and will be influenced by Feats and Effects based on that specific Descriptor.

The Barrier absorbs the elemental damage when such damage tries to pass through it or tries to directly hit the barrier itself.

If the Damage which should be dealt is equal or less than the maximum amount that the barrier can absorb, the Attack/Spell will then be considered stopped by the barrier.

Example:

The Caster is behind an Elemental Barrier based on Fire when a Creature uses his Breath Attack (based on Fire) to hit him.

The GM then rolls for the breath Attack Damage against the barrier and if the total damage inflicted is equal or less than the amount of Damage the Barrier can sustain, the breath Attack is considered being stopped by it.

When the Barrier absorbs all the Damage it can sustain, the spell will immediately ends and all the creatures behind it will still be affected by such damage which will still be reduced by the absorbed amount.

The Elemental Synergy, Cryomancer, Pyromancer and Stormcaller Feats will increase the Damage a Barrier can absorb by 1.

An Elemental barrier Blocks the Line of Sight of spells which posses the same Elemental Descriptor of the Barrier.

This Spell requires 2 Actions and it's resolved with an initiative Slowdown of 2.

Upgrade I: Advanced Rank

The Caster can create a Barrier which can Absorb up to 20 Damage, but it's cost is doubled.

Upgrade II: Expert Rank

The Caster can create a Barrier which can Absorb up to 30 Damage, but it's cost is tripled.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Glittering Dust: 8 MP [Light, Oniric]

The caster generates a fine powder in his hands, that can be cast or blown within 3 m (10 ft). The powder covers almost everything inside an area with a range of 1,5 m (5 ft). If there are hidden creatures they will suffer a -5% to Hide, unless they are hiding underwater or on the ceiling. The powder also reduces the Concealment obtained from Darkness by 10%.

Upgrade I: Expert Rank

Spending twice the cost, it's possible to double the effects of the spell.

Grease: 10 MP [Oniric, Transmutation]

An oily grease emerges from the ground in a point within 9 m (30 ft) from the caster, spreading for 3 m (10 ft) when it appears, then it will spread for another 1,5 m (5 ft) for the successive 1d3 Round.

Any Creatures who walks through the area covered with the grease, must perform an Hard Dexterity Check, to maintain his balance, or becoming *Out of Balance*. Those who move carefully, up to half their movement value, only need a Dexterity Check instead, while running creatures will automatically fail the Dexterity Check and will have a 40% chance to be Knocked Down instead of being *Out of Balance*.

The spell lasts for 1d6+3 Rounds and requires 2 Actions to being cast with an Initiative Slowdown of 1.

Upgrade I: Advanced Rank, Oil Skin

Casting Oil Skin on the Grease, it will make it flammable and setting it on fire will then deal 1d3 Direct Fire Damage for 1d3+1 Rounds but it will also consume all the grease, ending the spell when the fire expires. Making the grease flammable will add the [Fire] descriptor to the spell. Flames from this spell will only burn those materials who are extremely flammable (IE: Hay, Paper), but without setting them on fire. Other items will just being heated more or less.

Haze: 10 MP [Air, Illusion, Water]

This spell will generate a haze from a point within 9 m (30 ft) of the Caster Line of Sight. The haze has a 3 m (10 ft) radius from where it's generated and grants a 25% Concealment against Ranged Attacks but also inflicts a -10% to any Search and Spot Check made while inside it. The haze lasts for 1d6+4 Rounds. The caster is able to cast the Haze on himself, who will follow him if he moves.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

It is possible to spend 5 additional MP, while the spell is cast, to extend the radius of the haze by +6 m (+20 ft) and to spend 10 additional MP to transform the Haze into a Fog. Generating a Fog changes the Initiative Slowdown from 2 to 4.

Hold (the) Door: 7 MP [Force, Transmutation]

The Caster can close a door within 6 m (20 ft) and jam the handle so it can't be opened for 1d3+1 Rounds, even if others can't try to break through. The spell is meant for simple or reinforced wooden doors, windows or small wooden containers. If cast on similar items made of iron the cost is doubled, but it is not possible to cast it on very large and heavy doors, gates or those made of stone.

Jolt: 5 MP [Electrical]

This spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any NDR lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Animate Object: 5 MP [Arcane, Transmutation]

This spell allows the Caster to animate up to 1d3+1 items of the same size of a doll for ten minutes.

The animated objects will follow extremely simple voice commands, such as "Follow Me", "Move around" or "Stand Still", but are unable to fight or do anything else, even if the animated item is able to actually grab a tiny object, he can do so, but it's easy to take it away from it.

When an order is issued, the animated object will continue to perform it until the spell ends or until a new command is given.

This spell requires two Actions and is resolved with an initiative Slowdown of 8.

Lesser Arcane Bolt: 6 MP [Arcane]

This spell will generate a small version of the Arcane Bolt Spell, that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line. This spell requires a ThR (Magic) against the target, and will deal 1d3+3 Arcane Damage.

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Lesser Armor Enchantment: 9 MP [Forge, Protection]

By touching an Armor while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The Armor will be considered Reinforced for 1d6+5 Rounds, but it will have no effect on an already Reinforced Armor.

If used on clothing they will be considered as a Leather Vest for 5 Minutes.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Lesser Illusion: 5 MP. Stable Maintenance [Arcane, Illusion]

The Caster is able to create a small illusory image of the same dimensions of a medium-sized dog (more or less).

The illusion can move within 21 m (70 ft) from where it was created but still within the Caster Line of Sight.

The illusion doesn't emit any sound, scent nor can trigger any trap, since it is not really there.

As long as he wants to maintain the Illusion Active, the Caster can only walk or speak brief sentences, and has to perform a Concentration Check for every 10 minutes the Illusion is Active.

If Attacked, he must perform another Concentration Check or the spell will end immediately.

Lesser Transmutation: 10 MP [Arcane, Transmutation]

The Character is capable to transform the shape of a small object (like an Apple or a Salt Shaker) into something similar (like an Orange or a Tea Cup) while maintaining more or less the same material.

This spell requires first an entire round for the Character to concentrate, then the next round he can cast this spell after passing a Concentration Spell. If he fails, he will immediately need to roll on the Spell Miss-cast table with a -20% to the Roll.

The object remains transformed for 3d6+5 Rounds but it doesn't obtain new qualities different from its original form, while it can still change color and form.

Lullaby: 8 MP [Arcane, Charm, Deception, Oniric]

The Caster selects a Creature within 9 m (30 ft) in his Line of Sight and the spell will emit a smooth melody that only the target and the Caster are able to hear. Both the Caster and the Victim must perform a Counter Willpower Check and if the Caster obtains a higher result, the opponent slowly becomes more docile for a Round, suffering a Penalty of -20% to any Spot Check and a -1 to his ThR, Dodge, Parry and Damages inflicted. During the next Caster's Round, both must do another Counter Willpower Check, and if the Caster wins again, the victim will fall asleep for 1d6+1 minutes with a 30% Chance that it will simply continue to sleep if tired enough or if left undisturbed.

If used during Combat, the victim will only suffer up to a -2 to his ThR, Dodge and Parry (and the -20% to Spot) but the adrenaline will not allow him to fall asleep. It's possible to keep the Spell active but doing so will make the Spell as a Consumption Spell with a cost of 5MP per additional Round, as long as the Caster wins the Counter Willpower Check.

Casting another Spell or if the Victim wins the Counter Willpower Check, will immediately end the Lullaby.

An Asleep Creature which suffers damage will wake up immediately.

This Spell is resolved with an initiative slowdown of 2 only when it is Cast for the first time.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any NDR lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Vocal Distortion: 4 MP [Sonic, Transmutation, Voice] Stable Maintenance

The caster changes the tone of his voice, making it more pitch or lower for 10 minutes.

Counteracted by the Silence Spell.

Weapon Enchantment: 10 MP [Forge, Enhancement]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

The Weapon now also obtains a bonus damage equal to the Caster's Willpower modifier instead of only +1. Notice that if the Weapon is then given to another creature, this secondary effect no longer applies unless the target also knows this Spell. It's possible to spend 5 Additional MP to increase the total duration of the spell by 4 Rounds.

Advanced Spells:

Arcane Bolt: 15 MP [Arcane]

This spell will generate an Arcane Bolt that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Arcane Damage with an AP of -1.

The spell can be cast even further to up the double of it's range, but the caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell range is increased at 12 m (40 ft)

Blaze: 12 MP [Fire]

Requires: Scorch

The caster emits a flame burst against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Fire Damage with an AP value of (-1).

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty. The Spell AP is increased at (-2).

Burning Rage: 13 MP [Blood Magic, Deception, Fire, Hex, Mind, Rage]

The Caster selects a Creature in his Line of Sight within 6 m (10 ft) and both must perform a Counter Willpower Check. If the Caster wins, the creature became enraged for 1d3+1 Rounds and will deal 1 additional damage with all his melee attacks but will suffer 1 Direct Fire Damage per round, as long as the spell lasts, and a -10% to any Concentration Check he should perform.

If the creature does not suffers the Fire Damage he will no longer deal the additional Damage.

If the Creature Faints or is Knocked unconscious, the spell will immediately end.

A Creature can decide to automatically fail the Counter Check.

This Spell Requires Two Actions.

Counters and can be countered by the Animal Frenzy Spell, but both the spells can't be active at the same time on a Creature.

Upgrade I: Advanced Rank

Every time the Creature suffers damage, except for the Direct Fire Damage, the effect of this spell is increased by 1 round to up to 5 additional rounds.

Cold Beam: 12 MP [Cold]

Requires: Frost Burn

The caster emits a beam of cold against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+3 Cold Damage with an AP value of [-1].

This spell can also be cast to a target within 12 m (40 ft), but the Caster will suffer a -1 to his ThR.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft) by default while it can be cast within 18 m (60 ft) with a -1 penalty.

Dazzling Chant: 18 MP [Chant, Charm, Debilitation, Mind]

Requires: 8 Ranks at Perform (Sing) or (Chanting)

The Caster starts to chanting in his own language which is part of the actual Spell.

Each Creature within 12 m (40 ft) which can understand the words of the chanting must immediately perform a Counter Willpower Check against the Spellcaster's. If the Caster wins, the creatures will suffer a -2 penalty to their ThR, Parry and Dodge and are forced to perform a Concentration Check with a -10% to the Roll if they want to Cast a Spell. If the Caster obtains a result of 10 or more points higher, the creatures must also pass a Shock Test (Magic) or become Stunned for 1 Round. If a Creature successfully passes the Check, the penalties are halved while passing the Check by 10 or more will completely ignore any penalty at all. This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 1, still it's possible to continue to Chant and force the Check every 1d3 Rounds, but doing so will make the Spell a Consumption Spell with a cost of 6 MP per Round. Notice that if the Creatures can't understand the Caster's Language used for the chant, the spell only inflicts a -1 to Dodge. Countered by Silence.

Upgrade I:

The Spell Range is increased at 15 m (50 ft).

Upgrade II: Cohesive Spell

If other Allied Spellcasters know this spell, they can sing together the same chant, each of them spending 8 MP, granting a +2 to the Willpower Check to the Leading Chanter, up to a +6.

Despicable Hex: 30 MP [Affliction, Dark Magic, Debilitation]

The caster chooses a creature within 15 m (50 ft) in his Line of Sight and then they both need to perform an Opposite Mana Check.

If the caster succeeds, the victim will suffer a penalty equal to the caster's Willpower Value to every Skill Check it should perform for 1d3+3 Days. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Frenzy: 25 MP [Animal, Blood Magic, Mind, Rage]

The caster can imbue a creature within 4,5 m (15 ft) a fierce frenzy (even himself).

The frenzied creature will try to attack the first enemy in his Line of Sight, obtaining a +2 to his Melee ThR and Damages, but it will suffer a -2 to Dodge and Parry caused to his mental state. The creature is unable to Cast Spells or to concentrate on anything. If the creature was maintaining the concentration for any spell, it will immediately stop to do so, except for Lesser Telekinesis as long as it's holding small items.

The spell lasts for 1d6+3 Rounds but if the frenzied creature sees no more enemies while the spell is still active, is forced to pass a Hard Willpower Check or attack friendly creatures or allies nearby. The character obtains a +10% to resist the urge to attack old friends or those who are part of his family. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Feline Grace*

Illusion: 15 MP [Arcane, Illusion] Stable Maintenance

Requires: Lesser Illusion

This Spell has the same effects of the *Lesser Illusion Spell*, with the following modifiers:

- The Spell range is increased to 39 m (130 ft) and the illusion can move even outside the Caster line of sight
- The Illusion can now be medium-sized or large if the caster spends the double of the MP required.

This Spell requires 2 Actions.

Levitation: 5 MP [Arcane, Force, Movement] Consumption

This spell allows the Caster to float at 30 cm (12") from the ground or similar surfaces he is standing on.

While the Spell is active, the Caster is able to walk at 3 m (10 ft) per Round and is unable to run or charge.

If the Character suffers any status effects which could interrupt his concentration or is knocked unconscious or slain, the spell will immediately end. The Spell allows to move only above solid or liquid surfaces (IE: not on Solid Clouds) and it doesn't allow to move far away than 1,5 m (5 ft) from any surface. The spell still allows to follow the shape of the surface with an angle of up to 80° from the ground. Since the Caster doesn't touches the ground, this spell allows to avoid to trigger pressure plates or similar traps or even to pass over pits 1,5 m (5 ft) wide with ease, and can't be detected by such creatures which uses a Telluric Perception to detect their opponents.

Mesmerize: 15 MP [Arcane, Charm, Deception, Illusion]

This spell generates an effect or illusion on any point within 12 m (40 ft) in his Line of Sight. The first Creature which will notice such source must immediately pass a Counter Willpower Check against the Caster, and if it fails, it will be forced to only pay attention to the source of his fascination for 1d3+1 Rounds. If the Fascinated Creature is Attacked or detects any danger or intruders, the spell will immediately ends. While Fascinated, the Creature suffers a -25% Penalty to Spot and a -5% to Listen. If attacked, it will act with the lowest Initiative value for a single round, then it will roll for Initiative as usual, but with a penalty of -1.

Strong noises, a battle or combat nearby can distract the Victim from his fascination, while still inflicting the -1 Penalty to his initiative.

Since is an effect based on Sight, it has no effect on blinded creatures.

This Spell Requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Upgrade I:

The Caster can increase the Spell Duration to 2d3+1 Rounds by spending 10 additional MP when the spell is Cast.

Paralysing Touch: 15 MP [Debilitation]

This spell influences the nervous system of the touched creature, who must immediately pass a Shock Test (Magic) or became *Paralysed* until the next Spellcaster turn. If the caster wants to increase the duration of the spell, he must spend 10 additional Magic Points and successfully pass a Counter Willpower Check against the victim. If the victim successfully passes the check or wins the Counter Check, the spell will end.

If the Casters maintains the spell active he must focus all his attention on the spell, and is not allowed to run, cast other spells or attack unless he want the spell to end during the creature turn.

Reinforce: 15 MP [Arcane, Forge, Transmutation]

The Spellcaster is able to strengthen a small item it touches, by increasing his Hardiness by 1 and his RP by 2.

If the Caster has 10 or more Ranks at Craft (Armors) or Repair (Armors), he can apply such effect to them.

The same benefit can be applied for Weapons and Shields as long as he has the related Skill Ranks.

If the Caster has 10 Ranks at Knowledge (Monsters and Creatures) it can use this spell to increase the Creature's RP by 2 per Creature size, if such creature is a Construct.

Seal Door: 15 MP [Arcane, Force, Transmutation]

Requires: Hold (the) Door

This Spell has the similar effect of the Hold (the) Door Spell with the following modifiers:

- The Spell can be cast on any type of Medium-Sized Door or smaller and even windows of the same dimensions.
- The Spell Duration is increased to 2d3 Hours.
- The Door or Window material Hardiness is increased by 1 (up to 9) and it's RP by 5.

This Spell Requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Upgrade I: Expert Rank

The Initiative Slowdown is reduced to 2.

By Spending 10 additional MP it's possible to increase the Hardiness by 2 (up to 10).

Slow Fall: 8 MP Consumption [Air, Force, Movement]

The spell will reduce the falling speed of the caster by 4,5 m (15 ft) per round, as long as the MP are spent.

If the spell ends before the caster is able to safely land, he will still be slow down by 3 m (10 ft) for 2 additional rounds, then he will simply fall normally.

Stone Skin: 15 MP [Earth, Protection, Transmutation] Stable Maintenance

Requires: Harden Skin

This spell hardens the skin of a touched creature, making it more similar to a rock for 10 minutes.

The spell grants a NDR of 2, which can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a NDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast but the caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, which is increased by 1 for each additional creature touched.

Expert Spells:

Dew Wings: 30 MP [Charm, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colorful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Hex: 30 MP [Affliction, Dark Magic, Debilitation, Hex]

Requires: Despicable Hex

The caster can Hex a creature within 15 m (50 ft) in his Line of Sight and then they both need to perform an Opposite Willpower Check.

If the caster succeeds, he can choose to inflict one of the following penalties:

- -2 to the creature's ThR
- -2 to the creature's Dodge
- -2 to the creature's Parry
- Reduce his initiative by 3
- All Normal Check made with a selected Skill will automatically became Hard, while Hard Checks will automatically fail.
- Reduce one of the creature's Characteristics by 1

It is possible to pay twice the cost to inflict two penalties instead of one, but no the same.

This spell lasts for 2 days plus the difference of the result of the Caster's Counter Willpower Check against the victim

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Remove Curse: 35 MP [Abjuration, Protection]

The caster is able to try to break or remove a *Curse* or an *Hex* who is afflicting a creature.

Usually removing a curse or a hex requires a particular ritual and a successful Mana Counter Check, made by the caster against the Mana Value of the caster who cursed a creature or the value of the curse/Hex itself.

If the caster is trying to remove a Curse/Hex made by himself the cost of this spell is halved and he obtains a +4 to the roll.

This Spell requires at least 6 Actions, but it's up to the GM to change the required time for the ritual itself.

Cursed Items will obtain a +4 to resist this spell.

Quiet: 25 PM [Debilitation, Silence]

This spell will impede a creature to emit any sound when trying to talk, scream or cry for 1d3+1 Rounds. The caster must perform an Opposite Mana Check for each Round he will force this spell on a creature, while the first round he obtains a +2 to his roll. It is possible to extend the spell duration for 1d3 additional rounds by spending 10 additional Magic Points while the spell is cast. The spell will immediately end if the creature wins the Opposite Mana Check twice in a row. The caster also needs to maintain his concentration on the creature and is not able to do anything, except for performing a simple movement action, or to talk with brief sentences. If the caster casts another spell, this one immediately ends. This Spell is resolved with an initiative Slowdown of 2.

Wall of Telluric Crystals: 50 MP [Crystals, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points. It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4. If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Rare Spells

Apprentice Spells:

Bright Weapon: 2 MP [Forge, Light]

The caster can imbue a weapon he is holding with a bright aura of light, as long as the weapon is mostly made by metal. The weapon is considered to emit a *Dim Light* with a radius of approximately 1 m (3 ft). If the caster loses the grip on the weapon, the aura will fade out in 1d3+1 Rounds. If this spell is cast on a Wizard's Staff (or similar) or on a weapon made with Solar Steel, the Aura is increased at 1,5 m (5 ft) and becomes *Bright Light*. The light doesn't hurt the eyes, even if it can irritate those who are too sensible or even Shadow Creatures who will try to stay away from it. The spell lasts for 30 Minutes but it can immediately ended at any moment by spending 1 Action.

Comfortable Bedroll: 5 MP [Transmutation]

This spell has effect only on particularly enchanted blankets, allowing to making them more soft, comfortable and waterproof. If the enchanted blanket is also nearby a fire camp, the caster can spend 2 additional MP to allow the heat of the fire to better warm those who uses the blanket to sleep, for 1d3+2 Hours even after the fire dies out. In this case the Blanket is considered a Winter Blanket, granting the relative bonuses against cold. The Spell requires 4 Actions and lasts for 9 hours.

Conjure Parasprite: 6 MP [Conjuration, Oniric]

This Spell Conjures a Single Parasprite for 1 Round, which will simply fly around and try to eat something edible it can see or smell, then it will simply vanish. If there is no food, it will just float around, buzzing.

Luminescent Reflection: 5 MP [Light]

The caster reflects the light towards the face of a creature in a Ranged Line of 9 m (30 ft). The creature suffers a -1 to his ThR while performing Ranged Attacks for 1 Round. If this spell is cast during night time while outside without a full moon, the range is decreased at 4,5 m (15 ft). If the spell is cast while standing inside an area of intense Light, the range is increased at 15 m (50 ft). The spell does nothing against Blind (or Blinded) creatures, or creatures who do not use sight to find their targets. The spell must also cast while in front of the creature or it will not work.

Competent Spells:

Cauterize: 5 MP [Fire]

The caster deals 1 Fire Damage by touching a target Creature with its Horn, or while using a Magic Wand or a Wizard's Staff.

Any Bleeding and Deep wound effect will be immediately interrupted due to the spell cauterizing such wounds. If the Fire Damage is Reduced to 0, the cauterization has no effect. Outside of combat the GM can allow to simply ignore a creature's RD and NDR depending on the situation. If used as offensive Spell it still requires a Melee Attack. Cauterizing wounds forces the target to pass a Shock Test (Pain) or being Stun for 1 Round for the pain felt.

Decelerate: 10 MP [Affliction, Cold, Debilitation, Movement]

The Caster selects a creature within 6 m (20 ft) in his Line of Sight and both must perform a Counter Mana Check. If the Caster wins, the spell will reduce the Creature's Initiative by 1d3 or its Movement by 1,5 m (5 ft) (the Caster decides). Spending 5 additional MP while the spell is cast allows to inflict both effects. If this spell is cast on a creature under the effects of the Swiftess Spell, both effects will simply nullify each other. This spell lasts for 1d3+3 Rounds. This spell can be used to Counter Swiftess.

Upgrade I: Advanced Rank

It's possible to influence more creatures within 3 m (10 ft) from the first creature by spending 5 additional MP for each additional creature, but the spell duration will be reduced to 1d3+1 Rounds.

Distraction: 10 MP [Affliction, Mind]

The caster selects a creature in his Line of Sight within 9 m (30 ft) and they perform a Counter Willpower Check. If the caster wins, the victim suffers a -5% Penalty to a single skill by caster's choice, for 1d6+1 Rounds. Spellcasters must also perform a Concentration check every time they want to cast a Spell (without the Penalty) and if they fail, the spell simply does not work, but they do not spend any MP.

Irritating Spite: 8 MP [Illusion, Mind, Oniric]

The caster generates a sort of illusory dart and throws it against a creature in a Ranged Line of 9 m (30 ft).

The Creature must successfully pass a Willpower Check to understand that the dart is fake or just a simple illusion, but if it fails it's forced to Parry or Dodge it even if the dart doesn't deal any damage at all. Dodging or Parrng the dart counts towards the number of attacks the creature has received. The spell will not work if the creature is not aware of the incoming attack. Creatures who are able to Detect the Arcane or with an Arcane Vision will obtain a +15% to the Check. Blind creatures or creatures who do not uses the sight to detect their enemies are immune to this spell. If the creature understands that the dart was fake, it will obtain a +15% to the Willpower Check he has perform if this spell is used again against it.

Upgrade I: Expert Rank

By spending 6 additional MP while the spell is cast, the caster can increase the range of the spell to 15 m (50 ft) and change the Willpower Check into a Hard Willpower Check.

Oil Skin: 9 MP [Affliction, Fire]

The caster choose a creature within 6 m (20 ft) in his Line of Sight. The Creature will become covered by an oily substance for 1d3 Rounds. If the Creature is then hit by a source who deals Fire Damage (except for Direct Damage), it will be increased by 1 and also if the same source has a Critical Chance, it will be increased by 1%. The substance has a strange smell and has a very bitter taste, even if is better to not taste it at all.

On the other hand, a creature covered by this strange substance obtains a +1 to any HtH maneuver when others try to Hold her or when trying to break free from a Hold maneuver. If the Creature was already Held by someone, it will obtain a +1 only from the successive round.

Spawn Blight Thorn: 6 MP [Reanimation, Transmutation, Vegetation]

The Caster is able to spawn a Blight Thorn as long as the spell is cast within a zone rich of vegetation or upon a bush of brambles or thorns. The Blight Thorn will follow the Caster's simple commands, such as "Attack", "Stay" and "Retreat" for 1d3+3 Minutes.

Still the Thorn will then try to return to his creator if left alone for too long, if he understands where it could be.

Upgrade I:

The Spell can summon 1d3 Blight Thorns, instead, which will still count as a Single Creature, but the spell cost is increased by 5.

Swiftess: 10 MP [Enhancement, Fire, Movement]

The caster choose a creature within 6 m (20 ft) in his Line of Sight. The spell increases by 1d3 the creature's Initiative or his Movement by 1,5 m (5 ft). Spending 5 additional MP while the spell is cast allows to grant both effects. If this spell is cast on a creature under the effects of the Decelerate Spell, both effects will simply nullify each other. This spell lasts for 1d3+3 Rounds. This Spell can be used to Counter Decelerate.

Upgrade I: Advanced Rank

It's possible to influence more creatures within 3 m (10 ft) from the first creature by spending 5 additional MP for each additional creature, but the spell duration will be reduced to 1d3+1 Rounds.

Advanced Spells:

Arcane Lock: 15 MP [Enchantment, Forge, Metal]

The Caster can magically enchant a Lock, making it harder to be opened by others without a key.

An Arcane Lock inflicts a -10% Penalty to any Lock-picking Check and increases the chance to break any Lock pick by 25%.

This Spell requires 4 Actions.

Upgrade I:

The Penalty can be increased to -20% by Spending 10 additional MP.

Upgrade II: Expert Rank

It's now possible to enchant the lock to be only possible to open it with a specific key, which must also be enchanted at the same time as the spell is cast.

The Spell can Enchant up to 3 keys.

Dispel Magic: Variable [Abjuration]

Dispel Magic allows to counter any kind of spell. This spell follows the normal rules to Counter a Spell, still the caster ignores the fact that he knows the opponent's spell or not. The cost of this spell is the same as the opponent's spell plus 5 additional Magic Points, but the caster always obtains an additional +2 to any Counter Spell Check.

This spell also can be used to create a small breach on a wall created by a spell with the [Wall] descriptor, of 1 m (3 ft) for every 10 points of difference on his Counter Spell Check. The breach lasts for 1d3+2 Rounds, then it will close again.

It can also be used against a spell with the [Barrier] or [Shield] descriptor, allowing to open a breach of 1 m (3 ft) for every 5 points of difference on his Counter Spell Check, that will close after 2 rounds.

This spell requires the same number of Actions that the opponent's spell needs and is resolved with the same Initiative Slowdown reduced by 1.

Displacement: 20 MP. Stable Maintenance [Illusion, Oniric]

The effect of this spell could be described as strange or odd. As long as this spell is active, the caster will seem to vibrate, shake or even split into multiple parts of himself for just few moments, then return briefly to a single shape, then change again. Every movement he performs will generate also different movements of different parts of his body or even the same, for example if he is raising both his arms, his image could also generate two arms who are doing something else, like there where multiple versions of himself who are doing different things. Those movements are completely casual and are not controlled by the caster.

This spell makes hard to correctly hit the caster, since the attacker could not be sure to be aiming his arm or just an illusion.

The spell grants a 25% Concealment against Ranged Attacks and 20% against Melee Attacks.

It is possible to increase the Concealment by +10% by spending 10 additional Magic Points while the spell is cast, to a maximum of +30%, to a total of 55% against Ranged and 50% against Melee Attacks. If the caster wants to cast this spell on another creature, he must pay 10 Additional Magic Points. Creatures who are immune to illusions or do not use the sight to detect their adversaries are also immune to this spell and they will simply ignore the Concealment granted. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

I Want it, I Need it: 40 MP [Charm, Deception, Hex, Mind] Stable Maintenance

Note for the GM: *While this spell was created centuries ago, its use is extremely forbidden, such as is often associated with Dark Magic, for the serious trouble and tragedies it can cause. For this reason the copies of the manuscripts or scrolls who contain such spell have been destroyed and only a single copy is held in the ancient Canterlot's library.*

To make this spell work properly, the caster must focus on a small object for an entire minute, without being distracted.

The object can be a comb, a hammer or a small mirror, since larger items will disperse the arcane energy within few minutes.

While the spell is active, all the sentient creatures with a Cunning value of at least 6 who notice the item within 9 m (30 ft) from them, are forced to immediately perform a Willpower Check or feel the irresistible sensation to keep the item only for themselves, to the point that every other creature around will be seen as a thief or a challenger, becoming hostile towards them.

If the item is being moved while the effect is active, those who have failed the check will also try to follow it as soon as possible.

This spell lasts for 1d3+1 Hours, but even if the spell ends or the victim is successfully taken away from his influence, the effect will still last for another hour, but the victim will no longer be hostile but only anxious.

If the spell is cast on an item which has an affective or symbolic value for those influenced by the spell, or is cast on a small puppet/doll, the Willpower Check will become Hard instead.

The victims of this spell will temporarily increase their Corruption score by 1 for 1d6+1 Hours, who will become permanent if they do something extremely bad or wrong, like hurting someone badly or worst.

Irradiate: 15 MP [Light]

The spell generates a small globe of light which illuminates an area of 3 m (10 ft) with Bright Light plus 3 additional meters with Dim Light. Any creature of the Obscure Category will suffer 1d6+1 Radiant Damage for each round it remains inside the area with Bright Light and 1 Radiant Damage if inside the Dim Light area. Creatures with an Obscure Subtype will only suffer 1d3+1 Radiant Damage instead, and they will not suffer any damage if in the Dim Light area.

The globe of light can be cast within 9 m (30 ft) in any direction, and it will simply float at 1 m (3 ft) from the ground, for 1d6+2 Rounds.

This spell counters the *Darkness* spell.

Lunar Strike: 14 MP [Cold]

This spell generates a powerful beam of lunar light from the sky which can be used to strike an opponent within 21 m (70 ft). The beam is generated at 18 m (60 ft) above the ground and it will hit the first thing he finds on his path on a straight line, dealing 1d6+4 Cold Damage to the target. If the beam hits something and is able to destroy it, the beam will continue his path until it reaches the ground. This spell uses the Attack Value of the caster, and it can be Dodged or Parried if using at least a Medium Shield, but the damage will directly inflicted to it. It is possible to spend 10 additional magic Points to add +1d6 Arcane Damage to the spell. The spell illuminates an area with a radius of 1,5 m (5 ft) in the point where it hits, who is considered illuminated by Bright Light. Creatures with the *Obscure* and or *Shadow* Category or Subtype will suffer 1d3 additional Radiant Damage. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1. This spell can be used to counter the *Solar Strike* spell.

Upgrade I:

Spending 5 Additional Magic Points while the spell is cast, allows the spell to release a wave of frost with a radius of 1,5 m (5 ft) which deals 1d3 Cold Direct Damage to any creature inside the area. This effect can not be dodged or parried.

Spending 5 Additional MP the Spell can obtains an AP value of -1.

Upgrade II: Expert Rank

The caster now only requires to spend 5 additional MP instead of 10, to obtain the bonus damage.

The spell now inflicts 1d6+6 Cold Damage.

Mirror Transmutation: 75 MP [Deception, Oniric, Transmutation]

The Spellcaster copies the same appearance and voice of a creature of the same size or lesser, within 4,5 m (15 ft) in his line of sight. The Spell lasts for 1d6+6 hours but it can be interrupted at any time, by spending 5 MP or renewed by half of it's cost for 1d3+1 additional hours as a free action and after performing a successful Concentration Check.

This spell requires 5 Action for being cast and the transmutation will being complete within 1d3+1 round, after that the Caster requires to pass a Shock Test (Magic) or being stunned for 1d3 rounds.

Quick Fix: 11 MP [Arcane, Forge, Transmutation]

The Caster can temporarily repair an item or object, restoring 1d6+1 RP lost.

The reparation will be effective for 1d3+1 Hours, and a repaired item can only receive this spell once.

If the character has at least 10 Ranks at a Crafting or Repairing Skill related to the items he is casting this spell, the amount of RP restored is increased to 1d6+4.

This spell can be used instead to grant a +10% to any Repair Check.

If used on Constructs, it can restore 1d3 RP per Creature's Size.

Reanimate Timberwolf: 25 MP [Reanimation, Transmutation, Vegetation]

This spell must be cast inside a zone rich of vegetation or inside a zone which are present many pieces of wood, ropes, tiny rocks and moss. A Timberwolf still requires 1d6+2 Rounds to successfully being reanimated or 1d3 if the spell is cast inside an Enchanted Forest or an Everfree Forest. It's also possible to cast the spell on the remains of a destroyed Timberwolf, which will be reanimated within 1 Round, but for every successive use of this spell, it will only generate a Mangled Timberwolf, while the cost of this spell will be reduced by 10.

A new Timberwolf will remain under the control of the Caster for 1d3+3 Minutes while if the Timberwolf wasn't under the Caster's Control, it can perform a Willpower Counter Check to resist his commands and act as he wants (usually by being hostile).

A Timberwolf can understand the following commands: Attack, Chase, Defend Me, Defend this Place, Follow Me, Stand and Retreat.

Reorganize: 20 MP [Force, Telekinesis] Stable Maintenance

This spell allows the Caster to reorganize or tidy up all the items inside a room or an area of 4,5 m³ (15 ft³).

The spell duration is about one hour, and the caster must be always concentrated on his task to move all the items and placing them where he prefers. He can still move to up his half movement value and to talk as long as he pronounce small sentences and does not take too much attention to other things. Suffer damage, being distracted or loosing the concentration has a 50% chance to cause a Spell Failure.

The caster can still decide to immediately end the spell, allowing the items to simply being placed on the ground or just end it, and all those items floating will simply fall down. Allowing items to being put down requires two action.

This spell can move items and object of 3 kg (6 lb) or less.

Solar Strike: 14 MP [Fire]

This spell generates a powerful beam of solar light from the sky which can be used to strike an opponent within 21 m (70 ft).

The beam is generated at 18 m (60 ft) above the ground and it will hit the first thing he finds on his path on a straight line, dealing 1d6+4 Fire Damage to the target. If the beam hits something and is able to destroy it, the beam will continue his path until it reaches the ground.

This spell uses the Attack Value of the caster, and it can be Dodged or Parried if using at least a Medium Shield, but the damage will directly inflicted to it. It is possible to spend 10 additional magic Points to add +1d6 Arcane Damage to the spell.

The spell illuminates an area with a radius of 1,5 m (5 ft) in the point where it hits, who is considered illuminated by Bright Light.

Creatures with the *Obscure* and or *Shadow* Category or Subtype will suffer 1d3 additional Radiant Damage.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1. This spell can be used to counter the *Lunar Strike* spell.

Upgrade I:

Spending 5 Additional Magic Points while the spell is cast, allows the spell to release a wave of frost with a radius of 1,5 m (5 ft) which deals 1d3 Fire Direct Damage to any creature inside the area. This effect can not be dodged or parried.

Spending 5 Additional MP the Spell can obtains an AP value of -1.

Upgrade II: Expert Rank

The caster now only requires to spend 5 additional MP instead of 10, to obtain the bonus damage.

The spell now inflicts 1d6+6 Fire Damage.

Thunderstruck: 14 MP [Electrical]

This spell generates a powerful thunder from the sky which can be used to strike an opponent within 21 m (70 ft).

The beam is generated at 18 m (60 ft) above the ground and it will hit the first thing he finds on his path on a straight line, dealing 1d6+4 Electrical Damage to the target. If the beam hits something and is able to destroy it, the beam will continue his path until it reaches the ground. This spell uses the Attack Value of the caster, and it can be Dodged or Parried if using at least a Medium Shield, but the damage will directly inflicted to it. It is possible to spend 10 additional magic Points to add +1d6 Arcane Damage to the spell.

The spell illuminates an area with a radius of 1,5 m (5 ft) in the point where it hits, who is considered illuminated by Bright Light.

Creatures with the *Obscure* and or *Shadow* Category or Subtype will suffer 1d3 additional Radiant Damage.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1.

Upgrade I:

Spending 5 Additional Magic Points while the spell is cast, allows the spell to release a shock-wave with a radius of 1,5 m (5 ft) which deals 1d3 Electrical Direct Damage to any creature inside the area. This effect can not be dodged or parried.

Spending 5 Additional MP the Spell can obtains an AP value of -1.

Upgrade II: Expert Rank

The caster now only requires to spend 5 additional MP instead of 10, to obtain the bonus damage.

The spell now inflicts 1d6+6 Electrical Damage.

Expert Spells:

Bubble of Silence: 25 MP [Abjuration, Force, Shield] Stable Maintenance

This spell generates a semi-sphere who surrounds the caster. The sphere has a 2 m (4 ft) diameter and is of the same color of the one generated by the caster's Horn, or Blue if the caster isn't an Unicorn. Every type of sound generated inside the sphere is blocked by it and it can not be heard from outside and vice versa. The sphere will also counter any spell who uses sounds or voices and it can even block Sonic Damage if the source isn't able to pass a Mana Counter Check against the Caster itself.

Even if the sphere looks solid and quite colorful, it's still possible to simply pass through it with ease.

The sphere illuminates both his inside and outside with Dim Light. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Fire Ball: 15 MP [Fire]

The Caster generates a sphere of fire which will hoover within few centimeters from the palm of his hand. The Sphere itself isn't much bigger than a melon, but still delivers quite a punch. The Sphere can be lobbed up to 15 m (50 ft) from the Caster to any direction. Since the hurled sphere will make a parable, the caster doesn't really need to see where the sphere lands unless he tries to cast it in a specific direction, but in this case the sphere could stray from the original path and land somewhere else. The sphere uses the Caster's Attack Value for spells and it deals 1d6+3 Fire Damage to anything struck by it, while the Caster can spend 5 additional MP to increase the damage dealt to 1d6 up to 5d6+3 Damages and spend 10 additional MP to allow the sphere to explode upon impact and Deal half the Dice of Damage (Rounded Down) to the Creatures within 3 m (10 ft). Dice of Damage dealt by the blast can further be halved by successfully Dodge the Spell. Creatures struck by the Sphere or the blast which suffer at least 8 points of Damage will be immediately set on Fire for 1d3 Round, suffering 1 additional Direct Fire Damage as long as they are burning. If the sphere is cast from a higher point, and passes over the 15 m of reach, it will then loose 1d6 Points of damage for every 9 m (30 ft) of distance traveled. If reduced to 0d6, the sphere will simply vanish. This is an Unstable Spell with a 20% Chance to obtain a Spell Miss-cast which is increased by 10% for every additional Dice of Damage the Spell should deal.

This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 1.

Heart's Warmer: 55 MP [Friendship, Harmony, Light, Protection] Stable Maintenance

This Spell generates a shape of light within 6 m from the Caster which irradiates a reassuring light, which illuminates as if it's a little brighter Dim Light.

All Creatures within 15 m (50 ft) from the Spell which are able to see it, will immediately stop fleeing if panicked or scared, while still maintaining their actual Morale Level. For each consecutive Round after the first, all the Creatures with a Negative Morale Level inside the area of effect can perform a Willpower Check to recover 1 level of Morale, up to 0.

Creatures with a Morale level at 0 can also perform a Check to increase their Morale Level by 1 as long as they maintain a friendly behavior towards the Caster. Friendly Creatures and Allies also obtain an additional +10% to any Morale, Fear and Terror Check which can exceed the normal limit to Bonuses a Creature can receive, and this bonus is applied after all the other modifiers a creature can obtain.

Creatures within half of the Spell radius also obtain a +10% to any Constitution Check to resist Cold effect, which can also exceed the limit of bonuses a Creature can obtain, and this bonus is also applied after other bonuses the creature posses.

Creatures within 3 m (10 ft) will receive a +20% Bonus against Cold effects instead and a Resistance to Cold (5).

The Spell lasts for 2 hours, +1 Hour for every 20 MP Spent when the spell is cast.

The Spell radius can be increased by 6 m (20 ft) by spending 15 MP.

If this spell is Cast while using the Shared Mana Feat, the Spell Base cost is reduced by 5 for every allied which shares at lest some of his MP, up to a reduction of 25 MP.

The Caster obtains a +2 for every Friend affected by this spell (up to +10) when hostile creatures tries to Counter it.

Obscure and Nightmare Creatures must pass a Counter Willpower Check to enter the zone illuminated by the spell, while if already inside, they must flee from it if they fail. The Caster obtains a +2 to the Willpower Check for every Friend illuminated by the spell, up to +10.

All Creatures inside the spell must maintain a peaceful behavior or their hostility could cause a Spell Failure.

This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Lightning: 20 MP [Electrical]

This spell generates a powerful lightning from the Caster's hands which will hit anything on a Ranged Line of 12 m (40 ft), unless hits a Large obstacle or Creature. Spending 5 additional MP will add +6 m (+20 ft). The lightning deals 1d6+5 Electrical Damage, plus 1d6 additional Damage for every 10 MP spent while the spell is cast, up to 5d6.

It is possible to Dodge the lightning who uses the Attack Value (Magic) of the spell caster, but only by obtaining a result equal or higher than 5 points. If the opponent Dodges the spell with a result of 4 or less points higher, he will reduce the damage dices from 1d6+5 to 1d3+5 (also the additional dices are reduced from 1d6 to 1d3). This is an Unstable Spell with a 25% Chance to obtain a Spell Miss-cast which is increased by 10% for every additional Dice of Damage the Spell should deal. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 1.

Magical Health Bubble: 25 MP [Abjuration, Protection, Shield] Stable Maintenance

This spell generates a semi invisible bubble of arcane energy with a radius of 1,5 m (5 ft) around the caster. The bubble prevents any type of harmful gas, venomous effect and even any volatile disease to affect the caster and all the creatures nearby as long as they stands inside it. The bubble will also stop the same effects caused by spells. The bubble will follow the caster if he moves as long as he don't run or moves quickly. The spell allows to any creature to pass through with ease, but will temporally neutralize any poison as long as it remains inside the bubble. This spell requires 2 Actions and lasts for 15 minutes.

Seal Gate: 50 MP [Arcane, Force, Transmutation]

Requires: Seal Door

This Spell has the similar effect of the Seal Door Spell with the following modifiers:

- The Spell can be cast on any type of Large-Sized Gate or smaller and even doors of the same dimensions.
- The Spell Duration is increased to 2d6+5 Days.
- The Door or Gate material Hardiness is increased by 1 (up to 10) and it's RP to 15.

This Spell Requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Upgrade I:

The Initiative Slowdown is reduced to 2.

By Spending 30 additional MP it's possible to increase the Hardiness by 2 (up to 11).

Slowness: 25 MP [Cold, Debilitation, Movement]

Requires: Decelerate

This spell has the same effects and duration as the *Decelerate* spell, but it will also force the victim to perform all his attacks with an additional Initiative Slowdown of 4. The caster can also inflict a -2 penalty to the Creature's ThR, Dodge and Parry if successfully pass a Willpower Counter Check.

This spell requires 2 Actions and it can be used to counter the *Speed* spell. If cast on a creature under the effect of a *Speed* spell, it will simply counter it and both spell will simply end.

Speed: 25 MP [Enhancement, Fire, Movement]

Requires: Swiftness

This spell has the same effects and duration as the *Swiftness* spell, but it will also reduce any Initiative Slowdown by 4 except for spells which are simply halved. The spell also grants a +1 to the Creature's ThR and +2 to Dodge.

This spell requires 2 Actions and it can be used to counter the *Slowness* spell. If cast on a creature under the effect of a *Slowness* spell, it will simply counter it and both spell will simply end.

Dark Magic Spells

Competent Spells:

Bone Arrow: 9 MP [Blood Magic, Transmutation]

This spell will shape a small bone, not bigger than a dagger, into a sort of small dart of the same size and then throwing it to an opponent in his Ranged Line within 9 m (30 ft). This spell requires a ThR (Magic) against the target and will deal 1d3+3 Piercing Damage, with a Critical Chance of 26% and an AP value of (-1). If the caster scores a Critical Hit, the arrow will shatter, throwing sharpen bone fragments who will automatically hit any creature within 1,5 m (5 ft) from the impact, dealing 1 Piercing Direct Damage.

This spell is resolved with an Initiative Slowdown of 1 since it requires some time to the bone to be transmuted.

Upgrade I: Advanced Rank

The caster is now able to also transmute a group of bones into a sort of javelin, by spending the double of MP instead. The Javelin deals 1d6+4 Piercing Damages and has a 32% Critical Chance and an AP value of (-2).

Lure Dark Hound: 16 MP [Blood Magic, Conjuration, Obscure]

To being able to cast this Spell, the Caster must possess the bone of a medium-sized animal with ritualistic incisions or it could instead inflict to himself 1d3+1 Direct Damages with a Ceremonial Dagger.

The Bone can be crafted as long as the Character has at least 8 Ranks at Knowledge (Occultism).

The Dark Hound will remain for 1d3+3 Minutes and will understand simple commands such as "Attack", "Chase", "Stay" and "Retreat".

Dark Hounds under the effects of their Bloody Frenzy, have a 50% Chance to ignore any command given to them.

Uneasiness: 11 MP [Dark Magic, Deception, Mind, Obscure]

The caster is able to provoke a sensation of uneasiness to a living creature within 9 m (30 ft) in his Line of Sight. The victim is forced to perform a Willpower Counter Check against the caster or suffer a -5% Penalty to two of the following options: Skill Checks, Willpower Checks, Morale Checks, Fear and Terror Checks. The caster can decide which penalty inflict.

This spell requires 2 Actions.

Advanced Spells:

Darkness: 15 MP [Dark Magic, Obscure]

This spell generates a zone of Darkness with a range of 9 m (30 ft) in any point within 15 m (50 ft) of the caster's Line of Sight.

The first 6 m (20 ft) are considered as *Total Darkness*, while the remaining 3 m (10 ft) are considered as *Partial Darkness*.

Creatures with Dark Vision will consider the Total Darkness as Partial Darkness, as long as they are inside the area of the spell.

Those who are not able to see through the darkness are still able to determine the generic direction of their enemies by listening, but they are unable to be specific. Even if it's not possible to target a creature inside a *Darkness* spell, it's possible to use ranged attacks or attacks and spells who have an Area of Effect by guessing the target's position unless the ranged attack or spell requires a Line of Sight on the target. Creatures who do not use the sight to detect their opponents will simply ignore the effects of this spell.

This spell requires 2 Actions and is resolved with an initiative Slowdown of 2.

Demoralize: 15 MP [Dark Magic, Deception, Mind, Obscure]

Requires: Uneasiness

The caster is able to insinuate negative thoughts inside the mind of a Creature within 12 m (40 ft) of his Line of Sight.

The creature is forced to immediately perform a Negative Morale Check with an additional -5% Penalty, and if it fails, he will reduce his morale level by 1. Failing with a result equal or higher than 85, will reduce his Morale Level by 2 instead.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Deny Cutie Mark: 15 MP [Affliction, Dark Magic, Hex, Nightmare, Transmutation]

The caster chose a creature within 12 m (40 ft) in his Line of Sight. The victim must immediately perform a Counter Mana Check against the caster where a failure will negate any effect from his Cutie Mark. Every time the creature tries to perform any action related to his Cutie Mark, it will suffer 1d3+1 Non-Lethal Direct Damage, who became Lethal Damage if the caster obtains a result higher by 10 points.

This affliction only works on those who have a Cutie Mark and lasts for 1d3+2 Hours, unless the caster has obtained a result higher by 10 points, where in that case the hex will last for 1d3+2 Days. If the caster hates the victim, this spell will have his cost reduced by 2 and it will obtain the [Hatred] Descriptor.

Feast for Crows: 30 MP [Conjuration, Dark Magic, Nightmare, Obscure, Terror] Stable Maintenance

This terrible spell will conjure an entire flock of creatures made of pure darkness. The flock can be generated from any point within 30 m (100 ft) of the caster's Line of Sight and they will attack any creature in a radius of 7,5 m (25 ft) from the center of spell, dealing 1d3 Obscure Damage per Round, with an AP value of -5. Those who fail any Morale Check while inside the area of this spell, will suffer 1 additional Obscure Damage, while those who fail a Fear Check will suffer 2 additional Obscure Damage or 3 if they fail a Terror Check. This secondary effect is considered a Mind Effect. The flock will randomly move for 1d3x3 m (1d3x10 ft) each Round, and the direction is determined casually following the rules of a Deviation Roll. The flock will also pursue any fleeing creature or those creatures who are Panicking. The caster can try to direct the flock where he wants to, by performing a Hard Concentration Check and spending 2 Actions, but it's forced to remain concentrated for each consecutive round he wants to direct it. If he fails the check with a difference of 20 or more, the flock will briefly scatter and spread out randomly for 1d3+1 Round, suspending the spell effect temporarily. If the spell is cast in a closed place, it will deal 1 additional Obscure Damage per Round. Even if usually the creatures will look like crows or raven, if the caster has at least 10 Ranks at Knowledge (Occultism) or the Thematic Spell Feat, the creatures can have a different shape, like bats, rats or other small vermin who can cause disgust or scare others. The creatures generated by this spell will usually avoid to enter inside area illuminated by Advanced Spells (or better) with the [Light] descriptor or by spells who can illuminate an area with Lunar or Solar Light, since they will be temporarily dissipated by it. Casting those spells inside the flock will simply generate an area where the spell has no effect, but then the flock will simply move away from it. This spell requires 4 Actions and lasts for 1d3 Minutes. If the caster doesn't tries to direct the flock, he can act normally.

Upgrade I:

The spell will lasts for 1d3+2 minutes instead.

The caster can also spend 10 additional Magic Points to increase the dimensions to 9 m (30 ft).

If the spell is cast while inside an area with a high corruption caused by Dark Magic, inside an Everfree Forest or while inside a place saturated by negative thoughts, the caster doesn't need to pay the additional MP to increase the size of the spell.

Upgrade II: Expert Rank

The caster can deal 5 Direct Damage to himself while this spell is cast, to reduce the Actions needed by 2. If he does so, the spell obtains the [Blood Magic] descriptor.

The caster can also deal 5 Direct Damage to himself while this spell is cast, to force the creatures inside the area of the spell to perform a Fear Check. If he does so, the spell obtains the [Blood Magic] descriptor. A creature can be forced to perform a Fear Check only once.

Expert Spells:

Anguishing Darkness: 35 MP [Dark Magic, Deception, Mind, Nightmare, Obscure, Terror]

This spell have the same effect as the Darkness spell, but also all the creatures inside are forced to perform a Fear Check with a -10% Penalty. The Check must performed every 1d3+1 Rounds as long as the creatures remain inside the area of the spell, while the caster or creatures with the Obscure Category or Subtype are immune to this effect.

Any victim influenced by this spell who fails the Fear check at least once, will increase his Corruption Score by 1.

A creature can only increase his corruption once even if it exits and then returns inside the area of this spell.

Burning Betrayal: 35 MP [Curse, Dark Magic, Deception, Fire, Hatred, Mind]

This terrible spell has only effect on sentient creatures, such as equestrian races, griffins, Minotaurs and so on, since it's based on their sentiments towards those who are considered part of their family, lovers and friends.

While this spell is cast, the caster must choose a sentient creature within 12 m (40 ft) in his line of sight. Then he must perform a Counter Willpower Check against the victim, and if he succeeds, the spell forces the victim to attack immediately the closest ally nearby or the most vulnerable one if there are many (notice this is based on the character's perspective not the player's). Alternately if there is a member of his family or a beloved one, the victim must proceed to attack it immediately, disregarding any other ally. The stronger the emotional bond, the higher is the priority. The victim will use any feat, item and weapon to quickly engage the target and then it will try to hit the target while trying to deal as many damage as is able to do, and it will simply ignore any attempt to reasoning by other allies. The victim will also ignore any spell with the [Charm], [Deception] or [Mind] descriptor, unless those spell are used to directly Counter the effect of this spell.

This means that if the caster is not aware that the victim is cursed, the spell he will cast will not have effect.

The curse lasts for 1d3+3 Rounds or until the victim successfully manages to hit his target. When the spell ends, or when the victim successfully hurts his target, the curse will immediately inflict 1d3 Direct Fire Damage to the victim, who are increased to 3d3 if he manages to severely injury or even kill the target somehow. If the spell is cast on two different victims who will start to fight each other, they will fight for 1d3+4 Rounds and they will both suffer 2d3+3 Direct Fire Damage who will be doubled if one of them is severely injured or killed by the other one. The spell leaves a particular scar on the victim's face if he is able to injury his target, who will became permanent if he successfully kills it. A victim will obtain a +1 to his Willpower Counter Check for every 2 Group Feats he has, if it's forced to attack a member of his Group, but will suffer a -1 if they have argued or had a fight recently or if they loose their trust.

Creatures influenced by this spell will increase their Corruption Score by 1, who is increased at 3 if they successfully kill the target.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3. While this spell is cast, the caster can choose to inflict 5 Direct Damage to himself to obtain a +1 to his Willpower Counter Check, but if he does so, this spell will obtain the [Blood Magic] descriptor.

If the caster really hates the victim, there is no limit to the amount of Direct Damage he can inflict to himself to obtain the bonuses, and he can even kill himself while doing so.

End of All Hope: 40 MP [Affliction, Dark Magic, Mind, Nightmare, Terror]

The caster choose a creature within 12 m (40 ft) in his Line of Sight and he immediately performs a Counter Willpower Check against it.

If the caster wins, he will negate any Bonus to Morale, Fear and Terror Checks, the victim could have. The victim must also Perform a Negative Morale Check or lower his Morale Level by 2. It is possible to influence multiple creatures by spending 10 additional Magic Points for each creature, who are forced to perform separate Counter Check against the caster. If the influenced creatures has a Corruption Score of 3 or more, or the spell is cast while being inside a corrupted area, the additional MP are reduced to 5.

A creature influenced by this spell will increase his Corruption Score by 1.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Eradicate: 40 MP [Affliction, Curse, Dark Magic, Hatred, Nightmare, Transmutation]

The caster chose a creature with a Cutie Mark within 12 m (40 ft) in his Line of Sight and then he immediately performs a Counter Mana Check against it. If the caster succeeds the spell literally removes the victim's Cutie Mark from both his flanks, dealing 1d3+1 Necrotic Damage and temporarily reducing his Mana score by 1d3+2. The victim must also pass a Shock Test (Magic) or faint for 1d3+2 Minutes. This curse lasts until the Cutie Mark Is returned to the owner, but even so, he will permanently reduce his chance to obtain a Remarkable Success with the Skill related to his Cutie Mark by 5% unless he pass a Shock Test (Magic).

The Cutie Mark extracted can be conserved inside a particular jar made with arcane crystals or a similar enchanted container. If the Cutie Mark isn't conserved somewhere, it will simply vanish forever and it will not be possible to obtain it back. The eradication leaves a visible scar on the victim's flanks. This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 6.

Those who will have their Cutie Mark removed will increase their Corruption Score by 1.

Epic Spells

Arboreal Transition: 75 MP [Epic, Movement, Teleportation, Vegetation]

The spell generates an enchanted entrance between two different trees of the same forest or woods within 1 km.

Only a single medium-sized creature can pass through the passage, who took only 1 minute by walking despite the actual distance.

The tunnel is entirely made of wood and is illuminated by Dim Light, still the creature can remain inside for a while, since the spell remains active for 1 Hour. If the spell ends while the creature is inside, it will be pushed out from the same direction of the entrance.

Is still possible to try to allow more creature to walk inside, by spending more MP or to let them spend a certain amount, but it will not be so simple, since there is the risk that the spell will simply broke and all those who are inside will be trapped there forever.

A GM can still find his own solution.

Chain of Lightnings 35 MP [Electrical, Epic]

This spell generates a powerful lightning from the caster's hands which will hit anything on a Ranged Line of 15 m (50 ft), unless it struck a Large obstacle or Creature. The Lightning deals 2d6+3 Electrical Damage with an AP value of [-3] to the first creature hit, then it turns against the first creature within 3 m (10 ft), dealing 1d6+2 Electrical Damage and then it turns again to a third Dealing 1d3+1 Electrical Damage. The lightning will never turn again against a creature who were already struck by it. If there are no creatures within 3 m, the lightning will continue to a straight line until hits something or simply falls of on the ground. It is possible to Dodge the lightning who uses the Attack Value (Magic) of the spell caster, but even so the Lightning will continue on his line, even if it has turned towards a different target. For example if the lightning hits a creature then turns left against another, who is able to dodge it, the lightning will continue to move in a straight line behind the second target even if it's different from the original direction. It is possible to increase the damage dealt by +1d6 spending 10 additional MP every time, while the spell is cast. If the lightning deals more damage it will be able to perform more "jumps", reducing his base damage by 1d6+1 each time until reaches 1d3 damages. Since this is an Unstable Spell, there is a 25% chance that the caster will cause a Miss-Cast, with an additional +10% for every additional d6 the caster adds to the spell, plus it cause to add a +10 to the Miss-Cast Table Roll. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Earthquake: 95 MP [Earth, Epic, Force]

The first thing a caster should do while casting this spell is to focus in his mind a point in the ground within 30 m (100 ft). After the spell is cast, nothing happens for 2 rounds, then the ground will start to shake violently from the selected point with a propagation of 24 m (80 ft) for 1d6+4 Rounds. All creatures inside the area of effect must perform a Dexterity Check every 2 rounds or be Knocked Down. Buildings and Structures will lose 1d10+4 RP per round while fragile or already damaged structures will simply crumble down, dealing 2d6+4 Bludgeoning Damage to those who are inside, unless they are able to pass another Dexterity Check.

A GM can increase or reduce the damage dealt by the earthquake and also decide his effects on the surroundings. Flying or Fluctuating creatures are not influenced by this spell, while creatures who move by digging or crawling underground could suffer damage or even get simply crushed.

Flesh to Stone: 70 MP [Earth, Epic, Transmutation]

The Spellcaster generates a ray of arcane energies which would turn any living creature into a sort of stone.

When the ray hits a creature, the spell must be sustained for three entire rounds before the effect will be complete, or the creature will slowly return on it's normal state within 1d6+4 minutes. For each round the spell has effect a third of the creature's body, starting from his lower body, will harden and turn into stone to the point that the Creature will at first be unable to move and will suffer a -4 to Dodge, then it will completely be unable to move any part of his body except for his head while the last round will complete the process.

While still turning into stone the creature is still able to Cast Spells, only with a successful Hard Concentration Check.

The creature also suffers a -2 to Hit and Parry.

When the process is completed, the creature is considered Petrified, but can stay in such state for 1d6+4 years before dying, even if powerful Spellcaster or sources of magic could prolong such period even to a thousand years.

This Spell requires Two Actions and uses the Caster's Attack Value to hit his opponent in his Line of Sight.

The Caster can only walk up to half his movement value or tell brief sentences as long as it maintains the spell active.

Large or bigger creatures will require 1 Additional round per Creature Size, to completely turn into stone

Example:

A Huge Creature will require 2 additional Rounds while a Colossal will require 4 more.

Solar Beam: 80 MP [Epic, Fire, Light, Radiant, Sun]

The caster will generate an intense light around him, while the spell is cast, then he will emit a powerful beam of Radiant energy directly from his horn, who will hit anything in a Ranged Line of 18 m (60 ft). The light emitted by the caster is considered as Solar Light with a range of 6 m (20 ft) who lasts for 1d3 rounds. The beam deals 3d6+7 Damage with an AP value of -4, where the first half is considered Fire Damage and the rest is Radiant Damage. It is possible to Dodge the beam which uses the Attack Value (Magic) of the spell caster, but only by obtaining a result equal or higher than 5 points. If the opponent Dodges the spell with a result of 4 or less points higher, he will reduce the damage to 2d6+3 and the AP will be reduced to -1.

This spell will painfully overheat the caster's horn, and he will not be able to cast additional spells for 1d6+2 Rounds.

Since this is an Unstable Spell, there is a 40% chance that the caster will cause a Miss-Cast, with an additional +10 to the Miss-Cast Table Roll. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

CHAPTER 5: DIFFERENT TIMELINES AND UNIVERSES

It was typical from the fans to create different realities based on the show or even similar universes with certain differences, usually in Fan-made comics or Fictions. This section will include examples of alternate universes or different timelines who have also being seen in the Show and in the Official Comics, such as the alternate timeline where Nightmare Moon reigns supreme over Equestria or where Celestia and Luna are two evil Tyrants. Game Masters can even create their own customized Timeline of events, if they prefer to do so, but its usually better to communicate that to your players before starting the adventures and campaign.

The Crystal Mirror:

Even if in the Spin-off Movies there is a peculiar mirror which grants access to a certain dimension, in the official Comics a similar mirror is shown more than once, and is used to interdimensional travelling by Celestia and Starswirl the Bearded, even if due to Season 7, it was shown that Starswirl and the other Pillars where instead trapped in the Limbo with the Sirens.

A GM can use the Crystal Mirror to create his own adventures through different realities or just as an ancient and forgotten lore that only few ponies know about.

Alternative Timelines:

War of the Tyrant:

King Sombra has returned after 1000 Years and nobody was able to stop him. Now he has declared war to all Equestria.

In Her Name:

When Nightmare Moon escaped from her prison, no one was prepared to stop her and now she rules over a realm under a perpetual night.

Rise of the Hive:

Queen Chrysalis emerged during the joyful wedding celebration at Canterlot, and managed to capture every citizen, peasant and ruler. Now, only small groups of survivors strive for find a new place to live, away from the Hive Queen and her cruel brood.

Equestrian Weirdmageddon:

Reality has shifted forever and only Him will reign supreme! Everyone is invited to the perpetual fun of this new land, where nothing is no longer boring, monochrome or even Thursday! Come one, come all, and see what would happen if you dare to challenge the God of Chaos. Elements of Harmony not allowed.

The Red Giant:

When the sun is dying and the day runs short, our beloved ruler will ascend to a new form which rings the bells of our doom, because Day Breaker brings the End of Times, and everyone will BURN with her.

Special Scenarios:

Wedding Crashers:

It would be a perfect day, that someone could have dreamed since she was small, except for the fact that Canterlot is now under siege by some sort of mysterious creatures which are coming out from the walls! While our favourite Purplesmart and her friends are running to save the day for the third time (so far), a small group of improbable heroes are standing alone against the endless swarm. How long can will they last? How many people they can save? And most importantly: is everyone really who it declares to be? Watch your backs, Heroes, the Changelings are coming, and they are hungry.

Storm Siege:

Why can't we have a simple celebration without some sort of crazy maniac who came out from nowhere and starts to mess things up? The Sun Celebration would be a wonderful event but now it seems that some evil conqueror has overrun Canterlot and enslaved everyone. But fear not, because a group of Heroes (or fools) have managed to force the Storm King to send most of his army against them, leaving inside the City only a bunch of generic guards and goons, because no one would even remotely dare to do something now that all the Princesses have turned into stone.

And while the battle starts, a huge storm emerges upon the castle like a dire omen for the future.

Hold Fast, brave Heroes, because things have just became more interesting!