

## My Little Pony: Friendship is Magic: The Roleplaying Game

### Character Creation:

Decide on a character concept. Choose a name for your character. Decide if they are a stallion or a mare. Choose your character's race. Races available are earth pony, unicorn and pegasus. Then, choose a special talent. When using your special talent, you gain certain bonuses (as indicated below), yet ignoring an opportunity to use your special talent requires a successful "resistance check" and causes a gain of insanity points. As such, a broader special talent is useful more often, but results in insanity points being gained more often. Choose a cutie mark which should be a symbol of your special talent. Then, you will be assigned a number of character points with which to build your character. You will gain additional character points, to make your character more powerful, from Hasbro (the GM) for achievements and for making the game more interesting and fun.

Every character has points in abilities and skills. The default starting character has one point in each of these, but a number of character points equal to the current rating of the ability/skill or virtue can be spent to increase it by one. The exception is that each race treats one of the abilities as if it has a rating of one less when paying to increase it, making it slightly cheaper for them. For earth ponies, this is "strength", for pegasi "dexterity" and for unicorns "intelligence".

You also need to choose a dominant and repressed virtue. This can be changed, but is a major undertaking involving character development and the spending of a large number of character points. A rough guide is a number equal to their highest score or most expensive magic.

The six virtues are:

Honesty:

Laughter:

Kindness:

Generosity:

Loyalty:

Magic:

A dominant virtue makes tasks related to their virtue easier and tasks opposed to them more difficult. A repressed virtue does the opposite. Remember that friendship is magic and so tasks related to relationships are treated as related to magic.

Next are the abilities. These are:

Strength:

Dexterity:

Intelligence:

Wisdom:

Charisma:

Presentation:

Presentation can be treated as up to one lower or higher depending on how well the character has maintained or enhanced their appearance (Yes, I'm encouraging you to dress up, wear makeup or similar).

Next are the skills. They are:

Appraise: Used to judge the worth of an object.

Athletics: Used to perform special manoeuvres with your body.

Bluff: Used to hide the truth such as in lies, forgeries and disguises.

Combat: Used to aim attacks.

Craft: Used to make things.

Investigate: Used to discover new evidence and information.

Judge: Used to uncover an individual's true motivation and resist influences.

Lore: Used to determine what you remember from past education. Fails for this skill cannot be retried until the skill has been increased.

Medicine: Used to heal damage to HES. Doing so takes an hour of game time for each attempt and heals 1 point in each, but magic can be used to speed up the process.

Organisation: Used to manage.

Perception: Used to notice things and prepare for surprises.

Perform: Used for activities that are used to entertain.

Socialise: Used to manage relationships and to manipulate others.

Stealth: Used to avoid detection.

Steer: Used to control vehicles and steeds.

Survival: Used to cope with life outside of civilisation.

Tame: Used to befriend and control animals.

For every skill in which you have at least two points, choose a specialty. When using the skill in an area involving your specialty, your skill is treated as one higher. Hasbro should veto any specialty that is so broad, that it will come up in over half the time the average character uses the skill (but it can come up over half the time for that specific character).

Next you need to assign your HES. (Health, Energy and Stability) Unicorns start with 5(5), 5(5), 5(5), 5(5), 5(5) in each. Pegasi start with 4(4), 4(4), 4(4), 4(4) in energy and 5(5), 5(5), 5(5), 5(5), 5(5) in health and stability. Earth ponies start with 6(6), 6(6), 6(6), 6(6), 6(6) in health and 5(5), 5(5), 5(5), 5(5), 5(5) in energy and stability. These can be increased to larger squares with character points. To add a point to each row and column costs twice the number of character points equal to the current number of rows /columns eg. increasing from 5(5), 5(5), 5(5), 5(5), 5(5) to (6), 6(6), 6(6), 6(6), 6(6), 6(6) costs 10 character points. When increasing their health, earth ponies treat their current health as having one fewer row and column, making it cheaper for them.

Next, you should write down your walk speed. This is calculated as if it were a skill , virtue or ability with 19 being added to the result. Then, if you are a unicorn, reduce your walk speed by five. Unicorns are slightly slower than the other pony tribes. Besides walking, a pony can trot, canter and gallop. Each of these speeds is twice that of the last, but increases fatigue faster as well. Magic can increase these speeds more and ponies who can fly can move through the air at twice the speed that they can on the ground horizontally, half that up and double that down. Your speed is twice the number of pony-lengths you can travel per second.

Finally, your character can spend character points on magic. Unicorn magic is referred to as “spells”, pegasus magic as “techniques” and earth pony magic as “enhancements”. Some magic can be learned as more than one category, but not necessarily with equal ease. Pegasi gain the technique Cloudwalking for free and Flight for free if they meet the prerequisites and adult unicorns gain telekinesis for free (foals spend 1 character point for it, but gain it back when they earn their cutie mark), but all other magic needs character points to be spent. Some are more expensive than others

and many have prerequisites which can be knowing other magic, having abilities, skills and virtues (most often magic) above a certain number and/or something else. Using magic usually causes you to gain fatigue points. Hitting a unicorn in the horn while they are casting a spell causes the spell to end.

Remember to flesh out your character. What do they look like? What are their relationships like? What are their hopes and fears? What was their past like? What do they think of other characters? Go wild!

#### Basic Mechanic:

This game is a D10 game. The basic mechanic used is the rolling of a number of D10 dice to determine whether or not a task is successfully accomplished. A number of D10s are rolled and the displayed results indicate the number of “achievement points” the character gained for this task. For every “1” rolled, the character gains “-1” achievement points, for every “2-6” inclusive, they gain “0” achievement points, for every “7-8” inclusive rolled, the character gains “1” achievement point, for every “9” rolled, they gain “2” achievement points, and for every “10” rolled, they gain “2” achievement points and roll again. “1”s count as “0” rather than “-1” on rerolls. All the achievement points are then added up and compared to the target value. The target value is either a set value determined by the GM or “Hasbro” according to difficulty, or it is equal to the number of achievement points earned by another character in an opposed check. Earning more achievement points than the target number indicates success with double the number required indicating a “spectacular success” which results in additional benefits. Less than the target indicates failure with less than half the target number indicating an “epic failure” which results in negative consequences (note that standard failures can also have negative consequences, though epic failures are always worse). Epic failures always result in earning points of insanity, but can have other consequences as well. Be creative when describing a spectacular success or epic failure. Impressing Hasbro this way is likely to earn you additional “character points”. Hasbro may roll for you in cases where your success or failure wouldn’t be obvious to you.

Result on Die	Number of Achievement Points
1	-1 (0 on rerolls)
2	0
3	0

4	0
5	0
6	0
7	1
8	1
9	2
10	2 and reroll

How many dice should you roll? This depends. The standard formula is a number of dice equal to your relevant “ability” plus your relevant “skill”. However, in practice, the formula is practically always more complicated. For a start, if the task is related to your “special talent”, you gain an extra die, a free achievement point and a spectacular success only requires 50% more achievement points rather than double (such spectacular successes are usually even more spectacular than normal). Secondly, you also gain a bonus and/or penalty of one die if the task is related to your dominant or repressed “virtues”. Thirdly, if relevant, you can apply your “relationship bonus”. Fourthly, you gain your wound, fatigue and insanity penalties. Finally, you add or subtract any miscellaneous bonuses and penalties. If the result is less than one, roll one die and subtract a number of achievement points from the result. The number of achievement points which must be subtracted is equal to the number of dice less than one that should have been rolled. This gives the formula:

Number of dice rolled = relevant ability + relevant skill + special talent bonus + relevant supporting virtue – relevant opposed virtue + relevant relationship bonus – wound penalty – fatigue penalty – insanity penalty +- miscellaneous.

Ties:

If you make a roll which gives a number of achievement points equal rather than more or less than the number you need, if the challenge is unopposed, you succeed. If it is opposed, you begin comparing stats, with the higher stat winning. The stats are compared in this order.

1. Relevant skill.
2. Relevant ability.

### 3. Relevant relationship bonus.

If after all this, there is still a tie, flip a coin.

Ponies are tough, but they aren't invulnerable and they are at risk from more than death. Even injury can cause problems. They are also vulnerable to exhaustion and surprisingly often, insanity. Through all this, they have to maintain relationships. Every character has "Health", "Energy" and "Stability" or "HES". Each component of HES is tracked separately. Each component of HES is represented by a column of numbers.

For example:

5 (5)

5(5)

5(5)

5(5)

5(5)

This can also be represented by: 5(5), 5(5), 5(5), 5(5), 5(5). The number outside the bracket gives the maximum for the row and the number inside the brackets indicates the current for the row. "Wound points" is damage to health, "fatigue points" is damage to energy and "insanity points" is damage to stability. As the character takes damage to their HES, they lose points from the current value of their top row. Once those have run out, they move down the column. When making a roll to check for success, the character takes a penalty equal to the number of rows above their current position in the column. Say that the example earlier was the health track of a pony. The pony currently has full health and is feeling perfectly healthy. Then she gets hurt and takes 3 wound points. Her track is now: 5(2), 5(5), 5(5), 5(5), 5(5). She still has health in her top row and therefore shakes off the pain, continuing to go about her business perfectly adequately. Then she gets hurt again and takes another 3 wound points. Her track is now: 5(0), 5(4), 5(5), 5(5), 5(5). Now, every time she tries to do something, her player rolls one die less than normal as she is distracted by pain and loss of body function. If the track was stability, she'd also begin to suffer from cutie mark failure and her player would have to make her act slightly irrationally and contrary to her normal personality which would worsen as she moved down the column. This lasts until the character reaches the last row of the column. Then things become very bad for the character. If the track was health, the character loses consciousness and becomes helpless. If it was energy, the character becomes exhausted and cannot move faster than a walk, cannot fly, use magic, attack or talk in anything but simple sentences. If it was stability, the character has a full cutie mark breakdown and falls under the control of Hasbro who will make them act completely irrationally and dangerously. After the character has run out of a track completely, if it was health, the character is dead, make a new one. If it was energy, the character is asleep and is temporarily useless. If it was stability, hand your

character sheet to Hasbro, they are now an antagonistic NPC under Hasbro's control. Make a new character.

#### Movement Induced Fatigue:

A walk produces 1 fatigue point per hour, a trot produces 1 per 20 minutes, a canter produces 1 per 5 minutes and a gallop produces 1 per minute.

A night of sleep restores all energy, the maximum number of health in the currently damaged row and double that of stability.

No pony is an island. You will function better if you put effort into maintaining relationships. A starting character can be assumed to be starting with a number of relationships equal to their charisma with three "affection points" in each. The maximum number of affection points that you can raise a relationship to is your charisma + 3. These relationships can be to individuals, groups, objects or concepts. In any event, they are towards that which you feel affection towards. When acting in the interest of one of your relationships, you gain a relationship bonus equal to your current affection points in a relevant relationship (just one relationship). Cultivating a relationship slowly increases affection while neglecting it or acting opposed to it adds "strain" which reduces affection. When a relationship reaches "0" affection, it is broken and you receive insanity points. Special effort can be made to craft a new relationship or repair an old one, yet such a relationship is still rife with mistrust and only has "1" affection until effort is made to cultivate it. Relationships can be split or grouped as convenient.

Physical attacks are determined by dexterity + combat + size modifier - range modifier (you also subtract one if kindness is your dominant virtue and add one if kindness is your repressed virtue) and is opposed by your enemy's dexterity + athletics. A spectacular success usually results in an additional point of wounds done to your enemy and an epic fail usually results in taking a point of fatigue yourself. The size modifier is determined as follows, if your enemy is much larger than you, you gain one die for every time you would have to double your size to be approximately the same size. The opposite applies for much smaller enemies. The range modifier is that you lose a die on ranged attacks for every time you would have to double your standard walk speed to reach it. Once it has been determined that you have hit your enemy, apply wounds equal to your strength plus the weapon damage (though barding and magic can reduce this). The weapon damage of an unarmed attack is 2 wounds. Order in combat is determined by rolling dexterity + perception. Highest number of achievement points goes first etc.

Socialising is used to convince another to do something, alter an “attitude” or to forge, maintain or strengthen a relationship. In order to do this, the character must communicate with their target. Remember that not all communication is verbal. The target must be able to understand the communication. This activity should be roleplayed with the dice only determining how well it works rather than simply stating “I’m going to influence him”. Socialisation can be a mixture of flattery, flirtation, threats, small talk or any other similar activity. Note that intimidation cannot be used to forge, maintain or strengthen a relationship and using it to alter an attitude to “helpful” or “devoted” will result in false affection which will be undermined at the earliest convenience. To discover how successful the socialising was, the socialiser should roll socialise, but the ability added to it depends. If the target doesn’t know the socialiser, use presentation. If they are acquainted, use charisma, unless the socialiser is flirting, in which case they may but don’t have to use presentation instead. If they have a pre-existing relationship, use charisma unless the socialiser is trying to change the nature of the relationship (for example, from friends to lovers) in which case they may use presentation instead. The target makes a resistance roll to try resist the influence. If they fail to resist, they can still choose to take a point of insanity or fatigue rather than cooperate, though if they do, the socialiser can try again at no penalty. If they do cooperate or if the socialiser fails, further attempts to influence them are treated as requiring an additional 5 achievement points. This stacks with itself and lasts until the target has communicated with another individual on an unrelated matter. An epic fail for socialising always results in the opposite outcome.

Resistance is an attempt to avoid influence. A resistance roll is equal to judge + wisdom (+ any other relevant modifiers). A character has to make a resistance roll every time another character tries to influence them and every time they have an opportunity to use their special talent. This roll can be deliberately failed without rolling though and if it is deliberately failed, the influence is accepted, but no other negative consequences occur. If a character avoids an opportunity to use their special talent, they gain an insanity point even if they succeed the resistance roll. If they fail, they are forced to use their talent and still gain the insanity point (two for an epic failure).

Attitude is how a character thinks of and treats another. They are:

Devoted: The character adores you and will always serve in your best interests.

Helpful: The character will try help you.

Friendly: The character will act pleasantly without going out of their way. This is the minimum level required to forge a relationship or increase one with a sapient individual.

Neutral: The character has no opinion on you and does not give you much thought.

Annoyed: The character dislikes you and will avoid helping you.



Angry: The character dislikes you enough to actively hinder you.

Hostile: The character will actively try to harm you.

Alternate Rules:

Foals:

Sometimes you may want to play as a foal rather than as adult ponies. You may also need interaction with or between foals. Newborn foals aren't the most convenient to use as PCs, but older ones might be interesting characters. You might want to earn your cutie mark. Foal characters are half the size of adult ponies and have a track less in health compared to adult ponies. You can also choose to start without a cutie mark for an extra ten character points. Any time you make a spectacular success, you may choose to immediately (even mid-combat) to spend ten character marks to earn your cutie mark and talent. In addition to the obvious pros and cons of not having a cutie mark, a cutie markless creature does not suffer from cutie mark failure. All insanity penalties are halved (rounded up).

Other, less common, tribes of ponies:

Crystal ponies:

Crystal ponies are a small offshoot of earth ponies. Their cheaper ability is presentation, however, whenever they are in a bad mood, their presentation score is treated as two lower. Their crystal bodies also reduce any injury taken by one wound. They have the health of a unicorn or pegasus though. Being closely related to earth ponies means that they can learn Enhancements, but at twice the character points. Using them also requires twice the effort. However, they have their own techniques called Glamours. Glamours are typically based on crystal, light and emotions.

Pyrrippi (AKA Thestrals, Batponies, Fades, etc.):

The pyrrippi were created from the pegasi. They are omnivorous, subterranean and nocturnal. They have a base speed of five slower than pegasi, like unicorns., but their cheaper ability remains dexterity. They gain an extra die in perception when using hearing or scent, but lose a die when using dayvision. that said, unlike diurnal creatures, they don't lose a die when using nightvision. Pyrrippi fangs mean that they

can bite for 3 weapon damage. Pyrrippi's relationship to pegasi means that they can use techniques , but at twice the character points. Using them also requires twice the effort. Their own, more unique magic is know as Nightweaves. Nightweaves typically deal with shadow and sound manipulation.

Alicorns:

First of all, you are not an alicorn unless Hasbro SAYS that you are. It is almost NEVER a good idea for a PC to be an alicorn. This should only be done in extreme, unusual circumstances. Alicorns are rare and powerful and should only be used if Hasbro specifically ASKS for that kind of power. Alicorns have the advantageous of all three major tribes of pony. They can learn Spells, Enhancements and Techniques (with some theorising that they have the ability to learn other magic as well). They can also grow up to twice the size of an ordinary pony. Every alicorn is a symbol of a cosmic force and should feel that way.

Non-Pony Races (Coming ... okay. I'm not promising SOON, but I'll see what I can do):

Zebras:

Horses:

Changelings:

Donkeys:

Mules and Hinnies:

Gryphons:

Minotaurs:

Goats:

Sheep:

Cattle:

Diamond dogs:

Trolls:

Gremlins:

Luvcats:

Buffalo:

Breezies:

Chimeras:

Dragons:

Cervids:

Assets: (coming soon)

Magic:

A pony pays half the number of character points for magic related to their special talent (you can spend half points this way). A magic ability will be presented in this manner:

Name of Ability

Prerequisites and Cost (Here, it will list whether it can be learned as a spell, technique or enhancement, represented by S, T and E. After each, in brackets, it will list the prerequisites to learn this magic and the number of character points that will be required to do so)

Effort (Here it will list the number of fatigue points you will earn for using the ability. For some, it will also list a number of points that you will earn for maintaining the ability.

Activating a magic ability which only costs effort to maintain still costs a minimum of one time period worth of effort.)

## Description

Augmentations (Here it will list more powerful variations of the ability. These have their own prerequisites, costs and efforts. They always have a higher effort than the basic form of the ability.)

Examples of abilities, starting with the most common one for each tribe:

Spells (used by unicorns):

## Image

S (Presentation 2, Craft 2, Perform 2, 1 character point)

1 per minute maintained

You can create the image of a basic grid in the sky and have small, simple figures of coloured lines move across it.

Photorealism: For an extra point in each of Presentation, Perform and Craft, and extra character point and an extra point of effort per minute, you can make the image highly realistic, though two-dimensional.

Three-Dimensional Crafting: For an extra two points in each, you can make the images three dimensional.

## Pyrotechnics

S (Presentation 2, Craft 2, Perform 2, 2 character points)

1 per firework per minute maintained

You can create dancing, brightly coloured fireworks that dance at your command. An attack with this spell does one wound.

Conflagration: For Combat 2 and an extra 2 character points and points of effort, the fireworks can be used as rockets and bonfires. They do another wound and can incinerate objects. This is increased by another wound for each point of combat and effort.

## Mimic

S (Presentation 3, Bluff 3, Perform 3, 3 character points), N (Presentation 2, Bluff 2, Perform 2, 2 character points)

2 per minute

You can create sounds which can be made to mimic other sounds.

## Fireball

S (Combat 3, 3 character points)

2 effort

You can fling a ball of fire that sets things alight and causes two wounds

Intense Fireball: For each extra point of Combat, character point and point of effort, you can cause an extra wound.

Explosive Fireball: For Combat 5 and an additional three character points and points of effort, you can make the fireball explode, damaging all in a radius of your walk speed with one less wound than a direct hit.

High-Yield Explosion: For each additional point of combat and two character points and points of effort, you can double the radius of an explosive fireball.

Techniques (used by pegasi with pyrrippi paying double):

Enhancements (used by earth ponies with crystal ponies paying double):

Nightweaves (used by pyrrippi):

Echolocation

N (2 character points)

2 per minute maintained

The pony can rapidly click to hear the shape and location of surrounding objects.

Screech

N (1 character point)

2

The pony can give off a screech to cause distraction as others are forced to protect their ears.

Tendrils of Darkness

N (Dexterity 3, 3 character points)

3 per minute maintained

You can cause black tendrils of solidified darkness to grow from shadows. You can control these tendrils. Their strength is a quarter of your own and their dexterity is one less than your own.

Thick Tendrils: For 3 strength and another 2 character points and 2 effort per doubling, you can double the strength of the tendrils.

Fine Control: For dexterity 4 and an extra character point and point of effort, the tendrils' dexterity is increased to your own.

## Sound Cannon

N (Strength 3, 3 character points)

2

You can scream loudly enough to harm others. Those up to your walk speed in front of you take 2 wounds.

Extra Loud: For an extra point of strength, a point of effort and an extra character point each, the shout causes an extra wound.

Long Distance Yelling: For an extra point of strength, a point of effort and an extra character point each, the shout causes an extra wound. For an extra point of strength and an extra character point per doubling, your range doubles.

Omnidirectional Sound: For an extra character point and point of effort, the sound affects all directions.

## Shadowspace

N (Stealth 3, Organisation 3, 4 character points)

3

You can place an object into your shadow and it will disappear until needed.

## Shadeskin

N (Stealth 4, Bluff 3, 3 character points)

3 per minute

You can cloak your

Glamours (used by crystal ponies):

All:

## Telekinesis

S

1 with an additional 1 per minute maintained.

The pony can lift into the air and manipulate an object with one quarter of their strength.

Heavy Telekinesis: For an extra 3 character points, the pony can double the strength of their telekinesis. When using this enhanced form, the cost is additionally doubled for each time the strength is.

Fine Telekinesis: For an extra 2 character points with a prerequisite of dexterity 3, the character can treat the dexterity of their telekinesis as one higher than their own. This

adds 1 to the cost of activation and for each minute of maintenance.

Multi-tasking Telekinesis: For an extra 3 character points, the pony can double the number of objects which can be manipulated by their telekinesis at a time. When using this enhanced form, the cost is additionally doubled for each time the number of objects is.

## Flight

T (Strength 2, Dexterity 3)

1 with an additional 1 per ten minutes maintained. Also, all distance based fatigue earned is doubled.

The pony can move through the air at twice their land speed. They must at least maintain their land speed though.

Hover: For an extra character point and dexterity 5, the pony can slow down and even stop in mid air.

## Grow Plant

E (Craft 2, Tame 2, Medicine 2, 1 character point)

1 per day spent growing.

The pony can make a plant grow at the rate of 1 cm per day. Plants will not grow under any other conditions in Equestria.

Rapid Growth: The pony can make a plant grow at 1 cm per minute and then double the speed of the growth for every additional character point for a cost of an additional point per minute for each doubling.

Multi Growth: The pony can double the number of plants grown for every additional point in organisation for an additional character point each time and for a cost of an additional point per day for each doubling (or minute if used in conjunction with Rapid Growth).

## Light

S (1 Character Point)

1 with an additional 1 per minute maintained.

The pony's horn shines to allow them to see one pony-length in front of them.

Torch: For an additional character point and 1 more point of effort on activation and per minute, the pony can direct the light into a beam to use as a torch.

Widened Light: For each additional character point, the pony can double the radius of the light for double the effort each time.

Blinding Light: For 3 character points and an additional 3 effort, the pony can make a flash which temporarily blinds all in the radius of the light.

### Mighty Buck

E (Strength 3, Combat 2, 2 character points) T (Strength 3, Combat 3, 3 character points) S (Strength 3, Combat 3, 4 character points)

2

Your next unarmed attack does double wounds. A miss wastes the attempt.

### Sculpt Cloud

T (Craft 2, 1 character point)

1 per minute

You can touch, shape and use the craft skill on clouds.

Cloud Masterpiece: For an extra character point and point of effort per minute, you can treat your craft skill as one higher when crafting clouds.

### Detect Magic

S (Perception 3, 2 character points), E (Perception 3, 2 character points), T (Perception 4, 3 character points)

2 per minute

You can detect places where magic is being used, has been used recently and things that are under the influence of magic.

Identify Magic: For 2 more character points, Perception 5 and 2 more effort per minute, you can identify the nature of the magic.

### Strength of the Earth

E (Strength 3, 1 character point)

3 per minute

While touching the ground, your strength doubles.

### Breeze

T (1 character point), S (2 character points)

2 with an additional 2 per minute

You generate a breeze.

Musical Breeze: For Performance 3, 2 more character points and 2 more effort per minute, you can make the breeze play music.

Gust: For Strength 3, 3 more character points and another 3 more effort per minute, the breeze becomes a strong gust which can blow away small objects and reduce speed by 5.

### Shield

S (3 character points)



2 and an additional 2 per minute

You create a transparent shield of 1 by 1 pony-length in front of you made of magic. The shield will break after taking 5 wounds.

Reinforced Shield: For every additional point of strength, 2 character points and 2 effort per minute, you can double the number of wounds needed to break the shield.

All Encompassing Shield: For Perception 2, an additional 2 character points and an additional 3 effort per minute, the shield surrounds you completely out to a radius of 2 pony-lengths.

Enlarged Shield: For each additional 2 character points and 2 effort, you may double the size of the shield.

Bashing Shield: For Strength 3, an additional 2 character points and 2 effort, you may push away enemies with your shield using your strength.

Bypassable Shield: For Perception 2 and an additional character point, you may make the shield capable of letting individuals or types of individuals through.

Anchor

E (Athletics 2, 1 character point)

1 per minute

You may add 1 die to rolls to prevent yourself from falling or being moved and these never happen automatically to you.

Form Cloud

T (2 character points) S (3 character points)

2

You may create a cloud of up to your size from the moisture in the air.

Enlarged Cloud: For each additional character point and point of effort, you may double the size of the cloud.

Thunder Cloud: For an additional character point and 2 effort, the cloud will be dark and contain thunder bolts.

Detect Gem

S (Perception 2, 2 character points), E (Perception 2, 2 character points)

2 per minute

You can detect gems and minerals in the earth and rock.

Detect Archeology

S (Perception 2, 2 character points), E (Perception 2, 2 character points)

2 per minute

You can detect buried crafted objects in the earth and rock.

### Bigger on the Inside

E (Stealth 3, Craft 2, 5 character points), S (Stealth 3, Craft 2, 5 character points)

3 per minute

You can make a container double the amount of space within it as long as you use this magic.

Much Bigger on the Inside: For each additional 2 character points and 3 effort per minute, the space redoubles.

### Obscuring Fog

T (Stealth 2, 4 character points)

3 per minute

You fill an area twenty times your size with thick fog which obscures vision.

Fogbank: For each character point and 2 points of effort, you can double the area covered by fog.

### Sleight of Hoof

S (Bluff 2, Stealth 2, 1 character point), E (Bluff 2, Stealth 2, 1 character point), T (Bluff 3, Stealth 2, 1 character point)

1 per trick with an additional 1 per minute per trick maintained

You can perform minor illusions and tricks which look impressive but provide little other benefit apart from providing entertainment or distraction.

### Craft Potion

E (Craft 2, Medicine 2, 2 character points), S (Craft 3, Medicine 2, 3 character points), T (Craft 3, Medicine 2, 4 character points)

At least 1 per potion, with more for specific potions

You may use the craft skill to make magic potions.

### Dive Bomb

T (Strength 3, Dexterity 3, 1 character point)

2

You may dive from above into an enemy, doing an extra wound per 5 speed you were travelling at, but also taking 1 wound for every extra 2 wounds that you caused this way.

### Grant Cloudwalking

S (3 character points)

6

The target gains cloudwalking for three days. Creatures with cloudwalking can touch

and walk on clouds without falling as though it was a soft, but firm surface.

#### Attract Attention

E (Presentation 3, Socialise 3, 1 character point), T (Presentation 3, Socialise 3, 1 character point), S (Presentation 3, Socialise 3, 1 character point)

1

You gain an extra die in an attempt to gain the attention of others.

#### Rain Buck

T (1 character point)

2 with an additional 2 per minute

You can cause a cloud to rain with a kick.

#### Magic Blast

S (Combat 2, 3 character points)

3

You fire a blast of magic from your horn as a ranged attack. If it hits, it causes 3 wounds.

Heavy Fire: For each additional point of combat, 2 character points and 2 effort, you may increase the wounds caused by one.

Blast Spread: For Combat 5, another 3 character points and another 3 effort, you may blast everything in a cone in front of you.

#### Monotony

E (Socialise 2, 2 character points), T (Socialise 2, 2 character points), S (Socialise 2, 2 character points)

2 per attempt

Every successful attempt to socialise causes the target to gain an additional fatigue point in addition to any they take deliberately.

#### Buck Lightning

T (2 character points), S (3 character points)

3

You cause a cloud to fire a lightning bolt.

#### Change Colour

S (Craft 2, 1 character point)

1 and 1 per minute maintained

You change the colour of an object.

### Shrug it off

E (Medicine 2, Combat 2, 2 character points), T (Medicine 2, Combat 2, 3 character points), S (Medicine 2, Combat 2, 4 character points)

1

The next attack does 1 less wound to you.

### Razor Wing

T (Combat 4, 3 character points)

2 per minute

Your wings become razor sharp, dealing 4 weapon damage and cutting into solid objects.

### Summon

S (Perception 3, 4 character points)

4

An inanimate object of up to half our size which you have previously touched and which was up to twice your walk speed away appears in front of you.

Animate Summon: For Socialise 2, 2 more character points and 2 more effort, you can summon an animate object.

Long Distance Summon: For each additional character point and point of effort, you can double the distance from which you can summon.

Giant Summon: For each additional character point and point of effort, you can double the size of the object you summon, but you cannot summon an object which your telekinesis cannot lift.

### Fetch

E (Perception 3, 5 character points)

4

While your hooves are out of sight, you can fetch an object which you know the location of from anywhere.

### Ultraspeed Flight

T (Flight, Dexterity 3, 3 character points)

2 per minute

Your gallop speed through the air becomes five times your canter speed instead of double.

### Mane of Fire

S (Presentation 2, 2 character points)

2 per minute

You transform your mane and tail into fire, capable of providing warmth, causing wounds or simply looking intimidating.

Fiery Transformation: For an extra point in Presentation, an extra character point and an extra point of effort per minute, the fire is hotter, your body turns white and your eyes turn red.

Prehensile Tail

E (Dexterity 2, 1 character point), S (Dexterity 3, a curly tail, 3 character points)

1 per minute

You can use your tail to grasp and manipulate objects.

Grasping Wings

T (Dexterity 3, 1 character point)

1 per minute

You can use your wings to grasp and manipulate objects.

Enlarge

S (3 character points)

3 per minute

You can increase the size of an inanimate object to up to twice its size.

Supersize: For every additional character point and point of effort per minute, you can redouble the size.

Enlarge Creature: For an additional character point and point of effort per minute, you can enlarge living things.

Sticky Hooves

E (1 character point)

1 per minute

While standing on the round, you can channel gravity through your hooves, making them sticky enough for you to lift and carry small objects with them.

Trail of Clouds

T (3 character points, Form Cloud, Flight)

2 per minute

When flying, you produce a trail of clouds.

Trail of Storm Clouds: For an extra character point and point of effort per minute, they are dark storm clouds. For yet another point of effort, they produce small lightning bolts.

### Transmute

S (5 character points)

7 and an additional 5 per 30 seconds

You may turn an object into another object of the same size. The resulting object must also have the same living/dead status and animate/inanimate status.

Vegetate: For an additional 2 character points and 3 points of effort upon activation and per 30 seconds, you may turn living animate creatures, into living, inanimate things.

Non-conservative Transmutation: For each additional character point and point of effort upon activation and per 30 seconds, you may transform an object into one that is up to double or half its size.

### Tough it Out

E (Medicine 3, Combat 2, 2 character points), T (Medicine 3, Combat 2, 3 character points), S (Medicine 3, Combat 2, 4 character points)

1 plus 1 per wound prevented

You may convert wound points that you would have gained into fatigue points.

### High Speed Flyer

T (Dexterity 3, Flight, 1 character point)

3 per minute

Your air speed is 4 times your ground speed instead of double.

### Want it, Need it

S (Presentation 2, Socialise 2, Craft 3, Performance 3, 7 character points)

9

The target becomes extremely desirable to all who view it besides the caster for the next 3 hours. All who see it must make resistance rolls opposed by the caster's magic plus performance plus intelligence. All who fail develop an attitude of devoted to the target and must attempt to spend the rest of the duration snuggling with the target, using excessive means to do so.

### Regenerate

E (Medicine 5, 4 character points), T (Medicine 5, 5 character points), S (Medicine 5, 5 character points)

2 per minute

While completely inactive, you may heal yourself of one wound point per minute.

### Lightning Bolt

T (4 character points), S (5 character points)

3

You may fire a lightning bolt which does 3 wounds of damage. For each additional character point and point of effort, you may perform an additional wound.

Dispel

S (3 character points)

2 plus the highest ability of the pony whose magic you are dispelling

You may attempt to end the magic of either another individual, or yourself (in cases where you are no longer in control of a spell). To do this, you must win an opposed check where both you and the one who performed the magic roll Intelligence plus Craft.

Patch Up

E (Medicine 3, 2 character points)

3

You may perform a heal attempt in ten minutes rather than an hour.

Extreme Acceleration

T (Dexterity 3, 3 character points), E (Dexterity 3, 3 character points), S (Dexterity 4, 4 character points)

3 per minute

Your trot, canter and gallop speeds are each three times faster than the slower speed rather than double.

Teleport

S (Organisation 3, 4 character points)

4

You can teleport to an area which you can see.

Long Distance Teleport: For an extra character point and 3 points of effort, you can teleport to an area which you've been to before and which you know how to get to from your current location.

Mass Teleport: For each additional character point and 2 points of effort, you can bring one more individual with you.

Shorten Distance

E (Dexterity 2, 3 character points)

3 per minute

You can treat distances between which you are travelling as half their actual distance in all respects.

### Speed Boost

T (Dexterity 3, 2 character points), E (Dexterity 3, 2 character points), S (Dexterity 3, 3 character points)

2 per minute

Your walk speed is treated as 5 higher.

### Grant Wings

S (5 character points)

9

The living, animate target gains appropriately sized butterfly wings, flight and cloudwalking for 3 days. But 2 wounds will destroy the wings and end the spell.

### Passage through Space

E (5 character points)

5

You can disappear and reappear in another area you've been to before which you know how to get to as long as you cannot be seen on either side.

### Rainbow Trail

T (Flight, 3 character points)

2 per minute

You may leave a rainbow trailing behind you as you fly.

### Come to Life

S (4 character points)

4

For the next 5 minutes, the target inanimate object becomes animate, capable of moving its joints and mechanisms according to the purpose given to it by the caster.

### Grow Mineral

E (Craft 3, Appraise 2, Perception 2, 2 character points)

1 per day spent growing.

The pony can make the mineral and gem content of a cubic meter grow at the rate of 1 gram per day.

High-Yield Growth: The pony can make the minerals grow at 1 gram per minute and then double the speed of the growth for every additional character point for a cost of an additional point per minute for each doubling. This also increases the volume over which the growth occurs.



## Razor Wind

T (Breeze, Razor Wing, Dexterity 3, Strength 3, 3 character points)

3

You send out a cone of air in front of you which causes 2 wounds worth of small cuts to appear on the bodies of those up to 3 pony-lengths away.

Deep-Slicing Wind: For every additional point of strength, character point and 2 points of effort, your wind may do an extra wound of damage.

Extended Razor Wind: For every additional point of strength, character point and 2 points of effort, your wind affects those a further pony-length away.