

CHARACTER CREATION GUIDE

0: Core Edition or Pony Edition

Depending on which kind of edition you play there are some minor changes, or different modifiers.

If you create a character for the Pony Edition, for example, all the races have more Character Points to spent and some differences in their modifiers.

1: Choose the Race (Reduced Ruleset: p. 17 - 19 / Pony Edition: p. 5 - 7)

Choose the race of you character. This is important since every race allows to have different modifiers and could start with more or less character points. If you are using the Pony Edition, use the relative modifiers.

In the Reduced Ruleset the Race List is from page 17 to 19.

In the Pony Edition the Race List is from page 5 to 7.

In this case we will create an Earth Pony Adventurer using the Core Rules (Anthro)

2: Roll the Characteristics or Use a Point Amount

Usually for the characteristics a player rolls 2d6+5 for seven times, then proceeds to assign the values as he likes.

If using points, the player has a certain amount of points to assign to every characteristic, with a minimum of 9 to a maximum of 17.

Usually the amount is 84 or 85 Points.

In this case we will simply roll for the characteristics.

Example:

The player rolls 2d6+5 for seven times, obtaining the following results: 10 12 14 9 11 13 14

The he assign the values as follow: 13 14 14 12 11 10 9

After the values are assigned, apply the Race Modifiers. In this case the player will increase the character Strength to 14 and reduce his Mana to 8. He then proceeds to sign the Characteristic Modifier. To easy determine the modifier is a +1 for ever 2 points after 11.

	Value	Modifier
Strength	14	+2
Dexterity	14	+2
Constitution	14	+2
Cunning	11	+0
Willpower	12	+1
Wisdom	10	+0
Mana	8	

Notice that a 10 is just a generic value and 12 grants a little bonus. 14 is a balanced value and is usually good enough while a 16 is considered quite high and grants a noticeable bonus. 18 is a rare score, except Mana for Spellcaster where they usually have a 16 to 18.

3: Choose a Career Type

While the career name isn't important per Se, the Career Type is what allows to player to know which Feats are available or those who will cost more or less.

Example:

The player wants to create an Adventurer based on defence, so he will choose Combat (Resistance).

Notice that he will write Adventurer in the Career Name, but he must also communicate to the GM his Career Type.

In the Reduced Ruleset, and example of Careers is from page 35 to 36, while at page 37 explains how to create your own career with a GM. It is suggested to try a Career from the examples, at first, or even just change the name.

Every character starts with a Competent Career Rank, that grant some additional bonuses.

In the Reduced Ruleset, Career Bonuses are listed at page 32.

4: Character Points and Traits:

Every race starts with a certain amount of Character Points, who are used to buy Feats.
Feats allows to do many things, like casting spell, use a weapon correctly, to have more HP and so on.
In the Reduced Ruleset, the starting points are listed at page 16.
In the Pony Edition, the starting points are listed at page 3.

Example:
Using the Core Rules, the Earth Pony starts with 30 Character Points.

Traits grants some details to the character, but they are not really necessary. Positive Traits will reduce your starting Character Points while Negative Traits will increase them. A character can only obtain +10 additional Character Points, so acquiring a trait that grant more or more traits, must be balanced by positive traits. It's suggested to just pick one Positive and one negative or only one of them, as long as the character only obtains +10 additional Character Points.

In the Reduced Ruleset, Traits are listed from page 37 to 39.

5: Feats

Feats must be bought in order to allow the Character to be able to use certain items, cast spells and so on.

In the Reduced Ruleset, Feats are listed from page 41 to 57.

Notice that many Feats have a specific Requirement, from a certain amount of Skill Ranks to a certain value on one or more characteristics. A Character is able to acquire a Feat if the meets the requirements.
If a Feat requires a certain amount of Skill Ranks, to be acquired, those Skill Ranks must be assigned first when the Character have to.

Example:
A Feat requires 5 Ranks at Knowledge (Arcane). When the player generates the amount of Skill Ranks he obtains during the Character Creation, and then assign them, he is forced to put 5 Ranks at Knowledge (Arcane) first, then he will be able to assign the others where he prefers.

Since during character creation you can assign up to 5 Skill Ranks to a Skill, it's easy to understand which Feats can be acquired, and which not.

Since the character starts with 55 Character Points, he will spend them as follows:

Feats and Special Abilities	Upgrade	Page	Cost
Armor Proficiency (Light)		43	5
Weapon Proficiency (Long Sword)		57	5
Education (Rudimentary)		47	5
Improved Dodge		49	5
Improved Parry		49	5
Rapid Reaction		52	5
Shield Proficiency		53	5
Tough		56	5
Weapon Focus (Long Sword)		57	5

Since the Character has 10 Character points left, he decides to Upgrade his Weapon Focus (Long Sword) Feat.

Feats and Special Abilities	Upgrade	Page	Cost
Weapon Focus (Long Sword)	II	57	15

As you can see in this example, since the Feat Weapon Focus has been upgraded to II, his cost has been increased from 5 to 15.

6: Skills

Each character is able to perform certain actions through Skills, such as Jumping, Searching for Hidden Treasures or trying to understand if someone who is talking with, is not he said to be.

During Character Creation, a Character obtains a certain amount of Skill Ranks based upon his Cunning Value multiplied by a certain number based on his Career Type, plus Career Bonuses and Education.

First, you need to multiply your character's Cunning by 3 or 4 depending on which career you have selected.

x3	x4
Athletic	Academic
Combat - Agility	Arcane
Combat - Enchantment	Civilian
Combat - Might	Savage
Combat - Resistance	Stealth

Example:
The Earth pony has a Cunning value of 11 and his Career Type is Combat (Resistance), so he obtains 33 Skill Ranks

Then you add eventual Additional Skill Ranks from his Education and Career

Example:
The Earth Pony has a Rudimentary Education, so he receives 3 additional Skill Ranks.
He also receives 3 additional Skill Ranks by his Combat Career, for a total of 39 starting Skill Ranks.

After all the calculations are done, you must first assign the Skill Ranks obtained by an eventual Cutie Mark, and from Education. Notice that those obtained by the Cutie Mark and or by Education, are additional and are not counted toward the number of starting Skill Ranks.

Example:
The Earth Pony's Cutie Mark is based on Crafting Wooden Items, so we assign 5 Skill Ranks to Craft (Wooden Items), and then 5 Ranks to Knowledge (Common), obtained by his Rudimentary Education.

When you finish to add the Skill Ranks from Education and the Cutie Mark, you can distribute the other Skill Ranks as you prefer, but remember that you can assign up to 5 Skill Ranks per Skill during the Character Creation. Notice that if you have acquired some Feats for your character who require some Skill Ranks in a certain Skill, you are forced to assign them first.

Example:
Let's Say the Earth Pony has acquired a Feat that requires 5 Ranks at Spot, the first Skill Ranks who must be assigned would be those.

It's also important to add the Skill Modifiers, Racial Modifiers and eventual penalties obtained from items, such as wearing an Armor (in this case we pretend he will wear a Leather Armor, ho adds a -5% Penalty to certain Skills.

The Skill Check is considered a 50% Chance plus the Skill Modifier.

A Hard Skill Check is considered to have a base of 20% instead.

In the following example, the player decides to assign his skill ranks as follows:

Skills	Ranks	Modifier	Feats	Bonus	Penalty	Modifier	Check
Bargain	2	+0				+2%	52%
Climb	4	+2			-5%	+1%	51%
Craft (Wooden Items) *	5	+0		+5%		+10%	60%
First Aid	1	+0				+1%	51%
Handle Devices	0	+0			-5%	-5%	45%
Hide	2	+2			-5%	-1%	49%
Jump	3	+2			-5%	+0%	50%
Knowledge (Common)	5	+0				+5%	55%
Listen	5	+0				+5%	55%
Persuade	3	+0				+3%	53%
Search	5	+0				+5%	55%
Sense Motive	1	+0				+1%	51%
Sleight of Hand	0	+2				+2%	52%
Sneak	2	+2			-5%	-1%	49%
Spot	5	+0				+5%	55%
Survival (Hills)	5	+0				+5%	55%
Swim	1	+2			-5%	-2%	48%

* Skill Related to the Cutie Mark. Is important to remember which skill is related to a Cutie Mark since it allows to obtain a Remarkable Success with a result of 30% instead of 15%.

As you can also notice, the Racial Modifiers and the Skill penalties for wearing a Leather Armor have also been added.

7: Final Details

Now you need to calculate and write your character's HP, MP, Movement Speed, etcetera.

HP = Constitution value + Career and Feats bonuses

MP = Mana value + Willpower Modifier, Career and Feats bonuses

Base **Movement** speed is 9 m (30 ft), except for Minotaurs who is 7.5 m (25 ft)

Initiative = Dexterity Value + Modifiers

Base ThR = 1 + DEX modifier + Career Bonuses

Dodge = 1 + DEX modifier + Career Bonuses + Feat Modifiers

Parry = 1 + DEX modifier + Career Bonuses + Feat Modifiers

Toxicity Limit (page 22, Reduced Ruleset) = Constitution value + Racial modifiers and Feats Modifiers

Hand to Hand (page 22, Reduced Ruleset) $\frac{1}{2}$ Strength plus Modifiers and $\frac{1}{2}$ Dexterity plus Modifiers

Encumbrance (page 24, Reduced Ruleset) plus eventual Racial modifiers (since in the example the Character is an Earth Pony)

Shock Test (page 23, Reduced Ruleset) = Strength + Constitution + Willpower + Racial modifiers and Feats Modifiers

Notice that the difference between the Base ThR and a ThR of a Weapon is that the first one is the overall ability of a character to hit in combat, while usually the character could be more able to hit something with his Long Sword rather than punching someone's face.

Hit Points	17	
Magic Points	9	
Movement	9 m (30 ft)	
Initiative	+15	
Base ThR	+4	
Dodge	+4	
Base Parry	+4	
Toxicity Limit	16	

Character Points Spent	0
Available Character Points	0
Career Points	40
Max. Light Encumbrance	33 kg (66 lb)
Max. Medium Encumbrance	66,5 kg (133 lb)
Max. Heavy Encumbrance	100 kg (200 lb)
Hand to Hand (Str/Dex)	+8/+7
Shock Test	50%

Usually a character also receives some starting equipment and Coins, depending on his Career.

A Character should always receive an adequate simple equipment based on his career and feats, but usually is up to the GM to decide.

Take a look to the Career Examples to have a better idea.