

# Tails of Fallout Equestria











# Tails of Fallout: Equestria

A HOMEBREW SUPPLEMENT FOR

TAILS OF EQUESTRIA v1.2

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## On the Cover:

*At first an unwilling band of Stabledwellers pitted against the harsh wasteland, these wasteland heroes forged and tempered their friendship to survive many harrowing adventures. Now they combine their resolve to stop the Iron Prince, a pre-war mechanized superweapon with enough power to raze the surface world if they fail.*

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# introduction

*"War... War never changes. Once upon a time, in the magical land of Equestria there came an era when the ideals of friendship gave way to greed, selfishness, paranoia and, a jealous reaping of dwindling space and natural resources. Lands took up arms against their neighbors. The end of the world occurred much as we had predicted -- the world was plunged into an abyss of balefire and dark magic. The details are trivial and pointless. The reasons, as always, purely our own. The world was nearly wiped clean of life. A great cleansing; a magical spark struck by pony hooves quickly raged out of control. Megaspells rained from the skies. Entire lands were swallowed in flames and fell beneath the boiling oceans. Ponykind was almost extinguished, their spirits becoming part of the ambient radiation that blanketed the lands. A quiet darkness fell across the world..."*



– Fallout: Equestria, Introduction, by KKat

Greetings, Stabledweller! If you're reading this holotape, it is likely that you've played **Tails of Equestria**, the official **My Little Pony: Friendship is Magic** tabletop roleplaying game, and your group seeks thrilling adventures in the gritty post-apocalyptic setting of the popular fanfiction, "Fallout: Equestria" by Kkat. Perhaps you've read the fanfiction and possibly some of its other popular side-stories, or maybe you only have an introductory familiarity with the setting (in which case, you're in for a treat!). Either way, familiarity with the story and its setting is not required to play, although it can help flesh out the details of your campaign.

This holotape provides an unofficial rules supplement and campaign setting for running Tails of Equestria games staged in the setting of Fallout Equestria. Given the amount of grit, violence, and vices that are commonplace in this setting, the rules and content presented in this holotape are intended for mature players.

The data logs herein include new pony types, new talents and quirks, new equipment, and new creatures and NPC archetypes. It also contains additional rules for wasteland hazards, weapons and ammo, making scuffles more deadly, and optional "hard mode" rules to provide a either a grittier or more action-packed experience for your campaigns of post-apocalyptic survival.



Although this holotape provides rules and new content for providing an immersive experience in the Fallout: Equestria setting, it does not go into deep detail about the lore or characters of the setting. However, it does provide some basic lore about several locations and factions from the Fallout: Equestria main story and the popular side-story, “Project Horizons” by Somber. For a better source of lore about the setting, its characters, and other features, I highly recommend reading the Fallout: Equestria main story and its many engaging side-stories and/or perusing its extensive fan-built wiki. Regardless, the adventure your group participates in will be your own unique Fallout: Equestria story to experience together!

The wasteland will shape and mold ponies, making them tougher, braver, and more dangerous. Perhaps it will shape them to become heroes defending the good ponies who try to make an honest living in the harsh new Equestria, still clinging to the old ideals from before the War. On the other hoof, perhaps they will become a remorseless villain feared by all ponies on the surface and in the Stables below. Your ponies may be changed by this setting, but war... war never changes.

## Keywords

Certain keywords which reference creatures, talents, quirks, important names, and other important gameplay or campaign setting elements are highlighted in **bold**. Sometimes a page number will be provided alongside a cross-referenced element. If not, it's likely that you can find it quickly by looking it up in the table of contents or index of this holotape.

## Content from Other Tails of Equestria Books

Talents, quirks, and several other elements from other **Tails of Equestria** source books are referred to throughout this holotape. Elements from the **Bestiary of Equestria** are denoted with <sup>B</sup>, elements from the **Official Movie Sourcebook** are denoted with <sup>M</sup>.

New player elements introduced in this holotape are denoted with \*. New NPC-only talents and quirks introduced in this holotape (at the end of the Creatures and NPCs chapter) are denoted with \*\*.

## Spoiler Warnings

This holotape makes references in some of its logs to several locations, characters, and events from the Fallout Equestria book and some of its side stories. Most of these spoilers are found in the logs about factions, locations, and some creature descriptions. If you're a player who is new to Fallout Equestria and doesn't want to have this lore spoiled for them, don't read those logs! If you're the storyteller for your group of players, then I assume that either you have already read Fallout Equestria or that you don't mind spoilers for the purpose of filling out your campaign's world.

## Trigger Warnings

Stories told in the Fallout: Equestria setting may contain mature themes such as alcohol, drugs, sexually suggestive scenarios, gore, and ultra-violence. If you are sensitive to such things... sorry, this setting may not be for you.

While this holotape contains gameplay content related to drugs, alcohol, and addiction, it does not contain any explicit content of other mature themes.



# LOG 1: NEW PLAYER RACES

*"Just warms your heart to know that there are ponies steadfastly defending prejudice and bigotry, doesn't it? Thank you, Chief Grim Star and may Celestia bless you with a kiss from the sun." – DJ Pon3*

This data log presents information for new types of ponies and other new races available for players to play in the Fallout: Equestria setting.

All of these follow the same rules for pony types in the core rulebook for Tails of Equestria, but some of the new races here actually function as templates added onto other races. For instance, you could apply the Ghoul race to the Pegasus race to play a pegasus ghoul.

## Android

**Talents:** Choose one racial talent (D6), Thick Hide<sup>B</sup> (D4), choose one talent (D4)

**Quirks:** Choose one, Weakness: Electricity<sup>B</sup> (D4), Unliving<sup>B</sup>

You are a machine with a soul, in the shape of a pony or some other sapient race, but made from circuits and steel. Some androids appear as robotic equines, but others are synthetic ponies nearly indistinguishable from the real flesh-and-blood version.

As a robotic being, you do not need to eat, drink, or sleep, but you do not recover from damage like normal characters do either. To repair damage while resting, you'll need to either repair yourself or find somepony else to repair you. Each hour of repair work restores 2 Stamina.

Curiously enough, most healing items, such as healing potions, work on you just fine. Chems and poison have no effect on you whatsoever. You cannot receive mutant augments, but you can install cybernetic augments.





## Bat Pony

**Talents:** Fly (D6), Choose one Cutie Mark talent (D6), Echolocation\* (D4)

**Quirks:** Choose one, Sunlight Sensitivity\*

Long ago, these ponies with bat-like wings, vertical pupils, and floofy ears were Luna's elite guard. Even after the megaspells fell, they continue to watch over the night in her absence.

### Echolocation [D4]

Using ultrasonic chirps and their highly evolved ears, bat ponies can "see" in complete darkness using echolocation. When making a **Mind** test to notice things in your environment using echolocation, you can also roll this talent's die.

You are also immune to becoming **blinded** as long as you are not also **deaf**.

### Sunlight Sensitivity

Your eyes aren't well adjusted to bright environments. You can see well in dim lighting, but while you exposed to bright light, your **traits** are **downgraded** for any rolls to notice things by sight and to attack.



## Brahmin

**Talents:** Lead Belly\* (D4), Strong Back\* (D4), Special Skill: Stampede (D4), Multi-headed<sup>B</sup> (D4)

**Quirks:** Choose one

Before the war, cows have always been chatty, but with two heads they always have someone to gossip around. Brahmin are mutant, hairless, two-headed cows. Though a bit skittish, many are effective caravanners able to carry heavy wagons full of tradeable junk, and two heads makes them more resilient to psychic effects... most of the time.

### Lead Belly [D4]

You're not too picky over the quality of any food or water you come across. From years of surviving off whatever you can get in the wasteland, your stomach has adapted to be especially resilient against tainted food and water sources. In fact, this exposure has just made you generally more resistant to the dangers of radiation.

When you roll to resist radiation, poison, or disease, you may also roll this talent's dice. You also gain immunity to **low ambient radiation**.

### Strong Back [D4]

You really put your back into hauling heavy loads from town to town, and you look no worse for wear. Add this talent's dice to your **Body** trait for the purpose of determining your **carry capacity**.

Whenever you roll a **Body** test to avoid fatigue, you can also roll this talent's die.





# Ghoul

**Talents:** Gain talents from your base race

**Quirks:** Gain quirks from your base race, Half-Rotten\*, Rad-Dependent\*, Unliving<sup>B</sup>,

Not quite living, not quite dead – ghouls are irradiated survivors of the wasteland, many even surviving from times before the Great War. They thrive in radioactive environments, some with their minds more intact than others. However, without radiation they cannot recover naturally from injury due to their decomposing state.

## Half-Rotten

Like a zombie, your body is squishy and slowly decomposing. If one of your limbs becomes crippled, it falls off entirely! However, with proper exposure to radiation and a **Mind test (difficulty 3)**, you can reattach the severed limb to its stump.

## Rad-Dependent

You are a creature born of radiation, and without it you cannot survive. You are immune to radiation, but in order to recover Stamina by resting, you must bask in radiation. If you go for 24 hours without taking in some radiation, your Mind trait becomes downgraded by 1 step for every 24 hours that you have not been exposed to radiation.

In areas of low ambient radiation, you regain 1 Stamina every hour. In areas of medium ambient radiation, you regain 1 Stamina every minute. In areas of extreme ambient radiation, you regain 1 Stamina every round.





## Stabledweller

**Talents:** Gain talents from your base race, S.A.T.S. (D4)

**Quirks:** Gain quirks from your base race, Sheltered\*

Centuries of being quarantined within the confines of an underground vault differentiates you from ponies used to life on the irradiated surface world. You were born and have probably spent a significant time of your life in a Stable, one of many highly advanced bunkers constructed by Stable-Tec in an effort to save lives and secure the future of Equestria in the event of a pre-war megaspell attack.

As a stabledweller, you begin play with a **Pipbuck** (see page 103) installed around your forelimb, a wearable microcomputer that provides many techno-magical benefits.

### S.A.T.S. [D4]

Through practice with a **PipBuck** (see p.103) or similar device, you have learned how to harness the Stable-Tec Arcane Targeting Spell (S.A.T.S.). Once per encounter as an action, while wearing a PipBuck or another device capable of using S.A.T.S., you can choose to activate S.A.T.S. to slow your perception of time and make precisely aimed attacks against an opponent you can see.

When you do this, you can make up to two attacks with any of your readied weapons. You may also roll this talent's dice and add the result to one of the attacks' rolls.

### Sheltered

You were born and grew up in a subterranean Stable, a high-tech, quarantined habitat sequestered away from the irradiated surface world. Although, this has granted you some comfort in the post-apocalyptic world, up to the point where you have left your Stable, you are ignorant of many of the dangers outside it, and you're not used to all the radiation. Your **Body** trait is **downgraded** to resist ambient radiation, and your **Mind** trait is **downgraded** to recall knowledge about the surface world and its cultures.





## Zebra

**Talents:** Iron Hoof\* (D4), Keen Knowledge: Magic (D4), Choose one Glyphmark talent (D6)

**Quirks:** Choose one

Zebras are striped equines from a distant land entrenched in battle with Equestria during the Great War. Their flanks display glyphmarks similar to the cutie marks of ponies, and many of them are able to channel strange mystical powers passed down through ancient traditions and lore.

### Iron Hoof [D4]

You know karate and seven other zebra words. When scuffling with **hoof-to-hoof weapons** or performing unarmed combat maneuvers such as tripping or grappling an opponent, you may also roll this talent's die.

Your hoof-to-hoof attacks deal an extra +1 damage.





## LOG 2: ADVANCED SCUFFLING



Given the more violent nature of encounters in the postwar apocalyptic wasteland, scuffles are a lot more common and a lot more tactical in the *Fallout: Equestria* setting. When you've got guns firing, explosions going off, and wasteland hazards threatening to irradiate you at every turn, the scuffling system from the *Tails of Equestria* core rulebook, probably isn't going to work for these situations on its own. In this section, we present rules to expand upon the *Tails of Equestria* scuffling system to help the storyteller and players run more interesting and more tactical combat encounters.

### Using Maps

It may be helpful, but isn't required, to use a gridded map for scuffles and for exploration in general to track where everyone and everything is in the scene. This also helps with measuring out movement, the distances between characters, and the dimensions of areas of effect for various attacks and hazards. It is just all-around useful to have for tactical encounters.



Most friendly local gaming stores have gridded maps for sale if your group decides to use one. Be sure to also have erasable markers to draw on your map and small tokens or miniatures to represent the characters. The official My Little Pony blindbag figures work great for representing pony characters on 1" square gridded maps, but dice or other small objects can work just as well. Your friendly local gaming store likely has other miniature figures for sale to represent monsters and other characters.

## Structure of a Scuffle

A scuffle using the advanced rules presented in this log is divided up into a series of **rounds** in which every participant gets to take a **turn**. On a character's turn, they can use their **action** to do something, such as scuffling with another character, and they can **move**, not necessarily in that order. If they are unsure what to do yet, they could instead choose to **wait**.

Once all the characters have used their turn during a round, the next round begins and the characters take turns acting again, in the same order. This repeats until the scuffle ends. Each round takes about 5 seconds in game time.

## Starting a Scuffle

A scuffle begins when any character in the scene decides to take a hostile action against any of the other characters. At this point, the instigating character doesn't just get to act first before anyone else. Instead, everyone gets to **roll initiative** to determine who reacts the fastest and gets to take their turn first.

To roll initiative, all characters participating in the scuffle roll a **Body** contest to determine who gets to take their turn first. The character with the highest initiative roll will take their turn first on each round of the scuffle, followed by the next highest roll, and so on. It is up to the storyteller how to resolve ties.

## Surprise!

When a group on one side of a scuffle catches the other side by surprise, that group gets a whole **surprise round** to act first! The surprised characters don't get to take their turns during this surprise round of the scuffle.

## Actions

Your action is basically the main thing your character is doing on your turn. This could involve casting a spell, scuffling with an opponent or group of opponents, operating machinery, defending a friend, throwing a grenade, drawing or switching out one of your weapons, teaming up with a friend for a combo attack, trying to talk down a hostile character, piloting a vehicle, etc..



## Moving

Your movement can include any combination of walking, running, jumping, flying, climbing, swimming, etc.

A walking character has a **speed** of 1, and a running character has a **speed** of 2. If you have the **Running** talent, your speed becomes half the dice used for that talent.

The maximum distance you can move equals 10' x your **speed**.

*So, for example, a typically pony can move up to 20' while running. If that pony has the Running talent with a D8, they can instead run up to 40'.*

## Flying, Climbing, Swimming, etc.

If you have a talent that grants you a special form of movement, such as Flying, your speed with that mode of movement instead equals half the dice used for that talent.

On your turn, the total distance you travel cannot exceed the distance for your fastest form of movement.

*For example, a character with the talents Flying D8 and Running D6 has a flying speed of 4 and a running speed of 3. This allows them to move up to 40' while flying and up to 30' while running.*

*During their movement, they can travel using any combination of these forms of movement as long as they do not fly more than 40', they don't run more than 30', and their total movement doesn't exceed 40'.*

*For instance, they could fly 20' and then run 20' further for a total of 40', but they can't do something like fly 40' and then run 30' further. That would be a total movement distance of 70', which is much more than 40'!*

## Difficult Terrain

Sometimes the ground is uneven or slippery, the skies are cloudy, or there's thick foliage in your way while moving. Anytime that some type of terrain would be more difficult than normal to move through, it is **difficult terrain**. Difficult terrain takes twice as much movement to move through as normal terrain.

*For example, moving across 10' of uneven rubble requires 20' of movement.*

Also, when using a form of movement other than walking or running, such as swimming or climbing, every square counts as difficult terrain unless you have an appropriate talent for that form of movement.

*For example, it takes a character 20' of movement to move 10' through water unless they have the Swimming talent.*



## Tests and Movement

Sometimes your movement might require various feats of athleticism or acrobatics to proceed, such as swimming against a strong current, climbing a rocky wall, or jumping across a wide pit. These situations typically will require you to make a Body test during your movement with an appropriate difficulty set by the storyteller.

When you fail such a test, your movement ends, in addition to any other consequences resulting from the failure.

## Moving through Occupied Spaces

You can move through your friends' spaces without any trouble as long as you do not end your movement in their space. However, you cannot move through spaces occupied by hostile characters (though you can move around them all you want).





## Waiting

If you're not sure what to do yet, or you'd like to wait for a friend's turn so you can help them, you can choose to delay your action until just after the end or just before the start of another character's turn, so long as you use your action before the start of your next turn. At the start of your next turn, that delayed action is lost if you haven't used it.

## Scuffling

The basic rules for scuffling cover melee combat pretty well. However, that style of combat basically boils down to all characters involved just start beating each other up in a cartoon dust cloud. In this setting, it is often necessary for combat to be a bit more tactical, and ranged weapons such as guns are also common, so additional rules are introduced here to handle a more tactical combat experience. Let's start by introducing some new terms to the scuffling dictionary:

**Attack:** Any sort of hostile action which targets one or more other characters, whether it be from a weapon, unarmed attack, spell, fire breath, etc.

**Attacker:** This is the scuffler who is doing the attack.

**Defender:** This is the scuffler being attacked.

**Damage:** Any quantity of lost stamina.

Generally, a turn of scuffling involves the attacker attacking the defender, and the defender choosing some way to defend themselves or otherwise avoid the attack. This defense may involve counterattacking, dodging, blocking the attack with a shield or armor plating, parrying with a weapon, teleporting, deflecting with a quick forcefield spell, etc.

This all is resolved as a **challenge** appropriate to the attack and the method used for defense.





## Attacking

There are two general types of attacks: melee attacks and ranged attacks.

### Melee

This type of attack involves the attacker using a melee weapon or unarmed strike. In order to use a melee attack against an opponent or group of opponents, you must be next to them, unless the weapon you're using grants you an extended reach.

### Ranged

This type of attack involves the attacker using a ranged or thrown weapon, or some ranged special attack.

## Defending

The following are the most common (though not necessarily the only) ways to defend against an attack. If for any reason you are unable to defend against an attack, your roll in the scuffle is treated as a 2.

### Block

The defender tries to block the attack by blocking it with a shield, armor plating, forcefield spell, or by parrying it with their own weapon. If the attacker wins, the defender takes damage equal to the difference between the scores they rolled. If the defender wins, neither side takes damage.

Shields and armor can be used to attempt to defend against any type of attack. Melee weapons can only parry other melee weapons and ranged weapons cannot parry at all.





## Counterattack

The defender tries to counter the attack with an attack of their own. The winning scuffler takes damage equal to the score rolled by the winner.

In order to counterattack, the defender's weapon must be equipped and able to reach the attacker. A ranged weapon cannot be used to counterattack a melee attack, but it can be used to counterattack ranged attacks, as long as it still has ammo and doesn't need to be reloaded.

This is by far the most dangerous way to defend while scuffling, but the reward is greater for the risk.

## Dodge

The defender tries to avoid the attack by moving out of the way by running, jumping, flying, teleporting, or some similar method chosen by the defender. If the attacker wins, the defender takes damage equal to the difference between the scores they rolled. If the defender wins, neither side takes any damage, and the defender must either move 5' or fall **prone**.

## Critical Hits

When a character achieves an amazing success during a scuffle, the loser takes double damage (before adding the weapon's damage bonus). We'll refer to this as a **critical hit**, or **crit** for short.

## Environmental modifiers

Certain aspects of the environment such as large rocks or fortifications providing cover, fog or underbrush obscuring vision, or having the high ground may subtly influence rolls to attack and defend.

### Cover

Thanks to all the debris littering the wasteland, there are lots of things you can hide behind to make it harder for bad ponies to shoot you. If some object, obstacle, or other environmental effect would cover at least half your body from an opponent's attack, all rolls for that attack are **downgraded** one step.

If some form of cover is large enough to completely hide a character, but not block an attack (e.g. dense foliage or murky water), the attacker's rolls are instead **downgraded** two steps for the attack.

If some obstacle completely covers a character and is thick enough to block an attack, the attack automatically fails unless it has enough penetrating power to go through that obstacle.

### Other factors

There could be many other environmental factors that might affect modifiers to attack and defend in combat – so many that it would really be impossible and not worth anypony's time to list all of them here.

Typically, such environmental factors will **upgrade** or **downgrade** a trait or talent by **one or two steps**, as decided upon by the storyteller.

## Damage

Different types of damage come from various sources, with all types of damage grouped into 3 broad categories: kinetic damage, energy damage, and exotic damage. The specific type of damage doesn't make any difference in the amount of Stamina you lose, unless you have some sort of specific resistance or weakness to it.

### Kinetic Damage

This is damage taken from any sort of purely physical trauma, such as from blunt weapons, bullets, slashing weapons, falling, collisions, concussive force, etc. This damage type is the most common. On weapons tables, this damage type is abbreviated with the letter **K**.

### Energy Damage

This is damage taken from exposure to any type of energy or element. This broad category is further separated into several more specific damage types based on the type of energy involved. Below are the various types of energy damage and their abbreviations, as shown on weapons tables.

**Acid (A):** Damage resulting from chemical burns and disintegration.

**Cold (C):** Damage resulting from ice, cryogenic energy, and exposure to extremely cold temperatures.

**Electric (E):** Damage resulting from getting shocked and zapped by electricity and lightning.

**Fire (F):** Damage resulting from getting burned by fire, hot surfaces, and exposure to extremely hot temperatures.

**Laser (L):** Damage resulting from harmful beams of magical light.

**Necrotic (N):** Damage resulting from dark magic.

**Plasma (P):** Damage resulting from getting ionized by super-heated plasma.

**Psychic (Psy):** Damage resulting from energy exerted by psychic powers or mental feedback.

**Sonic (S):** Damage resulting from extremely loud noises and harmonic resonance.

### Exotic Damage

This is damage taken from sources that don't follow the exact same rules for kinetic and energy damage. These types of damage, and the special rules for them are explained below:

**Poison (Po):** Damage resulting from poison or venom. Neither armor nor the **Thick Hide** talent can protect from this type of damage. Creatures with the **Unliving<sup>B</sup>** quirk are immune to this damage.

**Radiation (R):** Damage resulting from exposure to harmful radiation or taint. This counts as energy damage, except that it cannot be healed by normal means. It can, however, be purged from your body by certain effects and items such as Rad-Away.



## Death

In ordinary Tails of Equestria games, characters can never actually die. They can become too tired to fight on, get captured by bad guys, or at worst get knocked out for a while. However, the Fallout: Equestria setting can be far more lethal, and there is a real possibility for character mortality.

When a character is reduced to 0 Stamina, they won't die immediately (usually). They'll become **unconscious** and start **dying**.

If a character is reduced to 0 Stamina in an especially lethal way, however, such as getting disintegrated, melted into goo, or getting their head chopped off, they die immediately.

## Stabilizing a Dying Character

A dying character can be saved if another character successfully stabilizes them before the end of the encounter.

As an action, you can attempt to stabilize a dying character, using supplies from a **medkit**, and by succeeding at a **Mind test (difficulty 3)**. The difficulty for this test might be higher depending on the severity of the wounds sustained. After 3 failed attempts to stabilize the character or when the group gives up on saving them, they die.

If the character survives, they also sustain some crippling injury unless the character who stabilized them scored an amazing success. A stabilized character will regain consciousness and be restored to 1 Stamina after 1 hour.

If any effect would bring a character back to at least 1 Stamina, they also become stabilized and regain consciousness.

## Nonlethal Attacks

A character inflicting **kinetic damage** with an attack can choose for the attack to be nonlethal. If they do and the damage reduces the target to 0 stamina, the target becomes **unconscious**, but is not dying. This can be useful if you need to knock out an opponent to interrogate later or if you need to bring your mark for a bounty back alive.





## Called Shots and Crippled Limbs

When making an attack, you can choose to try shooting a specific area of the target. This kind of attack, a **called shot**, requires more precision, but can literally cripple an opponent's abilities in tactical combat.

### Called Shots

When making a called shot, your **trait** for the attack will be **downgraded by one or more steps**, based on how difficult it is to hit that part of your target. You cannot target a part if the trait used for the attack would be downgraded below a D4.

### Crippled Limbs

If you hit with a called shot, rather than taking damage, the part that was hit becomes **crippled**.

If any crippled effect would also deal damage, the damage is only affected by damage reduction from armor covering that part of the body or from the **Thick Hide** talent.

On an amazing success, the limb might even be severed or permanently disabled at the storyteller's discretion.



### Healing Crippling Injuries

The effects of the crippling injury last until the injured part is healed. A character with a **medkit** can attempt to treat a crippled body part once per day during a rest with a **Mind test (difficulty 6)**.

After 3 successes, the crippled part is no longer crippled. An **amazing success** counts as 2 successes. On a 1, a complication arises, and the treatment for that limb resets to 0 successes. The treatment also resets to 0 successes if that part is hit with another called shot.

Targeted Part	Downgrade	Crippled Effects
Eye	x4	<b>Traits</b> are <b>downgraded</b> for rolls that rely on sight. If all the target's eyes are crippled, they become <b>blind</b> .
Head	x2	The target takes double damage from the attack and is <b>staggered</b> for 1 round. If this damage would reduce the target to 0 Stamina, they are decapitated!
Limb	x1	Traits are <b>downgraded</b> for any rolls using that limb. If the limb is used for movement, the speed for that movement is reduced by 1, to a minimum of 1.
Magical Horn	x3	The target is <b>stunned</b> for 1 round. <b>Traits</b> are <b>downgraded</b> 2 steps on rolls to cast spells or use telekinesis.
Vital region	x3	The target is <b>stunned</b> for 1 round, and then becomes <b>staggered</b> .

## Aiming

You can use your **action** to aim your weapon, making your next attack with it more precise. When you do so, the next **trait** roll you make to attack with the weapon before the end of your next turn is **upgraded**.

## Tactical Maneuvers

Before rolling to hit an opponent with a melee attack, you can choose to perform some kind of tactical maneuver such as grappling, tripping, shoving, or disarming them instead of dealing damage. **Hoof-to-hoof** attacks can do these maneuvers without any penalty. Attacks with other weapons **downgrade** their **trait** roll when attempting to do them (if the weapon is physically capable of doing the maneuver at all).

### **Disarm**

You cause an opponent to drop their weapon in an adjacent space. Weapons that are part of a creature's body cannot be disarmed.

### **Grapple**

You have your opponent grabbed. They cannot move away from you until either you let go, they use their action to escape, or forced movement causes them to move away from you. Escaping requires the opponent to roll a **Body contest** against you. You cannot grapple an opponent more than twice your size.

### **Shove**

You push your opponent 5' away from you. You cannot shove an opponent more than twice your size.

### **Trip**

You knock your opponent's legs out from under them, causing them to fall prone. If they were moving, their movement ends immediately.

## Status Conditions

Aside from dealing damage, some attacks, abilities, and hazards can harm you by inflicting various kinds of temporary, but nasty effects on your character. These effects, collectively called status conditions, weaken or disable your character in some way. Below are some of the most common status conditions:

### **Blinded**

You cannot see. Your **traits** are **downgraded two steps** for rolls that would benefit from sight.

### **Burn**

The character is taking ongoing damage from some sort of effect, such as from being on fire, being poisoned, or getting eaten away by acid. At the start of the character's turns, they take the indicated amount of damage of the indicated type. This damage cannot be reduced by armor or the **Thick Hide** talent.



*E.g., if a creature has the burn 2F condition, they will take 2 fire damage at the start of each of their turns.*

This condition ends early if the character uses an **action** stop it or some environmental effect ends it, such as water putting out fire.

## Deafened

You cannot hear. Your **traits** are **downgraded two steps** for rolls that would benefit from hearing.

## Encumbered

You are carrying more equipment than you can handle. Your **speed** is reduced to 1 for all forms of movement. You cannot fly or swim while encumbered.

## I11

Your character is feeling unwell, either from severe nausea or perhaps from some kind of disease. All of the character's **traits** are **downgraded**.

## Immobilized

The character is held fast by restraints, sticky webs, or some other effect that prevents them from moving. The character cannot **move**, but they can still use their **action**.

## Paralyzed

You are completely unable to move. On your turn, you can neither **move** nor use your **action**, unless the action is purely mental. You cannot block, counterattack, or dodge to defend against physical attacks.

## Prone

You are lying low on the ground. Your **Body** trait is **downgraded** to defend against melee attacks, but it is **upgraded** to defend against ranged attacks.

You can stand up from being prone by spending 10' of your movement.

## Staggered

Your character is a bit addled, requiring more concentration for them to act. On their turn, your character can either **move** or use their **action**, but not both.

## Stunned

The character is too mentally shocked to act. On their turn, they can neither **move** nor use their **action**. Their **trait** rolls to block, counterattack, or dodge to defend against attacks are **downgraded**.

## Unconscious

You are asleep or have otherwise lost consciousness. You cannot **move** nor use your **action** on your turn. You cannot use talents to help defend against physical attacks.

## Weakened

Your physical strength has been reduced. Your **Body** trait is **downgraded**.

## LOG 3: WASTELAND ADVENTURING

In the aftermath of the Great War, megaspells scorched the earth and brought ruin to civilization as ponies once knew it. Yet, in this bleak post-apocalyptic wasteland, creatures of all sorts continue to survive and even thrive. However, resources are scarce, most pre-war technology is either hidden or in a significant state of disrepair, and competition for these resources is fierce and often deadly. Mutant monsters roam the desolated lands, ready to make a meal out of anything that moves, raiders lie in wait to ambush travelers who pass through their turf, and various factions contend for control over what's left.

### Supplemental Rules

The following optional rules are recommended for use in this setting to make many aspects of combat and adventuring run more smoothly. They are intended to make Fallout: Equestria games have a more action-packed or grittier feel.

#### Action Filly

If you want encounters to feel more action-packed and cinematic, then this rule will be great fun for your table! Characters can spend a Token of Friendship once per encounter to get a second action on their turn.

#### Carry Capacity

While scavenging the wasteland for salvageable gear, you might wind up picking up more junk than you can carry. For simplicity, the weight and volume of items is abstracted into a unit of measurement called **bulk**.

You have a **carry capacity** equal to 2 x your **Body** trait. For example, if your Body is a D8, you would have a carry capacity of 16.

If the amount of bulk you're carrying is higher than your carry capacity, then you become **encumbered**. If the amount of bulk you're carrying exceeds double your carry capacity, you also become **immobilized**.

If you have the **Bulky** talent, your **Body** trait is also **upgraded** for the purpose of carry capacity. If you have the **Nimble** talent, your **Body** trait is **downgraded** for the purpose of carry capacity instead.

A character using telekinesis to carry equipment uses their **Telekinesis** talent's dice instead of their **Body** trait's dice to determine their telekinetic carry capacity.





## Crafting

It's rare to find exactly what you need when you're scavenging through what's left of Equestria after the Great War. Characters who are resourceful enough to craft new items from random junk they find can make themselves especially useful for overcoming this drawback.

A character with an appropriate **talent** and the right tools can craft various sorts of items related to that talent. Simple items normally don't require any rolls to craft them as long as you have a crafting talent related to the item. Crafting complex items usually requires a **Mind test**, an appropriate crafting **talent**, and sometimes even special **schematics**.

Crafting an item requires materials and parts costing half the item's normal price. Some items may also require special parts, as determined by the Storyteller. The amount of time it takes to craft an item is up to the storyteller.

## Equipment Condition

Not all equipment that is salvaged from the wreckage of post-war Equestria is in great shape. Most things found in the wastes are dinged up, battered, scorched, and usually don't always work as well as they once did. With the right tools and some elbow grease, skilled characters can restore these items to a condition pretty close to the quality they were in before the megaspells dropped. Items can be in one of three conditions: good, poor, or broken.

Items in **good condition** might be scuffed up and have some very minor cosmetic damage, but otherwise work normally.

Items in **poor condition** work most of the time, but are generally unreliable. Your **traits** are **downgraded** on rolls using such items. An item can be restored to good condition with a successful **Mind test**, an amount of parts whose total cost equals a tenth of the item's cost, and one hour of work per 500 caps of the item's normal cost.

**Broken** items are unusable. However, they can be repaired to good condition with a successful **Mind test**, an amount of parts whose total cost equals half the item's cost, and half the time it would take to craft it from scratch.

Repairing complex items also requires a crafting **talent** related to the item.



## Falling

When a character falls down from a great height, they take 1d4 damage for every 10' they fall, to a maximum of 10d4 damage.



## Multiweapon Fighting

If a character is capable of doing so, they can hold multiple weapons at once. Each weapon is the character is holding is **readied**. You can attack with a single readied weapon on your turn normally. Attacking with more than one weapon at the same time requires a lot more coordination, however.

Before you decide to attack with more than one readied action on your turn, you must decide how many weapons you are going to attack with. Then you make separate attacks with each weapon. The **trait** and **talent** rolls for each weapon are **downgraded** a number of times equal to the number of weapons you are attacking with.

*For example, if you decide to attack with two weapons on your turn, each attack's trait and talent rolls are downgraded 2 steps. If you attack with three weapons on your turn, each attack's rolls are downgraded 3 steps.*

Each attack on your turn using the multiweapon fighting rules must be made using a separate weapon.

## Tag!

Because this setting is a lot more dangerous and action-focused than normal Tails of Equestria games, characters start out with one extra talent of their choice (D4). This talent isn't really their special purpose, but should be something that is useful for combat, exploration, or wasteland survival.

## Telekinetic Attacks

Characters with the **Telekinesis** talent can wield weapons with telekinesis using the rules for multiweapon fighting. The Telekinesis talent's dice can only be used for attacks with thrown weapons, but any attack using telekinesis can use your **Mind** trait instead of your **Body** trait.

For every 5' away you attack with the weapon, the **trait** used for the attack is **downgraded** 1 step. You cannot attack any further with the weapon if this would downgrade your trait below a D4.





## Temporary Stamina

Certain effects such as chems and personal forcefields might grant you a buffer against damage in the form of **Temporary Stamina**. Whenever you would take damage, your Temporary Stamina will be reduced first before any remaining damage bleeds over into your actual Stamina. Temporary Stamina lasts until it is lost, or until the effect that granted them wears off. Multiple sources of Temporary Stamina do not stack; they overlap.

## Virtues

*"The Equestrian Wasteland demands sacrifices. It makes you whittle away bits of yourself until you can't recognize you anymore. So you find a virtue. You find something in yourself that you believe in, that you do not compromise. Ever. And as long as you can keep that part of you, that one good thing, then you can bear to look at yourself in the mirror each morning. It becomes your anchor, the thing that lets you live with yourself."*

— Monterey Jack

Given the bleak circumstances of living in this post-apocalyptic age, ponies who exemplify the **Elements of Harmony** are very rare. However, heroic wasteland travelers are often renowned for exemplifying some noble trait called a **virtue**.

You can choose for your character to have such a virtue by writing it on your character sheet where you would normally write your character's Element of Harmony. Like the Elements of Harmony, virtues don't have any actual rules effect. They are purely for roleplaying purposes, and can be useful for developing your character's morality and motivations. However, the storyteller may choose to reward characters with Tokens of Friendship if they roleplay their virtue in a meaningful way.



## Wasteland Hazards

To make matters worse for wasteland wanderers, it's not just the hostile flora and fauna out to get you. If you're not aware of your surroundings, ambient effects from the terrain itself can do you in, too!

### Disease

With medical supplies often being a luxury, illness is a threat characters may have to contend with while surviving in the Equestrian Wasteland. Characters can contract a disease by consuming raw meat, drinking fouled water, getting hurt by a diseased creature, or by merely passing through a place plagued with pestilence.

When a character is exposed to a disease, the disease may incubate for a short time before it takes effect. When its incubation period has finished, they must make a Body test against that disease's difficulty. On a success, they are unaffected and are immune to that disease for 24 hours. On a failure, they contract the disease and will start suffering its symptoms!



Disease	Incubation time	Difficulty	Virulence	Symptoms
Blight	immediate	4	1	Become ill.
Buzz Brain	1 hour	3	2	Mind trait is downgraded on rolls involving smarts.
Common Cold	1 day	3	2	Become ill. Maximum Stamina decreases by 1 each day.
Jelly Hooves	4 hours	4	3	Body trait is downgraded on rolls involving agility.
Flap Limb	4 hours	4	3	Body trait is downgraded on rolls involving strength.
Needle Spine	1 hour	4	3	-3 carry capacity
Parasites	1 day	3	4	Become ill. Must consume twice as much food to survive.
Glow Boils	1 day	4	3	Become ill. Radioactive effects deal +1 damage against you.
Shell Shock	1 hour	3	1	Become staggered.
Sludge Lung	4 hours	3	2	Become ill and staggered.
The Spurs	2 hours	3	2	Speed is reduced by 1.
Swamp Gas	1 hour	2	2	Charm trait is downgraded.
The Trots	1 hour	3	1	Become ill. Need to drink twice as much water to survive.
The Woopsies	immediately	4	2	Bad luck is rolled on both a 1 and 2.



A diseased character continues to suffer its effects until cured. In order to be cured of a disease, a character can attempt a new Body test against the disease's difficulty once per day when they rest for at least 8 hours. Each disease requires a number of successes equal to its virulence in order to be cured. On a success, the character is 1 step closer to being cured. On a failure, they lose all their previous successes against the disease.

You can attempt to use medical expertise to help another character recover from a disease. When you do so, roll a Mind test against the disease's difficulty. On a success, you grant that character one success to recover from the disease. This test can be attempted once per day per character.

Creatures with the Unliving quirk are immune to disease.

## Enervation

*"There's contamination deep within the very soil of Hoofington. For miles around the city, the Enervation saps the life and magic of any living thing. In some places there are Enervation fields strong enough to kill a pony. You won't see a thing. You'll simply start to die." - Priest*

Some areas such as the **Hoofington** region are suffused with ambient necromantic magic that causes healing potions to spoil and wounds to bleed and rupture. While within such areas, characters also cannot heal naturally. Characters with spellcasting abilities can hear the hum of enervation as a faint screaming tone.

### Spoiled Potions

A character who drinks a healing potion spoiled by enervation doesn't heal. Instead, they take poison damage equal to the amount of damage the potion would have healed. Spoiled potions can be identified by going from their normal vivid purple color to a milky gray color.

### Ambient Enervation

In areas of **low ambient enervation**, healing potions and similar items spoil after 1 day. Each day, characters whose stamina is not at its maximum must make a **Body test (difficulty 3)**. On a failure, they take 1 necrotic damage.

In areas of **moderate ambient enervation**, healing items spoil after 1 hour. Each hour, characters not at full stamina must make a **Body test (difficulty 5)**. On a failure, they take 2 necrotic damage.

In areas of **extreme ambient enervation**, healing items spoil immediately. Characters must make a **Body test (difficulty 7)** every round, regardless of whether they are at maximum stamina. On a failure, that character takes 3 necrotic damage.



# Radiation

*"... Magical radiation, as we all know, is a side effect of powerful and wicked magics released violently on Equestria. Naturally, the biggest and worst zones of radiation are found in places like the Fillydelphia Crater, the Manehattan city center... pretty much everywhere the megaspells hit except for Cloudsdale and Canterlot (both of which should be avoided for other reasons). But even a recently exploded skywagon can be radioactive. Fortunately, so long as you always carry your radiation detectors, kids, these places can be avoided." – DJ Pon3*

Ambient radiation and the presence of radioactive magical waste are commonplace in post-war Equestria. It slowly weakens and sickens all but the hardest of ponies, but is also a source of power for ghouls and all sorts of other mutant creatures.

Such radiation can be detected by devices with a Geiger counter.

Creatures with the **Unliving<sup>B</sup>** quirk are immune to radiation.

## Radiation Poisoning

When you have taken a total amount of radiation damage equal to half your maximum Stamina (rounded down), you become **ill** until the radiation damage becomes less than that amount. You die immediately if you've taken a total amount of radiation damage equal to your **maximum Stamina**.

## Ambient Radiation

In areas of **low ambient radiation**, every hour characters must make a **Body test (difficulty 3)**. On a failure, they take 1 radiation damage.

In areas of **moderate ambient radiation**, every minute characters must make a **Body test (difficulty 5)**. On a failure, they take 2 radiation damage.

In areas of **extreme ambient radiation**, characters must make a **Body test (difficulty 7)** at the start of their turns. On a failure, they take 3 radiation damage.

## Irradiated Water

Most water in the post-apocalyptic wasteland of Equestria has become irradiated by the fallout of the megaspells. These bodies of water are treated as zones of **ambient radiation** for any creature standing in or submerged in them.

A character who drinks irradiated water must make a **Body test (difficulty 3)** at the end of the day. On a failure, they take 1 radiation damage, which cannot be reduced by armor or the **Thick Hide** talent.





## Taint

*"...Taint, on the other hoof, is a zebra of very different stripes. No pony knows exactly what taint is or where it comes from, but we know its mutative effects on monsters and the fatally malignant repercussions on ponies. Remember, folks: taint don't care what you're wearing. No protective suit keeps it out. And there's no cure. Only way to safely tell if a place is tainted is by its reputation. Discover one by any other means, it's probably too late..." – DJ Pon3*

**Taint**, originally known as **Impelled Metamorphosis Potion** (I.M.P.) is a type of viscous, rainbow-hued magical waste that is incredibly dangerous to most living things.

In areas suffused with **ambient taint**, exposed characters take 1 untyped damage every hour. A character in direct contact with taint takes 1 untyped damage every round at the start of their turn.

Damage from taint cannot be reduced by armor or the **Thick Hide** talent, and it cannot be healed except by very specific medicines and spells.

Taint is known to often have mutative effects on living creatures. These effects of coming into contact or even being immersed in taint vary wildly, but are more often harmful than not. It is up to the storyteller to decide what happens to these unfortunate characters.

## Weather

Most of the time, the SPP towers' control over the weather in the Equestrian Wasteland (prior to the Day of Sunshine and Rainbows) keep things constantly overcast with the occasional chance of rain. However, strange post-apocalyptic weather patterns can sometimes make exploration dangerous as well! It's bad enough that raiders, robots, and mutant beasts want to kill you in the wasteland.

### Acid Rain

It starts to sprinkle, and before long it starts showering, with rain water collecting into slightly discolored puddles on the rubble of the ruined roads. In addition to the gentle pitter-patter of rain, the faint sound of sizzling is also audible.

While this acid rain is relatively weak and has negligible short-term effect on structures, it can be damaging to any creatures left out in the open. Unprotected creatures take 1 acid damage every 5 minutes while exposed to acid rain.

### Dust Devil

Whirlwinds stir, scattering dirt and sand across the wastes, kicking them up into swirling clouds of dust. As the winds build, the dust clouds thicken into a choking, opaque storm, covering everything in its path and scouring the skin of any creatures left unprotected.

Within a dust devil, all traits are downgraded two steps on rolls related to perception and to make ranged attacks, and visibility is reduced to 10'. Additionally, unprotected creatures take 1 damage per minute from the scouring dirt and sand and must make a **Body test (difficulty 3)** or become **blinded** for 1d4 hours.

## Grave Wind

A dark wind blows, carrying the old, muted scent of ancient decay and the fleeting sight of spectral figures escaping out of the corners of your vision. Everything seems just a little darker and a little heavier as the unpleasant breeze chills your bones, leaving you feeling weakened.

Grave wind is the result of minute traces of necromantic magic that have corrupted the air. This wind blows across small, remote areas of the wastelands, sapping a small amount of vitality from living creatures - not enough to harm them, but enough to cause physical fatigue.

Unprotected living creatures take 1 necrotic damage every 5 minutes they remain exposed to the grave wind and must make a **Body or Charm test (difficulty 4)** or have their Body trait downgraded for 1 hour.

## Mental Fog

An off-purple haze rolls into the valley during the night, creeping in from all directions until it fills the air. Within the thick fog, tiny motes of magical energy spark about, and dissonant whispers are audible in your mind from no particular direction.

This magical fog clouds the thoughts of creatures caught within it, flooding their minds with the errant thoughts of creatures previously caught in the fog as it travels like a misty blob from one part of the wasteland to another.

While a creature is caught in the mental fog, their **Mind** trait is **downgraded**, but they gain the talent **Telepathy D4**. Visibility within the fog is reduced to 15'. Additionally, any **talent rolls** to cast spells within the fog are also **downgraded** as its own psychic energy interferes with other magic.

## Pink Cloud

Heavy pools of clouds blanket the ruins of the city like pink cotton candy. It seems into the nooks and crevices of the ruined buildings, lingering and moving slowly as though it has a vile will of its own.

This anomalous weather is the result of a megaspell that hit the city of **Canterlot** during the Great War, and is only found around its ruins and nearby areas. The clouds are pink, opaque, and deadly. When a living creature starts its turn within an area of pink cloud, it takes 1 damage, which cannot be reduced. A creature reduced to 0 stamina by this damage has their body permanently fused with any worn or carried equipment.

For each hour that a character spends in an area where pink cloud is present, they must make a **Body test (difficulty 5)**. On a failure, one piece of worn or carried equipment permanently fuses to their body.





### Radiation Storm

The sky begins to churn into a sickly shade of green. At night, the clouds even have a slight glow to them, dimly illuminating the land below. A peal of thunder cracks, and your Geiger counter begins to tick.

Unlike typical thunderstorms, radiation storms aren't accompanied by any rain. Instead, they bathe the wasteland in flashes of radiation. During a radiation storm, any unsheltered areas become zones of **low ambient radiation**.

### Soot Snow

The sky darkens as motes of black and dull, glowing red begin to fall gently from the clouds, blanketing the wasteland in sooty ash and hot cinders. Acrid smoke hangs in the uncomfortably warm air, dehydrating and choking any creature unfortunate enough to be caught in this storm.

During an ash blizzard, traits are downgraded on rolls to perceive things by sight and smell. Any unprotected creatures take 1 fire damage for every 5 minutes of exposure and must make a Body test (difficulty 3) or become ill from inhaling the smoke. Unattended highly flammable materials in the area, such as spilled petrol, are ignited by the hot ashes.



## LOG 4: NEW TALENTS

This log entry describes new talents for the Fallout: Equestria setting.

### Anesthetic Spell (unicorns only)

This medical spell can help to numb patients before a painful medical procedure, or be used in combat to paralyze opponents' bodies.

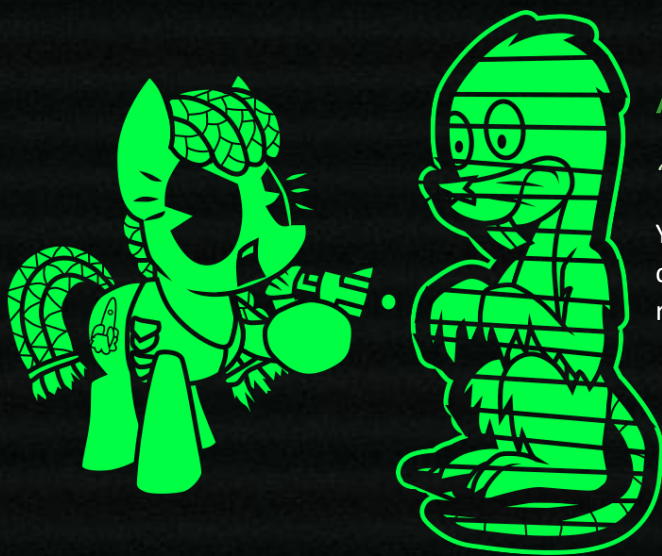
A creature targeted by this spell must make a **Body challenge** against the **talent** dice or become **paralyzed** and numb to physical pain until the end of their next turn. On a **crit**, the target becomes paralyzed for 1 hour. A paralyzed creature can repeat the Body challenge by spending a **Token of Friendship**, unless they are unconscious.

### Arcane Scientist

Harnessing advanced techno-magical concepts, you've learned how to combine magic and science to build all sorts of strange and wondrous devices. This allows you to craft energy weapons and arcano-tech items.

Whenever you roll a test or challenge to repair, craft, modify, or recall knowledge about energy weapons or arcano-tech devices, you can also roll this talent's dice.

Once per day when you would use up the ammo for an energy weapon, you instead don't run out of ammo for it.



### Awareness

*"It was under E!" – Pinkie Pie*

You are observant of your surroundings and of other creatures and characters you encounter. When you are rolling a test to size up a character or notice things about your surroundings, you can also roll this talent's dice.

When you successfully size up a creature, you can learn one of its weaknesses or strengths.



## Barter

Bits, caps, jink... whatever you call it, money is music to your ears! Whenever you roll a test or challenge to barter, haggle, swindle, run or advertise a business, appraise items, or make a profit from investments, you can also roll this talent's dice.

At the end of each day and any time you and your friends find a stash of caps, you can roll this talent's die and obtain an extra number of caps equal to the score rolled.



## Big Leagues

When you swing with **melee weapons**, you swing to hit home! When scuffling with a melee weapon, you may also roll this talent's die.

You can also use melee weapons to parry thrown attacks. If the thrown weapon has the Burst property, you can move to the weapon's targeted space as part of this ability if you are included in that burst. On a success, the weapon is knocked harmlessly away from you and other creatures. On an amazing success, you hit the attack right back at the attacker, and they must roll to defend against the score of your parrying result.

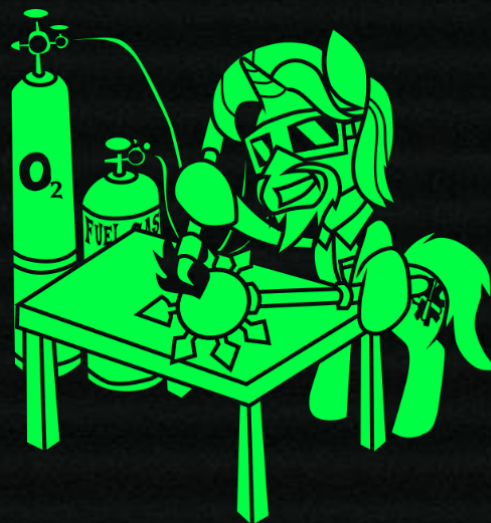


## Blacksmith

With a hammer, anvil, and forge, you send sparks flying as you craft various sorts of simple weapons, armor, and other useful items. This allows you to craft melee weapons and armor, as well as various sorts of mundane metal items.

When rolling a test or challenge to craft, modify, and repair items made mostly out of metal, you can also roll this talent's dice.

You know better than anypony how best to defend yourself using armor. While wearing armor you have crafted or modded, your **kinetic damage reduction** is increased by 1.





## Chemist

It's easy to make friends when you can help feed their chem addictions! You've learned how to synthesize all sorts of substances from simpler chemical components. This allows you to craft chems and alchemical items.

When rolling tests and challenges to use, craft, or recall knowledge about chems and alchemical items, you can also roll this talent's dice.

Also, you gain +1 **damage reduction** against acid and poison damage.

## Commando

Militaristic combat training has made you adept at combat with various assault weapons. When rolling to scuffle with **longarms**, you may also roll this talent's dice.

Also, you can exclude one friendly creature from burst, blast, and line attacks made with longarms and heavy guns.



## Demolitions Expert

The bigger the boom, the better! This talent allows you to craft explosives. On tests and challenges to craft, plant, find, disarm, and scuffle with explosives you can also roll this talent's die.

Friendly characters **upgrade** their **traits** on rolls to avoid your attacks with explosives.



## Disintegration ward (unicorns only)

When you cast this spell, an orb of light appears over the heads of yourself and any number of other creatures you designate. While this spell is active and any creature affected by it takes either laser damage or plasma damage, roll this talent's dice and reduce the damage by the amount rolled. If a creature affected by this spell is reduced to 0 stamina by laser or plasma damage, they are not disintegrated by it and the spell ends for all subjects.



## Echolocation

### (bat ponies only)

Using ultrasonic chirps and their highly evolved ears, bat ponies can “see” in complete darkness using echolocation. When making a **Mind** test to notice things in your environment using echolocation, you can also roll this talent’s die.

You are also immune to becoming **blinded** as long as you are not also **deaf**.

## Eldritch Daggers

### (unicorn only)

You summon 3 daggers of magical force which hover around your head. On subsequent turns, as an action, you can use your Telekinesis to fling 1 or more of these daggers at a single target, resolving each dagger as a separate attack. These daggers are treated as a **basic thrown weapon** that deals force damage instead of kinetic damage.

## Flare

### (unicorn only)

You conjure a bright strobing light that blinds creatures in its area. The spell affects a 10’ radius burst within 30’ of you. All creatures in the area must make a **Body** challenge against this talent’s dice or become **blinded** for 1 minute. A blinded creature can repeat this Body challenge at the end of each of its turns, recovering from it on a success.

## Gun Nut

You have a crazy understanding about conventional firearms, how they work, how to repair them, how to craft them, and how to craft ammo for them. This allows you to craft kinetic **small guns**, **longarms**, **heavy guns**, and ammo for them. Whenever you roll a test or challenge to craft, repair, or recall knowledge about guns and ammo, you can also roll this talent’s dice.

Once per day, when you roll a 1 to attack with a gun, you can reroll your attack.



## Gunslinger

With a big iron at your hip, you're the scourge of the wild, wild wasteland. When scuffling with **small guns**, you can also roll this talent's die.

You can also ready **small guns** as part of an attack action or to counterattack.



## Hacker

After countless hours of basking in the dim glow of terminal screens, you've become a total computer nerd. This allows you to repair computer equipment and write all sorts of software for terminals and similar devices.

This also grants you the knowledge to hack into computer systems. Whenever you roll a test or challenge to repair a computer or electronic device, craft software, socialize with robots, hack into computers, or make an attack with a robot under your control, you can roll this talent's dice.



## Heave-Ho!

You're a pro at throwing things, whether they be knives, rocks, grenades, or anything else! The range of your attacks with thrown weapons is doubled. Whenever you make an attack with a thrown weapon, you can also roll this talent's dice.

Additionally, the bulk for all thrown weapons is halved for you.

## Heavy Gunner

When it comes to sheer firepower in weaponry, size matters. When scuffling with **heavy guns**, you may also roll this talent's dice.

Additionally, your attacks with heavy weapons ignore cover.





## Industrious (earth ponies only)

Without the aid of magic, you've learned how to build and repair things from the tools in your mouth, the grit on your hooves, and raw technological innovation. With your craftsponyship, anything you build is built solid and built to last!

Whenever you craft or repair an item, you may also roll this talent's dice. The time it takes for you to craft and repair items is also reduced by half. Additionally, due to careful maintenance, any of your equipment in **good condition** is never at risk of degrading into **poor condition** (although in the right circumstances it can still become **broken**).



## Iron Hoof

You know karate and seven other zebra words. When scuffling with **hoof-to-hoof weapons** or performing unarmed combat maneuvers such as tripping or grappling an opponent, you may also roll this talent's die.

Your hoof-to-hoof attacks deal an extra +1 damage.

## Lead Belly

You're not too picky over the quality of any food or water you come across. From years of surviving off whatever you can get in the wasteland, your stomach has adapted to be especially resilient against tainted food and water sources. In fact, this exposure has just made you generally more resistant to the dangers of radiation.

When you roll to resist radiation, poison, or disease, you may also roll this talent's dice. You also gain immunity to **low ambient radiation**.



## Life Giver

You are especially healthy, either due to sheer size, physical excellence, or just being made of sterner stuff. Your maximum stamina is increased by an amount equal to this talent's dice.

If an effect would instantly kill you, you instead become **unconscious** and **dying**.

## Light Trot

You are super sneaky and super careful about where you step. Whenever you roll to dodge floor-based traps and hazards or avoid setting them off, or whenever you make a **Body** roll to try to be sneaky, you can also roll this talent's dice.

When you avoid setting off a trap using this talent, you also automatically detect the trap's presence.

## Lucky

Once per session, you can choose to reroll a die without spending a token of friendship before you know the outcome of your roll. Whether you're rerolling a die using this talent or with a Token of Friendship, you may also roll this talent's die. You must use the new result.



## Medic

The wasteland is full of pestilence and violence, but ponies learned in the science of medicine can save lives and profit! This allows you to craft all kinds of medicine. Whenever you roll a test or challenge to treat a wound, cure a disease or poison, identify an illness, synthesize medicine, or basically anything else medical-related, you can also roll this talent's dice.

Additionally, when making a **Mind** test to stabilize a character, the difficulty is reduced to only 2.



## Power Armor Training

You have received special training in the use of various types of **power armor** for both enhanced protection and physical strength.

In addition to any protection or abilities your power armor provides, you can also roll this talent's die for any test or challenge to block attacks while wearing power armor.

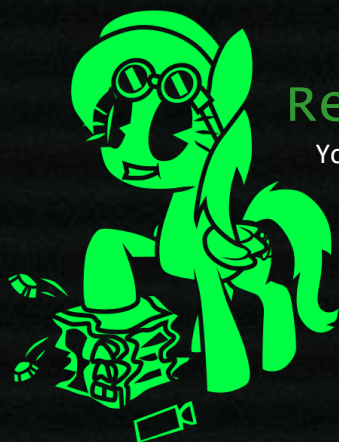


## Radioactive Burst

### (ghouls only)

Once per day, you can unleash radiation that you have stored up in a deadly burst! This is a 15' burst attack centered on you that targets all creatures in the area. When using this talent, you make a **Body challenge**, including this talent's dice, against each target's **Body**. The targets take radiation damage equal to the amount you beat their rolls.

You can spend a Token of Friendship to recharge this ability.



## Repair

You are adept at repairing all sorts of equipment, including toasters! Whenever you roll a test to repair something or disarm a trap, you can also roll this talent's dice.

Once per session, when you are missing a piece of mundane equipment that would be useful for some situation, you can decide that you've had that item with you all along! This item can cost no more than 50 caps.

## Robotics Expert

You've spent enough time observing, taking apart, and putting together robots that you have an improved understanding of how they work. You can build and modify robots. Any time you make a test or challenge involving robots, you may also roll this talent's die.

You can attempt to disable a robot if its internal systems are exposed. The robot may defend itself against your hacking attempt as though you are making a melee attack against it.



## S.A.T.S.

Through practice with a **PipBuck** (see p.103) or similar device, you have learned how to harness the Stable-Tec Arcane Targeting Spell (S.A.T.S.). Once per encounter as an action, while wearing a PipBuck or another device capable of using S.A.T.S., you can choose to activate S.A.T.S. to slow your perception of time and make precisely aimed attacks against an opponent you can see.

When you do this, you can make up to two attacks with any of your readied weapons. You may also roll this talent's dice and add the result to one of the attacks' rolls.

## Scrounger

You can find much that is hidden. When making tests to search through or appraise junk, perform investigations, search for traps, or find hidden doors and compartments, you can also roll this talent's die.

After resting, somehow you always manage to find extra ammo for one of your kinetic small guns or longarms. With 30 minutes of searching through ruins, you can always manage to find a random package of prewar food, even if it's been thoroughly searched before.



## Smooth Talker

With a wink and a smile, you've got the persuasive cunning of a used chariot salespony. When you roll a test or challenge to persuade, impress, or deceive another character, you can also roll this talent's dice.

Additionally, once per encounter, you can attempt to socialize with a character without using an action. You can spend a Token of Friendship to recharge this ability.

## Sniper

From a high, hidden perch, you become an assassin with scoped rifles. Whenever you roll a test or challenge to use a weapon with the **Sniper** property, you may also roll this talent's die.

The range increment for Sniper weapons is doubled for you.





## Strong Back

(earth pony/brahmin only)

You really put your back into hauling heavy loads from town to town, and you look no worse for wear. Add this talent's dice to your **Body** trait for the purpose of determining your **carry capacity**.

Whenever you roll a **Body** test to avoid fatigue, you can also roll this talent's die.



## Taint Purge

(Unicorns only)

Using healing magic, you can purge taint from a creature. When you use this spell, roll its dice. The subject heals damage from taint equal to the amount you rolled. Any mutations that developed in the subject as a result of the taint, however, are not removed.



## Thief

Rob from the rich and give to you! When you roll a test or challenge involving stealing, picking locks, or disarming traps, you can also roll this talent's dice.

Additionally, you can equip any weapon or small item on your turn without using your action.

## Wasteland Survival

You know your general way around safely scavenging, orienteering, and avoiding natural hazards in the wasteland. Whenever you roll a test related to wilderness survival, you can also roll this talent's dice.

With an hour of foraging, you can always find enough food and water in the wilderness to feed a number of ponies equal to the value of this talent's die.





# STABLE-TEC



STABLE LIFE HAS ITS PERKS!



## LOG 5: NEW QUIRKS

This chapter presents new quirks characters are likely to encounter in the desperate wastelands of post-war Equestria.



### Alcoholism

You just can't pull yourself away from the bottle. You can become **addicted** to and suffer **withdrawal** from alcohol.

### Bloody Mess

You are highly inclined to unnecessary violence. When you drop an enemy to 0 Stamina, they die very messily. You cannot inflict non-lethal damage.



You do not gain Tokens of Friendship for this quirk.

### Cannibalism

You really love other ponies... love to eat them! You can feed upon the flesh of a sapient creature while your group is resting to recover 1 Stamina. This has a noticeable effect on your mental health, so your **Mind** trait is **downgraded** on rolls to resist madness and psychic effects.

### Cyberpony

(requires cybernetic augment, see p. 86)

Cybernetic augments have been installed in your body, enhancing your abilities through advanced, integrated arcano-technology! You gain +1 damage reduction against kinetic, poison, and radiation damage.

Certain things that interfere with advanced technology, such as **matrix disruption grenades**, can temporarily disable your cybernetic augments. These disabled augments will be restored after you rest.

This quirk is mutually exclusive with the **Mutant** and **Zebra-Augmented Pony** quirks. You cannot install alchemical or mutation augments. You do not gain Tokens of Friendship for this quirk.



### Fast Metabolism

You regain twice as much Stamina from resting and eating, but your **Body** trait is **downgraded** on rolls to resist poison.

You do not gain Tokens of Friendship for this quirk.

### Flower Child

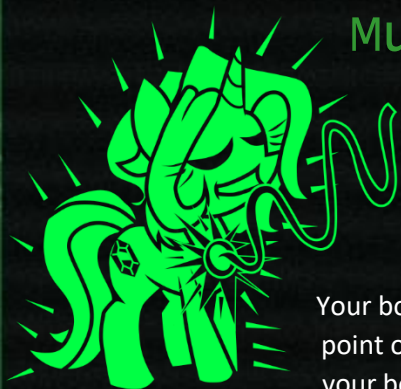
Woah... dude.... You are like... super addicted to chems! You're so used to them... like... your **Body** trait is **upgraded** on rolls to resist **addiction**, and the benefits of the chems last twice as long!

**Downgrades** to **traits** from **withdrawal** are doubled for you though... bummer, dude.

## Half-Rotten

### (Unliving creatures only)

Like a zombie, your body is squishy and slowly decomposing. If one of your limbs becomes crippled, it falls off entirely! However, with proper exposure to radiation and a **Mind test (difficulty 3)**, you can reattach the severed limb to its stump.



## Mutant

### (requires mutation augment, see p. 86)

Either through accidental exposure to taint or by carefully bio-engineered grafts, your body has been permanently augmented with some kind of mutation! You gain +1 damage reduction against laser, plasma, and radiation damage.

Your body has a symbiotic relationship to radiation now, and you must have at least 1 point of radiation damage for your augments to function. If radiation is purged from your body by something like RadAway, your mutation augments become disabled.

These disabled augments will be restored after you rest.

This quirk is mutually exclusive with the **Cyberpony** and **Zebra-Augmented Pony** quirks. You cannot install cybernetic or alchemical augments. You do not gain Tokens of Friendship for this quirk.

## Pack Rat

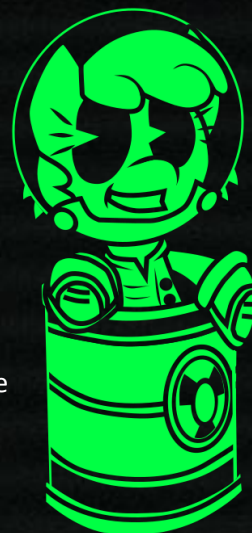
You call yourself a scavenger, but really you're just a kleptomaniac. Your **carry capacity** is increased by 1, but you have an overwhelming urge to scrounge through random containers and take any junk that isn't nailed down or owned by another friendly character.

## Rad-Dependent

### (ghouls and creatures only)

You are a creature born of radiation, and without it you cannot survive. You are immune to radiation, but in order to recover Stamina by resting, you must bask in radiation. If you go for 24 hours without taking in some radiation, your Mind trait becomes downgraded by 1 step for every 24 hours that you have not been exposed to radiation.

In areas of low ambient radiation, you regain 1 Stamina every hour. In areas of medium ambient radiation, you regain 1 Stamina every minute. In areas of extreme ambient radiation, you regain 1 Stamina every round.





## Sensate

The memories of old-world ponies intrigue you and often provide you respite from the harsh reality of the post-war world. You immerse yourself so often in experiencing memory orbs that you might even be addicted to them. When your party acquires memory orbs, you have a strong urge to view and lose yourself in them. When no new memory orbs are available, you regularly pass the time by viewing some of your old favorites.

## Sheltered

You were born and grew up in a subterranean Stable, a high-tech, quarantined habitat sequestered away from the irradiated surface world. Although, this has granted you some comfort in the post-apocalyptic world, up to the point where you have left your Stable, you are ignorant of many of the dangers outside it, and you're not used to all the radiation. Your **Body** trait is **downgraded** to resist ambient radiation, and your **Mind** trait is **downgraded** to recall knowledge about the surface world and its cultures.



## Small frame

You are particularly small for your race. Your **Body** trait is **downgraded** for any rolls involving strength, but it is **upgraded** for any rolls that would benefit from your smaller body (such as moving through cramped spaces).

## Sunlight Sensitivity

Your eyes aren't well adjusted to bright environments. You can see well in dim lighting, but while you exposed to bright light, your **traits** are **downgraded** for any rolls to notice things by sight and to attack.

## Zebra-Augmented Pony (requires alchemical augment, see p. 86)

Rare and powerful zebra alchemy has permanently augmented your body through magical and chemical means. Your gain +1 damage reduction against fire, poison, and radiation.

Areas of wild or nullified magic can temporarily disable your alchemical augments. Your augments can also be disabled if you take more than 1 chem between rests. These disabled augments will be restored after you rest.

This quirk is mutually exclusive with the **Cyberpony** and **Mutant** quirks. You cannot install cybernetic or mutation augments. You do not gain Tokens of Friendship for this quirk.





## LOG 6: CAPS AND EQUIPMENT

Relics of prewar Equestria can be found all across the wasteland. Some of these items still work, and others are useful only for materials. One way or another, characters can find all sorts of use and value out of a lot of this junk that's lying around, waiting to be uncovered by some resourceful scavenger.

This chapter presents several price lists for equipment commonly found in the Fallout: Equestria setting. Equipment from the Tails of Equestria core rulebook is also readily available, worth a number of **caps** equal to their cost in **bits**. These tables assume that all equipment being sold is in **good condition**.

Most items in this chapter are for sale from many vendors across the Equestrian wasteland, including **Ditzy Doo's** shop, **Absolutely Everything**. Some of the rarer or more contraband items may be harder to find, but chances are there's some back-alley vendor out there that sells that stuff too.

### Forms of Currency

#### Caps

Ponies no longer use bits as currency, although they retain some value as gold salvage. Instead, most ponies of the wasteland barter with bottle caps, or just simply "**caps**", obtained from bottles of Sparkle Cola, Sunset Sarsaparilla, and similar bottled beverages. This is the primary currency in the Fallout: Equestria setting.



#### Prewar Money

**Bits** were once the preferred form of currency in Equestria before the Great War. They aren't valued for very much anymore except as a means to buy drinks and snacks from operational vending machines and for melting down. Most of the time, prewar bits are only traded in-bulk, with 10 bits being worth 1 cap.

#### Art Objects

Intact works of art and treasure objects made out of precious materials or with superb craftsponyship can be traded and sold for their full price.

#### Raw Materials

Scrap metal, electronic parts, bolts of fabric, and various other kinds of resources are valuable for crafting and repairing equipment. They can be sold in-bulk for **one tenth** their cost, since it's mostly just junk to a pony with untrained hooves, but when used to craft or repair items, they contribute their full cost toward that effort.





## Equipment Properties

The tables for equipment are generally organized to show the following information. Anecdotal and mechanical descriptions for the items follow these tables.

### Cost

This is the price, in **caps**, that **Ditsy Doo** sells the item for at her shop, **Absolutely Everything**. This price represents an item in **good condition** and may vary from vendor to vendor. Items in **poor condition** are usually half this price.

Generally, you can sell equipment for **half its cost**, as long as it's in **good condition**.

### Bulk

**Bulk** is an abstract measurement that represents both the volume and weight of equipment. Characters can carry an amount of bulk determined by their **carry capacity** (see page 23). This is left empty if the equipment has negligible bulk.

Items currently being worn do not count against your carry capacity, so long as the total bulk of worn items doesn't exceed it.

## Gear & Items

Equipment Name	Cost	Bulk
Audiovideo Monitor	100	3
Battle Saddle	50	3
Bobby Pins (5 uses)	25	-
Boltcutter	50	2
Book	100	1
Crowbar	50	1
Duct Tape (5 uses)	15	-
Duct Tape, Military-Grade (10 uses)	30	-
Electronic lockpick	500	2
Electronic Media Player	100	3
Extension Cable (50')	25	1
Flashlight	20	1
Food (Pre-War Canned)	2	1
Food (Pre-War Snack)	1	-
Food (Pre-War TV Dinner)	3	1
Food (Wastelander)	2	1
Geiger counter	60	2
Generator	200	10
Goggles	10	-
Grease (5 uses)	4	1
Hoofcuffs	30	-
Lighter	10	-
Lockpicks	50	-
Magazine	10	-
Magical field conducting array	50	1
Matches (50 uses)	5	-
Nightvision Goggles	450	1
Radio (HAM)	50	4
Radio (Personal)	30	1
Remote Control	10	-
Saddlebags	25	1
Slave Collar	40	1
Sparkle Cola	4	1
Sparkle Cola RAD	50	1
Stove (portable)	100	3
Sunrise Sarsaparilla	4	1
Terminal	250	6
Terminal (Portable)	400	3
Tool	5	1
Turpentine (5 uses)	10	1
Water (Dirty)	1	1
Water (Pure)	10	1
Water Purifier	300	1
Wonderglue (5 uses)	20	-



## Audiovideo Monitor

This flat-screened television appliance, mass-produced by Gamma Monarch before the Great War, is compatible with all sorts of media devices.

## Battle Saddle

This specialized leather harness allows you to efficiently carry various types of weapons. It can hold up to **2 longarms** or **1 heavy weapon**. Any weapons carried on your battle saddle are always readied and cannot be disarmed.

## Bobby Pins

These mane accessories have found new use in lockpicking. On a failed lockpicking attempt, the bobby pin will break.

## Boltcutter

This heavy tool is useful for cutting wires, fences, ropes, and so on. An essential item for any mission involving breaking and entering!

## Books

Various kinds of technical manuals, textbooks, and detailed reference guides can be found and studied across the wasteland in order to acquire new skills. By studying and practicing the contents of a book for 2 weeks, you can gain a new **talent** related to the book's subject, as determined by the Storyteller. This talent starts at a **D4**. The book can be read multiple times, but each character can only benefit from learning its talent once.

Examples of books and the talents that can be learned from them include, but are not limited to:

- Applied Gemstones (Arcane Science),
- Big Book of Arcane Sciences (Keen Knowledge – Chemistry, Engineering, Magical Lore, Math, or Physics; Can be read multiple times to learn new talents)
- Canterlot Journal of Internal Medicine (Medic)
- Give Peas a Chance: The Vegetarian's Guide to Cooking (Creative Flair - Cooking)
- Martial Arts of the Zebras (Iron Hoof)
- Principles of Proper Pony Speech (Smooth Talker)
- Stable-Tec Programming Manual (Hacker)
- Super Naturals (Keen Knowledge – Botany)
- The Big Book of Boom! The Dynamite Guide to Handling Explosives (Demolitions Expert)
- The Wasteland Survival Guide (Wilderness Survival)
- TLC Squared: Tender Loving Care for Totally Lost Causes (Repair)
- Today's Locksmith (Thief)
- Zebra Infiltration Tactics (Light Trot)



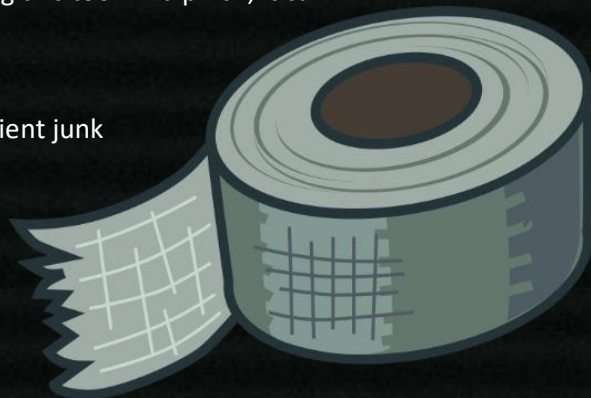


### Crowbar

A this tool consists of a metal bar with a single curved end and flattened points. **Upgrade** your **Body** trait on rolls to open crates, doors, and similar containers using this tool. In a pinch, it can be improvised as a **basic melee weapon**.

### Duct Tape (Standard)

It has a light side and a dark side, and it is what holds ancient junk together. It **upgrades** your **trait** die when used to repair equipment and cuts the cost to repair the equipment in half! However, any equipment repaired with duct tape will fall back into **poor** or **broken condition** if bad luck is rolled on any attempt to use it.



### Duct Tape (Military Grade)

This heavy-duty version of duct tape won't cause equipment repaired with it to break if you roll a 1 while using it. However, it's still a temporary fix, and you should probably actually get some spare parts and tools to make some more permanent repairs.

### Electronic Lockpick

This powered lockpicking device is useful for breaking into electronic locks and mechanized doors. It **upgrades** your **trait** die when it is used to do this. It requires a spark battery to operate. On a bad luck roll, its spark battery runs out of power.

### Electronic Media Player

This encompasses any sort of electronic device meant for playing various forms of prewar electronic media, ranging from holodisk sci-fi serials, home arcade game cartridges, and compact phono-player disks.

### Extension Cable

This insulated cable allows you to connect an electronic device to a power source up to 50' away.

### Flashlight

A simple electronic device that shines light in a single direction.

### Food (Pre-War Canned)

Pre-war food isn't uncommon to find while exploring the scorched ruins of ancient cities. It's almost as though somepony goes around mysteriously restocking those rundown grocery marts and convenience stores and soda machines...

This canned food is sealed to preserve freshness and chockfull of preservatives! Examples include Cram, Dandy Buck Apples, canned pet food, and Granny's Baked Beans.





### Food (Pre-War Snack)

This once-popular snack food is older than you. Examples include Potato Crisps, Fancy Buck Snack Cakes, and Yum-Yum Deviled Eggs, various types of candy, and bubblegum.

### Food (Pre-War TV Dinner)

This mass-produced meal is easy to cook in a microwave or over a campfire. Or you could still eat it without heating it up first. If the preservatives kept it from spoiling this long, it probably won't hurt you. Examples include Hungry Mare Salisbury Beetsteak, Instamash, instant noodle bowls, Sugar Apple Bombs, and Big Mac'n Cheese.

### Food (Wastelander)

In most parts of the Fallout: Equestria setting, a fresh meal is hard to come by, at least not in the same form familiar to prewar Equestrians. Most kinds of produce are difficult to grow, and most ponies have given up vegetarian diets to survive on meat from mutant beasts.

Examples of such wastelander fare include baked bloatsprite, radbit stew, and radgator kebabs (which is totally not made from other ponies). Characters with great skill in cooking could produce finer fare from the ingredients on hoof, but the cost listed in the table is for a typical meal prepared without much culinary experience.

### Geiger Counter

This device emits a series of clicks to alert the user to the presence and intensity of radiation in the area. When used to search for radioactive materials, it will upgrade your die.

### Generator

This bulky, noisy device uses petrol to produce electricity. One tank of petrol provides enough power to charge up 4 spark batteries in 1 hour.

### Goggles

They do nothing except protect your eyes. Your **Body** trait is **upgraded** on rolls to protect your eyes or avoid stare attacks.

### Grease

Lubricant for mechanical equipment. **Upgrade** your **trait** rolls when using this to get old, rusty equipment to move properly.

### Hoofcuffs

These steel manacles are tight-fitting and require a **Body test (difficulty 7)** to escape.

### Lighter

A pocket-size lighter, using a small amount of petrol to produce a small flame. Some of these lighters feature neat designs, artwork, or materials, making them valuable sometimes as treasure items. The amount of fuel left in them varies, but they can be refilled with a negligible amount of petrol. Not disposable.



## Lockpicks

This set of specialized tools can be used in combination with bobby pins to make breaking and entering a lot easier. Your **Body** trait is **upgraded** on tests to pick locks when using these tools with bobby pins.

## Magazines

Plenty of preserved periodicals litter prewar ruins with useful tips, tricks, and information applicable for wasteland survival. By studying a magazine for 30 minutes, your trait rolls related to the magazine's topic are upgraded for 8 hours. You can only receive this benefit from one magazine at a time.

Examples of magazines and talents that can be learned from them include, but are not limited to:

- Equestrian Army Today (Heavy Gunner)
- Dr. Hooves and You (Arcane Science)
- Guns & Bullets (Gun Nut)
- Minotaur Market (Barter)
- Sword Mares (Big Leagues)
- Wingboner Magazine (Creative Flair – Seduction)



## Magical Field Conducting Array

This arcano-tech device allows several small power sources such as spark batteries to be hooked up to power a larger, more powerful device. A single array can hold up to 6 spark batteries.

## Matches

A jumbo-size box of 50 matchsticks. Great for committing arson and other fire-related activities!

## Nightvision Goggles

This arcano-tech headgear lets you see in the dark, but only in shades of green. It requires a spark battery for power, which lasts 4 hours.

## Radio (HAM)

This set of radio equipment allows you to transmit and receive signals over a long range. It requires a spark battery to operate.

## Radio (Personal)

This small radio device can transmit and receive signals over short distances. It requires a spark battery to operate.

## Remote Control

This small device can remotely send infrared signals to a device paired with it within 100'.





## Saddlebags

These durable and spaces bags help to organize and distribute the weight of your equipment more efficiently. While wearing them, your carry capacity is increased by 3. You can store or retrieve an item from your saddlebags as an action.

## Slave Collar

Slaves are often forced to wear these explosive collars around their necks. It is paired with a remote detonator which causes it to explode if the slave's master pushes the big red button, or if the slave ventures too far. When it explodes, the wearer takes 20 kinetic damage. If the wearer is reduced to 0 Stamina by this explosion, they are decapitated. Any characters within 5' must make a difficulty 5 Body test or take 10 kinetic damage. Even on a success they still take half damage.

The same detonator can also be used to deactivate the collar. Attempting to disarm the collar requires a **Mind test (difficulty 6)**. On a failure, the collar explodes. Once the collar is deactivated, it can be removed harmlessly.

A slave collar can only be put on a willing or helpless victim.



## Sparkle-Cola

This carrot-flavored soda pop has been a popular beverage both before and after the Great War. Bottle caps for it and other drinks are commonly used as currency throughout the Equestrian wasteland. Curiously enough, many soda machines across the wasteland are still operational, and it almost seems as though somepony goes around restocking them...

## Sparkle-Cola RAD

*"It's like a buck to the face! With radishes!"*

This radish-flavored variation of Sparkle-Cola purposely has trace amounts of a radioactive substance in it that give it (and its aftermath) a distinct blue glow.

## Stove (portable)

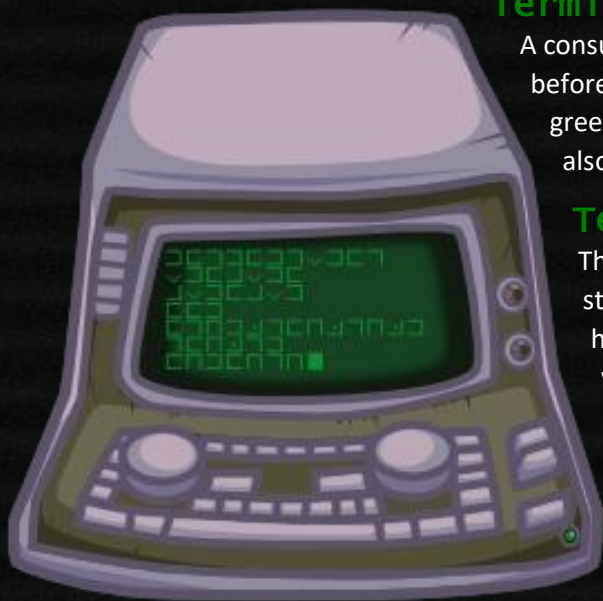
This petrol-powered stove is easy to transport while trekking across the irradiated wilderness. It's sure nice to have a warm meal while you're travelling.

## Sunrise Sarsaparilla

Though not as popular as Sparkle-Cola, this refreshing soda pop is more common in the **Moojave** regions of the Equestrian Wasteland, and its bottle caps are just as valuable as Sparkle-Cola caps.







## Terminal (Desktop)

A consumer computer terminal manufactured by Stable-Tec before the Great War. It includes a low-resolution black-and-green screen with a keyboard and internal speaker, but it can also interface with a variety of other peripheral devices.

## Terminal (Portable)

This lightweight terminal is designed to look similar to a stylish briefcase when closed. Though it might not have the horsepower of normal terminals, its portability sure helps when you need to leverage some computing power on the go. Computing tasks on this terminal take twice as long as they would on normal terminals.

## Tool

Any kind of basic tool that is required to do some sort of simple job, such as a screwdriver or small hammer.

## Turpentine

A flammable solvent distilled from pine resin. Useful for tanning, cleaning, making some chems, and dissolving wonderglue.

## Water (Dirty)

At least the water's been boiled, but it's still mildly radioactive and smells funny.

## Water (Pure)

Boiled, filtered, and clean of radiation! This is indeed a rare and refreshing commodity.

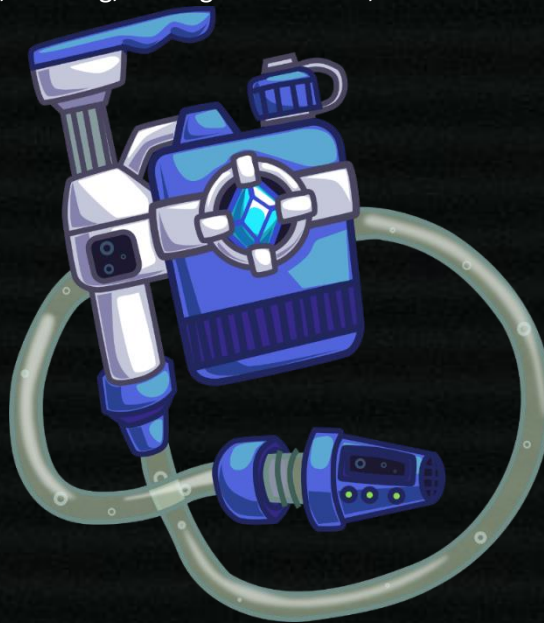
## Water Purifier

This manually operated pump contains a lesser water talisman that can purify water of contaminants and radiation! It can purify 1 liter of water every 10 minutes.



## Wonderglue

This super glue is useful as an adhesive crafting material. When used to modify or repair an item, it **upgrades** your **trait** rolls to do so. A **Body test (difficulty 5)** is required to remove two objects stuck together by it.





## Medicine

*"War? Fear? Death? We must do better!" – Ministry of Peace poster*

Medical supplies are essential for wasteland survival. Caches of them can be found hidden in first aid boxes throughout wasteland ruins.

Medicine Name	Cost	Bulk
Antivenom	40	1
Doctor's Bag	90	2
Fixer	300	1
Healing Potion	50	1
Healing Potion (Extra-Strength)	150	1
Hydra	140	1
Magical Bandage	15	-
Medkit (5 uses)	30	1
Rad-away	30	1
RadSafe	50	-
Super Restoration Potion	500	1
Vaccine	140	-

### Antivenom

This bitter antidote purges the body's systems of poison.

*Benefit (2 hours)*

Any poison is immediately neutralized. **Body** trait is **upgraded** on rolls to resist poison.

### Doctor's Bag

This black bag has several useful tools and supplies for treating injuries and performing surgeries. This kit lets you **upgrade** your **Mind** trait when used to administer any sort of medical treatment.

### Fixer

This potent inhaled medicine purges your system of most chem addictions.

*Benefit (immediate)*

You are cured of all addictions to chems of **level 3 or lower**.

However, the effects of this medicine cause prolonged nausea as it forcefully purges the chems from your system. **Body** trait is **downgraded** for 24 hours.





## Healing Potion

This common magical medicine has a distinct carrot taste.

*Benefit (immediate)*

Recover 5 **Stamina**.

## Healing Potion (Extra-Strength)

A more potent version of the standard healing potion.

*Benefit (immediate)*

Recover 10 **Stamina**.

## Hydra

This dangerous and advanced form of healing potion harnesses the regenerative abilities of hydras to quickly regenerate wounds and lost limbs!

*Benefit (1 minute)*

While under the effects of this chem, you regain 1 **Stamina** at the start of your turns, and you regenerate lost limbs and broken bones over the course of the chem's duration. This potion's effects last for 1 minute.

Due to the dangers of rapid cell growth, if your stamina equals your maximum stamina while under this potion's effect, you become weakened for 24 hours. At the end of the potion's duration, make a **Body** test with a difficulty equal to half your current stamina. If you fail, you begin **dying**.

## Magical Bandage

This enchanted bandage allows you to automatically stabilize a dying character, no matter how severe their wounds are. It can also be used to heal 1 **Stamina**. It is usable only once.





## Medkit

This small metal box has 3 butterflies painted on the cover and contains a variety of basic first aid supplies. It allows you to attempt to stabilize a dying character or help a character heal while resting. It has enough supplies to be used up to 5 times.

If used to heal a character while resting, a single use will allow that character to recover 1 **Stamina**. No test is required for this. However, you can attempt a **Mind test (difficulty 4)** to try to heal more Stamina. On a success, the character recovers 1 extra Stamina. On an amazing success, the character instead recovers 2 extra Stamina.

## Rad-away

This orange, gross-tasting potion purges radiation from your system.

*Benefit (immediate)*

Recover 5 **Stamina** inflicted by radiation damage.

## Radsafe

This pill makes you resistant to radiation for a short time.

*Benefit (1 hour)*

Gain the **Lead Belly** talent (see page 38) with a D4. If you already have that talent, increase its die by one step.

## Super Restoration Potion

An extremely powerful healing potion that can even restore crippled limbs.

*Benefit (immediate)*

Recover 25 **Stamina** and any crippled limbs are restored to normal. This does not replace missing limbs though.

## Vaccine

An injected medicine that enhances your immune system to fight off deadly viruses.

*Benefit (immediate)*

After 24 hours, you gain permanent immunity to one specific disease.





## Poison

A must-have for the assassin's toolbox. Poisons will whittle down your enemies' health and may even inflict various nasty side-effects. Poisons can come from many sources, and the method of their deliver can also vary. The poisons below are available from less reputable salesponies in small vials containing a single dose. Venom can be applied to a bladed or pointed melee weapon, or to a single piece of specialized ammunition as an action.

Creatures with the **Unliving<sup>B</sup>** quirk are immune to poison.

Extracting venom from creatures is tricky business. Venom extracted from dead creatures spoils within minutes, and even when it's extracted from live creatures, crafting it into one of the usable poisons below requires some specialized chemistry equipment to properly preserve it. Of course, there is also always the risk of accidentally poisoning yourself if you mishandle the stuff.

Poison Name	Cost	Bulk
Manticore Venom	120	-
Paradore Venom	600	-
Poison, Basic	40	-
Radscorpion Venom	160	-

### Manticore Venom

Extracted from the stinger of a manticore, this special venom is often applied to darts to paralyze its victims. An affected target must make a **Body test (difficulty 5)** or become **paralyzed** for 1 hour. The target can repeat this **Body test** to end the effect early if they take any damage while paralyzed in this way. The target remains **ill** for 10 minutes afterwards.

### Paradore Venom

This extremely potent poison is extracted from the venom of a deadly insect resembling a cross between a wasp and a butterfly. An affected target takes **burn 4 poison** and becomes **ill** for 1 minute. The target can attempt a **Body test (difficulty 10)** at the end of each of their turns to end the effect early. The target remains **ill** for 1 hour afterwards.

### Poison, Basic

A simple, affordable poison for the newbie assassin! An affected target takes **1d4 poison damage** and must make a **Body test (difficulty 4)**. On a failure, the target becomes **ill** for 10 minutes.

### Radscorpion Venom

A potent poison extracted from the venom gland of a radscorpion's stinger. An affected target takes **burn 2 poison** and becomes **ill** for 1 minute. The target can attempt a **Body test (difficulty 6)** at the end of each of their turns to end the effect early. The target remains **ill** for 1 hour afterwards.





## Chems

These are the recreational substances prewar PSAs warned you about. They are specially brewed to be highly addictive, but can have some physiological effects that can give you a temporary edge against the trials and adversaries of the wastes. Once the initial high has burned off though, beware of debilitating withdrawal effects.

Creatures with the **Unliving<sup>B</sup>** quirk are immune to chems.

## Addiction and withdrawal

When you use a chem, you usually gain some temporary benefit. After its duration has elapsed, you must make a **Body test** to avoid becoming **addicted** to the substance. While you are addicted to a chem, you suffer its **withdrawal** effects 1 hour after taking it, unless you take it again.

**Once each week** that you go without taking a chem, you can attempt another **Body test** against its addiction difficulty to recover from being addicted to that chem. Even if you fail this test, the difficulty for recovery will be reduced by 1 the next time you attempt it. However, if you take the chem again, even once, the addiction difficulty will return to normal.

The Body test **difficulty** for chems are listed under the “**Addiction**” column on the chems price list.

## Overdosing

Each time that you take a chem more than once in the same day, your next roll to avoid addiction is **downgraded** one additional step. If you roll a 1 to resist addiction after you’ve taken a chem more than once in the same day, you **overdose** on it.

An overdosed character becomes **unconscious**. Some chems may have additional overdose effects given in their description.

Chem Name	Cost	Bulk	Addiction
Alcohol (Common)	3	1	2
Alcohol (Good Stuff)	10	1	3
Alcohol (Top Shelf)	20+	1	3
Buck	50	-	4
Cigarettes (10 uses)	10	-	2
Dash	30	-	5
Painkiller	40	-	3
Mint-Als (5 uses)	20	-	4
Mint-Als (Party-time) (5 uses)	100	-	6
Moon Dust	20	-	5
Rage	80	1	7
Stampede	450	1	8
Steady	10	-	4

## Alcohol (Common/Good Stuff/Top Shelf)

Alcoholic intoxicants of various kinds, most notably cider, are a common recreational substance in Equestria, even after the Great War. It comes in varying grades of quality and strength. Some rare types of alcohol can be quite valuable and are widely regarded as treasure. Because alcohol is only mildly addictive, only characters with the **Alcoholic** quirk can become addicted to it. You get back 1 cap every time you open a fresh bottle of booze.



### *Benefit (1 hour)*

Gain +1 **damage reduction** against all damage (to a minimum of 1 damage) and your **Charm** trait is **upgraded**, but your **Mind** trait is **downgraded**.

### *Withdrawal*

**Charm** trait is **downgraded**.

## Buck

This ingested steroid enhances the user's strength and endurance for a short time.

### *Benefit (1 hour)*

**Body** trait is **upgraded** for rolls involving strength or physical endurance, and for the purpose of determining your carry capacity.

### *Withdrawal*

Your **Body** trait is **downgraded** for rolls involving strength.

### *Overdose*

You have a heart attack and start dying. The **difficulty** of the **Mind test** to stabilize you is 4.

## Cigarettes

It might be bad for your lungs, but smoking will sure make you look cool! It doesn't have any mechanical benefits or withdrawal effects.

## Dash

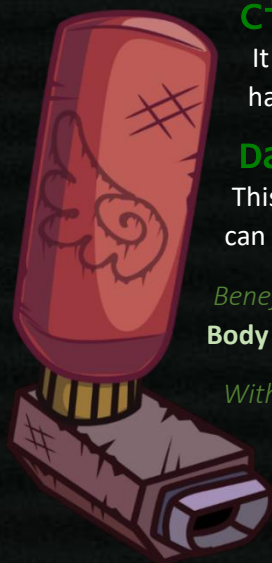
This inhaled stimulant improves your perception of time, and makes you feel like you can even fly! However, it has no effect on ghouls.

### *Benefit (1 minute)*

**Body** trait is **upgraded** for rolls involving agility and coordination.

### *Withdrawal*

**Body** trait is **downgraded** on rolls involving agility. **Charm** trait is **downgraded**.





## Painkiller

This intravenous painkiller was widely used by soldiers during the Great War. Although it was useful to treat pain, shock, and keep soldiers fighting on while wounded, it is also addictive.

*Benefit (1 minute)*

Gain +2 **damage reduction** against all types of damage.

*Withdrawal*

Your **Body** trait is **downgraded** for rolls involving agility and endurance.

*Overdose*

You have a heart attack and start **dying**.

## Mint-AIs

These minty, candy-like drugs were originally created by Zebras as a substance to enhance one's wits and recollection for a short time. A tin of these has enough mints in it for 5 uses.

*Benefit (5 minutes)*

**Mind** trait is **upgraded** for rolls involving perception and smarts.

*Withdrawal*

**Mind** trait is **downgraded**.



## Mint-AIs (Party-time)

This special and highly addiction variety of Mint-AIs tastes like grape candy and greatly enhances its user's charisma. A tin of these has enough mints for 5 uses.

*Benefit (5 minutes)*

**Charm** trait is **upgraded**, and you gain the **Pony Sense** talent with a D8.

*Withdrawal*

**Mind** and **Charm** traits are **downgraded**.

## Moon Dust

This hallucinogenic drug is so aptly named because of the feelings it gives users of being on the moon. It is used by addicts as a way to escape the harshness of reality rather than for any tactical purpose.

*Benefit (2 hours)*

You are **unconscious** and experience vivid lunar dreamscapes. This effect ends early if you take any damage.

*Withdrawal*

**Mind** trait is **downgraded** for rolls involving perception. **Body** trait is **downgraded** for rolls involving endurance.

## Rage

This powerful intravenous drug was developed by the Equestrian army in an attempt to create high-octane super-soldiers. It makes its users highly aggressive and very resilient.

*Benefit (1 minute)*

**Body** trait is **upgraded**. **Mind** is **downgraded**. Gain **10 temporary Stamina**.

*Withdrawal*

**Body** trait is **downgraded**.

*Overdose*

You have a heart attack and begin **dying**. The **difficulty** of the **Mind** test to stabilize you is 7.

## Stampede

This chem transforms soldiers into dangerous kamikaze fighters by combining the effects of rage and Med-X. A strange combination considered that it was originally concocted by a cute little bunny... a very angry cute little bunny.

*Benefit (1 minute)*

Reduce all damage taken by 2, to a minimum of 0. **Body** trait is **upgraded** 2 steps. **Mind** is **downgraded** 2 steps. Gain **15 Temporary Stamina**.

*Withdrawal*

**Body** and **Charm** traits are **downgraded**.

*Overdose*

Your heart explodes. You die.

## Steady

This injected chem helps to calm its user's nerves and makes their movements less shaky. This has the benefit of allowing them to remain steady (hence the name) and aim better.

*Benefit (1 minute)*

**Traits** are **upgraded** for rolls to make **called shot** attacks and to resist fear.

*Withdrawal*

**Body** trait is **downgraded** for rolls involving dexterity.





## Alchemy

Combining old magical lore and arcane magic ingredients, the art of alchemy has been passed down in zebra culture for generations, even after the Great War. Alchemy can be used to produce various kinds of potions, ointments, and other consumable items that have various short-lived magical effects. Alchemical brews with permanent magical effects are also possible but require a special recipe and rare ingredients (see Augments, p. 86). Below are some of the most commonly known alchemy items.

Item Name	Cost	Bulk
Bleed-stopper (5 uses)	25	1
Curse Cure-all	225	1
Flash Coal	10	1
Golem Paste	650	1
Resistance potion	100	1
Scentmask Lotion (5 uses)	60	1
Smoke Bomb	15	-
Spirit Drops (5 uses)	200	1
Wall-walking potion	100	1
Zebra Warpaint	250	-

### Bleed-stopper

Smear your wounds with this purple goop, and your excess bleeding will no longer throw you through a loop!

This ointment will automatically stabilize a dying character. It also ends any **Burn** condition on whoever it is applied to. There's enough goop for this to be used 5 times.

### Curse Cure-all

This dark bubbling liquid is not vile. It will drive out curses and bring back your smile!

When you drink it, any curses on you are dispelled, and any creatures possessing you are driven out as well.

### Flash Coal

Zebra sages sought to make coal that would burn forever. Instead they got some that would burn intensely hot, but quickly weather.

This alchemical coal burns twice as fast, but burns 10 times as hot.

### Golem Paste

Mixed from the ground dust of a magical sentry, this potion will cover your coat in stone, deflecting attacks aplenty.

When applied to your coat, this potion grants you the **Thick Hide<sup>B</sup>** talent at a **D20** for 10 minutes.

### Resistance Potion

Ice and lightning, acid and fire – this potion will grant protection against an element's ire.

It grants you the **Resistance\*\*** quirk against one type of energy damage for 1 hour. Each variation of this potion has a color that matches the damage it protects against.

### Scentmask Lotion

Mixed from bloatsprite wings and mold that glows, this scentless lotion will hide you from anything using its nose.

Whoever smears this lotion on their body becomes completely undetectable by smell for 1 hour.

### Smoke Bomb

Bursting in a showy, colorful poof, this harmless explosive is only a spoof!

When thrown, this smoke bomb bursts in a 15' radius cloud of thick, colored smoke. The cloud lasts for 1 minute or until it is blown away.

### Spirit Drops

Squeeze a single drop into each eye at most, then you can see invisible things, perhaps even a ghost!

By squeezing a drop of this clear enchanted liquid into your eyes, you gain the **Truesight<sup>B</sup>** talent at a **D8** for 1 minute.

### Wall-walking potion

Smearing this on your hooves is helpful for a Fallen Caesar fighter. Wearing it will let you walk on walls and ceilings, like a spider!

This potion is applied to a character's feet and allows them to walk on walls and ceilings. When applied, you gain the **Spider Climb<sup>B</sup>** talent at a **D8** for 1 hour.

### Zebra Warpaint

For a zebra, it may seem strange to paint one's face for battle, but this will steel your resolve and make your nerves not rattle!

This magical warpaint upgrades your **trait** rolls to attack and resist fear for 10 minutes.





## Weapons

In order to defend yourself against wasteland raiders, bizarre mutant wildlife, and worse, you're going to need some kind of weapon! Thankfully, there are plenty of prewar household and military items that are very effective at cutting, bludgeoning, and even shooting!

### List of weapons

The following are basic types of weapons for the Fallout Equestria setting. Rather than making a big-huge list of all the different types of guns, bludgeons, and blades, this list provides broad categories of weapons as a catch-all for closely related weapons. For example, a baseball bat, crowbar, or lead pipe would be a basic melee weapon. Likewise, a 10mm pistol, pipe gun, crossbow, or any handgun would be a basic pistol.

The weapons table has the following additional properties.

#### Damage

This is the type of damage (abbreviated) the weapon does and its damage bonus (if any). If the attack hits, add this bonus to the damage inflicted. A weapon with "-" listed for its damage deals no damage. See the weapon's description for its effect. Damage bonuses from weapons and their ammo stack.

#### Range

This is the range increment for ranged and thrown weapons. You can attack out to this distance with no penalty. For each increment beyond the first, the **trait** used for attacks with the weapon is **downgraded one step**.

The **maximum range** for any weapon is 4x this amount.





## Ammo

This is the type of ammo used by the weapon, if any. Note that some types of ammo have a damage bonus. This stacks with the damage bonus of the weapon used to fire it!

Keeping track of every single piece of ammo your character has can be an awful lot of bookkeeping! Therefore, we'll use an abstract system for tracking your ammo: your weapon either has ammo, or it doesn't.

If you only use a weapon once during an encounter, you're using your ammo conservatively and you still have ammo left at the end of the encounter. Otherwise, you're going whole ham, guns a-blazing, and you run out of ammo for that weapon at the end of the encounter. Also, anytime you roll bad luck on an attack with a weapon that uses ammo, that weapon runs out of ammo.

You can hoard multiple stacks of ammo for each of your weapons in reserve. If your weapon runs out of ammo, it takes an action to load more ammo into it.

## Properties

If the weapon has any special properties, they are listed here. Special properties for weapons listed in this holotape include:

### *Armor Piercing*

This type of ammo is super-effective against armored opponents. Attacks with this ammo ignore the first 2 points of **damage reduction** from **armor**, but **trait** rolls to attack with it are **downgraded** against unarmored targets.

### *Automatic*

When attacking with this weapon, you can choose to fire in either normal or full-auto mode. In full-auto mode, you use up your ammo for the weapon and you can attack up to 4 different targets within a 45° arc. If you only attack one target in full-auto mode, your **trait** roll for the attack is upgraded. While firing in full-auto mode, you cannot make aimed attacks.

### *Blast*

This weapon fires in a blast that attacks all targets in a cone-shaped area projected away from you, with a length equal to the weapon's range and a width equal to half that range. A single roll is made for this attack against all the targets. This attack cannot be aimed and it ignores cover from non-solid terrain.

### *Burn*

On a **crit**, the target gains the indicated **burn** condition.

### *Burst*

The payload of this weapon bursts or explodes, attacking all targets in the indicated radius centered at the space it is aimed at. A single roll is made for this attack against all the targets. This attack cannot be aimed and it ignores cover from non-solid terrain.



### *Heavy*

In order to wield this weapon effectively, it must either be worn on a **battle saddle**, mounted to a turret or vehicle, braced, or held in two or more appendages by a character with a **Body** of at least **D12**. Otherwise **trait** and **talent** rolls to attack with it are **downgraded** one step.

Trait **rolls** to defend against having a heavy weapon disarmed are **upgraded**.

### *Knockdown*

On a **crit**, you can cause the target to either fall **prone** or get pushed back up to the indicated distance.

### *Line*

This weapon fires in a straight line away from you, out to the weapon's range. It attacks all targets overlapping this line. A single roll is made for this attack against all the targets. If the attack is aimed, all targets other than the one being aimed at **upgrade** their **trait** rolls to avoid the attack.

### *Payload*

The damage and any other effects of this weapon depend on the type of ammo fired from it. The weapon runs out of ammo every time it is used.

### *Reach*

This melee weapon has an extended reach and can attack targets up to the indicated distance away.

### *Reload*

This weapon needs to be reloaded after every attack, even if it hasn't run out of ammo. Reloading the weapon requires an **action**.

### *Siege*

This weapon deals double damage against vehicles, walls, and inanimate objects.

### *Silent*

The weapon makes little or no sound when it fires, allowing you to remain hidden if you are hiding.

### *Sniper*

While aiming with this weapon, its **range** is increased by x4.

### *Splash*

This weapon deals a minimum amount of damage equal to its damage bonus, even if it misses, unless the defending character gets an **amazing success**.

### *Tactical*

This weapon is particularly useful for performing a specific type of combat maneuver, such as tripping, disarming, grappling, etc. The weapon's **trait** rolls for the attack are not **downgraded** for attempting to perform the indicated maneuver.

Weapon Name	Cost	Damage	Range	Ammo	Bulk	Properties
<b>Hoof-to-Hoof Weapons</b>						
Basic hoof-to-hoof	40	+1 K	-	-	1	-
Powerhoof	1,600	+3 K	-	Spark battery	3	Knockdown 10'
Unarmed	-	K	-	-	-	-
<b>Melee Weapons</b>						
Basic Heavy Melee	150	+2 K	-	-	4	Heavy, Knockdown 5'
Basic Melee	50	+1 K	-	-	2	-
Basic Polearm	100	+1 K	-	-	3	Reach 10'
Basic thrown	40	K	20'	-	1	Thrown
Basic Whip	75	K	-	-	1	Reach 10', Tactical (Disarm, Trip)
Improvised Melee	-	K	-	-	varies	varies
<b>Small Guns</b>						
Automatic Pistol	500	+1 K	40'	Light Ammo	2	Automatic
Basic Pistol	100	+1 K	50'	Light Ammo	1	-
Crossbow	150	+1 K	50'	Light Ammo	3	Reload
Gamma Gun	850	R	30'	Balefire Cartridge	2	Burst 5'
Magical energy Pistol	300	+1 L	50'	Spark battery	1	Burn 1 F
Magical Plasma Pistol	900	+2 P	40'	Spark battery	2	Burn 1 P
Needler Pistol	100	-	30'	Light Ammo	1	Reload, Silent
Sawed-off Shotgun	120	+1 K	25'	Light Ammo	2	Blast, Reload
<b>Longarms</b>						
Automatic Rifle	1,000	+1 K	80'	Light Ammo	4	Automatic
Basic Rifle	150	+1 K	100'	Light Ammo	3	-
Combat Shotgun	800	+2 K	60'	Light Ammo	5	Blast, Knockdown 5'
Dart Gun	200	-	70'	Light Ammo	2	Reload, Silent
Magical Energy Rifle	600	+1 L	100'	Spark battery	3	Burn 1 F
Magical Plasma Rifle	2,500	+2 P	80'	Sparkle pack	5	Burn 1 P
Shotgun	180	+1 K	50'	Light Ammo	3	Blast, Reload
Sniper Rifle	300	+1 K	100'	Heavy Ammo	4	Reload, Sniper
<b>Heavy Guns</b>						
Anti-machine Rifle	5,000	+4 K	100'	Anti-Materiel Ammo	10	Reload, Heavy, Siege
Automatic Heavy Gun	1,800	+2 K	60'	Heavy Ammo	8	Automatic, Heavy
Balefire Egg Launcher	5,500	-	150'	Balefire egg	10	Heavy, Payload, Reload
Basic Heavy Gun	350	+2 K	80'	Heavy Ammo	6	Heavy
Flamethrower	560	+1 F	30'	Petrol	7	Blast, Heavy, Ongoing 2 F
Grenade Launcher	800	-	60'	Grenade	4	Heavy, Payload, Reload
Grenade Machinegun	5,200	+2 K	50'	Heavy Ammo	8	Automatic, Burst 10', Heavy
Magical Energy Minigun	3,400	+2 L	60'	Spark battery	8	Automatic, Heavy, Ongoing 1 F
Missile Launcher	1,500	-	100'	Missile	8	Heavy, Payload, Reload



Weapon Name	Cost	Damage	Range	Ammo	Bulk	Properties
<b>Ammo</b>						
Anti-Material Ammo	200	+2	-	-	1	Knockdown 10'
Balefire Cartridge	100	-	-	-	1	-
Light Ammo	20	-	-	-	1	-
Light Ammo, AP	40	-	-	-	1	Armor piercing
Light Ammo, Rubber	5	-1	-	-	1	-
Heavy Ammo	80	+1	-	-	2	-
Heavy Ammo, AP	120	+1	-	-	2	Armor piercing
Petrol	40	-	-	-	1	-
Spark Battery	100	-	-	-	1	-
Sparkle pack	300	+1	-	-	2	-
<b>Grenades</b>						
Dynamite	40	+2 K	15'	-	1	Burst 10', Splash, Siege
Frag Grenade	120	+3 K	20'	-	1	Burst 15', Splash
Incendiary Grenade	130	+3 F	20'	-	1	Burst 10', Splash, Ongoing 1 F
Magical Energy Grenade	1,000	+5 P	20'	-	1	Burst 15', Splash, Ongoing 2 P
Matrix Disruption Grenade	300	+2 E	20'	-	1	Burst 10', Splash, Ongoing 1 E
Molotov Cocktail	40	+1 F	15'	-	1	Burst 10', Splash, Ongoing 1 F
<b>Mines</b>						
Bottlecap Mine	500	+4 K	-	-	1	Burst 15', Splash
Frag Mine	150	+3 K	-	-	1	Burst 15', Splash
Magical Energy Mine	1,000	+5 P	-	-	1	Burst 15', Splash, Ongoing 2 P
Matrix Disruption Mine	300	+2 E	-	-	1	Burst 10', Splash, Ongoing 1 E
<b>Missiles</b>						
Incendiary Missile	200	+3 F	-	-	1	Burst 15', Splash, Ongoing 3 F
Magical Energy Missile	1,000	+6 P	-	-	1	Burst 20', Splash, Ongoing 2 F
Missile	300	+4 K	-	-	1	Burst 20', Splash
Multi-Missile	1,000	+3 K	-	-	1	Burst 15', Splash
Seeker Missile	500	+4 K	-	-	1	Burst 20', Splash



## Hoof-to-Hoof Weapons

These are either just unarmed attacks or some sort of close-quarters combat weapon worn over your appendages. Attacks with these weapons use your **Body** trait.

**Traits** are **downgraded** to attack with a hoof-to-hoof weapon if your opponent is using a standard melee weapon, unless you have a talent for it, such as **Talons<sup>B</sup>** or **Iron Hoof<sup>\*</sup>**.

### Basic Hoof-to-Hoof

A close-quarters combat weapon that fits comfortably over your appendages, allowing you to still use them to hold weapons and other objects. Examples include brass knuckles, spiked horseshoes, gauntlets, etc.

### Powerhoof

This powered boot-like device is worn over one hoof and delivers devastating piston-assisted punches!

### Unarmed

This is just an attack made with any of your natural weapons – hooves, claws, bite, etc.

## Melee Weapons

These are weapons for characters who like to get up close and personal to their opponents in combat. Attacks with these weapons use your **Body** trait.

### Basic Heavy Melee

Any sort of large, heavy-hitting melee weapon. Examples include sledge hammers, oversized anime swords, hammers consisting of rebar with a concrete block at one end, greataxes, etc.

### Basic Melee

All sorts of random junk can be weaponized to be a simple stabbing, slashing, or bludgeoning weapon if you're creative with it. Examples include axes, swords, pipe wrenches, baseball bats, security batons, tire irons, sharpened shovels, and traffic signs.

### Basic Polearm

Any type of long, melee weapon with an extended reach. Examples include spears, sharpened pool cues, halberds, glaives, staffs, rebar poles, long boards of balanced wood, and lances.

### Basic Thrown

A small, lightweight melee weapon that can also be thrown as a ranged attack. Examples include daggers, shuriken, rocks, tomahawks, etc. **Traits** are **downgraded** to make melee attacks with these weapons if your opponent is using a larger melee weapon.

### Basic Whip

A long reaching weapon with a long, flexible cord or chain connecting a handle to the business end. The weapon can easily wrap around opponents and their equipment when not being used to inflict damage. Examples include whips, flails, and spiked chains.

### Improvised Melee

Any object improvised to be used as a melee weapon. The object has not been properly weaponized, so **trait** rolls to attack with it are **downgraded**.



## Small Guns

Small, lightweight ranged weapons. Attacks with these weapons can use either your **Body** or **Mind** trait.

### Automatic Pistol

A pistol capable of fully-automatic fire. The 10mm SMG is one such example.

### Basic Pistol

Any sort of simple, small firearm. Examples include 10mm pistols, pipe guns, etc.

### Crossbow

A modernized compound crossbow that launches sharpened bolts. Assassins favor these weapons to apply poison to their ammunition.

### Gamma Gun

This strange gun resembles a satellite dish with a pistol grip. It fires waves of magical radiation.

### Magical Energy Pistol

A small, simple ranged energy weapon. It fires a harmful ray of magical light.

### Magical Plasma Pistol

A high-tech pistol that shoots bullets of super-heated, ionized gas.

### Needler Pistol

A small firearm popular among combat medics. Its darts can be loaded with medicine, poison, or chems which are activated when they strike their target.

### Sawed-off Shotgun

A shotgun with its barrel cut short. It fires a blast of buckshot at a shorter range, but is lighter to carry than its unmodified counterpart.







## Longarms

These ranged weapons generally require the use of two appendages or a battle saddle to operate them. Attacks with these weapons can use either your **Body** or **Mind** trait.

### Automatic Rifle

Any sort of basic fully-automatic rifle. Examples include assault rifles, machine guns, tommy guns, etc.

### Basic Rifle

Any sort of simple, long firearm. Examples include a hunting rifle, brush gun, etc.

### Combat Shotgun

A more militaristic design of the standard shotgun. Its auto-loading mechanism provides a superior firing rate.

### Dart Gun

A longer range version of the needler pistol, with a more crossbow-like design.

### Magical Energy Rifle

A simple energy rifle that shoots harmful rays of magical light.

### Magical Plasma Rifle

A high-tech energy rifle that shoots bullets of super-heated, ionized gas.

### Shotgun

A double-barreled longarm that fires a blast of buckshot.

### Sniper rifle

A long-barreled rifle with advanced zooming scopes, capable of assassinating a target from a long distance.



## Heavy Guns

These ranged weapons are so heavy that they must either be wielded in two appendages by a very strong character, using a battle saddle, or mounted on a vehicle or turret. Attacks with these weapons use your **Body** trait.

### Anti-machine Rifle

This heavy rifle fires massive bullets designed to destroy vehicles and fortifications.

### Automatic Heavy Gun

Any sort of fully-automatic heavy firearm. Examples include the minigun, bozar, light support weapon, etc.

### Balefire Egg Launcher

A high-tech catapult designed to aim and launch tactical nukes called balefire eggs over a long distance, which detonate in a miniature mega-spell explosion.

### Basic Heavy Gun

Any sort of single-shot, heavy firearm designed to fire high-caliber rounds. Examples include the railway rifle, junk jet, etc.

### Flamethrower

Ignites a stream of petrol into a blast of fire!

### Grenade Launcher

This wide-barreled gun fires grenades over long distances.

### Grenade Machinegun

An automatic heavy weapon that rapidly fires explosive shells.

### Magical Energy Minigun

A multi-gem energy weapon that rapidly fires beams of deadly magical light.

### Missile Launcher

Also known as the “noob tube” in some circles of gun enthusiasts, this heavy firearm launches small ballistic warheads over long distances.





## Ammo

*"But in the Equestria Wasteland, it's rare enough for a pony to be willing to expend valuable ammunition from afar to rescue a stranger, especially when they know that they might need those bullets tomorrow to save themselves or their families." - Homage*

These are common types of ammunition used for various weapons.

### Anti-Material Ammo

Massive bullets fired by really big guns.

### Balefire Cartridge

Small cartridges of contained balefire radiation.

### Light Ammo

Bullets! Pew pew! Bang, bang, bang! Shoot-shoot-shoot-bullet-bullet-GUN!

### Light Ammo, AP

Armor piercing bullets! They're effective against armored targets, but less effective against unarmored targets.

### Light Ammo, Rubber

These rubber bullets only inflict non-lethal damage. They still hurt though!

### Heavy Ammo

Big ammunition for big guns!

### Heavy Ammo, AP

Armor-piercing heavy ammunition.

### Petrol

Combustible fuel, useful for fiery weaponry and for powering many machines and vehicles.

### Spark Battery

A common electrical power source for energy weapons, machines, and vehicles. These can be recharged by hooking them up to an appropriate power source.

### Sparkle Pack

A compact, high-power magical energy power source. These can be recharged by hooking them up to an appropriate power source.





## Grenades

These single-use weapons explode in a wide radius at the end of your turn. They can be thrown (the range given in the table is their throwing range increment), can be fired from a grenade launcher, activated with a remote detonator, or armed and slipped into an unsuspecting victim's pocket using a secret technique called the Shady Sands Shuffle.

Attacks with grenades use your **Body** trait when thrown or fired from a grenade launcher. When remotely detonated, the attack uses your **Mind** trait.

### Dynamite

A stick of TNT with a long fuse, designed primarily for demolitions. Variants of this weapon with longer fuses can be acquired which delay the explosion by one or more rounds.

### Frag Grenade

An explosive with a hard casing, designed to explode in a burst of shrapnel.

### Incendiary Grenade

This explosive erupts in a great conflagration of flame.

### Magical Energy Grenade

This high-tech grenade explodes into a contained sphere of super-heated plasma.

### Matrix Disruption Grenade

This high-tech grenade emits a dangerous electromagnetic pulse (EMP) when it detonates.

Robots and computers that are hit with this weapon become **stunned** for 1 minute while their systems reboot.

Any high-tech gear carried or worn by characters hit by this weapon become disabled for 1 minute. Similarly, if a character with cybernetic parts is hit, those parts become disabled for 1 minute. This effect can be ended early if the user succeeds at a **Mind test (difficulty 6)** as an action.

### Molotov Cocktail

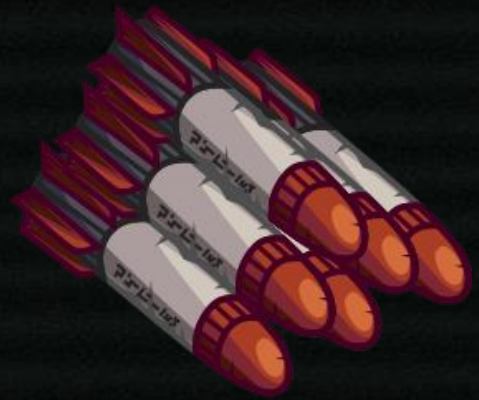
A homemade incendiary grenade. Not recommended for drinking.





## Missiles

These are kinds of special single-use ammunition meant to be fired from a missile launcher. The launcher itself typically only determines the range of the missiles, while the payload from the ammo itself determines the blast area and damage.



### Incendiary Missile

A tactical missile that explodes in a great, flaming burst.

### Magicall Energy Missile

This advanced tactical missile explodes in self-contained sphere of superheated plasma!

### Missile

A tactical missile with a high-explosive yield similar to that of the megaspells, but on a much smaller scale.

### Multi-Missile

This advanced missile bursts apart in mid-flight, unleashing a barrage from 4 baby missiles! Each of the baby missiles can target a different area. Damage from overlapping areas doesn't stack.

### Seeker Missile

This advanced tactical missile homes in on its target. It ignores cover and can even move around corners.

## Mines

These concealed explosives are detonated by a proximity trigger after they are armed. When a character approaches within 5' of the mine, the character that planted it makes an attack with it using their **Mind** trait. A character skilled in explosives can attempt to disarm the mine before it explodes as a **Mind challenge**. However, their trait roll to avoid it will be downgraded if they fail.



### Bottlecap Mine

A homemade fragmentation mine using bottlecaps as shrapnel.

### Frag Mine

Known by some as the "forbidden tuna", this mine has a hard casing meant to create a burst of sharp fragments when it explodes.



### Magicall Energy Mine

A high-tech mine that detonates in a self-contained sphere of super-heated plasma.

### Matrix Disruption Mine

A high-tech mine that emits a powerful EMP burst when it detonates. This makes a great trap for patrolling robots!





## Weapon Mods

Got a little bit of experience around the workbench and want to soup up or customize your weaponry? Then you can install a modification (mod) to augment and improve its abilities!

Adding or removing a mod from a weapon always takes 10 minutes. A removed mod cannot be reused, but it does give you weapon parts equal to half the mod's original cost.

The cost of a mod is included between brackets. Each mod can be added to a weapon only once, and a single weapon can only have up to 3 mods at a time. A character can craft a mod using a crafting talent appropriate for the weapon being modded, typically either **Arcane Scientist**, **Blacksmith**, or **Gun Nut**.



### +1/+2/+3 damage [100/500/1,000 caps]

The weapon's damage is increased by 1. This does not stack with other +N damage mods.

### Bayonet [60 caps]

The ranged weapon has a blade or spike attached to one of its rails, allowing it to be used as a **basic melee weapon**.

### Breakdown [80 caps]

The weapon can be easily taken apart and reassembled, making it easier to carry around. While taken apart, the weapon's **bulk** is halved (rounding up). Taking it apart and reassembling it takes 1 minute.

### Burn [170 caps]

The weapon gains the **Burn 1** property. The burn damage's type should typically be related to the weapon's damage type.

### Charge Shot [300 caps]

When you aim with this weapon, you can charge it up. The next attack with it that hits before the end of your next turn deals +1 damage.

### Concealable [80 caps]

This hoof-to-hoof, melee, or small gun weapon is easy to hide on your person. Trait rolls to hide it are upgraded 2 steps.

### Damage Type [60 caps]

This mod changes the weapon's damage to a different type. Its ammo type should also be changed to be appropriate for the damage type. You cannot change the weapon's damage type to an exotic type.

### Enhanced Grip [100 caps]

The weapon has a more comfortable grip that also makes it more difficult to disarm. Your **trait** rolls are **upgraded** to defend against having this weapon disarmed. Once per session, you can choose to have a **bad luck** roll with this weapon be treated as a 2 instead.

### Expanded Magazine [130 caps]

The weapon's ammo capacity has been doubled! It only needs to be reloaded every second time.

### Explosive [70 caps]

The weapon produces a small explosion of energy when it hits. It counts as an area of effect attack against creatures with the **Swarm<sup>B</sup>** talent.

### Heavy Ammo Receiver [200 caps]

The weapon has been modified to use heavy ammo.

### Knockdown [120 caps]

The weapon gains the **Knockdown 5'** property.

### Increased Range [100 caps]

The weapon's range increases by 50%.

### Line [600 caps]

The weapon gains the **Line** property.

### Night Vision Scope [350 caps]

Your weapon is equipped with a high-tech scope that allows you to see in the dark when you aim through it.

### Quick Reload [140 caps]

You can use either your action or your move to reload your weapon.

### Silencer [100 caps]

The weapon gains the **Silent** property.

### Sniper Scope [200 caps]

The weapon gains the **Sniper** property.

### Stun Mode [50 caps]

This energy weapon can be fired in stun mode to deal nonlethal damage.

### Tactical [90 caps]

The weapon gains the **Tactical** property for one combat maneuver.



## Armor

Postwar Equestria is a dangerous and often hostile place. With the protection of armor, however, you can shrug off at least some of the punishment that the wild wasteland has to offer. Armor comes most often comes in the form of barding, helmets, and shields.

Barding is worn over your body, helmets are worn over your head, and shields are grasped in one appendage. Each of these types of armor can be worn together; their effects stack. However, you can't do something silly like wear two suits of armor or two helmets at the same time.

## List of Armor

The following are basic types of armor for the Fallout Equestria setting. Rather than making a big-huge list of all the different types of barding, helmets, and other protective gear, this list provides broad categories as a catch-all for closely related types of armor. For example, light barding could include reinforced stable utility barding, leather armor, or raider armor.

The armor tables have the following additional properties:

### Kinetic

The armor's **kinetic damage reduction**. Whenever you take kinetic damage, reduce that damage by this amount, to a minimum of 1.

### Energy

The armor's **energy damage reduction**. Whenever you take energy damage, reduce that damage by this amount, to a minimum of 1.

### Properties

Listed here are any special properties the armor has. This includes:

#### *Agility*↓

This armor is so heavy that it impairs your movement. While wearing it, you **downgrade** your **Body** trait when running, jumping, swimming, or performing other feats of agility.

#### *Environment*

This armor generates an atmospheric field which provides its wearer with a pressurized, breathable environment while it is powered. This allows the wearer to breathe normally underwater, in a toxic environment, and even in a vacuum.

#### *Fly*↓

This armor is cumbersome enough that it interferes with flying. While wearing it, you **downgrade** your **Fly** talent.

#### *Magic*↓

Many types of armor interfere with your ability to using some magic, and this is one such type of armor. While wearing it, you **downgrade** your **Telekinesis** and spellcasting talents.

### Perception↓

This armor partially covers your ears and eyes, interfering with your perception. While wearing it, you **downgrade** your **Mind** trait when trying to spot, hear, or observe things. Other senses are unaffected.

### Powered

This high-tech suit of armor requires a **sparkle pack** to power it. This is enough to power the armor indefinitely. While the armor is not powered, you are effectively paralyzed unless you use your action to exit the armor.

Powered armor requires special training to use properly. If you don't have the **Power Armor Training\*** talent, all your Body trait is downgraded for all tests and challenges involving strength, coordination, or agility.

### Resist

This armor is specially designed to resist a particular type of energy. Any damage taken from that type of energy is halved (rounding down, before applying damage reduction), and such damage can be reduced to 0.

### Strength↑

The servos in this armor enhance its wearer's strength. While wearing it, your **Body** trait is **upgraded** for rolls involving strength and for determining **carry capacity**.

Equipment Name	Cost	Kinetic	Energy	Bulk	Properties
<b>Standard Armor</b>					
Armored clothing	400	1	1	1	-
Barding (heavy)	200	2	1	8	Agility↓, Fly↓, Magic↓
Barding (light)	100	1	1	3	Fly↓, Magic↓
Combat barding	800	2	2	5	Magic↓
Robes	50	-	1	1	-
<b>Full-Body Armor</b>					
Basic power armor	1,500	4	3	10	Agility↓, Fly↓, Magic↓, Perception↓, Powered, Strength↑
Envirosuit	1,500	1	3	4	Environment, Magic↓, Perception↓, Powered
Hazmat suit	200	0	2	3	Agility↓, Fly↓, Magic↓, Perception↓, Resist Radiation
<b>Helmets</b>					
Basic helmet	50	1	0	1	Perception↓
Gas mask	100	0	1	1	Perception↓
Mask	50	0	1	1	Perception↓
<b>Shields</b>					
Basic shield	50	1	1	2	Fly↓
Tower shield	200	2	1	4	Agility↓, Fly↓



## Standard Armor

Also known as barding, armor comes in all sorts of styles and weight-classes, ranging from reinforced clothing to piecemealed raider barding to advanced prewar military barding.

### Barding (heavy)

Any sort of basic, heavy barding. Examples include metal barding, reinforced leather armor, and heavy-duty raider barding.

### Barding (light)

Any sort of basic, lightweight barding. Examples include reinforced stable barding, leather armor, and raider barding.

### Combat Barding

This superior barding is engineered to be lightweight while providing excellent protection. It was once worn by Equestria's elite prewar soldiers.

### Robes

Mystical robes worn by cultists and wizards. They're not actually magical, but do provide some energy resistance.

## Full-Body Armor

These suits of armor cover the wearer's entire body. They cannot be worn with a helmet.

### Basic Power Armor

Any sort of basic, generic power armor. It's not much more than a reinforced, powered frame, but it provides very reliable protection!

### Envirosuit

This high-tech, flexible, form-fitting barding completely covers its wearer, shielding them from hostile environments, while also providing a comfortable internal atmosphere.

### Hazmat Suit

This bulky suit completely covers its wearer, protecting them from radiation. It also allows you to breathe safely in toxic environments. However, it provides very little physical protection.



## Helmet

Armor worn on your head. Wearing a helmet upgrades your trait rolls to avoid called shots to your head.

### Basic Helmet

Any sort of basic protective headgear. Examples include hoofball helmets, bronze full helms, prewar military helmets, and biker helmets.

### Gas Mask

This specialized, scary-looking mask allows you to breathe safely in toxic environments.

### Mask

This fashionable facewear provides protection and can also look intimidating. Examples include hockey masks, metalworker visors, reinforced Nightmare Night masks, etc.

## Shields

While they are meant to be carried rather than worn, shields provide great protection when used as an active defense. While you hold a shield, any attack against you that would deal minimum damage on a miss instead deals only half damage (rounded down, minimum 1) to you if you successfully block it.

### Basic Shield

Any sort of generic shield held in one appendage. As long as it's broad, hard, and can be strapped to your forehoof, it can probably be used as a shield. A lot of wastelander shields take the form of stop signs, trash can lids, broken off chunks of airship hulls, etc.

### Tower Shield

This tall, heavy shield can be used as cover against attacks coming from one direction. Decide which direction it provides cover from at the end of your turn. Its damage reduction only applies to attacks coming from that direction.



## Armor Mods

Want to soup up or customize your armor? You can install various modifications (mods) to it to improve and augment its abilities.

Adding or removing a mod from armor always takes 10 minutes. A mod removed from armor cannot be reused, but it does give you armor parts equal to half the mod's original cost.

The cost of each mod is included between brackets. Each mod can be added to an armor only once, and each armor can only have up to 3 mods at a time. Armor mods can be crafted by a character with the **Blacksmith** talent.



### **+1/+2/+3 Energy Reduction** **[100/400/800 caps]**

The **energy damage reduction** of the armor is increased by the bonus indicated. This doesn't stack with other +N energy reduction mods.

### **+1/+2/+3 Kinetic Reduction** **[100/400/800 caps]**

The **kinetic damage reduction** of the armor is increased by the bonus indicated. This doesn't stack with other +N kinetic reduction mods.

### **Aerodynamic** **[500 caps]**

Remove the **Fly**↓ property from the armor.

### **Braced** **[150 caps]**

Shock absorbers in the armor help to protect against melee attacks. It grants +1 damage kinetic and energy reduction against melee attacks.

### **Brawler** **[40 caps]**

The armor is specially outfitted for hoof-to-hoof combat. It can be used as a **basic hoof-to-hoof weapon**.

### **Bullet-proof** **[200 caps]**

The armor is reinforced to grant additional protection against small, high-velocity projectiles. It grants +1 kinetic and energy damage reduction against non-area-of-effect ranged attacks.

### **Camouflaged** **[100 caps]**

The armor is fashioned to blend in with a specific type of environment. In that environment, **upgrade** your **Body** on rolls to be sneaky.

### **Energy Protection** **[120 caps]**

Material in the armor's lining provides additional protection against one type of energy damage. Reduce damage of that type by 1, to a minimum of 0. You also gain immunity to the **Burn 1** condition for that energy type. Increase the armor's bulk by 1.

### Magician [180 caps]

Remove the **Magic**↓ property from the armor.

### Muffled [80 caps]

The armor is cushioned to reduce the amount of sound it makes while moving. The armor's **Agility**↓ property does not apply to Body rolls made to be sneaky.

### Pneumatic [120 caps]

Take only half damage from falling (rounding down).

### Plated [150 caps]

Additional plates cover your limbs with this armor. **Upgrade** your **Body** on rolls to defend against called shots. Increase the armor's bulk by 2.

### Pocketed [70 caps]

The armor has pockets or hidden compartments that provide +2 **carry capacity**.

### Resist [500 caps]

The armor gains the **Resist** property for a particular type of damage.

### Resize [50 caps]

The armor is resized to fit another character.

### Spikes [60 caps]

The armor is covered in spikes that can be used as a **basic melee weapon**. Increase the armor's bulk by 1.

### Splash Dampeners [200 caps]

Shock-absorbent material in the armor helps to protect you against area of effect attacks that deal minimum damage on a miss. Reduce splash damage by 1, to a minimum of 0. Increase the armor's bulk by 2.

### Stabilized [100 caps]

The armor provides you with a low center of gravity. **Upgrade** your **Body** on rolls to avoid forced movement.

### Survivalist [60 caps]

The armor is tailored for survival in a particular type of environment, such as deserts, tundra, jungle, or wetlands. **Upgrade** your **Body** on rolls to resist ambient effects of that environment and its climate.

### Ultra-light [400 caps]

Remove the armor's **Agility**↓ property and reduce its bulk by half.



## Augments

War never changes, but ponies do. Sometimes these ponies even gain an edge over the wasteland by augmenting themselves with cybernetic parts, rare alchemical brews, or by developing strange mutations. Many regard this as an impure practice, making its recipients less of a pony than they were before – more mutant or machine. However, there's no denying the advantage given of having superior high-tech gadgets built into you or of having the biological superiority of evolved mutations.

## Types of Augments

Augments come in the 3 general categories. These categories have no bearing on the actual effects of the augments, but they are mutually exclusive (e.g. once you get your first cybernetic augment, you cannot get any alchemical or mutation augments) and each have their own benefits and drawbacks.

### Alchemy

Rare alchemical brews invented by ancient zebra sages can permanently enhance your body. These enhancing brews are both magical and chemical in nature.

When you install your first alchemical augment, you permanently gain the **Zebra-Augmented Pony\*** quirk.

### Cybernetics

These augmentations are technological in nature, modifying or replacing part of your body with synthetic parts featuring the latest developments in arcane technology.

When you install your first cybernetic augment, you permanently gain the **Cyberpony\*** quirk.

### Mutations

These augmentations change your biology, causing you to evolve new features that modify or replace part of your body through careful (or sometimes accidental) bio-engineering.

When you install your first mutation augment, you permanently gain the **Mutant\*** quirk.



## Installing Augments

Installing an augment is a two-step process. First, you need to acquire the augment – either the recipe and rare ingredients for alchemical augments, the schematic and synthetic parts for cybernetics, or a bioengineered graft for mutations. Second, you need to find an expert to surgically install the augment into your body. This surgery always takes 1 hour.

The expert installing the augment needs to have the **Medic** talent to install any kind of augments. They will also need to have the **Chemist** talent for alchemical augments, the **Robotics Expert** talent for cybernetic augments, or the **Keen Knowledge (Biology)** talent for mutant augments.

Once an augment has been installed into your body, it cannot be transferred. It is specifically attuned to your body. Removing the augment causes it to be destroyed.

Each augment also belongs to a category for a particular part of your body. When you install an augment in a category that you already have an augment for, the new one replaces the old one once the installation is complete. No, you don't get your caps back.

## Sample Augments

Augment Name	Cost
<b>Blood Augments</b>	
Acidic Blood	400
Adrenaline Capacitor	6,500
Metabolic Mastery	3,000
Nanite Scrubbers	1,500
Toxin Filter	750
<b>Eye Augments</b>	
EFS Vision	200
Laser Eye	400
Night Vision	750
Telescopic Vision	400
Wide Spectrum Vision	750
X-Ray Vision	3,000
<b>Gut Augments</b>	
Adapted Lungs	750
Autotuner	200
Blood Drinker	200
Cast Iron Stomach	750
Flamer Glands	3,000
<b>Head Augments</b>	
Abberant Horn	12,000
Cognitive Subroutines	750
Lockjaw	400
Neurojack	200
Radiohead	200
<b>Limb Augments</b>	
Bionic Legs	1,500
Elastic Limbs	3,000



Augment Name	Cost
Excavator Hooves	3,000
Fins	750
Hidden Compartment	200
Robotic Fingers	400
Rooted	400
Spring Hooves	750
Suction Hooves	1,500
<b>Skeleton Augments</b>	
Adamantium Bone Lacing	750
Bones of the Earth	12,000
Reinforced Spine	400
Morph Ball	1,500
<b>Skin Augments</b>	
Chameleon	750
Generator	1,500
Maniac	1,500
Phase Distortion	6,500
Radiation Shielding	3,000
Refractive Coat	3,000
Subdermal Plating	1,500
The Glow	200
<b>Wing Augments</b>	
Bladed Feathers	200
Amphibious Feathers	400
Shielded Wings	1,500
Unnatural Wings	12,000
<b>Misc. Augments</b>	
Bigger, Faster, Stronger	6,500
Egghead	6,500
Glibness	6,500
Nanite Halo	1,500
Redundant Organs	400
Synthetic Limb	200

## Blood Augments

These augments enhance your immune or cardiovascular system.

### Acidic Blood

Whenever you are hit with a melee attack, your wounds spray acidic blood at your attacker, inflicting 1 acid damage.

### Adrenaline Capacitor

Your heart has been modified to give you an extra burst of adrenaline when you really need it. Once per day, after your turn during an encounter, you can activate this augment to immediately get another turn.

### Metabolic Mastery

Your immune system has been augmented to perfection. You are immune to poison and disease.

### Nanite Scrubbers

Nanobots in your bloodstream help you to recover from injuries quicker. You recover 1 point of Stamina every 10 minutes.

### Toxin Filter

Your liver has been augmented to be much more effective at removing toxins from your system. Your **Body** trait is **upgraded** on rolls to resist poison and disease.

## Eye Augments

These augments enhance your vision with various abilities. Glasses and contacts are optional.

### EFS vision

This optical augmentation projects the HUD of an **Eyes Forward Sparkle** spell directly into your vision. It grants you the use of **EFS** (See the **PipBuck**, p. 103).

### Laser Eye

Your eye can shoot lasers. This **ranged attack** has a range increment of 30', deals +1 laser damage, and has the **Mercy** weapon property.

### Night Vision

This ocular augmentation allows you to see in the dark. However you can't really discern any colors in the dark as your night vision makes everything appear in shades of green.





## Telescopic Vision

Your eyes have been adapted to notice things both up close and far away in greater detail. Your **Mind** trait is **upgraded** for rolls to notice things by sight.

## Wide Spectrum Vision

Your eyes have been changed to allow you to see into the infrared and ultraviolet spectrums of light. This allows you to see differences in heat and the presence of magic, up to a distance of 60'.

## X-ray Vision

This augment allows you to focus your vision to be able to see through solid objects. While it is active, you can see up to 1 foot through stone or concrete, up to 1 inch through metal, and up to 2 feet through most other materials. You cannot see through lead. This ability can be activated and deactivated at will and requires no action.

## Gut Augments

These augments enhance your digestive and respiratory organs.

### Adapted Lungs

Your respiratory system has been changed to allow you to breathe both in air and in water. Your **Body** trait is also **upgraded** to resist inhaled toxins.

### Autotuner

This tiny computer attaches to your vocal cords and allows you to change the pitch and timbre of your voice. Your **Charm** trait is **upgraded** for rolls involving singing and disguising your voice.

### Blood Drinker

You have specialized fangs or a proboscis that allow you to drink blood to restore some of your vitality. This **hoof-to-hoof melee attack** deals +0 kinetic damage. When you successfully bite another living character, you regain 1 Stamina. You can also drink blood from a freshly dead character or a character with 0 Stamina, but it'll only allow you to regain 1 Stamina.

### Cast Iron Stomach

Your mouth and digestive system have been modified so that you can eat and gain sustenance from metal like normal food.

### Flamer Glands

You like your raiders extra crispy! You gain the **Fire Breath** talent, starting at a **D4**.

## Head Augments

These augments enhance either your head, face, or nervous system.

### Abberant Horn

A magical horn has been installed into your forehead, allowing you to cast spells like a unicorn. You gain the **Telekinesis** talent, starting at a **D4**, and you can now learn and cast spells. A character that already has (or had) a natural magical horn cannot install this augment. To replace a missing or broken horn, see **synthetic limb** instead.

## Cognitive Subroutines

This tiny neural computer helps to balance mental strain. Your **Mind** trait is upgraded on rolls to avoid or recover from becoming **stunned** or **staggered**.

## Lockjaw

Your jaws and teeth have been mechanically fortified. You gain the **Bite** talent, starting at a **D4**. When you successfully bite a creature, you can also choose to grapple them automatically.

## Neurojack

This data port provides its user with a direct interface between their brain and computer devices, allowing you to process information and enter commands faster. While it is plugged into a computer device, your **Mind** trait is **upgraded** on rolls to interact with it, and all your computer interactions take only half the normal time.

## Radiohead

This embedded transmitter allows you to receive long range radio signals and transmit short range radio signals out to 30' with your mind.

## Limb Augments

These augments enhance your arms and legs.

### Bionic Legs

Your legs have been augmented, making you stronger and faster. Your Body trait is upgraded for the purpose of determining your carry capacity, and you gain the **Running** talent, starting at a **D4**. If you already have the Running talent, it is upgraded.

### Elastic Limbs

You always remember to stretch when exercising. You can extend your limbs up to 10' away.

### Excavator Hooves

With these augmented hooves, you can tunnel through the ground like a hellhound. You gain the **Burrow** talent, starting at a **D4**.

### Fins

Your legs have been augmented with fins, allowing you greater freedom of movement underwater. You gain the **Swimming** talent, starting at a **D4**. If you already have the Swimming talent, it is upgraded.

### Hidden Compartment

Your forelimbs have been replaced with synthetic limbs with hollow hidden compartments. You can conceal small objects in these compartments. Your **carry capacity** is also increased by 1.

### Rooted

As long as you don't move, tendrils extend from your legs and root you to the ground. Your **Body** is **upgraded** 2 steps on rolls to resist forced movement if you don't move on your turn.





## Robotic Fingers

These mechanical digits allow you to manipulate all sorts of objects with ease. Your **Body** trait is **upgraded** for rolls involving fine dexterity and grasping things.

## Spring Hooves

This augmentation puts a little extra spring in your step, allowing you to leap greater heights and distances. Your **Body** trait is **upgraded** on rolls to jump and you only take half damage from falling (rounding down).

## Suction Hooves

Microscopic suction grips on your hooves allow you to climb all over walls and ceilings like a spider. You gain the **Spider Climb<sup>B</sup>** talent, starting at a **D4**.

## Skeleton Augments

These augments enhance your skeletal structure.

### Adamantium Bone Lacing

The composition of your skeletal system has been infused with an adamantium alloy that makes your bones incredibly resilient. When you are reduced to 0 stamina, you do not sustain any crippling injuries. **Upgrade** your **trait** rolls to defend against called shots to your limbs.

### Bones of the Earth

Your skeleton has been enhanced to draw strength directly from the land itself. You gain the **Stout Heart** talent, starting at a **D4**.

### Morphball

With your extra-flexible spine, you can curl up into a compact ball and roll around. While in this form, you gain the Small Frame quirk and your speed is reduced to 1.

### Reinforced Spine

Your spine has been augmented so that you can really put your back into carrying heavy loads. Your **Body** trait is **upgraded** for the purpose of determining your carry capacity.

## Skin Augments

These augments affect your skin, coat, or hair.

### Chameleon

By changing the color of your skin or coat, you can blend in really well with your surroundings. While you are lightly armored or wearing no armor, your **Body** is **upgraded** on rolls to be sneaky.

### Generator

Your body has been augmented to generate a lot of excess electricity. You can choose to make any of your melee attacks deal electric damage instead of their normal damage type.

Once per day, as an action, you can recharge an empty **spark battery**. After you do this, you won't be able to change your melee attacks to deal electric damage until you've rested for at least 4 hours.





## Maneiac

Your long mane and tail have become prehensile, able to grasp all sorts of objects! Your **carry capacity** is increased by 4, and your mane and tail can each hold up to 2 objects with a combined bulk of 2 or less. Melee weapons held in your mane and tail can be used to attack targets up to 10' away from your body.

While your mane and tail aren't carrying anything, they can be used to stand, supporting your whole body. This **upgrades** your **Body** trait for rolls made to climb or perform acrobatic stunts.

## Phase Distortion

Your form seems to blur and shift when you move, making you difficult to hit. As long as you move on your turn, your **Body** is **upgraded** to dodge attacks for 1 round. This effect ends if you are hit by an attack.

## Radiation Shielding

A fine subdermal lattice throughout your body protects you against lethal radiation. You gain the **Resistance: Radiation\*\*** quirk and you treat **ambient radiation** as if it were one level less severe.

## Refractive Coat

The hairs of your coat have been augmented to refract harmful wavelengths of light away from your body. You gain the **Resistance: Laser\*\*** quirk.

## Subdermal Plating

Thin adamantine plates are inserted just under your skin all over your body. This grants you +1 kinetic damage reduction.

## Wing Augments

These augments enhance your wings, or even grant you a pair of brand new wings! (Thanks, M.A. Larson)

## Amphibious Feathers

Your feathers have adapted for to allow you to glide both through air and water! You gain the **Swimming** talent, starting at a **D4**.

## Bladed Feathers

The feathers along the edges of your wings are razor sharp. They can be used as a **basic melee weapon**.





## Shielded wings

Your wings have been augmented to harden on command, making them as strong as steel. While you are not flying, you can use your wings as a **basic shield**.

## Unnatural wings [wings]

You gain a pair of wings, either mechanical in nature or grown from a mutation graft or alchemical brew. You gain the **Flying** talent, starting at a **D4**. This augment cannot be installed by a character that already has (or had) natural wings. To replace missing wings, instead, see the **Synthetic Limb** augment.

## Misc. Augments

These augments don't belong in any particular category. You can have as many augments from this category as you want.

### Bigger, Faster, Stronger

Your entire body has been augmented to increase your physical prowess in every way! Your **Body** is **upgraded**.

### Egghead

Your mental faculties approach the levels of super genius! Go ahead and say it: "SOOOPER GENIUS!" Your **Mind** is **upgraded**.

### Glibness

Call it what you want: Charisma, personal magnetism, pheromones, psychic suggestion, or just dashing good looks, but you have a way of understanding other characters and getting them to do what you want. Your **Charm** is **upgraded**.



### Nanite Halo

A swarm of nanobots punishes any creature that tries to harm you. When a hostile creature ends its turn within 10' of you, you can choose to have your nanites deal 1 acid damage to them. The nanites become disabled for 1 round if you take damage from an area of effect.

### Redundant Organs

On the medical black market, you could probably make a lot of caps with this ability. Your body grows redundant organs so that if one fails, it can fall back on another, while growing a replacement for the other one. You are immune to **called shots** to your vitals.

### Synthetic Limb

This prosthetic replaces a missing body part. Thanks to the resilience of this synthetic limb, your **trait** rolls are **upgraded** to defend against **called shots** to it.

### The Glow

Like a nightlight, your body lights up the dark! Your body glows with the brightness of a lantern. You can turn this ability on and off at will.



## Magical Items

Legends tell of hidden relics of the the Great War hidden away in underground stables, secret laboratories, and the wrecks of massive warships with fantastical magic powers. The methods by which these items are produced is long lost. The blueprints of their creation died with their inventors in the balefire inferno of the megaspells. Some of these relics remain just a myth, but others such as the Stable-Tec PipBuck are very real and still see wide use throughout the wastelands. In this section is a sampling of some of the more common or renowned magical items found throughout the Fallout: Equestria setting.

Thanks to a combination of over-engineering and magical hardening, these items are especially resilient, having survived centuries without wear and without needing their batteries changed. As a result, magical items are always in **good condition**. They cannot be destroyed except under extreme conditions, and neither can they be crafted except by exceptional means.

Magical items aren't generally just for sale anywhere, and if they are for sale, their prices can vary wildly (but are generally very expensive).

## List of Magical Items

The table of magical items contains the following additional properties:

### Rarity

Not the Ministry Mare of Image. This property tells in a general sense how rare a magical item is. This can be either Common, Uncommon, Rare, Super Rare, or Legendary, ranked from least to most rare. Low level wasteland adventurers are more likely to come across more common magical items. In most cases, only the most experienced of post-apocalyptic heroes will have the cunning and resolve to uncover the rarest of these items.

### Type

This property tells what broad category of equipment the magical item belongs to.





Magical Item	Rarity	Type	Bulk
Bag of Banking	Common	Item	-
Calculator of Appraisal	Common	Item	-
Memory Orb	Common	Item	-
M.O.M. Headset	Common	Worn	-
Pesticide Talisman	Common	Item	1
Twenty Percent Cooler	Common	Item	2
Universal Travel Brochure	Common	Item	-
Cloudwalker Boots	Uncommon	Worn	1
Enchanted Weapon	Uncommon	Weapon(any)	varies
Force Buckler	Uncommon	Armor	-
Horseshoes of Sprinting	Uncommon	Worn	1
Magic Bullets	Uncommon	Ammunition	1
Magical Energy Lance	Uncommon	Weapon(melee)	4
Rebreather	Uncommon	Worn	1
Recollector	Uncommon	Worn	1
Saddlebags of Holding	Uncommon	Worn	1
StealthBuck	Uncommon	Item	1
Zebra Shock Sword	Uncommon	Weapon(melee)	3
Balefire Egg	Rare	Ammunition	1
Bloodwing Talisman	Rare	Worn	1
E.F.S. Blocker	Rare	Worn	-
Magical Fusion Core	Rare	Ammunition	1
Novasurge Rifle	Rare	Weapon(longarm)	4
PipBuck	Rare	Worn	1
Water Talisman	Rare	Item	1
Zebra Rifle	Rare	Weapon(longarm)	4
Enclave Power Armor	Very Rare	Armor	5
Invisibility Cloak	Very Rare	Worn	1
Magical Plasma Cannon	Very Rare	Weapon(heavy gun)	16
MG StealthBuck II	Very Rare	Item	1
Spell Matrix Master Key	Very Rare	Item	1
Steel Ranger Power Armor	Very Rare	Armor	12
Limited Edition Pony of Harmony	Legendary	Item	-
Ministry Mare Armored Dress	Legendary	Armor	3
Star Blaster	Legendary	Weapon(small gun)	1
Black Book	Unique	Item	1
Little Gilda	Unique	Weapon(heavy gun)	10
Spitfire's Thunder	Unique	Weapon(heavy gun)	2
The Fart	Unique	Weapon(small gun)	3

## Bag of Banking

*(Item, Common)*

This fancy coin purse has an extra-dimensional space that can store coins, caps, and other forms of currency (but nothing else) in unlimited amounts, without weighing down the character carrying them!

Two or more Bags of Banking can be linked together so that their contents are shared between holders. This makes the item convenient for groups of adventuring wastelanders who want to pool their caps together in a shared party treasury. When a character leaves the party or if their bag becomes lost or stolen, it becomes unlinked from the rest of the party's Bags of Banking.

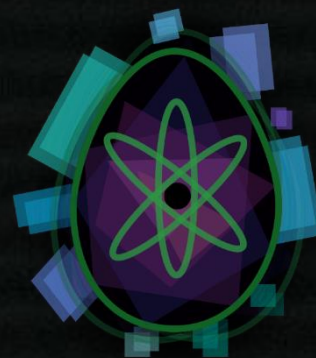
Bags of Banking are available from any Bank of Equestria branch at no charge.

## Balefire Egg

*(Ammunition, Rare)*

This black, egg-shaped gem of immense power is propelled towards a target with a **balefire egg launcher**. The condensed balefire radiation within seems to bend space, making it often appear as if it is folding into impossible shapes.

When fired from a balefire egg launcher, it functions as payload ammunition with the **Burst 40'** and **Splash** properties. It deals +15 kinetic damage, plus an additional 10 radiation damage. Characters reduced to 0 stamina by this attack are utterly destroyed, along with all their equipment.



## Black Book

*(Item, Unique)*

A horrid, dark, leather tome written by an insane zebra alchemist. The stars spoke to this alchemist driving him to pour his soul into and power its necromantic magic, offering its dark gifts to ponies and zebras who will accept its corrupting power. The mere presence of this artifact chills the air, but it speaks to its owner, granting them the ability to use any necromancy spell talent with a D20, including the ability to craft soul jars, a special magical item containing a fragment of its creator's soul.

Soul jars are completely invincible and there is no known way to destroy them. They can also have additional enchantments hung onto their magic, effectively creating magical items. The cost of splitting your soul to make these items is an extremely painful process and comes at a dire price, however. First, the creator can no longer gain nor benefit from Tokens of Friendship. Second, the creator takes +1 necrotic damage from all attacks for each soul jar they have created.

The presence of the Black Book in its owner's mind is corrupting. Over time, the owner will gain new quirks driving them to become more corrupted and evil, as determined by the player and storyteller.





## Bloodwing Talisman

*(Worn, Rare)*

An alchemical zebra talisman crafted from specially prepared strips of bloodwing leather and a dash inhaler. Once per day, the wearer can activate the talisman to grow a pair of batlike wings, gaining the **Fly** talent at a **D6**. This effect lasts for up to 1 hour.

## Calculator of Appraisal

*(Item, Common)*

A solar-powered pocket calculator which can perform basic arithmetic operations. As an action, its user can also ask the value of a non-magical item in their possession, and the calculator will display its selling price in caps (or whatever other local currency is generally accepted).

Many pre-war merchants used these calculators in their business, so they can often be found in the ruins of businesses all across the Equestrian Wasteland.

## Cloudwalker Boots

*(Worn, Uncommon)*

These stylish, lightweight boots allow nonflying characters to walk on clouds and manipulate cloud objects.

## E.F.S. Blocker

*(Worn, Rare)*

This small, concealable device makes its wearer completely invisible to PipBucks and similar arcano-technology. The **Eyes Forward Sparkle** and **S.A.T.S.** spells (see Pipbuck, p. 103) cannot detect or target the wearer.

## Enchanted Weapon

*(Weapon(any), Uncommon)*

This magically enhanced weapon deals +1 damage.

## Enclave Power Armor

*(Armor, Very Rare)*

Specialized power armor worn by the elite flying soldiers of Equestria's Grand Pegasus Enclave. Its aeronautical, insectoid design imposes no penalty to flying and even allows its wearer to make flyby melee attacks its wing blades and scorpion-like tail.

This magical power armor has the following properties:

**Kinetic damage reduction:** 4    **Energy damage reduction:** 5

**Special:** Environment, Magic-, Powered, Strength ↑

The wings of the armor are bladed and can be used as a **basic melee weapon** while flying. Its tail can also be used as a **basic whip**. It is also equipped with its own integrated battle saddle, and a targeting system that grants its wearer use of the **Eyes Forward Sparkle** spell (see PipBuck, p. 103) and the **S.A.T.S.\*** talent, starting at a **D4**.



## Force Buckler

*(Armor, Uncommon)*

This magical badge-like device straps onto one of your fore-legs and on command it can project a see-through, shield-shaped barrier of magical force.

When activated, this shield has the following properties:

**Kinetic Damage Reduction: 1    Energy Damage Reduction: 1**

The shield also grants its wearer the **Resistance: Laser\*\*** quirk while used to actively defend.



## Horseshoes of Sprinting

*(Worn, Uncommon)*

These gem-studded horseshoes are enchanted to allow equine characters to run faster. Your **speed** is increased by 1.

## Invisibility Cloak

*(Worn, Very Rare)*

This dark cloak woven with shadow spider silk and ancient zebra enchantments allows the wearer to become invisible at will. The wearer can use their action to use the **Invisibility** talent, with a **D8**. This invisibility also masks the wearer's sound and scent.

The cloak dissolves into dust when its owner dies in order to protect it from falling into enemy hooves. Thus, it must be given freely for another character to acquire it.

## Little Gilda

*(Weapon(heavy gun), Unique)*

This dismounted AA cannon features 3 heavy barrels which fire explosive heavy shells that can easily tear through even an alicorn's forcefield shield. It is a **heavy gun** with the following properties:

**Damage:** +5 kinetic    **Range:** 60'    **Ammo:** Heavy Shells

**Special:** Burst 5', Knockback 10'

If this weapon hits a forcefield generated by a creature with the **Forcefield** talent, the forcefield is destroyed after resolving the attack.



## Limited Edition Pony of Harmony

(Item, Legendary)

Using the magic of a necromantic zebra artifact known as the Black Book, the Ministry Mare of Image, Rarity, divided her soul into 43 parts, and she placed one of these parts into each of 42 magical statuettes of herself and the other Ministry Mares. With 6 Ministry Mares in each set, only 7 sets exist throughout the wasteland. One whole set was recovered by the Lightbringer, **Littlepip**. Another set was found by the Maiden of Stars, **Blackjack**, and yet another is kept safe by the guardian of the Gardens of Equestria megaspell, **Spike** the dragon. Will you and your friends be lucky enough to find one of the unclaimed statuettes, or perhaps even a complete set?



Amazingly, these statuettes don't take up any space on your person. If your group possesses a whole set of the Ministry Mare statuettes, each player character in the party gets an additional **Token of Friendship** at the start of each game session.

*Applejack, Ministry Mare of Wartime Technology*

A statuette of a bucking orange earth pony wearing a cowpony hat. On the base, an inscription reads "Be Strong." While it is carried, its owner's **Body** trait is **upgraded** for tests and challenges involving feats of strength and for determining carry capacity.

*Fluttershy, Ministry Mare of Peace*

A statuette of a timid yellow pegasus surrounded by birds, butterflies, a small family of chipmunks, and a white rabbit. An inscription on the base reads "Be Pleasant." While it is carried, its owner's **Charm** trait is **upgraded** for tests and challenges involving empathy and interacting peacefully with others.



*Pinkie Pie, Ministry Mare of Morale*

A statuette of an energetic pink earth pony, giving off an aura of unbridled happiness. On the base, an inscription reads "Awareness! It was under 'E'!" While carried, its owner's **Mind** trait is **upgraded** for tests and challenges involving perception.



*Rainbow Dash, Ministry Mare of Awesome*

A statuette of a confident blue pegasus in a powerful pose, with her wings spread and a huge grin on her face. On the base, an inscription reads "Be Awesome!" While carried, its owner's **Body** trait is **upgraded** for tests and challenges involving agility or performing awesome action stunts.



*Rarity, Ministry Mare of Image*

A statuette of a regal, jaw-droppingly gorgeous white unicorn. On the base, an inscription reads "Be Unwavering." While carried, its owner's **traits** are **upgraded** for tests and challenges involving feats of physical and mental endurance.



*Twilight Sparkle, Ministry Mare of Arcane Sciences*

A statuette of a studious purple unicorn. On the base, an inscription reads "Be Smart." While carried, its owner's **Mind** is **upgraded** for tests and challenges involving smarts.





## Magic Bullets

*(Ammunition, Uncommon)*

A case of enchanted ammo that changes form to be used with any small gun or longarm. This ammo deals an additional +1 damage, on top of its normal damage bonus (if any).

## Magical Energy Lance

*(weapon(melee), Uncommon)*

This magical lance channels laser energy into its glowing point and can sometimes disintegrate soft targets. This magical melee weapon has the following properties:

**Damage:** +2 laser

**Special:** Burn 2L, Reach 10'

## Magical Fusion Core

*(Ammunition, Rare)*

This magical power source resembles a spark battery and is compatible with any device that can be powered by one. It magically produces energy so that if it runs out, it automatically recharges itself to full power each day at dawn.

## Magical Plasma Cannon

*(Weapon(heavy gun), Very Rare)*

This tri-barreled monster of a weapon is larger than an adult pony and was probably once a small capital weapon mounted on some kind of warship. However, it can be wielded strapped to your underbelly, with its massive power array attached to the top of your battle saddle. This is a heavy gun with the following properties:

**Damage:** +4 plasma    **Range:** 80'    **Ammo:** Sparkle Pack x3

**Special:** Burn 2P, Burst 5'

When this weapon runs out of ammo, it uses up all 3 of its sparkle packs.

## Memory Orb

*(Item, Common)*

This shiny crystal orb is one of many used by ponies before the war to store and relive memories. A character can experience the memory within a memory orb by magically focusing upon it, usually by telekinesis. While experiencing the orb's memory, the user's body becomes **unconscious** while their mind experiences host's memory for its duration.





Blank orbs, though rare, can be used to store one's own memories by casting a special memory transfer spell. When this spell is cast, the user can choose to either remove and transfer or copy the memory from their mind into the memory orb.

A variant kind of memory orb called a **black opal** is used to extract or record a memory using a magical item called a **recollector**.

Depending on the contents, some memory orbs can be quite valuable.

## MG StealthBuck II

*(Item, Very Rare)*

This advanced **StealthBuck** is capable of recharging itself and has a more powerful, but shorter lasting invisibility spell enchanted into its spell matrix. When activated, it grants its wearer the **Invisibility** talent with a **D12** for up to 20 minutes. The item recharges after 4 hours.

## Ministry Mare Armored Dress

*(Armor, Legendary)*

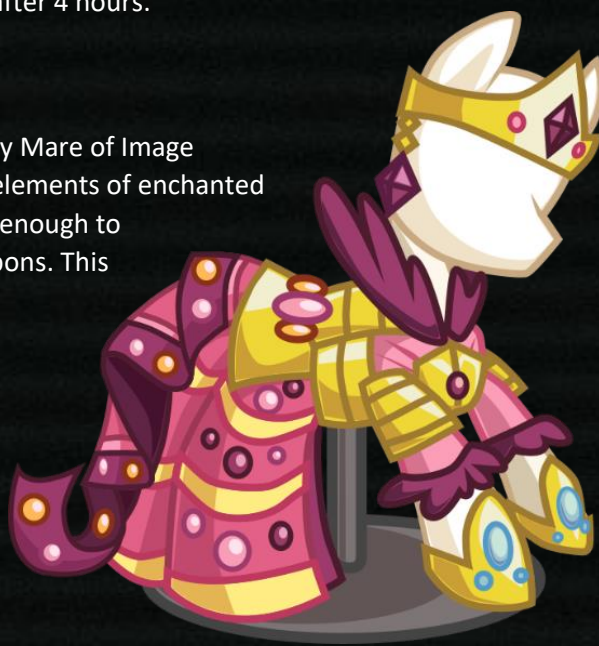
This amaranth and gold dress designed by the Ministry Mare of Image combines combat practicality with fashion, blending elements of enchanted protection with flourish! It incorporates metal strong enough to stop bullets and fabric that is immune to bladed weapons. This armor has the following properties:

**Kinetic Damage Reduction:** 2

**Energy Damage Reduction:** 2

**Special:** Resist Kinetic

The enchantments in this dress prevent it from becoming worn or dirty and make you look fabulous. While you're wearing it, your **Charm** is upgraded.



## M.O.M. Headset

*(Worn, Common)*

Once worn by teams of field operatives or search squads for the Ministry of Morale, these pink, lightweight headsets feature a trio of balloons painted on the earpieces. Two or more of these headpieces can be linked together so that a party of wasteland adventurers can communicate with each other, even in whisper, even when separated. The magic of these headsets works for all linked headsets up to 1 mile away. Some special materials such as lead might block the signal, however. Despite its technological components, this item requires no power source.

The M.O.M. widely distributed these headsets to many pre-war businesses, offices, and call centers as a means to boost business efficiency and spy on the same businesses for dissent during the Great War. They can often be found in the ruins of such locations.



## Novasurge Rifle

*(Weapon(longarm), Rare)*

This magical laser rifle is superior to most energy weapons wielded by the Grand Pegasus Enclave. The tip of this weapon flickers with a wicked light and it fires brilliant orange beams of disintegrating energy. Its magical core ensures that it never runs out of ammo. This magical longarm has the following properties:

**Damage:** +3 laser      **Range:** 150'      **Ammo:** Spark Battery

**Special:** Burn 2L

## Pesticide Talisman

*(Item, Common)*

This box-like device is embedded with an enchanted gem drives away small vermin within the vicinity. Small bug-type creatures within 60' of it feel an intense urge to leave the area. All bug-type creatures become ill while within 30' of it.

## PipBuck

*(Worn, Rare)*

This portable terminal invented by Stable-Tec and was issued to all the ponies who took refuge within the company's heavily fortified subterranean vaults called Stables. Worn around the foreleg, this arcano-tech device is a combination of both superior computer engineering and arcane science. It can only be removed or equipped to a character using a **Spell Matrix Master Key**. In addition to having all the functions of a standard terminal, Pipbucks come installed with the following helpful features:

### *Auto-Mapping spell*

This useful navigational spell automatically makes a map of the general area that you're exploring and marks key locations and landmarks as you come across them. It only shows interior spaces that you have explored.

### *Auto-Sort Spell*

This inventory control spell helps to optimally sort the items you are carrying, making them easy to access while evenly distributing your load. This grants you +1 **carry capacity**.

### *E.F.S.*

The **Eyes Forward Sparkle** spell helps its user to detect nearby creatures and potential threats. When activated, it alters the user's perception of other creatures by assigning them a colored marker - red for hostile, or yellow for neutral or friendly.





Although it can be useful for detecting creatures inside of structures, it has some limitations. Firstly, it only shows the location of creatures on a horizontal plane, giving no indication of their elevation relative to the user. It also doesn't indicate what size or type of creatures it is detecting, and it can't detect creatures that are hiding. Lastly, it is blocked by 1' of stone or 1" of metal.

#### *Health Monitor*

The PipBuck keeps track of your vitals and tells you about any conditions you're suffering from.

#### *Lamp*

With the turn of a switch, you can activate your PipBuck's lamp, which shines light like a lantern. The color of this light matches that of its HUD (which is customizable!).

#### *Radiation Detector*

Pipbucks are equipped with their own radiation detectors which make a clicking noise in the presence of radiation.

#### *Radio*

The PipBuck has a built-in radio receiver for you to tune into all your favorite Wasteland stations!

#### *S.A.T.S.*

The Stable-Tec Arcane Targeting Spell slows the user's perception of time and makes it easier to aim attacks. See the **S.A.T.S.\*** talent (p. 40).

#### *Tagged Tracking Spell*

This spell allows the PipBuck to tag a nearby object and track its location. If you know the tag number of another PipBuck, you can track that as well. The spell overlaps your EFS, showing the direction and distance to the object.

## **Rebreather**

*(Worn, Uncommon)*

This mouthpiece is equipped with an air talisman that allows its wearer to breathe underwater and in toxic environments.

## **Recollector**

*(Worn, Uncommon)*

This big crown thingy allows characters without magical spellcasting abilities to experience the memories within existing memory orbs, record memories into special memory orbs called black opals, and even forcefully extract memories from other characters.

The wearer of the recollector can experience or record a memory by simply putting a memory orb or a black opal for recording, and just focus upon it. Experiencing the memory works the same as it does for unicorn characters focusing on a memory orb.



To forcefully extract a memory from a creature using the recollector, the creature must first be forced to wear the recollector. Then the wearer must make a **Charm test (difficulty 8)** to avoid having the memory extracted. On a failure, the memory is extracted and forms into a black opal. The recollector can only be used to forcefully extract a memory from a particular creature once per day.

## Saddlebags of Holding

*(Worn, Uncommon)*

These magical saddlebags are bigger on the inside! They can store up to 20 bulk of items inside (as long as they can fit through the openings), but they never weigh more than 1 bulk to whoever's wearing them.

## Spell Matrix Master Key

*(Item, Very Rare)*

This rare arcano-technological tool was once distributed to Stable-Tec engineers as well as designated stable PipBuck technicians. It contains a matrix of spells that not only grants root access to any PipBuck it is plugged into, but its code can also help break into other arcano-tech devices as well. It can be used to remove a PipBuck from its wearer as well as gain access to all data on the PipBuck. Additionally, when plugged into any other arcano-tech system, it upgrades talent rolls to hack into them.

## Spitfire's Thunder

*(Weapon(Heavy Gun), Unique)*

A magically enhanced anti-machine rifle with golden, flame-style filigree, a custom bit, deep citrines embedded in the barrel, and an embossed nameplate with the weapon's name. It's enchanted to weigh only a few pounds, and it has next to no recoil. A lightning gem fuels its insides, reporting each shot with a crack of thunder. Unlike most rifles of its kind, it has no moving parts, making it handle more like an energy weapon than a traditional firearm. This magical heavy gun has the following properties:

**Damage:** +5 sonic      **Range:** 100'      **Ammo:** Anti-materiel Ammo

**Special:** Breakdown mod, Reload, Siege

## Star Blaster

*(Weapon(Small Gun), Legendary)*

This bizarre, futuristic energy pistol is made from some unknown alloy and may be alien in origin. It uses extremely rare alien batteries as ammunition and fires bolts of disintegrating energy powerful enough to blast through an alicorn's forcefield spell. This small gun has the following properties:

**Damage:** +7 electric      **Range:** 50'      **Ammo:** alien battery

**Special:** Line

Any character reduced to 0 Stamina by this weapon is disintegrated into a pile of glowing ash.

A star blaster can also be rigged to explode in a devastating burst of magical energy. As an explosive, it deals +30 P damage and has the **Burst 100'**, **Splash**, and **Siege** properties.





## StealthBuck

*(Item, Uncommon)*

This single-use PipBuck peripheral contains a stealth spell that renders the user invisible. This grants the user the **Invisibility** talent with a **D8** for up to 1 hour.

## Steel Rangers Power Armor

*(Armor, Very Rare)*

As a testament to the prowess of earth pony technology, this specialized power armor is worn by the elite knights and paladins of the Steel Rangers. This line of power armor was engineered in a joint effort by the Ministry of Wartime Technology and the Ministry of Arcane Sciences. It is too heavy to fly in, but provides superior protection for earth ponies and unicorns (with some tailoring for horns) alike.

This magical power armor has the following properties:

**Kinetic damage reduction:** 5    **Energy damage reduction:** 4  
**Special:** Agility↓, Environment, Magic↓, Powered, Strength↑

The leg plating of this armor is designed for both protection and close-quarters combat, functioning as a **basic hoof-to-hoof** weapon. Its specialized integrated **battle saddle** combines magic and technology to allow up to **2 heavy weapons** or **4 longarms** to be equipped at once, and any of these weapons can be switched out on it as a single action. Its helmet is also equipped with a targeting system that grants its wearer use of the **Eyes Forward Sparkle** spell (see PipBuck, p. 103) and the **S.A.T.S.\*** talent, starting at a **D4**.



## The Fart

*(Weapon(small gun), Unique)*

Silent, but deadly. This unique magical crossbow has the following properties:

**Damage:** +1 poison    **Range:** 50'    **Ammo:** Light Ammo  
**Special:** Burn 1 Po, Burst 5'

The ammunition of the weapon bursts into a stinking cloud upon impact in the area of its burst that dissipates after 1 minute. Any creature that ends its turn in the cloud's area becomes **ill** until the end of their next turn.

## Twenty Percent Cooler

*(Item, Common)*

This plastic portable cooler is enchanted with a talisman that keeps its contents ice cold. It can store up to **4 bulk** of items. Items within the cooler are kept in an extradimensional space where their bulk is negligible.

## Universal Travel Brochure

*(Item, Common)*

A product of pre-war commerce and tourism in collaboration with the Ministry of Image, whenever this magical trifold brochure is opened, its inner section's text and images are changed to provide information and points of interest around its owner's current location. The information it provides contains both pre-war trivia and modern factoids about the place, as long as such information would be readily available.

These brochures were made widely available from many pre-war travel centers both as a means to reduce printing costs and promote local businesses and travel destinations. They can often still be found at these locations.

## Water Talisman

*(Item, Rare)*

This enchanted gem provides an infinite supply of clean water. When activated, it produces 1 to 10 liters of clean, fresh water every minute.

## Zebra Rifle

*(Weapon(longarm), Rare)*

This magical assault carbine fires 3 shots in a rapid burst, and its bullets ignite upon contact. They are notably effective at roasting ponies from inside their own power armor.



This magical longarm has the following properties:

**Damage:** +2 fire      **Range:** 100'      **Ammo:** Rounds

**Special:** Automatic, Burn 2F

Unlike typical assault weapons, you only run out of ammo with it every 2 times you attack with it in automatic mode, but it can only attack 2 targets at a time.

## Zebra Shock Sword

*(Weapon(melee), Uncommon)*

This enchanted sword is embedded with talismans that cause it to crackle with electricity. It functions as a melee weapon with the following properties:

**Damage:** +2 electric

**Special:** Burn 1E

On a **crit**, the target is also **staggered** as long as it has the Burn 1E condition.



## Log 7: Vehicles

Many types of advanced civilian and military vehicles travelled the roads and airways of Equestria before the Great War. Now the sad remains of these prewar vehicles dot the ruined landscape, only useful for scrap or shelter. However, some of these old vehicles are still in working order thanks to the efforts of remnant factions of prewar Equestria. Some talented mechanists have even salvaged parts from ruined vehicles to make their own post-apocalyptic racers and roadhogs.

This chapter contains new types of vehicles for the Fallout: Equestria setting. Basic rules for vehicles and can be found in the **Official Movie Sourcebook**. This chapter expands on those rules for use with the Fallout: Equestria setting's advanced combat system.

### Vehicle Stat Blocks

The stat blocks presented for vehicles in this chapter use the same information as vehicles listed in the **Official Movie Sourcebook**.

### Weapons on Vehicles

Most heavy weapons can be mounted onto vehicles for use in a vehicle vs vehicle scuffle. Truly enormous vehicles might have larger capital weapons permanently installed onto them. Attacks with mounted heavy weapons or capital weapons can use either your **Body** or **Mind** trait.

Capital weapons often require a team of characters in order to operate them. Each character helping to operate a capital weapon spends their action to do so, and then one of those characters rolls the test or challenge to actually fire it.

The size and power of such capital weapons can vary considerably from vehicle to vehicle, so a list of capital weapon stats isn't provided here. If you need to make some for your game, just think heavy guns, but BIGGER.





## Land Vehicles

Vehicle	Cost	Speed	Handling	Stability	Armor
Tank	18,000	1	2x Downgrade	100	8
Red Racer	250	3	2x Upgrade	5	0
Junk Bike	400	5	1x Upgrade	10	0
Junk Buggy	600	4	-	20	3
Powered Wagon	800	4	-	20	1
Motorcycle	1,000	6	2x Upgrade	15	0
Highwaymare	3,000	8	1x Upgrade	30	2
Armored Train	6,000	5	1x Downgrade	120	5

### Armored Train

A pre-war steam train outfitted with armored siding consisting of an engine, coal cart, and passenger car. The train is coal-powered, but it can also be pulled by a team of ponies.

### Highwaymare

This restored prewar sportscar is one of the speediest and most stylish land vehicles around.

Its engine is powered by a **sparkle pack**, which powers it for 5 days of continuous travel.

### Junk Bike

A makeshift motorcycle made from junkyard parts. A favored skirmishing vehicle for mechanically-inclined raiders.

It is powered by a small **petrol** or **spark battery** engine. It can travel up to 4 hours per unit of petrol or up to 2 hours per spark battery.

### Junk Buggy

A makeshift land vehicle made from parts of prewar powered wagons and other scrap. These are popular creations among junkyard mechanics and oil raiders alike.

Some junk buggies are petrol powered, while others are usually powered by an array of spark batteries. On a **petrol** engine, it can travel for up to 2 hours per unit of petrol. On a **spark battery** engine, it can travel for up to 1 hour per battery at full power.





## Motorcycle

A small, sleek, and speedy land vehicle with a small 2-cylinder petrol engine. It can drive for up to 4 hours per unit of **petrol**.



## Powered Wagon

A restored pre-war wagon powered by a 4-cylinder petrol engine. In a pinch, it can also be pulled by a team of 2 ponies. It can drive for up to 2 hours per unit of **petrol**.

## Red Racer

A sleek, motorized scooter produced by the Red Racer scooter company. Great for getting around the neighborhood swiftly while also pulling off all sorts of stunts! It is powered by a **spark battery**, which allows it to travel for up to 2 hours.



## Tank

This heavily armored tread-wheeled war machine is slow, but can travel over almost any terrain, crushing most obstacles in its path, and blasting apart anything else with its swiveling cannon. Its engine is powered by a **magical fusion core**, which powers it indefinitely.

### Cannon

A character can use their action to attack with the tank's cannon. This is a capital weapon with the following properties:

**Damage:** +8 kinetic

**Range:** 100'

**Special:** Burst 10', Reload, Splash

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.



## Water Vehicles

Vehicle	Cost	Speed	Handling	Stability	Armor
Battleship	-	6	2x Downgrade	300	20
Submarine	-	4	-	50	6
Motorboat	1,500	5	1x Upgrade	15	1
Trawler	3,000	4	-	35	3

### Battleship

A nautical fortress covered in capital weaponry. Battleships are massive and may contain many redundant stations. They should be handled more like heavily armed, mobile settlements than as typical vehicles. The details of the ship's stations and interior spaces are left to the storyteller. Such stations are usually handled by teams of crew under the command of officers, ultimately reporting to the ship's captain.

#### Naval Cannon

A character at a firing control station can attack with one of the ship's naval cannons. This is a capital weapon with the following properties:

**Damage:** +20 kinetic

**Range:** 1 mile

**Special:** Burst 15', Reload, Splash

#### Capital Machine Turrets

A character at a firing control station can attack with one of the ship's capital machine turrets. This is a capital weapon with the following properties:

**Damage:** +8 kinetic

**Range:** 500'

**Special:** Automatic

#### Anti-Submarine Mortar

A character at a firing control station can attack with one of the ship's anti-submarine mortars. This is a capital weapon with the following properties:

**Damage:** +20 kinetic

**Range:** 1 mile

**Special:** Burst 50', Reload, Splash; Can only target submersible vehicles.

#### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.



## Motorboat

A small, speedy open-air skiff with a petrol engine. It can run continuously for up to 2 hours per unit of petrol.

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.

## Submarine

A stealthy, submersible water vehicle. Its engine is powered by a **magical fusion core**, which powers it indefinitely.

### Torpedo Launcher

A character at the firing control station can attack with the submarine's torpedo launcher. This is a capital weapon with the following properties:

**Damage:** +20 kinetic

**Range:** 1 mile

**Special:** Burst 10', Reload, Splash; Can only target water vehicles

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.

## Trawler

A restored prewar fishing boat with an enclosed cabin. It is powered by a petrol engine which can run for up to 2 hours per unit of petrol.

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.



## Air Vehicles

Vehicle	Cost	Speed	Handling	Stability	Armor
Bombing Chariot	-	-	-	35	3
Raptor	-	8	1x Upgrade	80	4
Sky-tank	-	4	1x Downgrade	120	10
Thunderhead	-	6	2x Downgrade	300	15
Pinkie Pie Balloon	350	2	1x Downgrade	15	0
Griffinchaser II	500	3	-	10	1
Sky Wagon	4,000	-	1x Upgrade	30	3

### Bombing Chariot

An Enclave cloudship designed similarly to pre-war sky chariots. The pilot can kick a switch on its wagon to release its payload of ammunition.

The speed of this vehicle is dependent on the flying speed of the character pulling it.

#### Carpet Bomb (Enclave High-Explosives)

As an action, the pilot can kick the switch on the bombing chariot's wagon to carpet bomb the area of the path they moved on the current turn. This is an explosives weapon with the following properties:

**Damage:** +8 kinetic

**Range:** Dropped

**Special:** Burst 10'

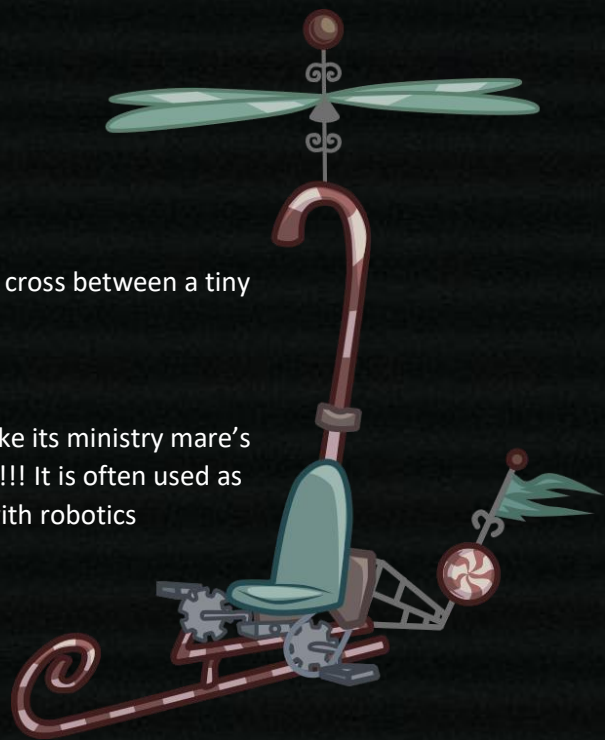
The weapon properties presented here assume the chariot is dropping Enclave high-explosives. To change this to use other ordinance, change the damage and special properties.

### Griffinchaser II

A single-rider, pedal-powered flying contraption resembling a cross between a tiny helicopter and a bicycle.

### Pinkie Pie Balloon

A hot air balloon designed by the Ministry of Morale to look like its ministry mare's head, unnervingly watching the wastelands below... FOREVER!!! It is often used as an elevated guard or sniper post, but it could also be rigged with robotics equipment to turn it into an automated sentry.







## Raptor

An Enclave cloudship designed for speedy, aerial skirmishes. These maneuverable battleships are flanked by broiling, black thunderclouds, propelled by dozens of propellers, and sport massive magical energy cannons that earn them the nickname “Dragon Killers”. They are also equipped with huge hangars to deploy smaller vehicles and Enclave troops.

### Capital magical energy cannon

A character at a firing control station for the vehicle can attack with one of its capital magical energy cannon. This is a capital weapon with the following properties:

**Damage:** +13 laser

**Range:** 1,000'

**Special:** Line (10' diameter), Reload

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.

## Sky wagon

A restored pegasus-drawn aerial vehicle resembling a bus or subway car. Its engine utilizes a flux regulator to with an array of spark batteries provide it with magical lift. It can fly continuously for up to 2 hours per spark battery. When it has only 1 hour left of flight, its speed decreases by 1.

The speed of this vehicle is dependent on the flying speed of the character pulling it.

## Sky-tank

An Enclave aerial tank resembling a small weapons platform. The armored cockpit is operated by wing movements from the pilot, and it comes armed with multiple plasma cannons.

### Plasma Cannon

A character at a firing control station in the vehicle can attack with one of its plasma cannons. This is a capital weapon with the following properties:

**Damage:** +8 Plasma      **Range:** 100'

**Special:** Burst 10', Reload, Splash

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.

## Thunderhead

The largest class of Enclave cloudships. This anvil-shaped aerial military base is flanked by 4 massive thunderclouds, each capable of transporting a Raptor-class cloudship. The undercarriage of the cloudship bristles with magical energy turrets and capital plasma cannons, and it sports several large hangar doors.

Because of its massive size, a Thunderhead-class cloudship should be treated more like a heavily-armed, mobile settlement than as a typical vehicle. The details of the ship's stations and interior spaces are left to the storyteller. Such stations are usually handled by teams of crew under the command of officers, ultimately reporting to the ship's captain.

### Capital Plasma Cannon

A character at a firing control station can use their action to attack with one of the Thunderhead's capital plasma cannons. This is a capital weapon with the following properties:

**Damage:** +20 plasma      **Range:** 1,000'

**Special:** Burst 15', Reload, Splash

### Magical Energy Machine Turret

A character at a firing control station can use their action to attack with one of the Thunderhead's magical energy machine turrets. This is a capital weapon with the following properties:

**Damage:** +8 laser      **Range:** 500'

**Special:** Automatic

### Sensors

Use radar and other sensor equipment to detect nearby vehicles, large creatures, and mines, as well as monitor other details of the environment.



## Log 8: Factions

In this log, we present some of the most prominent factions of the Equestrian wastelands, groups of ponies and other creatures who have banded together under some ideal or another. During character creation, or at some point later in your character's career, you can decide for them to become a member of one or more of these factions. While having no mechanical benefit, this alliance can earn your character prestige, access to some exclusive goods and services, and privileged use of the faction's resources.

### Applejack's Rangers

*"Today, you must choose with whom your Oath lies. Surrender this ignominious goal and join by my side, reaffirming your Oath to the protection of the citizens of Equestria." – Steelhooves*

Not all Steel Rangers are technology-looting, power-armored recluses who won't lift a hoof to use their technological prowess to help those in the wasteland around them. During the raid of the Steel Rangers Fillydelphia contingent on Stable 2, led by Elder Blueberry Sabre, Star Paladin Steelhooves chose to oppose the violence and oppression his faction had come to represent and return to its roots of using its power to help other ponies, as the Ministry Mare of Wartime Technology would have intended. Other Steel Rangers heard Steelhooves' call and joined his side as Steel Ranger outcasts, stopped the Steel Rangers' invasion of Stable 2, and established the abandoned Stable 29 as their new base of operations. Soon afterward, they would rename themselves to Applejack's Rangers, after the Ministry Mare whose ideals they strive to represent.



Applejack's Rangers are often still at war with other contingents of the Steel Rangers, but ever since their formation it has become a relatively safer place. They root out slavers, raiders, and others who would bring harm to the common people of the Equestrian Wasteland, and they're always ready to defend and aid those in need.

## collegiate

*"The Collegiate are fine ponies, but they don't care for fixing ponies broken centuries ago. They're more interested in discovering lost spells and technology." – Bottlecap*

A group of medical experts and doctors from the **Hoofington** region of the Equestrian wastelands. Working out of the **Hoofington University** under the leadership of **Dr. Zodiac**, a former member of Big Daddy Reaper's gang, they have access to some of the best medical knowledge and technology in the whole Equestrian wasteland. Since the events of the Shadowbolt Tower being destroyed, their staff has been supplemented by several displaced Enclave scientists.

Despite their mission to heal ponies and preserve life, the Collegiate does have a elite subgroup of assassins called the **Zodiac Clan**. The Zodiacs are hired by the Collegiate to kill or capture ponies who would threaten the agenda of their research.

To join this faction, a character must have some talent related to medicine.



## Crusaders

*"Crusaders look out for our own and any filly or colt what needs protectin'. Past that we take care of ourselves" – Scoodle*

A group of orphaned fillies and colts from the **Hoofington** region of the Equestrian wastelands. Identifiable by their signature cloaks featuring the silhouette of a rearing foal, they scout out and search ruins for salvage, especially in places where grown-up ponies would have trouble fitting. They operate primarily out of the small town of **Chapel**, led by a shrewd and miserly filly named **Charity**.

Despite their young age, typical Crusaders are skilled at using small firearms and are very knowledgeable about Hoofington region. It would be a grave mistake for adult ponies to underestimate them!

To join this faction, your character must be a child. Honorary adult members are not unheard of, but extremely rare.



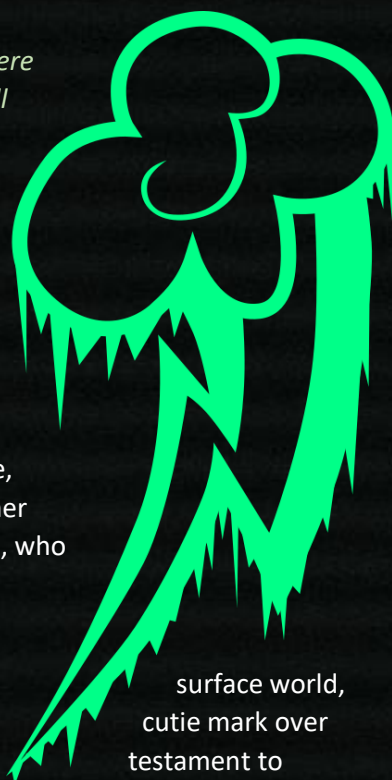


## Dashites

*"They say that Rainbow Dash saw what the other pegasus ponies were doing, and turned away from them just as they turned away from all the ponies below..." – Calamity*

When the megaspell hit Cloudsdale, the Grand Pegasus Enclave closed up the clouds using the Ministry of Awesome's SPP towers in order to preserve the pegasus race, withdrawing from the war effort to protect themselves from the struggles and corruption of the world below. Ministry mare Rainbow Dash believed that the Ministry of Awesome's purpose was to help save all of ponykind, not just the pegasi. She turned her back on the Enclave and descended below the clouds to aid the ponies left to suffer the post-war fallout. For abandoning the Enclave, Rainbow Dash was branded a traitor, and any pegasus who followed in her hoofsteps was marked as a Dashite. The very first Dashite was Scootaloo, who coined the term after she broke protocol from the Enclave in search of Rainbow Dash.

Before being cast out of the Enclave to fend for themselves down in the surface world, Dashites would be branded with a hot iron, burning Rainbow Dash's cutie mark over their own. Some Dashites wear this brand as a badge of honor – a testament to Rainbow Dash's ideals to protect every pony from the ravages of the Great War, not just her own race. Regardless of how they wear the brand, they are forever banished from the Grand Pegasus Enclave under penalty of death.



## Finders

*"You see, my father is the owner of the Finders. He has three daughters, one of which is me. Each of my sisters controls the other two hubs. Unfortunately my sisters and I have... differing economic philosophies." – Bottlecap*

Based upon the belief that free trade will be what saves the Wasteland, this faction of scavengers runs several large trading franchises in the Hoofington region. Founded by the Daughters of Finders Keepers, these business ponies find and barter for valuable goods throughout the wasteland and trade with everyone, regardless of faction. Their several trading hubs, including Megamart, Flankfurt Exchange, and the Rainbow Dash Skyport, are all considered neutral grounds.

## Followers of the Apocalypse

*"In a world filled with misery and uncertainty, it is a great comfort to know that, in the end, there is a light in darkness."*

- Fluttershy

One of the newer factions of the Equestrian wastelands, having just formed under the leadership of **Velvet Remedy** after the events of the **Day of Sunshine and Rainbows**. The members of this group are dedicated to improving conditions across the wastelands while also providing medical care to anypony who is in need.



## Gawd's Ponies

*"Feels damn good t' be a goddess-damned heroine for once. Fight on the side of the angels and all that."* - Stiletto

Formerly members of the Shattered Hoof Raiders, these rough-and-tumble ponies are now protecting the wasteland for fun and profit! After the Lightbringer brought an end to the raider operations at the Shattered Hoof Ridge, Gawdyna Grimfeathers, leader of Gawd's Talons, reconsolidated her forces in the aftermath of the battle. In doing so, she was faced with the problem of deciding what to do with the remnants of the raider faction. Eventually her solution formed to be Gawd's Ponies, a faction of ex-raider ponies who weren't vile and untrustworthy enough to be cut down by her Talons, but unsavory enough to not keep around with her own mercenaries.

## Grand Pegasus Enclave

*"Greetings, citizens of the Equestrian Wasteland. This is the Grand Pegasus Enclave. We have commandeered this broadcast to deliver an important message to all ponies: Do not be afraid. We are here to save you!"* – Colonel Autumn Leaf

Called the **"Enclave"** for short, this militaristic faction of post-war Equestrian patriots lives in secluded high-tech cities above the clouds. They are very technologically advanced, especially in regards to their airforce, power armor, and use of energy weapons. However, many ponies view them with disdain since more often than not, Enclave pegasi look down upon the ponies of the surface wasteland, both literally and figuratively.





Before the events of the **Day of Sunshine and Rainbows**, the Enclave's cities were concealed by a thick layer of clouds maintained by the Single Pony Project tower. Though life was much more comfortable above the clouds, they would every so often send a scout team below the clouds to perform experiments in the surface wasteland and find relics of Equestria that could increase the Enclave's power.

Deserters of the enclave are branded as **Dashites**, named after the Ministry Mare of Awesome, **Rainbow Dash**, having her cutie mark burned over their own. Although the Enclave view these Dashites as traitors, many who are branded as such consider it to be a badge of honor. To the Dashites, it often represents a loyalty to the ideals Equestria once represented before the Great War, in opposition to the Enclave's abandonment of the world below.

## Harbingers

*"Those Hoofington Rises freaks? Nah. They'll only give you free stuff if you join their wacky cult." - Perch*

Led by a mysterious entity known only as "The Prophet", this fanatical faction has access to manufacturing facilities in Hoofington capable of producing all sorts of brand-new weapons and armor, all to recover the PipBuck of the Star Maiden. Her PipBuck is said to contain a very valuable program called EC-1101, which the faction believes is vital to the future prosperity of the Hoofington region. They offer free food, weapons, and technology to anypony who assists them in tracking down the Star Maiden and this program. Gathering under their banner of three vertical black bars on a green field are renegade Steel Rangers, bandits, raiders, scavengers, bounty hunters, and ex-gang members, all recruited from the Hoofington region.



## Highlanders

*"Weird pony folk. Always been a twiggid bunch. They were crazy even before the war. Lived in the eastern mountains, were way too friendly with goats and sheep, and couldn't care less what Celestia wanted. Nasty in combat, though. Zebras learned that the hard way."*  
— Rampage

Descended from prewar deserters, these independent ponies have adapted to not only surviving, but thriving in the wilderness beyond Black Pony Mountain in the Hoofington region. These tough earth ponies don't take no gruff from nopony, and will rough up any pony who thinks they're tough enough to trespass in their neck of the woods. Legends tell that their leader, White Lightning, once battled Big Daddy Reaper, leader of the Hoofington Reapers, in a hoof-to-hoof battle to the death that lasted for 3 straight days. Their epic battle only came to a stop when it was interrupted by a star spawn attack!



## Hoofington Gangs

*"We're skirmishing, trying to keep all the gangs from organizing. We're outnumbered but not outgunned." – Fruit Salad, Steel Ranger*

Several gangs of raiders, mercenaries, and other unscrupulous characters run rampant over large areas of the Hoofington wasteland, with only the dominance of the Reapers keeping them in check. These gangs often adapt distinguished motifs, favored weaponry, or even restrictions on who can join. Examples include the pyromaniac (and pyrophobic) Burner Boys; the all-female, laser-toting Flash Fillies; the melancholy and heartbroken Halfhearts; and the rootin'-tootin', cowpony-fashioned Pecos.

## Raiders

*"Raiders are the epitome of the sins of the past. Selfish, lazy, greedy. They take what they cannot build for themselves. And they destroy what they cannot take. They infest the Equestrian Wasteland like termites, chewing away at the already frail bones of our once-great nation." – Red Eye*

Not a single, unified faction per se, raiders often band together into tribes or gangs with intimidating names and themes. All of them are violent, aggressive, and wont to commit particularly vile acts of cruelty against anypony unlucky enough to be captured by them. Raider attacks against travelers and small settlements are tragically all too common in the Equestrian wasteland.



## Reapers

*"Reapers: Your best friend or else."  
– Wasteland Survival Guide: Hoofington Edition*

The Reapers are an elite gang of the toughest bloods in the **Hoofington** region of the Equestrian wastelands. Centered around the **Hoofington Dome**, a once popular hoofball stadium now turned gang headquarters and gladiatorial arena, it was formerly led by **Big Daddy Reaper**. At any one time, there are exactly 100 Reapers, and competition among raiders, slavers, and other desperate characters is fierce to join their ranks. Even within the Reapers, members compete fiercely to be among the top 10 displayed on the Hoofington Dome's scoreboard, where until recently Big Daddy Reaper himself ranked number 1.



The only way to join the Reapers is to earn your way into a vacant spot when one of their members dies, usually by means of a duel to the death.



## Red Eye's Army

*"We stand at the dawn of a new golden age. Where others merely survive, we thrive! And while I have led your efforts, it has been by your own strength...Because, yes, freedom is what we all work towards." – Red Eye*

Leveraging the industrial power of the repurposed Fillydelphia ruins, this organization seeks to unite the ruins of Equestria through use of its militaristic might. Led by a cyberpony stallion named Red Eye, this army is one of the largest slave buyers in the Equestrian Wasteland, powering Fillydelphia's forges to refine materials and produce new weapons and armor. Their goal: establish a new earth pony leadership for Equestria, by force if necessary.

Red Eye's army works closely with the Unity, exchanging unicorn slaves to the Goddess in return for the assistance of alicorns to guard Fillydelphia's assets and oversee the capture of new slaves for Red Eye's war machine.

Red Eye's army is always seeking able-bodied volunteers to become soldiers. Less able ponies are often involuntarily recruited into this faction as slaves.



## slavers

*"Slavers round up ponies and sell us to places like Paradise, Appleloosa, or Fillydelphia. They work a pony to death, and it doesn't take long." – Anonymous slave*

Though not a unified faction, slavers often band together into mercenary or business groups under various banners. Barely a step above raiders on the wheel of morality, they are all known for capturing and selling ponies and other sapient creatures as slaves, often treating them cruelly from their initial capture to their sale.



## The Society

*"The Society members are the descendants of the aristocracy of Equestria. Our king and leaders are related to Princess Celestia, and thus we are the rightful inheritors of Equestria" – Prince Splendid*

An aristocratic group of ponies from the Hoofington region of the Equestrian wastelands. Led by the regal King Awesome before he passed away due to old age, these ponies believe that they are the rightful heirs of Equestria. This claim is backed up by both their wealth and their ability to sell plentiful fresh produce farmed by serfs under their employment.

## Steel Rangers

*"Honestly, most of them would be more interested in saving your PipBuck than saving you." - Homage*

This elite and militaristic faction of earth ponies and unicorns salvages and catalogs remnants of prewar technology. Unfortunately for the people of the wasteland, they would rather hoard this power for themselves and to assert their dominance than use it to aid the common folk. They were originally established when the **Ministry of Wartime Technology** and the **Ministry of Arcane Sciences** joined forces to create the specialized power armor worn by their knights. Members of the Steel Rangers fill one of two roles depending on their aptitudes.

The stronger and more combat-able ponies become **knights** clad in specialized Steel Ranger power armor and decked out in heavy weaponry. Knights are often dispatched on surface world missions to recover lost prewar technology and sometimes put lesser surface creatures in their place.

The meeker but more studious ponies become **scribes**, dedicated to studying and cataloging prewar relics. Through experimentation and discovery, they learn new ways to use ancient magic and science to supplement the Steel Rangers' already impressive arsenal.





## Talons

*"The Talons, have been the best mercs in the Equestrian Wasteland since before Equestria was a wasteland. Can't hire yerself any better." - Gawd*

A widespread company of griffon mercenaries that has existed even before the Great War. They remain neutral in their dealings with other factions, offering their services to any employer who will pay them enough caps and sign a contract with them. Though stern and ruthless, Talons hold personal honor in high regard. Once a Talon accepts a contract with a client, it cannot be abandoned or bought out. To break a contract is an act of great dishonor to them, punishable by death.



## Twilight Society

*"There is a secret society within Tenpony Tower. They are the ones who, I dare say, are really in charge. There are places in this building that are sealed off from the general public. Places where the Ministry's secrets played out. All manner of magical research and development." - Homage*

This secretive group is devoted to religiously protecting prewar technology. From deep within **Tenpony Tower**, they store and protect these artifacts originally placed there by **Twilight Sparkle** herself. As experts in the fields of both science and magic, they know many secrets about prewar spells and technology. Many accuse them of hoarding these relics and this knowledge, but perhaps it is best that they are left undisturbed. Rumor has it that within the Twilight Society's collection, there may even be secret megaspells at their disposal.



## Unity

*"Your kind cannot thrive in this world any longer! You merely survive! And barely at that! But my children can thrive! My children are more powerful! More capable of facing the mutated dangers of this world! The very poisons which kill you make my children stronger!" – The Goddess*

A telepathic hivemind of alicorns created by the **Goddess**. They are one, they are the Goddess, all sharing consciousness, emotion, and magical knowledge. Operating out of the forbidden labs of **Maripony**, they follow the commands of the Goddess to create a perfect and unified postwar utopia populated by only great and powerful alicorn ponies.

In this effort, they scout out and recruit powerful ponies to be transformed into new alicorns. Wasteland hero beware, for the Goddess views any who decline such an invitation to join the Unity as a threat to be destroyed.

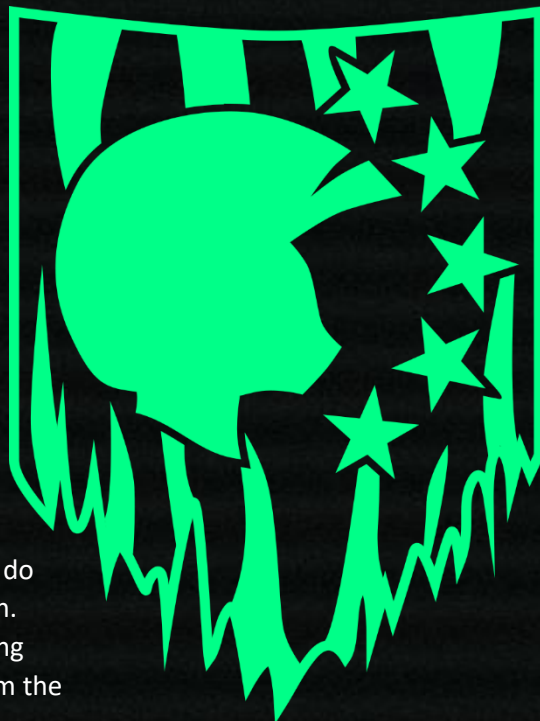


## Zebra Remnants

*"The War is never over, Security." – Lancer*

Some ponies and zebras still hold hard feelings towards each other, even all these years after the Great War. The Zebra Remnant is one such group of zebra warmongers who still violently pursue victory for the Zebra Empire in the Hoofington region. Even after most wastelanders have long put the past of the war behind them, the Remnant continues their ancient war against ponykind under the final command of their fallen caesar, going so far as to even label other zebra who do not join their cause as traitors and enemies.

In combat, the Remnant has perfected the use of the Fallen Caesar style of hoof to hoof combat, and they have learned to use longarms by standing upright, without the use of a battle saddle. They also have at their disposal well maintained weaponry, invisibility cloaks, stockpiles of explosives, and mindless cyborg soldiers. Despite their combat superiority, they do fear one figure prophesized to bring them ruin – the Star Maiden. This fear not only stems from prophecy, but also from their strong superstition of the stars and the strange star metals that fall from the heavens.





## LOG 9: NOTABLE LOCATIONS

This log serves as an Atlas of many of the Equestrian wasteland's more notable locations. Some history is also given about each place, although encyclopedic detail is spared so that the descriptions of each location can serve as a starting point for storytellers to craft their own adventures surrounding them.

Some of these location descriptions may contain spoilers to Fallout Equestria and its side stories, so reader beware! The scope of this log is limited to regions explored or mentioned in the Fallout: Equestria main story or Project Horizons. Storytellers are encouraged to supplement the areas between these locations and beyond with new adventure locations of their own design.

### Canterlot Region

*"We can't reach any of the Ministry of Morale hubs either. No pony was expecting the one in Manehattan to respond, but not even Canterlot? Could... the zebras couldn't possibly have destroyed Canterlot! Could they? What... what happened to Princess Luna??" - Rarity*

Canterlot, the once-capital of Equestria, rests atop the side of a grand mountain piercing the heavens, with cascades of waterfalls trickling through the city and down to the towns and suburbs below. This once lively mountain has become a barren ruin thanks to the Pink Cloud which enshrouds the ancient city and poisons the earth below. Now nothing lives here except ghouls and the hardiest of mutant wildlife.

### Canterlot Ruins

*"The Pink Cloud is... was... a great radioactive cloud of entropic, necromantic gas. Like taint, it didn't care if you had gas masks. Nothing protected against it. Everything it touched, it seeped into and rotted. I've heard horror stories of bodies found partially melded into sidewalks, or with their saddles fused to their bones. Canterlot is still toxic today. The streets and buildings soaked it up like sponges and are slowly releasing it as they decay." - Calamity*

This mountainside metropolis was once the capital of Equestria, home to the aristocratic elite as well as Princesses Celestia and Luna. It also once contained the headquarters for the six ministries overseen by Princess Luna, Twilight Sparkle, and her friends. However, the city was the target of a ghastly megaspell that unleashed the lethal Pink Cloud that still shrouds its streets and towers.

Those who come into contact with this cloud meet a terrible fate. Those who aren't killed by its necromantic magic are transformed into ghouls with their flesh permanently melded into their equipment. These undead, known as Canterlot ghouls, now wander the city continue living a mockery of their daily lives, seemingly unaware of the decrepit state of their once noble city. They are only stirred from this trance when they smell the presence of any living creature foolish enough to enter the ruins, which they attack and attempt to consume on sight. Not all Canterlot ghouls have lost their minds, however. A handful of them have kept their wits after their transformation and have wandered off to explore the wastelands beyond the ruined capital.



Falling from the heights of the city proper are several waterfalls, pouring Pink Cloud-tainted spring and rain water into the aquaducts of Zebratown and other suburbs below before pooling into basins at the foot of the mountain.

Following the events of the Enclave's Operation: Caulterize, the already crumbling city was destroyed by the sheer firepower of the Enclave's airforce. Any Canterlot Ghouls remaining in the city were vaporized or crushed in the wreckage.

Parts of the ruin still remain, with Pink Cloud still clinging around, occupied by only vicious, horribly mutated beasts. Many treasures remain untouched in the chambers below the ruins, but only the bravest or most foolhardy of scavengers would dare to approach this haunted place.

## Glyphmark

*"Nothing grows here. This town is just close enough to Canterlot that the Cloud has poisoned the ground, but far enough away that it is not in the air anymore." – Glyphmark resident*

Long ago, slavers attacked this zebra town constructed around the Angel Bunny Pharmaceuticals building near Canterlot. They enslaved the surviving adults and left the children behind, having no use for them. Ever since, this town has been populated only by zebra children. Those who reach adult age after receiving their glyph mark were banished for fear that the slavers might one day return to attack.

Trade is sparse with this remote settlement, and due to runoff water tainted with Canterlot's Pink Cloud, the grounds are incapable of growing most crops. However, the children have become skilled at surviving here, defending themselves, and producing chems and medicine. In recent years, commerce has grown steadily as Ditzzy Doo and other merchants have begun making stops here to trade for the valuable healing potions and remedies they produce.

## Stable 3

*"Stable Three was constructed underground. You think the Pink Cloud out there is bad? That's nothing. You go underground, to any of the sewers or maintenance tunnels or under-rails and you'll see bad." - Caliber*

Located somewhere in the maze of utility tunnels beneath the streets of Canterlot, Stable 3 had a dream that zebras and ponykind would get along, living alongside each other in this Stable. It is not well known how well this social experiment worked, and nopony may ever know. Pink Cloud choked the subterranean passageways and sewers leading to the Stable's entrance making access to it almost impossible except to Canterlot ghouls.

Though the city of Canterlot above was destroyed by the Enclave during Operation: Caulterize, it's possible, though unlikely, that the passages beneath hiding this Stable remained intact. Maybe the Pink Cloud from the tunnels has dispersed enough now that a brave group of explores can delve into its depths and find what horrors and treasures await?

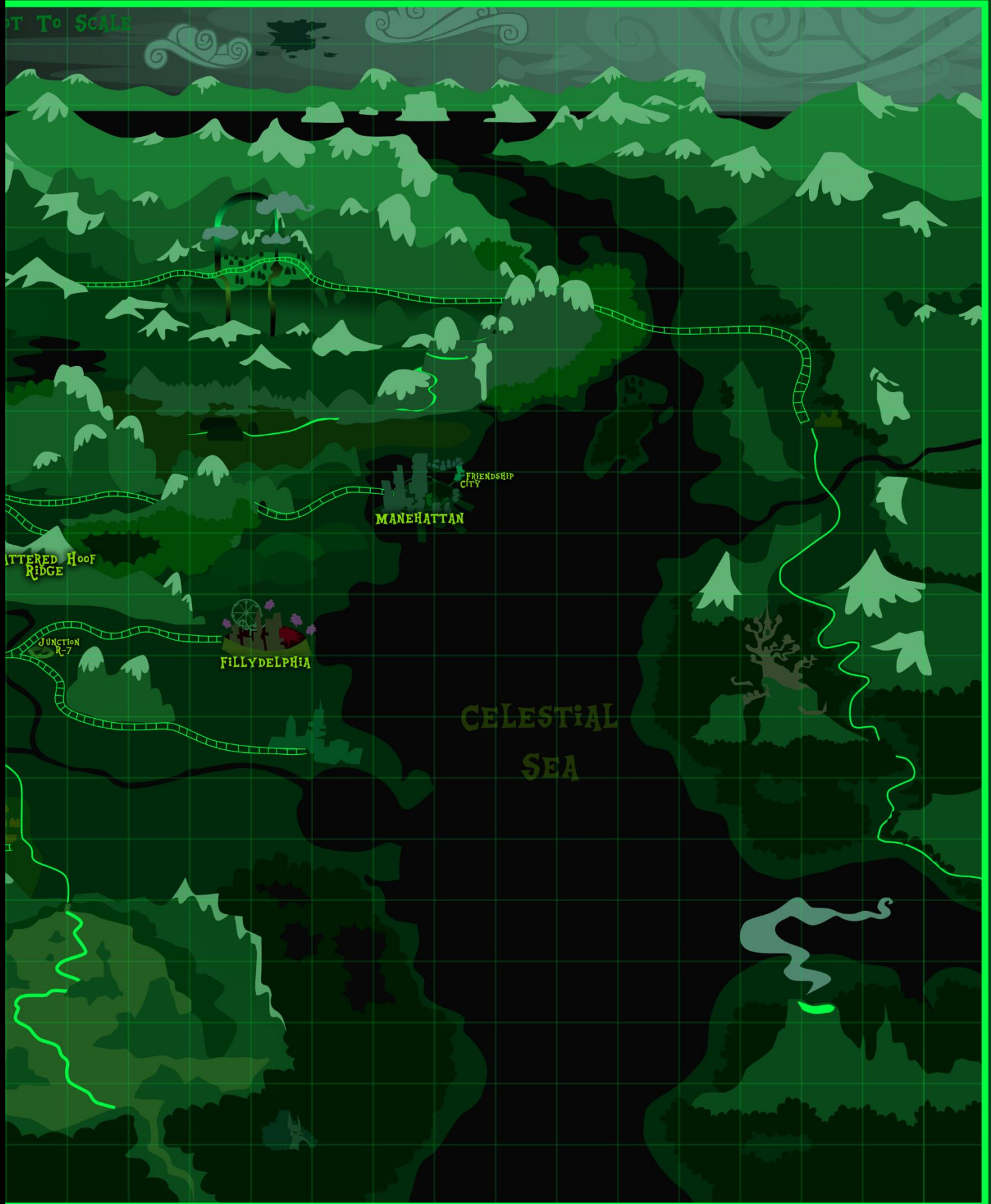


# THE EQUESTRIA



# AN WASTELAND

NOT TO SCALE





## Stable City

*"Karmic justice, since Stable-Tec pretty much killed all the ponies in Stable One. The ghouls had already started a town inside the building by the time it opened up. When they added the resources of Stable One, the town became Stable City." - Caliber*

Stable 1 in Canterlot was one of the first stables ever built by Stable-Tec, meant to shelter the nobility of Equestria, including its Princesses. Within the first century of its operation, however, the Pink Cloud of the outside Canterlot ruins seeped into the Stable and killed or horrifically transformed its residents into Canterlot ghouls - undead ponies whose flesh has been permanently melded into their equipment.

After emerging from the stable, these ghouls, as well as the sentient ghouls remaining in the streets of the Canterlot ruins established Stable City, centered around Stable 1 and the Ministry of Wartime Technology's Canterlot hub. The ghouls of this settlement, compared to the feral Canterlot ghouls in the streets outside, are peaceful and willing to trade with anypony brave enough to make their way through the Canterlot ruins.

For ages, the ghouls of Stable City have been at war with the Goddess and her alicorns. Unfortunately, soon after the Goddess's defeat at the hooves of the Lightbringer, Stable City and most of the Canterlot ruins were wiped out by Enclave airships during Operation: Caulterize. The city and Stable 1 now lie abandoned.

## Zebratown

*"Their shield continued to trap the Pink Cloud for hours while the Steel Rangers and others attempted to evacuate the towns in these foothills. Zebratown lies directly beneath Canterlot. It was hit the hardest when the shield went down." - Steelhooves*

This prewar town was built down-mountain of Canterlot as a town of zebra refugees. Despite tensions between most ponies and the zebra populace, the town was a comfortable place, including an aqueduct that channeled down from Canterlot to Zebratown and its surrounding fields, an amphitheater, and public bathhouses.

After the megaspell hit Canterlot, radioactive fallout washed over the town and the Pink Cloud poisoned its waters, killing any remaining inhabitants who hadn't evacuated. Since then, the destroyed aqueduct caused its sewer system to fail, flooding large portions of the town's ruins.



## Equestrian Heartlands

This expansive region was once home to many small cities built across sprawling fertile plains. It is now mostly barren wasteland dotted with pre-war ruins and small settlements in between.

### Hope

*"The town with that old weapons factory, an' ya got the Array few miles back from it, towards Everfree." - Railright*

Located near the Everfree Forest, this desolate town is home to the Hope Solar Array and an Ironshod Firearms factory. Few ponies actually live here anymore due to radroach infestations and the patrolling robots from the nearby industrial complexes. For those brave enough to sneak past these synthetic sentries, there are many caches of ammo and electronic junk waiting to be discovered.

### Junction R-7

*"Home sweet train-wreck." - Littlepip*

Once a little more than a fortified camp built around an old railway junction, this settlement is led and guarded by a combat-hardened griffon named Gawdina Grimfeathers and her mercenary company, Gawd's Talons.

Following the Day of Sunshine and Rainbows, this settlement has since blossomed into the capital of the New Canterlot Republic and was renamed Junction Town. The Followers of the Apocalypse has made their headquarters of operations here under Velvet Remedy's new leadership, and it has prospered since its transformation into a sprawling trade town.

### Macintosh War Memorial

*"In honor of Big Macintosh, hero of the Battle of Shattered Hoof Ridge, and his noble sacrifice for all of Equestria." – inscription on memorial*

This large marble statue commemorates a true hero rearing up in full barding with a sword in mouth. Sheltered within a gazebo northeast of the Ponyville library, it was built in honor of Big Macintosh's heroic sacrifice for taking an assassin's bullet aimed for Princess Celestia.





## New Appleloosa

*"You do realize that Red Eye is the only reason there even is a New Appleloosa, right? That place was a small town dying in the dust before Red Eye pranced in and gave them a water talisman. You've got to figure they owe him!" - Steelhooves*

Train tracks lead to this city from Ponyville and many other settlements. It was once a major railway hub, but after the Great War, many of the old train cars were converted to serve as buildings for its residents and businesses. Surrounding the city is a huge ring of boxcars providing a defensive wall. Some of the trains here are still operational, with a large crane able to load cargo to be transported by them to other settlements still accessible by rail.

New Appleloosa is also the home of Ditzzy Doo and her general store "Absolutely Everything", which as the name suggests, sells just about everything! Many other merchants stop along here on their trade routes, making it a reputable trade hub.

## New Canterlot Republic

*"In a world filled with misery and uncertainty, it is a great comfort to know that, in the end, there is a light in darkness." - Fluttershy*

Emerging from the ashes of Equestria, following the Day of Sunshine and Rainbows, this prosperous new nation spans well across the Equestrian Wasteland. The New Canterlot Republic was founded by the griffon mercenary Gawdyna Grimfeathers, alongside ponies, and many other sapient creatures seeking to usher in a new era of peace for the Equestrian Wasteland.

Thanks to the Gardens of Equestria megaspell, the entire nation is lush with green grass, healthy trees, clean water, and no ambient radiation. However, this is a problem for ghouls and other creatures that depend on radiation. As a result, some merchants import bottles of irradiated water for their well being. Ditzzy Doo and Lionheart regularly make trips to gather this irradiated water from foreign lands, providing it free of charge under the brand "Aqua Cura".

## Old Appleloosa

*"Ya can't have a new without havin' an old, now can ya? Now, ya don't wanna be goin' anywhere near old Appleloosa, ya hear me? That's a slaver town!" - Calamity*

This settlement was once a wild frontier on the southern border of Equestria where ponies and buffalo co-existed, enjoying the fruits of its orchards and the many apple pies it produced. Ponies could enjoy wild west dancing, mild west dancing, and even get a hard drink after a hard day's work at the Salt Lick Saloon. Now it has become a slaver town, operating from the plateaus above New Appleloosa, overseen by slave masters from Red Eye's Army.



## Ponyville

*"I'm really sorry about what happened back in Ponyville. But that raider didn't give you any choice. She would have killed you." - Watcher*

Once the relatively peaceful home to the Ministry Mares and many other notable prewar characters, the ruins of this town have since become a notorious raider nest. Many farms, most notably the sprawling, poisoned orchards of Sweet Apple Acres, surround the town. Other notable sites in and around the Ponyville ruins include the Big Macintosh Memorial, the Carousel Boutique, Sugarcube Corner, and the Ponyville library built inside a once-living tree. It is also within a day of walking from the Everfree Forest to the south, Whitetail Woods to the southwest, Hope to the southeast, and New Appleloosa to the north.

Following the Day of Sunshine and Rainbows, displaced hellhounds drove out the remaining raiders and Fluttershy established the location as a friendly hellhound sanctuary. It is now a peaceful settlement.

## Rock of Destiny

*"This rock has been used by every Dashite since the first pegasus was hunted down by the Enclave and branded fer leavin'. It's enchanted to open only fer somepony who done know the proper pass-phase." - Calamity*

This massive geode near Sweet Apple Acres is the same rock that split open before Rarity when Rainbow Dash first performed her first sonic rainboom, triggering all the of the Mane Six to discover their cutie marks. The rock has been enchanted to hide items inside it, rendering them invisible and accessible only to those who know about the items concealed within. It has since become a popular dead-drop location.

On a cliff nearby there rests a small shack with a single grave. It is rumored that Rainbow Dash once resided here after the Enclave sealed the clouds away from the rest of Equestria. The bones buried here, however, belong to Scootaloo, one of the leaders of Stable-Tec. It is unknown what happened to Rainbow Dash, though it is rumored that a masked mare-do-well has been helping settlements, leaving a rainbow jet trail behind.

## Shattered Hoof Ridge

*"Reforming aberrant morality through hard work and loving care." – prison sign*

This rocky gorge near the border of Equestria and the Zebra Empire was the site of a major battle during the Great War. It was here where Big Macintosh was killed, taking an assassin's shot meant for Princess Celestia. One of the fifty Single Pony Project towers was constructed here, but was destroyed following the events of Operation: Caulterize in a rigged star blaster explosion.

This area is also the home to the Shattered Hoof Re-Education Facility, a prison set up to hold and reform political prisoners. The facility's inmates were forced to mine gems used by the Ministry of Arcane Sciences for the construction of energy weapons and spark batteries. It was overseen by the Ministry of Morale, which used dubious and unethical methods to forcefully extract memories from its inmates.



For some time after the Great War, it was taken over by the dragon Mr. Topaz who ruled it and its raider population under the control of his pony proxy, Deadeyes. However, they were both eliminated when the Lightbringer and Gawdyna Grimfeathers' forces infiltrated the prison. It is now the headquarters of Gawd's Ponies, former raiders now protecting the settlements of the wasteland for fun and profit!

## stable 2

*"Because in Stable Two, no pony ever enters and no pony ever leaves." – Stable 2 Overmare*

This stable, hidden within an apple cellar beneath Sweet Apple Acres, was never meant to be opened. Yet, it was here that the adventures of Littlepip started after Velvet Remedy discovered the secret codes to open the stable's entrance and escape. Chasing after her idol, Littlepip left the confines of the Stable and emerged into the wide, barren Equestrian Wasteland outside.

Several weeks after Littlepip left the stable, the Fillydelphia contingent of the Steel Rangers invaded the stable, assaulting and murdering many of its residents. Littlepip and her friends soon arrived and drove out the rangers. After the events of the Battle of Stable 2, some of the surviving residents of the stable moved to Junction R-7. It is still inhabited by many ponies who chose to stay, and regularly exports apples from its subterranean orchards.

## stable 24

*"I've chosen to call this new species 'chimera' for what I feel are suitably obvious reasons. The creature is a result of a wild magical burst from a rather exceptionally gifted filly named Quanta. In a flash of uncontrolled magical power, Quanta managed to fuse several creatures within her vicinity into a single being -- a fully functional and completely new life form." – Doctor Brierberry*

Hidden in the hills north of New Appleloosa is the entrance to a Stable that had some interesting ideas about the history of Equestria and of the future of its leadership. Rather than having an Overmare, Stable 24 had an Overstallion. In its books, it went against history, portraying all major characters as male, regardless of their actual gender, and school lessons encouraged subservience in the female population.

This skewed social structure wasn't the only problem this Stable had, however. In a show-and-tell day gone horribly wrong, one of the school children unleashed a spell which accidentally morphed several of the classroom pets into a horrific chimera which bred rapidly and wiped out the Stable's population.

Several years later, the Lightbringer paid a visit to the Stable, met these chimeras, and flooded the entire facility. The chimeras trapped within were unable to swim and drowned. There may still be secrets yet uncovered within the Stable's depths, but entrance is now more difficult, now that it is almost entirely underwater.



## Everfree Forest

*"Everfree is a bizarre and twisted place. It became vastly more warped after the apocalypse... although Luna knows why. It wasn't even hit." - Steelhooves*

This vast forest bordering Ponyville to the south has been an eerie place long before the time of the Great War. Within it, the plants and animals are wild and take care of themselves, and even the clouds move on their own! Before the war, it was one of the only places in Equestria where nature was not governed by ponykind.

Curiously, the Everfree Forest seems to have been completely untouched by the radiation from the megaspells. However, despite the absence of radiation, it is still a very dangerous place to visit. After the disappearance of the Elements of Harmony, everything living in the woods became stronger, more poisonous, and more corrupt. Many strange and dangerous flora and fauna grow and live here, including manticores, timberwolves, killing joke, black fungus, and more!

## Killing Joke Hill

*"I'd like to be a tree." - Fluttershy*

In a clearing, atop a hill in the Everfree Forest, there rests an unusual weeping willow with yellow bark. It stands tall with a view atop that hill to overlook the destruction of Equestria beyond the forest, continuing to watch the nation crumble centuries after the Great War. Surrounding this forlorn tree, strange blue vines wrap themselves around this hill and stretch into the woods nearby.

Any creature unfortunate enough to even get brushed by these killing joke vines will meet with a terrible fate: it transforms the subject in a twist of cruel irony, taking something they have said in the past and making it real, often with lethal results. The only known deterrent to this deadly plant are the phantasmal flowers, a glowing plant that grows elsewhere in the Everfree Forest, which feeds off the same psychic energy as killing joke, choking it out like a weed.





## Stable 101

*"Stable 101 was built within the Everfree Forest itself. Apparently, there used to be an old castle on a safe patch of land in the middle of the place. That's where Stable-Tec built their last completed Stable." – Littlepip*

This stable was built deep within the Everfree Forest, beneath the ruins of a grand cathedral that once was the Palace of the Two Sisters, where the Elements of Harmony were originally kept. established as Stable 101 was populated entirely by earth ponies, and was provided with advanced medical and cybernetic technology, resulting in many of its residents receiving cybernetic augmentations. Most notably, this stable was the home of the cyberpony Redeyes, who conquered the ruins of Fillydelphia and tried to use its industrial resources to build an army to unify the Equestrian wastelands under his tyrannical rulership.

Stable 101 now lies abandoned and in ruins in the aftermath of the Enclave's Operation: Caulterize, save for the plants and beasts from the Everfree Forest that have encroached within. Rumors also tell of strange creatures emerging from the ruins, mutated by the taint from Red Eye's experiments with I.M.P.

## The Cathedral

*"Its doors and supports torn out and melted down, its concrete walls and floors cut apart to make the foundation stones of the Cathedral, the fortress we are building on the site of my former home, to be the new capital of our New Equestria, and the new home of our living Goddess." – Red Eye*

Somewhere deep in the Everfree Forest lies the ruins of the Palace of the Two Sisters, the place where Princess Celestia and Princess Luna governed Equestria in pre-Canterlot times. This was also once the place where the Elements of Harmony were kept safe. During the Great War, ponykind returned to this site to build Stable 101, which would later become the home of the cyberpony Red Eye. When Red Eye's Army rose to power, this ruin eventually became one of its major bases of operations, with ponies of all kinds uniting to build the Cathedral into a massive forest surrounded by bountiful agricultural lands with plentiful lumber.

This once grand citadel now lies in ruins following the events of Operation: Caulterize. Though Red Eye's Army tried to tame the Everfree Forest from this base, the forest and its horrors encroach back upon its old stone walls once more.

## Zecora's Hut

*"That's cuz... phantasmal flowers ur deadly tu killeen joke." – Albino hellhound*

Once the home of a great zebra sage and friend of the Ministry Mares, this dwelling is built into the hollow interior of an old tree surrounded by a glade of surreal, glowing phantasmal flowers. Old gourds, Zebrican masks, and alchemical detritus litter the interior of this abandoned abode. However, the true nature of these spooky decorations were actually a sign of welcome. This is calm place is perhaps one of the only truly safe havens in the Everfree Forest.



## Fillydelphia Region

*"Also in the news: got another report of hellhounds attacking travelers in the wasteland between Manehattan and Fillydelphia. Honestly, ponies, if you have to travel that way, make sure you have a heavily armed escort. And if you don't, just don't. This has been a DJ Pon3 pony survival tip." – DJ Pon3*

These wastelands, south of Manehattan, were once the center of Equestrian industry. In a way, it still is with Red Eye's Army rekindling the furnaces and generators of Fillydelphia's old factories. Ruins of smaller settlements, factories, and energy plants can be found in the lands outside the city's walls, but scavenging can be dangerous out there.

## Fillydelphia Ruins

*"I have walked through the streets of Fillydelphia, cleared of rubble, and seen the steel mill producing steel, the textiles mill producing cloth, the power plant producing power. It is a start, but such a glorious start. And we owe it all... to each other." – Red Eye*

Once the industrial center of prewar Equestria, this metropolis situated in southeast of Manehattan later became the base of operations for Red Eye's Army. Its industrial centers were barely missed when a megaspell missile hit the city's residential district, leaving a glowing, red, irradiated crater. The forges of the once-dormant factories have been relit, powered upon the backs of legions of slaves, and nuclear material was mined from the Fillydelphia crater to fuel high-tech radiation engines. The city is heavily fortified and armed to the brim with defenses, including hovering balloon turrets in the image of the Ministry Mare of Morale's face.

Within its walls, slaves work tirelessly to haul materials, power the machines, and forge weapon and armor for Red Eye's soldiers. There is little hope for freedom here, save for the toughest bloods who can survive and put on a good show in the grisly gladiatorial arena known as the Cage. To the common slave, such a prospect is a death sentence for the amusement of the city's cruel slavers.

Following the events of Operation: Caulerize, Red Eye's Army has been defeated and disbanded. Having suffered a direct hit from a megaspell and attacks by the Enclave during the conflict, it is now a smoldering, irradiated ruin. Remnants of Red Eye's Army still remain in the city's ruins, now little more than disorganized war bands fighting amongst themselves and Talon mercenaries.

## Fillydelphia Funfarm Amusement Park

*"Everything the Grand Galloping Gala should have been - every day, forever!" – Pinkie Pie*

The ruins of this pre-war amusement park built within the walls of the Fillydelphia ruins are now little more than living quarters for the slaves of Red Eye's Army. This Pinkie Pie-themed park once boasted many attractions, including bumper cars, a fun house with a mirror maze, a Ferris wheel, and a roller coaster. After the Great War, these derelict rides no longer provide any entertainment to the park's miserable residents. Their rusting facades and the groans and creaking of their metal are only a reminder of a once joyful place that has no hope of ever returning.



## stable 0

*"Everypony's dead now. Ah'm dead now. Ah didn't survive the megaspell just cuz Ah lived through the blast. We never even got the door on. Radiation will kill me." - Applebloom*

An unfinished test Stable built directly beneath the Fillydelphia Stable-Tec headquarters. Many passages of this stable are unfinished, ending at shallow dirt caves and construction equipment. This Stable is also the final resting place of Applebloom, one of the leaders of Stable-Tec.

## stable-Tec HQ

*"Here at Stable-Tec, we have taken the time to think of everything. We know that, in the event of the worst kind of megaspell cataclysm, it may take Equestria not months but decades to recover. Those of us who choose to survive the destruction may have to live most of the rest of our lives underground and see a new generation born without knowing the world outside."  
– Sweetie Belle*

Built in one of the commercial centers just outside the walls of Fillydelphia, this building was once the Fillydelphia headquarters for Stable-Tec. Now it is the base of operations for the Fillydelphia contingent of the Steel Rangers. Massive reinforced concrete walls surround the place, and the only way in is through a gate lifted by crane. Behind the walls, just outside the building, is a courtyard where Steel Ranger initiates train and a dried-up, once ornate fountain depicting Sweetie Belle, one of the prewar founders of Stable-Tec.

The walls within, converted into a spartan militaristic base, are still haunted by friendly holograms of Sweetie Belle offering to give guests a tour of the facility. This wouldn't be so easy, since many passages are guarded at all times by Steel Ranger knights under Elder Blueberry Sabre's command.

The basement level of the headquarters leads to an engineering room containing a maneframe with data about all the Stables built by Stable-Tec in the Equestrian Wastelands. Just across from the maneframe is a passage to the uncompleted Stable 0, with its massive door dismounted, lying against the wall.





## Hoofington Region

*"Hoofington Rises!" – The Harbingers*

A region of the Equestrian Wasteland surrounding the enigmatic pre-war metropolis of Hoofington, and home to the mysterious phenomenon known to locals as the "enervation". No pony ever goes into the Hoofington Core, and no pony ever comes out. This city was once home to many of the Office of Interministry Affairs' secret projects.

## Chapel

*"I try to talk each and every pony out of it. Try to convince them to choose to live. I tell them that they'll have a home in Chapel if they want, or I'll help them get to Stockyard or Gutterville. But the choice to live has to be theirs. Otherwise, I am no different than the Wasteland."*

*- Priest*

Home of the Crusaders, a faction of orphaned fillies and colts who learned to survive together in the Hoofington Wasteland. It was looked over by a kindly adult unicorn named Priest who helped pilgrims prepare for their journey into the ruins of Hoofington.



Priest would try to convince these ponies to abandon their pilgrimage, but many did not, walking the motorway to the Hoofington Core, where they would be dusted by the metropolis's magical defenses. The children left behind by these parents would join the community of Crusaders here in this town.

Following the involvement of the Maiden of Stars and her friends, this town has evolved into a reputable settlement with many trading vendors collectively owned by the shrewd business-filly, Charity. With the help of a talented maintenance filly named Scotch Tape, the town also has a very advanced plumbing system, greatly improving its living conditions compared to most other settlements of the wasteland.

## Hoofington Core

*"The Core? It's what got blowed up in the big war. I heard there was all kinds of tech and stuff being studied there. Least it was before the zebras blowed it ta smithereens." - Scoodle*

This ruined metropolis was once a center of magical and technological research and development. It survived numerous bombing attempts by the Zebra Empire and was also the center of operations for the prewar Office of Interministry Affairs (OIA) run by Goldenblood. Standing in its center is the Shadowbolt Tower, a hub of the Ministry of Awesome serving as a base of operations for the Shadowbolts.

Beneath the city lies a vast network of tunnels and dangerous vaults filled with monsters and prewar magical defenses. Further beneath the Core of the city lies a large meteorite that is the source of the enervation field that surrounds the city and the areas nearby it.

The Core is protected within a fortress-like island between two rivers. The black skyscrapers silhouetting its skyline are always cast in an ominous green glow. Magical defenses along the walls of the Core will vaporize anypony who approaches it by land, sea, or sky. For those merely passing near the Core, those defenses are the least of one's worries, as the area is also heavily irradiated and full of killer robots and mutant monstrosities.

## Hoofington Sports Arena

*"Me, I took one look at the Hoofington Reapers... at the team... and realized that the only real way to calm the Wasteland down and make the tribes behave and play nice was to have a gang so over-the-top badass that all the other gangs would knock the shit off or risk pissing us off." - Big Daddy Reaper*

This former hoofball stadium with its massive domed roof is now the home, headquarters, and gladiatorial arena of an elite faction of raider-peacekeepers in the Hoofington wastelands, the Reapers. Their involvement in the region has kept a lot of the raider and gang activity in check, as the toughest, meanest raiders often kill each other off trying to earn their way into an exclusive spot among the 100 Reapers.

The scoreboard of the stadium functions as a top ten list of the highest-ranked Reapers, with Big Daddy Reaper, the venerable founder of the Reapers ranked number 1. The gladiatorial arena of the stadium serves as a proving ground for the Reapers, as well as a place of opportunity for anypony seeking to join their ranks by defeating another Reaper in a duel to the death.



## Megamart

*"Megamart, always lowest prices, always highest quality" – Megamart company slogan*

The ruins of this prewar shopping supercenter have been transformed into a bustling town of post-apocalyptic commerce. The building is surrounded by wrecked sky carriages, broken shopping carts, and debris with large, deadly turrets built atop each corner. Inside, merchants from all over the Hoof peddle their wares in a faction-neutral zone. If there are weapons, armor, or goods of almost any kind to be found in the Hoofington, it is here among the carefully stacked rows of junk brought in and sold from all over the region. The shopping center also includes lodging, a medical clinic, and a kitchen cooking up wasteland fare at all hours of the day.

The Megamart is also the location of the Finders headquarters, run by the shrewd business mare Bottlecap. The faction keeps security tight in this town, and anypony who decides to stir up some trouble will soon find themselves at the business end of all the merchants' guns! There is a fine of 5 caps per head to enter Megamart, regardless of your business here.

## Shadowbolt Tower

*"Yeah, well, when the bombs fell, the Tower stood. It was so damn high that the top levels weren't irradiated. It had all sorts of magical fabrication equipment. Arms stores. Weapons. A fuckin' treasure trove. But that wasn't the most important part. Shadowbolt Tower had something nowhere else in the clouds did." - Twister*

This Ministry of Awesome hub rising like a black, hexagonal monolith from the center of the Hoofington Core up through the clouds. It houses staggering magical defenses and was also home to the Shadowbolts. Above the clouds, the Grand Pegasus Enclave has established a highly advanced city called Thunderhead around the tower, taking advantage of the protection of its defenses, as well as its magical and technological resources and facilities.

The resources of this tower are highly classified, even to members of the Enclave. It is managed by Enclave Intelligence, overseen by commanders from the Neighvarro base.

## Stable 90

*"Stable 90: Shortest-lived stable in Equestria." – Overmare Buttercup*

This Stable was meant to be set up with some of the most advanced tech to allow its inhabitants to survive the apocalypse after the Great War. However, due to some grand failure of events, the stable was stripped of all its components shortly before it was occupied.

Not long after the residents were sealed inside the stable, they were shocked to find it largely empty, without the equipment needed for them to survive for years underground. The ponies here starved, resorted to cannibalism, and rioted until only the Overmare remained.



## Stable 99

*"There you are. U-20, as per Stable 99's bylaws, you are required to come with me to security for your removal from the unicorn breeding population." - Blackjack*

This stable was equipped with a unique recycling system that magically converts waste matter into edible food rather than having an apple orchard from which food is grown. Later, the social system of the stable evolved such that the stallions became social minorities whose only purpose was for breeding and recreation. It was once the home of Blackjack and her friends P-21 and Scotch Tape.

At one point in time, the stable met the terrible wrath of the Maiden of Stars. It was poisoned and nearly wiped out with chlorine gas. Later it was reinhabited by the Steel Rangers and the stable's original surviving residents under the leadership of Star Paladin Stronghoof.

## Thunderhead

*"Before the bombs fell, Thunderhead was a support settlement for the forces working out of Shadowbolt Tower. When the war ended, we became one of the primary Enclave bases in the east; at first, this was just due to our possession of the tower, but, as the new order settled in, it quickly became clear that Thunderhead was preserving and building on the innovative, productive spirit that Hoofington was famous for." – Morning Glory*

This torus-shaped cloud city occupies the airspace over the Hoofington Core, surrounding the Shadowbolt Tower. Thanks to the tower's advanced technological resources and facilities, this Enclave city is one of the most prosperous settlements of postwar Equestria. In addition to the Shadowbolt Tower's other defenses, Thunderhead is protected by a thick cloud layer concealing it from the rest of the Hoofington wasteland.

Unlike many Enclave settlements, this city also has a small unicorn population descended from scientists who originally lived and worked in the Shadowbolt Tower. As a result, the city has both an impressive airforce as well as magical firepower and research facilities. For the same reason, this city is looked down upon by other Enclave cities with pegasus-only populations.

## University

*"The Collegiate is the home of the Zodiacs, you half-horned idiot! How do you think we get the caps to keep this place running? Trust me, sickly ponies are not cash makers!" – Triage*

The faction known as the Collegiates makes this prewar school and medical institution its base of operations. The institute's laboratories are used as both a highly advanced hospital, a magical research center, and an observatory.

For the right price, anypony coming here in peace can receive virtually any medical service, including the most advanced cybernetic and mutant graft augmentations. However, the campus surrounding the facility is heavily guarded by robot sentries. When necessary, the Collegiate will also dispatch members from its assassin subgroup known as the Zodiac Clan to deal with adversaries who oppose the Collegiate's interests.



## Manehattan Region

*"Keep in mind, Manehattan isn't like Canterlot, where the ponies died slow and painful. In Manehattan, it was like nothing. Happened so fast, the ponies' spirits didn't even realize they were dead." – Fetlock merchant*

Once a grand, bustling metropolis on the eastern coast of Equestria, Manehattan was destroyed during the Great War when zebra forces smuggled and set off a megaspell bomb in the middle of the city. It is now a ruin, with only the Ministry of Arcane Sciences hub remaining intact. This hub, now called Tenpony Tower, is home to a society of post-apocalyptic aristocrats. Although citizenship to the tower is hard to acquire, it is a popular trade stop and has some of the best medical facilities in the wasteland.

A river cuts through the middle of the city, with the two halves of its ruins joined together by bridges. Surrounding Manehattan are the ruins of the Fetlock suburbs. Various parts of the city are connected by a once impressive and efficient monorail system connected by Four Stars train terminal stations, including the Four Stars Grand Terminal and Central Offices which was the hub for all the major monorail lines, including the Celestia and Luna lines.

## Arbu

*"It's an Arbu mark. We get it after we eat the heart of our first kill. Only ponies with an Arbu mark can vote in the town council..." – Arbu resident*

In this small town in the ruins of Bucklyn, you'll be greeted by the smiles of seemingly wholesome ponies who raise radigators at a pre-war alligator nursery upriver and sell their meat and hides. Under the surface, however, these welcoming and generous ponies have a terrible secret: they butcher and eat other ponies! Raiders, bandits, preachers... it doesn't matter. They love that meat!

Thankfully, this cannibalistic practice was put to an end. At a dark point in the Lightbringer's adventure, she massacred the entire town raining, bullets of fire upon them, sparing only the children who were later relocated to Friendship City. However, to many this wasteland heroine gained the new title of "Hellmare".

Following the Day of Sunshine and Rainbows, this abandoned town was converted into a prison for the New Canterlot Republic.

## Bucklyn Cross

*"Bucklyn Cross is the property of the Steel Rangers. Leave at once. Any negotiations will commence afterwards." – Knight Riverseed*

Here stand the last ruins of the Bucklyn Bridge, which was mostly destroyed by the megaspell bomb that detonated in the heart of Manehattan. It had been occupied by the Steel Rangers and converted into one of their bases. At some point, a fierce wasteland warrior known as the "Hellmare" infiltrated and murdered all of the Steel Rangers who lived there and plundered its precious water talismans.



The days after this massacre, Bucklyn Cross remained standing, but eerily abandoned. Shortly following the Day of Sunshine and Rainbows, however, some new residents have moved in - a defected group of the Steel Rangers who call themselves Applejack's Rangers.

## Dragon Mountain

*"Well, it's really more of a cave. But I've fixed it up enough that it feels like a house." - Spike*

Hollowed into the top of a tall, spiraling mountain not far outside Manehattan, high above the cloud tops, the entrance to the home of Spike the dragon lies hidden. Here, Spike guarded the Gardens of Equestria megaspell until it could be activated with the Elements of Harmony following the Day of Sunshine and Rainbows.

Within his cave, Spike has a massive library of prewar literature, as well as arrays of computing equipment he uses to hack into sprite-bots all across the Equestrian wasteland. Through these sprite-bots, he assumes the role of "Watcher", a well-intentioned entity helping to guide good-hearted creatures on their journeys across the wastelands.

It was here that the Battle of Dragon Mountain took place on the Day of Sunshine and Rainbows. Some months later, Spike, with the help of the Lightbringer, was able to find new ponies to bear the Elements of Harmony once again and activate the Gardens of Equestria megaspell for the prosperity of the Equestrian Wasteland.

## Fetlock

*"We're good. Got ourselves a wanderin' merchant who's holed up in the ruin. Don't mind the owl; Ah'm pretty sure it's tame." - Calamity*

Once a sprawling suburb surrounding Manehattan, this area of shacks and blasted homes is now the home of Applejack's Rangers and wandering salesponies. This group of defected Steel Rangers makes their base of operations within Stable 29 hidden somewhere in the sewers beneath these ruins.

## Friendship City

*"Basic rundown is this: Friendship City tries to be a good place for decent ponies to live with as much freedom and safety as we can offer. The Island makes that pretty easy. We don't get much trouble from raiders or slavers out here. Usually, just the occasional sea serpent or radigator." - Friendship City guard*

Secure within the massive Pony of Friendship statue in the Manehattan harbor, this was perhaps one of the safest settlements in the whole Equestrian wasteland. The only entrance to the city was by ship or across a single large bridge which can be extended and retracted by its guards.

The settlement was heavily damaged by the Enclave during Operation: Caulterize. It was later rebuilt and prospers once again.



## stable 29

*"Your Stable has a very exceptional design. Despite the official documents, this Stable has no remote connection to Stable-Tec whatsoever. Instead, replacing the normal Overmare position, we have fitted Stable Twenty-Nine with a Crusader-class computer system."*

*- Scootaloo*

This experimental stable, hidden beneath the streets of Fetlock, was run by a Crusader-class computer system, robots, and automated systems instead of having a traditional Overmare. All of its original residents were killed due to failures in these automated systems, most notably from its corrupted water talisman. Later it became occupied by Applejack's Rangers, a defected group of the Steel Rangers, who now use it as their base of operations.

## Tenpony Tower

*"Oh you wouldn't believe. These ponies have taken full-of-themselves to a whole new level. Two floors down, there is a shop that sells only cheese. Right across from a shop that sells only wine." – Velvet Remedy*

Once a major hub for the Ministry of Arcane sciences, this ornate tower is now a refuge for the social elite of the Equestrian wasteland. Citizenship to this tower is very exclusive, but it has some of the best medical services, specialty shops, an inn with high-class suites, and a luxury spa. Unfortunately for any ghouls seeking asylum, the aristocrats here are particularly xenophobic towards their kind. On the only entrance to the tower through Celestia Line, the double doors are marked with a big, red spray-painted message: "NO ZOMBIES".

Entrance to Tenpony Towers isn't cheap, usually requiring a bribe of around 200 caps for your party, and you will be required to turn in all your ammunition (you may keep your firearms). Don't worry, the guards will return all your ammunition to you when you leave. If you really need some ammo, check by the munitions store once owned by Chief Grim Star, and you might be able to trade for some premium rubber bullets.

Permanent residence is especially difficult to acquire. First and foremost, a pony must be wealthy enough to stay there, and memorize its laws, which generalize any raider-like activity to be punishable by death. Secondly, the community is not just an aristocracy, but also a meritocracy. Ponies must earn their place here by providing skills, goods, or services of high-class quality to trade with other residents and esteemed visitors.

The vaults below the tower and hidden in its walls serve as the headquarters for the enigmatic Twilight Society, a group of intellectual ponies who secure and contain prewar magical lore and artifacts. Like the Steel Rangers, this faction collects and hoards their spells and secrets, but their operations are much more covert and more focused on items with an anomalous nature.

Above ground, its halls provide rooms for its wealthy residents as well as a large mall area with numerous vendors, making this a key trading stop for any merchants making routes through the Manhattan area. Other sites within Tenpony Tower include many restaurants, a radio broadcasting tower hosted by DJ PON3, and a marbled lobby connecting to a Four Stars train station.



## Splendid Valley

*"It's a terrible place. Makes camping in the Everfree Forest look as inviting as a day at the spa. Stay well away." - Homage*

Once the home of Equestria's diamond dogs, the radiation from Maripony poisoned it into an irradiated valley and transformed its residents into hellhounds. The ponies of Old Olneigh used to mine this valley for gems before the mutant hellhounds drove them out.

## Maripony

*"Maripony used to be there because of all the gemstones they mined out of Splendid Valley, but it was converted to something else once the gems were all gone. They stored all sorts of magical toxins in the caves under Splendid Valley. And it was the second place hit by a megaspell..." - Littlepip*

Built over the mines of Splendid Valley, the original home of Equestria's diamond dogs, this Ministry of Arcane Sciences facility once performed many dangerous magical experiments. The byproducts of these experiments transformed Splendid Valley into an irradiated gorge, eventually leading to the evolution of the hellhounds. Most notably, Maripony was the site where Twilight Sparkle started the incredibly hazardous Impelled Metamorphosis Potion project, in an effort to transform normal ponies into alicorns. In a way, the experiment was a success when a megaspell hit the facility, accidentally creating the Goddess and the first of her alicorn legion.

Following a series of events brought on by the actions of the Lightbringer, the entire facility and the Goddess were destroyed in an enormous megaspell explosion. Now, the ruins of the facility remain as a blasted, heavily irradiated crater known by locals as "The Glow".

## Old Olneigh

*"Apparently, they're having trouble with the Diamond Dogs again. Fluttershy has tried to talk to them, but it didn't work. So somepony thought they might pay more attention if I were to talk to them." - Rarity*

This wartime settlement and ore processing facility once mined gems from Splendid Valley. This displaced many of the diamond dogs that resisted Equestria's efforts to excavate resources from their homeland. The diamond dogs that remained here eventually evolved into hellhounds due to the magical byproducts of the nearby Maripony labs, and they overran the place.

This had become a site of interest for the Enclave, which performed sonic experiments on the hellhound population in an effort to control them. To make matters worse, the local hospital was also exposed to massive amounts of taint from Maripony, transforming the former staff and patients of the facility into grotesque, gelatinous mutants called hospital horrors.



## Wild Wasteland

Approaching the Undiscovered West, this region approaches the border the Equestria and the Zebra Empire. Much of this region was unexplored by the Lightbringer and the Maiden of Stars.

## Littlehorn Valley

*"The school was full of children. And the zebras set off a gas bomb inside. It was Canterlot in miniature. The striped bastards killed... every... pony in Littlehorn!" - Steelhooves*

Nestled in the Crescent Moon Canyon, this valley is located nearby the border of Equestria and the Zebra Empire. It was also once the site of Luna's Academy for Young Unicorns, a magic academy similar to that of Princess Celestia's in Canterlot.

Tragedy struck here during the event of the Littlehorn Massacre, when Zebra refugees arrived at the school seeking shelter from a war zone. The matron of the school mistook them for soldiers and activated its defenses, killing several refugees, including children. In retaliation, one of the zebras donned a stealth cloak and detonated a bomb that killed everypony inside the school with a thick, pink cloud, a precursor to the Pink Cloud missile that would later destroy Canterlot.

## Neighvarro

*"Two problems, Li'l pip. First, ya can't get in. An' second, ya can't even get in t' get in. Not only is the S.P.P. Central Hub shielded by the grandmother of all alicorn shields -- somethin' that nopony has ever been able t' breach -- but it's surrounded by the Enclave's Neighvarro military base, an' that's shielded by the Blue Dome." - Calamity*

Built above the clouds to protect the Single Pony Project control tower it surrounds, Neighvarro is one of the Enclave's largest military bases. It is heavily guarded by energy weapons-toting pegasi, a powerful magical energy field, and it has a permanently stationed Thunderhead cloudship guarding its airspace. The SPP control tower itself has incredible power to control the weather. For a long time, the Grand Pegasus Enclave used the tower's magic to create a dense cloud layer between the surface world and the Enclave's cloud settlements, concealing the Enclave's activities from surface worlders below.

Following the Day of Sunshine and Rainbows, the Lightbringer took control of the SPP control tower, and the base remains intact, but heavily damaged.

## Whitetail Woods

*"Kage used t' call it the most poisoned place in Equestria." – Regina Grimfeathers*

Unlike the Everfree Forest, which seems magically devoid of radiation, the Whitetail Woods are a toxic, irradiated forest. Situated southwest of Ponyville, two megaspell missiles exploded over the forest, poisoning its springs and luscious plant life with radioactive fallout. Ever since, it has transformed it into its current poisonous state, hostile to any non-mutant lifeforms. Only venomous, mutated horrors live amongst the trees of these woods now.



## LOG 10: NEW CREATURES AND NPCs

In this log, you will find descriptions and statblocks for all sorts of new creatures found in the Fallout: Equestria setting, ranging from NPC faction members, raiders, robots, and mutant monstrosities. Many of these new creatures and NPCs also have new talents and quirks introduced in this holotape, some unique to only certain creatures with strange abilities and powers.

All these creatures should serve as building blocks for the storyteller to craft harrowing encounters for their party of wasteland heroes, appropriate in level for clueless stabledwellers fresh out of their stable to hardened wasteland veterans. A crafty storyteller could even use their statblocks as a template to create their own Fallout: Equestria creatures.

### New Creatures

#### Alicorn

Alicorns embody the ideals of perfection for ponykind: the wings of a pegasus, the magical horn of a unicorn, and the strength of an earth pony rolled up into one terrifying super-being. Unlike prewar alicorns, the synthetic alicorns created by the Goddess to be part of the Unity have no cutie mark, and they are all connected by a telepathic hivemind under the Goddess's control. All their emotions, awareness, and knowledge are shared. Certain effects, such as Canterlot's Pink Cloud and Hoofington's enervation, can disrupt this telepathy.

The Goddess constantly seeks out powerful ponies to be transformed into new alicorns. This horrifying transformation is incredibly painful and is not always successful. Unity alicorns are always female, even if the original pony was male.

Alicorns can be encountered in one of 3 colors: purple, blue, or green. Each color has their own special powers, in addition to knowledge of spells shared through their hivemind.

#### Special: Shared Spells

Through the Unity's hivemind, an alicorn can borrow knowledge of spells from other alicorns belonging to the Unity. When the alicorn uses this talent, she learns any new spell talent known by any other alicorn within the Unity, with a value equal to this talent's value, and she forgets any spell previously learned with this ability. Using this talent to borrow a spell requires an action.

#### Equipment:

Though alicorns usually do not wear armor, since it interferes with their powerful spellcasting abilities, they do sometimes wield heavy guns.



## Alicorn, Dark Blue

Body: D12

Mind: D12

Charm: D20

Stamina: 24

**Talents:** Fly (D10), Creative Flair: Intimidation (D12), Invisibility (D12), Message: Mental<sup>B</sup> (D8), Shared Spells (D8), Stout Heart (D10), Telekinesis (D10)

**Quirks:** Immune: taint\*\*, Mean, Rad-Dependent\*, Unity hivemind

Dark blue alicorns have the innate power to turn invisible. This ability stems from the unicorn Trixie.



## Alicorn, Dark Green

Body: D12

Mind: D12

Charm: D20

Stamina: 24

**Talents:** Fly (D10), Forcefield (D12), Creative Flair: Intimidation (D12), Message: Mental<sup>B</sup> (D8), Shared Spells (D8), Stout Heart (D10), Telekinesis (D10)

**Quirks:** Immune: taint\*\*, Mean, Rad-Dependent\*, Unity hivemind

Dark green alicorns have the innate power to create nearly indestructible force shields. This ability stems from the unicorn twins Gestalt and Mosaic.

While generating these forcefields, these alicorns can concentrate to become statue-like. While in this state, they are paralyzed, but gain the **Thick Hide<sup>B</sup>** talent at a **D20**.

## Alicorn, Dark Purple

Body: D12

Mind: D12

Charm: D20

Stamina: 24

**Talents:** Fly (D10), Creative Flair: Intimidation (D12), Message: Mental<sup>B</sup> (D8), Shared Spells (D8), Stout Heart (D10), Telekinesis (D10), Teleport (D12)

**Quirks:** Immune: taint\*\*, Mean, Rad-Dependent\*, Unity hivemind

Dark purple alicorns have the innate power to teleport. This ability stems from the unicorn Twilight Sparkle.

## Alicorn, Post-Unity (Typical)

Body: D12

Mind: D10

Charm: D10

Stamina: 22

**Talents:** Fly (D10), Stout Heart (D10), Telekinesis (D10); Cutie mark talent (pick one) (D8)

**Quirks:** Rad-Dependent\*; Pick one

After the Lightbringer arrived at Maripony and destroyed both the Goddess and the I.M.P. labs, the alicorns under the Goddess's control were released from the hivemind and their individuality was restored.



## Balefire Phoenix

*"The Manehattan Gardens was the largest wildlife sanctuary of its kind, home to the most exotic and admired creatures. All of which were instantly cremated when the zebras' balefire bomb detonated. Of course, a phoenix doesn't exactly have the same relationship with being turned to ash that most creatures do."*

- Steelhooves

**Body: D4**

**Mind: D8**

**Charm: D8**

**Stamina: 12**

**Talents:** Fire Breath<sup>B</sup> (D6), Fly (D8), Radioactive Burst\* (D6)

**Quirks:** Animal<sup>B</sup>, Immunity: Fire\*\*, Rad-Dependent\*

These evolved phoenixes have green and gold plumage which glows as they absorb excess radiation. With this absorbed radiation, they can unleash small bursts of harmful radiation to drive away enemies. They can also breathe radioactive fire.

Creatures hit by this fire take one additional point of radiation damage in addition to the talent's fire damage. Though carnivorous, they hunt only small prey and can be friendly if treated nicely.

## Balloon Sentry

**Body: D8**

**Mind: D4**

**Charm: D4**

**Stamina: 20**

**Talents:** Awareness\* (D12), Commando\* (D8), Fly (D4), Heavy Gunner\* (D8), Life Giver\* (D8), Thick Hide<sup>B</sup> (D4), Truesight<sup>B</sup> (D10)

**Quirks:** Unliving<sup>B</sup>, Weakness: Piercing Kinetic Weapons<sup>B</sup> (D4)

The design of the hot air balloons suspending these surveillance robots has an unnerving resemblance to Pinkie Pie, the Ministry Mare of Morale. They are often found guarding prewar M.O.M. sites, and have notably been repurposed by Red Eye's Army in Fillydelphia.

### Equipment:

Balloon sentries are most often found equipped with miniguns, but can be equipped with other kinds of longarms or heavy guns as well.







## Bloatsprite

**Body:** D4

**Mind:** D4

**Charm:** D4

**Stamina:** 8

**Talents:** Consume<sup>B</sup> (D4), Duplicate<sup>B</sup> (D4), Flying (D4), Lead Belly\* (D8), Special Skill: Spines (D4)

**Quirks:** Animal<sup>B</sup>, Entranced by music, Must use Consume talent before using Duplicate talent

These common flying tests were once parasprites, mutated into these grotesque, bloated forms by taint. Like their ancestors, they multiply after consuming a lot of food, but thankfully, they reproduce in much fewer numbers and don't have nearly as large an appetite.

The spines growing along their backsides can be fired as a ranged weapon that deals kinetic damage and has a range of 30'.

## Bloatsprite, Glowing

**Body:** D8

**Mind:** D4

**Charm:** D4

**Stamina:** 12

**Talents:** Consume<sup>B</sup> (D4), Duplicate<sup>B</sup> (D6), Flying (D4), Radioactive Presence\*\* (D6), Self-Destruct\*\* (D6), Special Skill: Spines (D8)

**Quirks:** Animal<sup>B</sup>, Entranced by music, Must use Consume talent before using Duplicate talent, Rad-Dependent\*

Glowing with absorbed radiation, this larger, more dangerous bloatsprite can multiply rapidly and explode in a self-destructive chain reaction.

## Bloodwing

Body: D6

Mind: D4

Charm: D6

Stamina: 10

**Talents:** Echolocation\* (D12), Fly (D6), Special Skill: Bite (D8)

**Quirks:** Animal<sup>B</sup>

Evolved from vampire fruit bats, these enormous mutated bats the size of an adult pony have large, leathery wings and a distinct taste for blood. They will stick their fangs into their prey and suck the blood from them until they are reduced to a dessicated husk. Whenever it hits with a bite attack, it regains 1 stamina.

## Bloodwing, Giant

Body: D12

Mind: D4

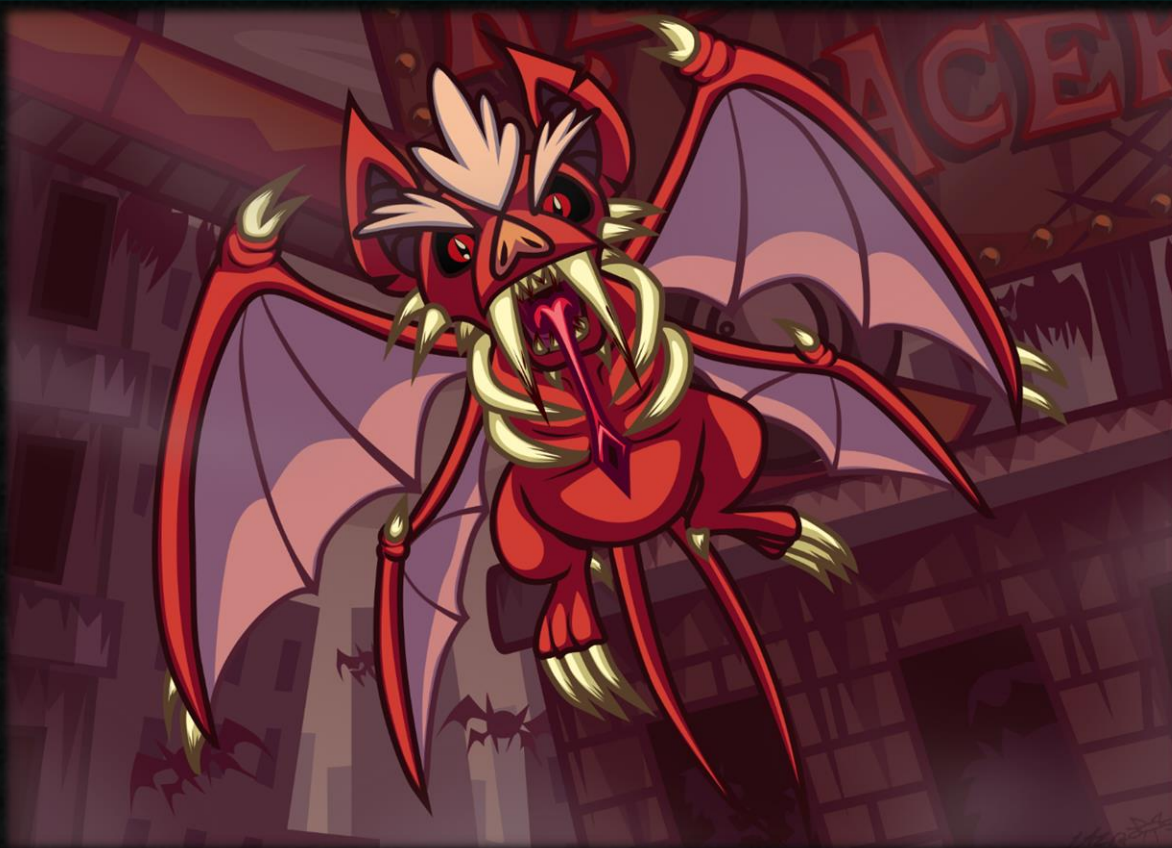
Charm: D8

Stamina: 16

**Talents:** Echolocation\* (D12), Fly (D8), Special Skill: Bite (D10), Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>

This gigantic bloodwing is the size of a wagon! Its fangs are the size of swords and can drain a pony of their blood in seconds. Whenever it hits with a bite attack, it regains 2 stamina.







## Brahmin, Typical

*"Not many pony folk even try t' talk t' us. Not that I blame ya. Most of us are dumb as posts. Ain't that right, Herbert?" - Bess*

**Body: D6    Mind: D6    Charm: D6    Stamina: 12**

**Talents:** Lead Belly\* (D4), Multi-headed<sup>B</sup> (D4),  
**Special Skill:** Stampede (D4), Strong Back\* (D6)

**Quirks:** Pick one

These hairless, two-headed bovines are often hired as beasts of burden. They can be quite chatty, and will even converse between their own heads.

## Brahmin, Merchant

**Body: D6    Mind: D8    Charm: D10    Stamina: 14**

**Talents:** Barter\* (D10), Lead Belly\* (D8), Multi-headed<sup>B</sup> (D6), Smooth Talker\* (D8),  
**Special Skill:** Stampede (D4), Strong Back\* (D10), Wasteland Survival\* (D4)

**Quirks:** Pick one

This savvy Brahmin has saddlebags full of goods from far away settlements. For the right price, they'd be happy to trade some of these wares with you. While travelling these merchants are usually accompanied by several hired guards.

## Brain-Bot

*"Come on out. We only want to kill you for trespassing!" – Brain-bot greeting*



**Body:** D6    **Mind:** D12    **Charm:** D8    **Stamina:** 18

**Talents:** Lightning Bolt (D8), Psychic Blast (D8), Thick Hide<sup>B</sup> (D8)

**Quirks:** Unliving<sup>B</sup>

A tracked robot resembling a pony with a clear, domed head containing a living brain. It has two claw-like manipulators at its sides, which it can use to grasp objects, blast bolts of lightning, and even use various kinds of weapons. Driven insane from centuries of existing as cybernetic abomination, it will often try to strike up conversations with intruders as it blasts away at them with its weaponry.

### **Special: Lightning Bolt**

Its Lightning Bolt attack functions as a ranged weapon that deals +1 electric damage, has a range increment of 30', and has the Line property.

### **Special: Psychic Blast**

Its Psychic Blast attack functions as a ranged weapon that deals psychic damage, has a range increment of 15', and has the Blast property.





## Canterlot Ghost

*"Hi! I'm Puppysmiles! Have you seen my Mom?" – Puppysmiles, Little Ghost of the Big 52*

**Body:** D12

**Mind:** D4

**Charm:** D8

**Stamina:** 16

**Talents:** Iron Hoof\* (D12), Littlehorn Agent (D6), Telekinesis (D4), Thick Hide<sup>B</sup> (D8)

**Quirks:** Child at Heart, Small Frame\*, Unliving<sup>B</sup>; Pick one

In an effort to save the lives of foals from megaspell attacks, the Ministry of Peace created a special program to suit up small children with special Mark VI Omni-Environmental Suits in an emergency. In a way, these magical enviro-suits worked, but did not save the children from the ravages of the Pink Cloud of the missiles that hit Canterlot. Instead, these children became entities of the Pink Cloud, forever trapped inside these suits. Over the centuries, some lost their minds, while others followed their kind, too afraid to be alone in the Equestrian Wasteland.

Their enviro-suits grant them all the capabilities of a PipBuck, assisted by a voice interface AI. Canterlot Ghosts regenerate 1 Stamina per minute unless their suit's life preservation talisman is destroyed.

### Special: Littlehorn Agent

If a Canterlot ghost takes damage, its suit ruptures and spews ultra-concentrated Pink Cloud (see p. 31) in a 10' radius. In place of the normal Pink Cloud damage, the ghost rolls this talent's die and deals that much damage with it instead. This cloud moves with the Canterlot ghost and only goes away when the ghost is restored to full Stamina.



## chimera, stable 24

*"The behavior of this species is extremely aggressive, attacking any suitable host within which it can inject its eggs. Over the course of a single day, those eggs will mature within the host, after which a litter of new, baby chimera will dig their way out of the infected pony, ultimately killing the host if the pony is not already dead. In the case of Greyhorn, five new chimera erupted from his body less than an hour after he was pronounced dead. (See image C-3) You can imagine the look on my assistant's face. (But you don't have to. See image C-4)" - Doctor Brierberry, Head of Medicine, Stable 24*



Body: D4    Mind: D4    Charm: D4    Stamina: 8

Talents: Fangs (D6), Nimble<sup>B</sup> (D4), Lead Belly\* (D10)

Quirks: Animal<sup>B</sup>, Cannot Swim, Darkvision\*\*, Dislikes Water

Resulting from a magical accident during show and tell in the school room of Stable 24, these chimera combine the features of a rattlesnake and a cat. However, their biology has an additional grislier component: their fangs inject eggs into their victims along with potent venom.

They were thought to have all been drowned when Stable 24 was flooded by the Lightbringer, but every now and then wasteland travelers share ghastly tales of later encounters with these deadly critters.

### Special: Fangs

A chimera's fangs function as a melee weapon that deal kinetic damage. When the chimera hits with its venomous fangs, the target must make a **Body test (difficulty 4)**. On a failure, the target takes 3 poison damage, and becomes **ill** until cured. Every hour, the target's **maximum stamina** is decreased by 1. When their **maximum stamina** is reduced to 0, they die, and the chimera eggs hatch and chew their way out within the next hour. Any effect that cures poison or disease will end this effect and remove the injected eggs.



# Cyberdragon

Body: D20

Mind: D8

Charm: D8

Stamina: 40

**Talents:** Balefire Breath (D20), Creative Flair: Intimidation (D10), Fly (D10), Heavy Gunner\* (D12), Life Giver\* (D12), Special Skill: Tail Spikes (D12), Talons<sup>B</sup> (D20), Thick Hide<sup>B</sup> (D20)

**Quirks:** Dragon Greed<sup>B</sup>, Multi-Attack x3, Oooohhh.... Shiny!

Augmented by cybernetic surgery, this dragon has been modified into a deadly living weapon. It is a sheer force of bio-mechanical destruction!

## Special: Balefire Breath

The cyberdragon's breath has been modified so that it bellows radioactive green flames! This functions as the Fire Breath talent, except that on a hit it deals an additional +4 radioactive damage.

## Equipment:

The storyteller is encouraged to give the cyberdragon lots of cybernetic augmentations and integrated heavy weapons.







## Floater

Body: D10

Mind: D4

Charm: D4

Stamina: 14

**Talents:** Acid spit (D8), Fly (D4), Poison Spray<sup>B</sup> (D6), Self-Destruct\*\* (D10)

**Quirks:** Animal<sup>B</sup>, Immune: Radiation & Taint\*\*, Mindless\*\*, Weakness: Fire<sup>B</sup> (D20)

Consisting of large mouth surrounded by sacs of gas and trailing a long stem behind it along the ground, this mutant plant floats through the air and hurls acidic, spore-laden globs at its prey.

The same gas it uses to float is extremely flammable, and will cause it to explode when it takes any fire damage, using its Self-Destruct talent. This is the only time it is able to use its Self-Destruct talent.

### Special: Acid Spit

The floater's acid spit is a ranged attack that deals +1 acid damage, has a range increment of 30', and has the Burn 1 Acid property. Additionally, these sticky, acidic globs are accompanied by a horrid stench. Regardless of whether or not it hits, the floater also uses its Poison Spray talent against all creatures within 5' of where the glob struck.

## Floater, Manowar

Body: D20

Mind: D4

Charm: D4

Stamina: 32

**Talents:** Fly (D4), Life Giver\* (D8), Poison String (D10), Self-Destruct\*\* (D12)

**Quirks:** Animal<sup>B</sup>, Immune: Radiation & Taint\*\*, Mindless\*\*, Weakness: Fire<sup>B</sup> (D20)

This much larger variant of a floater with several long tentacles resembling those of a jellyfish. It lacks the acid spittle of its smaller kin, but its prehensile tentacles can paralyze hosts for its spores as it draws their still, living bodies up into its gullet.

### Special: Poison Sting

The manowar floater's tentacles function as a melee weapon with a reach of 30' that deals +3 poison damage. A living creature hit by this attack must make a **Body test (difficulty 8)** or gain the burn 2 poison condition and become paralyzed. The creature can repeat this test at the end of each of their turns to end the effect early.

A creature reduced to 0 stamina by this poison does not die, but becomes a living host for the floater's spores. While infested with these spores, the creature becomes **ill**. After 1 week, the spores mature and lethally burst from the victim's body, spawning 1d4 floaters. A **Mind test (difficulty 6)** with medical supplies is required to remove the spores.





## Gecko

**Body:** D6    **Mind:** D4    **Charm:** D4    **Stamina:** 10

**Talents:** Lead Belly\* (D10), Special Skill: Bite (D4), Special Skill: Running (D6), Spider Climb<sup>B</sup> (D6), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>

Once prewar lizards that fed on small insects, these larger, faster mutant reptiles hunt in packs and are the size of dogs. Their pelts are valuable for their flexible but durable scales and their resistance to radiation.

## Gecko, Fire

**Body:** D8    **Mind:** D4    **Charm:** D4    **Stamina:** 12

**Talents:** Fire Breath<sup>B</sup> (D8), Lead Belly\* (D10), Special Skill: Bite (D6), Special Skill: Running (D6), Spider Climb<sup>B</sup> (D6), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>

This mutated gecko has an ash-gray pelt and has evolved the ability to breath fire. Nearby settlements often mistake these creatures for small dragons.

## Gecko, Golden

**Body:** D10    **Mind:** D4    **Charm:** D4    **Stamina:** 20

**Talents:** Life Giver\* (D6), Spider Climb<sup>B</sup> (D8), Radioactive Presence\*\* (D4), Special Skill: Bite (D8), Special Skill: Running (D8), Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>, Rad-Dependent\*

By basking in radiation, these geckos have become tougher, and their hides have gained a shining golden color.



## Ghoul, Typical

*"Ya get into the wrong places, y'll find yerself hunted by whole packs of cannibal ghoul-ponies gone zombie. But, an' I mean this, that's only most of 'em, and even they're good pony folk, if a little smelly and strange-lookin', until that day. Some, like Ditzy Doo, break the odds an' never lose their noodle." - Calamity*

**Body:** D6

**Mind:** D6

**Charm:** D6

**Stamina:** 12

**Talents:** Racial talent (D6), Cutie Mark talent (D6), Weapon talent (D4)

**Quirks:** Pick one; Rad-Dependent\*, Unliving<sup>B</sup>

A pony who has been transformed into a ghou from exposure to magical radiation. Ghou ponies resemble zombies and are feared by many non-ghoul ponies who ghouls sometimes refer to as "smooth-skins". Thankfully, unlike zombies, these ghouls haven't lost their minds and are just as intelligent as any other pony.

To create a ghou, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most ghou characters the heroes are likely to meet on their journey.



## Ghoul, Canterlot

*"Anyway, the Pink Cloud got me. I died. Became a ghoul. So did my parents. The Pink Cloud ate Stable Three, so we came here. Then the alicorns came, killed my parents. Now it's just me. Which is fine, because I'm old enough to be your grandfather's great grandfather. I run a gun store. I sell guns and ammo. Usually. Ta-da! We've come full circle. Question time over."*  
- Caliber

**Body:** D8

**Mind:** D6

**Charm:** D6

**Stamina:** 14

**Talents:** Iron Hoof\* (D6), Pink Breath (D10), Thick Hide<sup>B</sup> (D4);  
Racial talent (D6), Cutie Mark talent (pick one) (D6)

**Quirks:** Pick one; Rad-Dependent\*, Unliving<sup>B</sup>

A pony who has been transformed into a ghoul from exposure to Canterlot's Pink Cloud. Canterlot ghouls have been transformed by the Pink Cloud surrounding Canterlot, fusing their armor to their flesh, and infusing the Pink Cloud into their breath to spread its curse. Although most Canterlot ghouls have become feral, there are still some that retained their sanity and formed a community in Stable City.

### Equipment

Canterlot ghouls do not normally carry equipment if encountered in Canterlot due to the presence of Pink Cloud. As such, most have adapted to using their natural attacks to avoiding getting their hooves fused to their weapons.

### Special: Pink Breath

The Canterlot ghoul breathes Pink Cloud on a creature. This functions as a ranged weapon that deals acid damage, has a range of 10', and has the Blast property. A creature hit by this attack becomes exposed to Pink Cloud (See p. 31). In place of the normal damage from Pink Cloud, the victims who are hit take an amount of damage equal to the difference of their roll avoid it.

## Ghoul, Feral

Body: D6

Mind: D4

Charm: D4

Stamina: 10

**Talents:** Special Skill: Bite (D6); Racial talent (D6)

**Quirks:** Mindless\*, Rad-Dependent\*, Unliving<sup>B</sup>

A ghoul whose mind has deteriorated, leaving them as little more than a highly aggressive, flesh-hungry zombie. Most ghouls only remain sane for a limited time. It may be years, decades, or even centuries before they lose their marbles, but after that, they snap and become feral: a shallow, violent reflection of the pony they once were.

## Ghoul, Feral Canterlot

Body: D8

Mind: D4

Charm: D4

Stamina: 12

**Talents:** Iron Hoof\* (D6), Pink Breath (D10), Thick Hide<sup>B</sup> (D4); Racial talent (D6)

**Quirks:** Rad-Dependent\*, Unliving<sup>B</sup>

This Canterlot ghoul is one of the capitol city's unlucky survivors. Their minds have become eroded to the point where they are stuck in a loop, repeating their day-to-day tasks. In the presence of another creature, however, they turn hostile and attack, trying to expose more victims to the Pink Cloud.

## Ghoul, Glowing One

A pony who has been transformed into a ghoul from exposure to magical radiation. This powerful feral ghoul has absorbed enough radiation over its existence that it glows with toxic energy. Every so often, it can even unleash large amounts of this radiation at once in a lethal burst!

Body: D8

Mind: D4

Charm: D4

Stamina: 16

**Talents:** Life Giver\* (D4), Radioactive Burst\* (D10), Radioactive Presence\*\* (D8), Special Skill: Bite\* (D10); Racial Talent (D6)

**Quirks:** Mindless\*, Rad-Dependent\*, Unliving<sup>B</sup>



## Giant Ant

Body: D6

Mind: D4

Charm: D4

Stamina: 10

**Talents:** Lead Belly\* (D12), Spider Climb<sup>B</sup> (D8), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>, Hivemind

Practically a monster out of a prewar sci-fi movie, these giant ants are the size of a timberwolf! These worker ants are territorial, but not overly aggressive by themselves. A colony of these working together, however, can potentially overrun a whole settlement!

## Giant Ant, Fire

Body: D8

Mind: D4

Charm: D4

Stamina: 12

**Talents:** Fire Breath<sup>B</sup> (D6), Lead Belly\* (D12), Special Skill: Bite (D4), Spider Climb<sup>B</sup> (D8), Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>, Hivemind, Resistance: Fire\*\*

A giant fire-breathing fire ant! It's as if this creature crawled straight out of an old, cheesy sci-fi film. Commentary robots not included.

## Giant Ant, Soldier

Body: D8

Mind: D4

Charm: D4

Stamina: 12

**Talents:** Lead Belly\* (D12), Special Skill: Bite (D6), Spider Climb<sup>B</sup> (D8), Thick Hide<sup>B</sup> (D8)

**Quirks:** Animal<sup>B</sup>, Hivemind

These highly aggressive soldier ants defend the territory around giant ant colonies.



## Giant Ant, Queen

Body: D12

Mind: D4

Charm: D8

Stamina: 26

**Talents:** Acid Spittle (D8), Command\*\* (D6), Life Giver\* (D10), Lead Belly\* (D12), Thick Hide<sup>B</sup> (D10)

**Quirks:** Animal<sup>B</sup>, Hivemind, Resistance: Acid & Fire\*\*

This bloated insect is hidden deep within a colony of giant ants and is responsible for birthing new ants for the colony. They are well defended by hoards of lesser giant ants that will fight to the death to save their queen.

### Special: Acid Spittle

The queen can spray jets of acid to defend itself. This functions as a ranged attack that deals +2 acid damage, has a range of 40', and has the Line and Ongoing 1 Acid properties. Giant ants in the queen's colony are immune to this attack.



## Giant Leech

*"Leeches. Don't shoot if you see one. Just give it a few stabs till it goes back in the water. If you see something that looks like a big frog, shoot that if you have to, and if you see two really big eyes and a mouth the size of the boat, do everypony a favor and keep quiet so we can die peacefully in our sleep" – Captain Thrush*



**Body: D4    Mind: D4    Charm: D4    Stamina: 8**

**Talents:** Blood Drain (D4), Lead Belly\* (D12),  
**Special Skill:** Swimming (D4)

**Quirks:** Aquatic, Animal<sup>B</sup>

These big aquatic bugs are 1-2' long and can quickly drain the blood from anypony they latch onto. They are popular prey for larger water-dwelling creatures, such as hoppers or river serpents.

Be careful if you plan to go swimming in dark swampy waters, or you may find one or more of these attached to your flank!

### Special: Blood Drain

The leech can latch onto a creature and suck their blood. This is a melee attack that deals no damage on a hit. Instead, the leech attaches itself to its victim and deals 1 kinetic damage to the victim on each of its turns while it remains attached. The leech can be

removed with a **Body test (difficulty 3)**.

Because of the leech's anesthetic spittle, the victim might not even be aware that the leech has attached themselves until they start to feel weak from blood loss!

This attack is ineffective against any creature with 2 or more kinetic damage reduction.

## Giant Mutant Hedgehog

Body: D4    Mind: D4    Charm: D4    Stamina: 8

**Talents:** Lead Belly\* (D4), Special Skill: Running (D8),  
Special Skill: Spikes (D4)

**Quirks:** Animal<sup>B</sup>

They're big, spiny, and generally don't pose too much of a threat. As long as you steer clear of these territorial foragers on your way through Fetlock and other pre-war suburbs, they'll leave you alone. If you do make them angry, however, well... you'd better run fast! These mutant critters attack by curling into a spiky ball and rolling at high speeds.



## Giant Rat

Body: D4    Mind: D4    Charm: D4    Stamina: 8

**Talents:** Lead Belly\* (D4)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*



Rodents of unusual size are a common low-level enemy.



# He11hound

*"They're big. They're fast. And they're extremely aggressive. They have claws that can tear through armor like it was soft cloth. I've even seen one claw their way through an alicorn's magical shield." - Steelhooves*

Body: D12

Mind: D8

Charm: D8

Stamina: 20

**Talents:** Burrow<sup>B</sup> (D12), Creative Flair: Intimidate (D8), Hellclaws (D12), Lead Belly\* (D10),  
Special Skill: Running (D10), Special Skill: Tracking (D6), Thick Hide<sup>B</sup> (D8)

**Quirks:** Darkvision\*\*, Ooooh... Shiny!, Weakness: sonic<sup>B</sup> (D4)

Mutated by the taint byproducts of the Maripony labs' controversial experiments, these diamond dogs have been transformed into dangerous wasteland monsters that can tear through steel with their claws. Though they are intelligent and can be fiercely loyal allies, most of them have not forgiven ponykind for what they have done to them and their homeland.

## Special: Hellclaws

A hellhound's claws function as a melee weapon that deals +4 kinetic damage and has the Tactical (Grapple) property. A creature reduced to 0 stamina by this weapon dies immediately, being bloodily eviscerated apart.

## Equipment:

Hellhounds sometimes wield longarms or heavy guns to supplement their natural melee weaponry. Near Maripony, it isn't uncommon to see hellhounds carrying around various sorts of scavenged energy weapons. Hellhounds, like their diamond dog ancestors, have an affinity for gems, which they also like to carry with them.





# Hopper

Body: D8

Mind: D4

Charm: D4

Stamina: 12

**Talents:** Lead Belly\* (D12), Special Skill: Leaping (D8), Special Skill: Swimming (D6), Thick Hide<sup>B</sup> (D4), Tongue (D6)

**Quirks:** Amphibious, Animal<sup>B</sup>

Native to rivers and swampy areas, these giant frogs primary feed on giant leeches, but can also swallow a pony whole.

## Special: Tongue

The hopper can use its tongue as a melee attack that deals kinetic damage and has the **reach 15'** property. A creature hit by the tongue becomes grabbed by it and **immobilized**, and they must make a **Body challenge** against the hopper. If the hopper wins, the creature is pulled into the hopper's mouth and swallowed whole!

While in the hopper's stomach, creatures take 2 acid damage at the start of each of their turns. A creature can attempt to escape from the hopper's stomach with a **Body test (difficulty 6)**, and the creature can attack the hopper from the inside, but all rolls for their attacks are **downgraded 2 steps**. The hopper's stomach can hold 1 pony-sized character at a time.

A creature immobilized by the hopper's tongue can escape with a **Body test (difficulty 4)**. The tongue can also be severed with a bladed weapon and a **Body test (difficulty 5)**. A hopper's tongue regenerates after 1 hour.

While the hopper has a target immobilized by its tongue, it can't use its tongue on any other target.





## Hospital Horror

*"It is now two days since the accident that ended Peachy Pie's life as we knew it. Eighteen hours since I had to order the brain stem of... this thing severed. Previous attempts to put the creature down through lethal injection proved futile. Even now, we are still reading life signs; this thing just does not want to die. But there is no brain function anymore and hopefully the rest of the body will get the hint. I've ordered the autopsy halted until then." – Sunny Days*



**Body:** D6    **Mind:** D4    **Charm:** D4    **Stamina:** 10

**Talents:** Insubstantial<sup>B</sup> (D4), Poison Spray<sup>B</sup> (D8),  
Special Skill: Tongues (D10), The Stare (D6)

**Quirks:** Darkvision\*\*, Immune: Radiation & Taint\*\*,  
Mindless\*\*

These gelatinous pony-shaped monstrosities have big, bloated red eyes, and flailing, slimy tentacles drip from their gaping mouths. Any time they are hit by a kinetic piercing or slashing weapon, they emit a sickening gas, using their Poison Spray talent on every creature within 10'. Its The Stare talent is always active and its tongue has a reach of 10'.

Originating from ponies exposed to massive amounts of taint, these creatures possess a horrific form of procreation. When they hit a creature with a tongue attack, it deals nonlethal damage and the target becomes grabbed by the hospital horror. If it hits with a second tentacle against a creature it has grabbed, it implants an egg inside them.

The egg gestates over the course of a few weeks, before fatally bursting out of the host's body. Any effect that can remove disease can remove an egg implanted by a hospital horror. They can also be surgically removed with a **Mind test (difficulty 6)**.





## Molerat

Body: D4    Mind: D4    Charm: D4    Stamina: 8

**Talents:** Burrowing<sup>B</sup> (D8), Lead Belly\* (D6),  
Special Skill: Bite (D4), Special Skill: Tracking (D6)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*

These common mutant beasts hide in shallow tunnels just below the ground, then they burst upwards and ambush their prey. They have no hair save for some whiskers and grow to be roughly the size of a dog.

### Special: Molerat Disease

Some molerats carry a disease that causes them to also become tougher, more aggressive, and foam at the mouth. Any character hit by the bite of one of these

molerats is exposed to molerat disease! This disease has a difficulty of 4 and a virulence of 4. While infected with this disease, the character becomes **ill**, their **maximum stamina** is reduced by 3, and they gain the Short Fuse quirk.

## Molerat, Broodmother

Body: D10    Mind: D4    Charm: D6    Stamina: 20

**Talents:** Burrowing<sup>B</sup> (D8), Command\*\* (D6), Life Giver\* (D6), Lead Belly\* (D8), Special Skill: Bite (D8),  
Special Skill: Tracking (D8), Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*, Molerat Disease

Larger and more grotesque than most other molerats, the hulking broodmother is the queen of a molerat colony. They range in size from an adult pony to a yak in height.



## Molerat, Giant

Body: D8

Mind: D4

Charm: D4

Stamina: 18

**Talents:** Burrowing<sup>B</sup> (D8), Life Giver\* (D6), Lead Belly\* (D8), Special Skill: Bite (D6), Special Skill: Tracking (D6), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*

A molerat of unusual size, or M.O.U.S. for short, roughly about the size of an adult pony. has evolved this molerat to become larger and more aggressive than its smaller kin.

## Molerat, Glowing

Body: D8

Mind: D4

Charm: D4

Stamina: 12

**Talents:** Burrowing<sup>B</sup> (D8), Radioactive Presence\*\* (D6), Special Skill: Bite (D6), Special Skill: Tracking(D6)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*, Rad-Dependent\*

A molerat exposed to large quantities of radiation, giving it an unhealthy green glow. Its bite deals an extra +1 radiation damage.



## Molerat, Rabid

Body: D6

Mind: D4

Charm: D4

Stamina: 10

**Talents:** Burrowing<sup>B</sup> (D8), Lead Belly\* (D6), Special Skill: Bite (D6), Special Skill: Tracking (D6)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*, Molerat Disease

A frenzied molerat carrying molerat disease. It fights aggressively with no sense of self-preservation.

## Mr. Gutsy

*"Personally, I think they're all a bunch of rotting pony maggot farms and I'd disintegrate them into piles of ash if I could. But I can't, thanks to this damned combat inhibitor! So since I can't dispense fiery carnage to this collection of morbid, wiggling corpses, would you like a martini, you zebra-loving ghoul hugger?" – Cerberus, a Mr. Gutsy*

**Body:** D10

**Mind:** D8

**Charm:** D8

**Stamina:** 24

**Talents:** Buzzsaw (D8), Claw (D8), Creative Flair: Intimidate (D8), Flamer (D8), Keen Knowledge: Military (D8), Life Giver\* (D6), Taser (D8), Thick Hide<sup>B</sup> (D8)

**Quirks:** Multi-Attack x2\*\*, Unliving<sup>B</sup>

The militarized model of Mr. Handy. This green-camo painted robot is armed with military-grade integrated weapons and has the intimidating personality of a drill sergeant.

### Special: Buzzsaw

Mr. Gutsy's buzzsaw functions as a melee weapon that deals +2 kinetic damage and deals an extra +1 damage if it hit the same target with the buzzsaw on the previous round.

### Special: Claw

Mr. Gutsy's claw functions as a **basic hoof-to-hoof weapon**.

### Special: Flamer

Mr. Gutsy's flamer functions as a ranged weapon that deals +2 fire damage, has a range increment of 15', and has the Blast and Burn 2 Fire properties.

### Special: Taser

Mr. Gutsy's taser functions as a melee weapon that deals +1 electric damage and has the Reach 15' property.







## Mr. Handy

Body: D6    Mind: D8    Charm: D10    Stamina: 14

**Talents:** Buzzsaw (D4), Claw (D4), Flamer (D4), Smooth Talker\* (D6), Taser (D4), Thick Hide<sup>B</sup> (D4)

**Quirks:** Unliving<sup>B</sup>

With several arms installed with a variety of integrated tools, this hovering, orb-shaped robot was popular as a mechanical servant during prewar times. Although its tools are meant for household and maintenance tasks, it is still very capable of defending itself with them. If you're friendly to it, however, it might be happy to strike up a conversation and even share some jokes.

### Special: Buzzsaw

Mr. Handy's buzzsaw functions as a melee weapon that deals kinetic damage and deals an extra +1 damage if it hit the same target with the buzzsaw on

the previous round.

### Special: Claw

Mr. Handy's claw functions as a **basic hoof-to-hoof weapon**.

### Special: Flamer

Mr. Handy's flamer functions as a ranged weapon that deals fire damage, has a range increment of 10', and has the Blast property.

### Special: Taser

Mr. Handy's taser functions as a melee weapon that deals electric damage, has a range increment of 10', and has the Mercy and Reach properties.



## Owl-bot

Body: D4 Mind: D4 Charm: D4 Stamina: 8

**Talents:** Awareness\* (D6), Fly (D4), Laser (D4), Thick Hide<sup>B</sup> (D4)

**Quirks:** Unliving<sup>B</sup>

Armed with integrated lasers in their beaks, these robotic owls guard pre-war sites of knowledge and government surveillance.

### Special: Laser

It defends itself against vandals using an integrated laser gun that can fire in either stun or lethal mode. This functions as a ranged weapon that deals +1 laser damage with a range increment of 40' and the Mercy property.



## Paradore

Body: D6 Mind: D4 Charm: D10 Stamina: 10

**Talents:** Fly (D6), Lead Belly\* (D12), Stinger (D10), The Stare (D8), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>



Combining the elegance of a butterfly and the vitriol of a hornet, paradores are a deadly and highly aggressive evolution of bloatsprites. Their needle-like teeth and stingers carry a corrosive and highly toxic venom. Their wings have shifting, mesmerizing patterns that can hypnotize their prey.

### Special: Stinger

A paradore's natural attacks function as melee weapons that can deal either kinetic or acid damage. A creature that is hit by any of these attacks must make a **Body test (difficulty 8)** or become ill and gain the **Burn 4 poison** condition for 1 minute or until cured. The creature may attempt this test again at the end of their turns to end the effect early. Afterwards, the creature remains ill for 1 hour.





## Radbit

Body: D4

Mind: D4

Charm: D4

Stamina: 8

**Talents:** Lead Belly\* (D4), Pony Sense (D4),  
Special Skill: Leaping (D4), Special Skill: Running (D4)

**Quirks:** Animal<sup>B</sup>

These cute mutant bunny rabbits, also known as radbunnies are common in many regions of the Equestrian wastelands and beyond. They favor wooded areas the most and are mostly harmless. Some ponies even tame them as pets.

## Radbit, Jackalope

Body: D4

Mind: D6

Charm: D6

Stamina: 10

**Talents:** Creative Flair: Mimicry (D6), Healing Touch (D6),  
Lead Belly\* (D4), Pony Sense (D4),  
Special Skill: Leaping (D8), Special Skill: Running (D4)

**Quirks:** Alcoholic\*, Immune: Taint\*\*

Campfire tales sometimes speak of strange radbits encountered in desert regions of the wasteland with elegant antlers like those of a deer. It is said that these jackalope radbits are not just ordinary animals, but possess a spark of intelligence with powers to mimic voices and songs.

Though they are usually quite timid, they are known to have a weakness for hard liquor. Lost, injured wastelanders with a kind heart and a bottle of booze to share have told accounts of these creatures approaching them, using the magic of their antlers to heal their wounds.



## Radbit Swarm

Body: D4

Mind: D4

Charm: D4

Stamina: 18

**Talents:** Pony Sense (D6), Lead Belly\* (D4), Special Skill: Leaping (D4), Special Skill: Running (D4), Swarm<sup>B</sup> (D10)

**Quirks:** Animal

One radbit is harmless, but a swarm of them becomes a destructive, fluffy tsunami!





## Radhog

*"Y'see, now that's why ya'll are a vegetarian. Y'ain't never had bacon. Trust me, if ponies were meant't only eat fruits, oats, an' grasses, then the existence of bacon would be proof in the pie that the world was just cruel and evil." - Deadshot Calamity*

**Body:** D8    **Mind:** D4    **Charm:** D4    **Stamina:** 12

**Talents:** Lead Belly\* (D6), Special Skill: Tusks (D6), Thick Hide<sup>B</sup> (D4)

**Quirks:** Animal<sup>B</sup>

These ill-tempered mutant hogs are descended from pigs that evolved from exposure to radiation. They are highly aggressive, but very delicious!

## Radiation Elemental

**Body:** D6    **Mind:** D4    **Charm:** D6    **Stamina:** 10

**Talents:** Gamma Ray (D8), Insubstantial<sup>B</sup> (D10), Radioactive Burst\* (D10), Radioactive Presence\*\* (D10)

**Quirks:** Rad-Dependent\*, Unliving<sup>B</sup>

A magical spirit composed of radioactive energy. Radiation elementals often manifest in areas with very intense amounts of radiation.

### Special: Gamma Ray

The radiation elemental shoots a ray of radiation. This functions as a ranged attack that deals +2 radiation damage and has a range increment of 40'. This talent's damage is not affected by the Insubstantial talent.





# Radigator

*"The ponies of Arbu were cannibals, folks. That's right. They ate ponies! And as if that wasn't sick enough, they've been sellin' pony meat, claimin' it was radigator meat. Eaten a radigator kabob lately? You sure about that?" – DJ Pon3*

Body: D10

Mind: D4

Charm: D4

Stamina: 14

**Talents:** Lead Belly\* (D6), Special Skill: Bite (D10), Special Skill: Swimming (D8), Thick Hide<sup>B</sup> (D6)

**Quirks:** Amphibious, Animal<sup>B</sup>, Ravenous

Native to watery environments, these large mutant reptiles lie in wait just under the surface of murky waters and ambush prey near the banks in large numbers. They are often hunted for both their meat and their scaly hides, but hunters must take care to not get eaten themselves by these ferocious beasts.







## Radroach

*"Honestly, I don't think most of these ponies could handle radroaches. They'd stomp one, then the other radroaches would kill them while they were still trying to scrape radroach gunk from their hooves in uncontrolled disgust." - Homage*

**Body:** D4    **Mind:** D4    **Charm:** D4    **Stamina:** 8

**Talents:** Lead Belly\* (D20), Spider Climb<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>

Perhaps the hardiest of all wasteland creatures, radroaches are a very common type of mutant insect found throughout Equestria. They are easy to exterminate individually, but are often found in great numbers. By some miracle of evolution, they are very hardy creatures capable of surviving lethal amounts of radiation. They are immune to every severity of ambient radiation, except for extreme ambient radiation, which they treat as though it is low ambient radiation.

## Radroach, Glowing

**Body:** D8

**Mind:** D4

**Charm:** D4

**Stamina:** 12

**Talents:** Radioactive Burst\* (D4), Radioactive Presence\*\* (D4), Spider Climb<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>, Rad-Dependent\*

Perhaps the hardiest of all wasteland creatures, radroaches are a very common type of mutant insect found throughout Equestria. They are easy to exterminate individually, but are often found in great numbers. By some miracle of evolution, they are very hardy creatures capable of surviving lethal amounts of radiation. They are immune to every severity of ambient radiation, except for extreme ambient radiation, which they treat as though it is low ambient radiation.



## Radscorpion

*"I could synthesize an antidote. One poison gland... one healing potion... but I'd need lab equipment..." – Morning Glory*

**Body:** D8    **Mind:** D4    **Charm:** D4    **Stamina:** 12

**Talents:** Poison Sting (D8), Lead Belly\* (D10),  
Special Skill: Pincers (D6), Thick Hide<sup>B</sup> (D8)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*, Multi-Attack x2\*\*

Exposure to taint caused this ordinary scorpion grow to a size larger than a pony.

### Special: Poison Sting

This attack functions as a melee weapon that deals kinetic damage and has the Reach 10' property. A character hit by it must make a **Body test (difficulty 6)** or become ill and take **Burn 2 poison** damage for 1 minute. The character can repeat this test at the end of their turns to end the effect early. The character remains ill for 1 hour afterwards.



## Radscorpion, Emperor

**Body:** D20

**Mind:** D4

**Charm:** D6

**Stamina:** 24

**Talents:** Poison Sting (D12), Lead Belly\* (D20), Special Skill: Pincers (D10), Thick Hide<sup>B</sup> (D12)

**Quirks:** Animal<sup>B</sup>, Darkvision\*\*, Multi-Attack x3\*\*

A titanic mutant scorpion the size of a bus!

### Special: Poison Sting

This attack functions as a melee weapon that deals kinetic damage and has the Reach 10' property. A character hit by it must make a **Body test (difficulty 8)** or become ill and take **Burn 3 poison** damage for 1 minute. The character can repeat this test at the end of their turns to end the effect early. The character remains ill for 1 hour afterwards.



# Sentinel

Body: D12

Mind: D8

Charm: D6

Stamina: 20

**Talents:** Awareness\* (D10), Heavy Gunner\* (D12), Self-Destruct\*\* (D10), Special Skill: Stampede (D10), Thick Hide<sup>B</sup> (D10)

**Quirks:** Multi-Attack x2\*\*, Unliving<sup>B</sup>

This powerful robot provides both security and firepower on four wheeled legs. It was built to defend government property and other secure facilities and is equipped with several integrated heavy guns to do its job.

The sentinel uses its Self-Destruct talent 1 round after it is reduced to 0 stamina. The area of this explosion becomes a zone of **moderate ambient radiation** that last for 1 hour.

## Equipment:

Sentinels are always equipped with at least 3 integrated heavy guns, most often including an automatic heavy gun and missile launcher, with plenty of magically-synthesized ammo.





# Sentinel, Ultra

Body: D20

Mind: D8

Charm: D6

Stamina: 40

**Talents:** Awareness\* (D12), Energy Cannon (D20), Gatling Laser (D20), Life Giver\* (D12), Self-Destruct\* (D20),  
**Special Skill:** Stampede (D12), Thick Hide<sup>B</sup> (D20)

**Quirks:** Multi-Attack x2\*\*, Unliving<sup>B</sup>

The apex of war-era security, an ultra-sentinel is a massive multi-wheeled robot equipped with integrated heavy weaponry and a high-powered prismatic energy cannon. They are stationed as guardians at high-security facilities are linked to the alarm systems of these areas, responding to intrusion with deadly force.

The ultra-sentinel uses its Self-Destruct talent 1 round after it is reduced to 0 stamina. The area of this explosion becomes a zone of **moderate ambient radiation** that last for 1 hour.

## Special: Energy Cannon

The ultra-sentinel's massive integrated prismatic energy cannon functions as a ranged weapon that deals +6 plasma damage, has a range increment of 150', and has the Line, Burn 3 Plasma, and Reload properties. While it is used by the ultra-sentinel, this weapon never runs out of ammunition, but must still be reloaded.

## Special: Gatling Laser

The ultra-sentinel's integrated gatling laser functions as a ranged weapon that deals +4 laser damage, has a range increment of 60', and has the Automatic and Burn 1 Fire properties. While it is used by the ultra-sentinel, this weapon never runs out of ammunition, but must still be reloaded.







## Sprite-bot

Body: D4 Mind: D6 Charm: D4 Stamina: 10

**Talents:** Laser (D6), Magic Resistance<sup>B</sup> (D6), Thick Hide<sup>B</sup> (D4), Truesight<sup>B</sup> (D8)

**Quirks:** Unliving<sup>B</sup>

Patrolling harmlessly down the abandoned roads of the Equestrian wastelands, these automated, floating drones were deployed by the Ministry of Morale as a distributed surveillance network. They resemble a robotic parasprite roughly the size of a pony's head. To this day, they continue to spread uplifting polka music and propaganda across the wasteland.

### Special: Laser

It defends itself against vandals using an integrated laser gun that can fire in either stun or lethal mode. This functions as a ranged weapon that deals +1 laser damage with a range increment of 40' and the Mercy property.

## Sprite-bot, Canterlot

Body: D4

Mind: D4

Charm: D4

Stamina: 8

**Talents:** Laser (D6), Magic Resistance<sup>B</sup> (D6), Thick Hide<sup>B</sup> (D4), Truesight<sup>B</sup> (D8)

**Quirks:** Corruption Broadcast, Unliving<sup>B</sup>

A corrupted sprite-bot smoking with residue from the Canterlot pink cloud. Its static broadcast has a cognitohazard effect that is lethal to creatures not native to the Canterlot ruins.

### Special: Corruption Broadcast

The sprite-bot emits a loud, static broadcast with a magical cognitohazard effect. Any living creature that starts its turn within 30' of the pink cloud sprite-bot must make a **Mind test (difficulty 5)** or take 4 psychic damage.

### Special: Laser

It defends itself against vandals and political enemies using an integrated laser gun that can fire in either stun or lethal mode. This functions as a ranged weapon that deals +1 laser damage with a range increment of 40' and the Mercy property.





## Star-Spawn

Feared as otherworldly monstrosities from beyond the stars, according to zebra mythology, these fearsome creatures evolved from the Ursa Majors and Ursa Minors, and are immune to radiation and taint. Unlike the ursas, star-spawn are practically invisible and can phase through solid matter. Their vaguely bear-like bodies are composed of nebulous space-stuff with constellations of starlight floating inside. They are extremely territorial and their claws can smash entire barns with ease.

### Star-Spawn, Major

**Body:** 5xD20

**Mind:** D8

**Charm:** D10

**Stamina:** 108

**Talents:** Insubstantial<sup>B</sup> (D12), Invisibilty<sup>B</sup> (D12), Special Skill: Ferocious Fighter (D20), Thick Hide<sup>B</sup> (D20)

**Quirks:** Animal<sup>B</sup>, Immunity: Radation & Taint\*\*, Multi-Attack x2, Protective

### Star-Spawn, Minor

**Body:** 3xD20

**Mind:** D6

**Charm:** D4

**Stamina:** 66

**Talents:** Insubstantial<sup>B</sup> (D12), Invisibilty<sup>B</sup> (D10), Special Skill: Ferocious Fighter (D20), Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>, Cranky, Immunity: Radation & Taint\*\*, Multi-Attack x2

## Synth

A sophisticated android designed to look like or even impersonate a real pony. Centuries of wandering the wastes haven't been kind to the complexion for many of these synths, making their robotic nature more apparent.

### Synth, Typical

Body: D6

Mind: D6

Charm: D6

Stamina: 12

**Talents:** Thick Hide<sup>B</sup> (D4); Racial talent (pick one) (D4), Specialized Design talent (pick one) (D6)

**Quirks:** Unliving<sup>B</sup>, Weakness: Electricity<sup>B</sup> (D4); Choose one

### Synth Prototype



Body: D6

Mind: D4

Charm: D4

Stamina: 10

**Talents:** Awareness\* (D4), Commando\* (D4), Thick Hide<sup>B</sup> (D4)

**Quirks:** Unliving<sup>B</sup>, Weakness: Electricity<sup>B</sup> (D4)

Little more than an animatronic pony with a laser gun, the robotic nature of this android is quite obvious. These inferior synths are deployed by enigmatic science institutions primarily for surveillance and scavenging missions.

#### Equipment

Synth prototypes carry very little equipment aside from low-level energy weapons.



## Synth Terminator

Body: D20 Mind: D12 Charm: D10 Stamina: 32

**Talents:** Awareness\* (D12),  
Creative Flair: Disguise (D12), Light Trot\* (D10),  
Special Skill: Tracking (D12), Thick Hide<sup>B</sup> (D20);  
Racial talent (pick one) (D12),  
Weapon talent (pick two) (D20)

**Quirks:** Unliving<sup>B</sup>, Weakness: Electricity<sup>B</sup> (D4); Choose one

A killer robot designed to look like a real pony. These special-ops doppelgangers are sent into the field by enigmatic science institutions for dangerous missions involving subterfuge and infiltration.

### Equipment

Synth terminators are deadly combatants that might carry any equipment the storyteller decides is appropriate, especially for the purpose of impersonating somepony in particular. They are also likely to have several useful cybernetic augments installed.



## Yao Guai

Body: D20 Mind: D4 Charm: D6 Stamina: 24

**Talents:** Lead Belly\* (D12), Special Skill: Scuffling (D10),  
Thick Hide<sup>B</sup> (D6)

**Quirks:** Animal<sup>B</sup>

As if bears weren't scary enough, these heavily mutated beasts are supreme hunters of the wastelands and can grow to be very large. Fortunately, they are solitary creatures, save for groups consisting of a mother and her cubs.



## NPCs

This section contains statblocks for various NPC archetypes that are common in Fallout: Equestria stories. In order to keep these statblocks flexible and allow storytellers to use NPCs with various kinds of weapon proficiencies, specific weapon-related talents are mostly omitted. Instead, these statblocks have one or more **Weapon Talents**. These placeholder talents can be replaced by with specific weapon-related talents or spells to customize them as the storyteller needs.

### Enclave Captain

Body: D10

Mind: D12

Charm: D20

Stamina: 22

**Talents:** Awareness\* (D20), Command\*\* (D12), Creative Flair: Intimidate (D12), Fly (D12), Honorable<sup>M</sup> (D12), Keen Knowledge: Warfare (D20), Power Armor Training\* (D8), Special Skill: Piloting (D20); Weapon talent (pick one) (D12)

**Quirks:** Pick one

A high-ranking officer of the Grand Pegasus Enclave military. This pegasus veteran commands massive airships and whole squads of Enclave soldiers.

#### Equipment:

Enclave captains wield a variety of mid-to-high level small energy weapons and are usually encountered wearing a fortified officer uniform.





## Enclave Pilot

Body: D8

Mind: D6

Charm: D8

Stamina: 14

**Talents:** Awareness\* (D6), Demolitions Expert\* (D8), Fly (D8), Heavy Gunner\* (D8), Honorable<sup>M</sup> (D6), Special Skill: Piloting (D10)

**Quirks:** Pick one

A pegasus skilled in piloting all sorts of aircraft and carpet bombing Equestria's enemies.

### Equipment:

Enclave pilots wield a variety of low-to-mid level energy weapons and explosives.

## Enclave Scientist

Body: D4

Mind: D12

Charm: D6

Stamina: 16

**Talents:** Arcane Scientist\* (D10), Chemist\* (D6), Fly (D6), Gun Nut\* (D6), Hacker\* (D8), Medic\* (D4)

**Quirks:** Pick one

A studious Enclave civilian. This pegasus scientist researches new technology and maintains high-tech systems for the Grand Pegasus Enclave.

### Equipment:

Scientists usually have some high-tech equipment, including small energy weapons.

## Enclave Scout

Body: D10

Mind: D8

Charm: D6

Stamina: 18

**Talents:** Awareness\* (D10), Fly (D10), Honorable<sup>M</sup> (D6), Power Armor Training\* (D8), Wasteland Survival\* (D6); Weapon talent (pick one) (D10)

**Quirks:** Pick one

A reconnaissance member of the Grand Pegasus Enclave military. These pegasi routinely make go on scouting missions below the clouds to search for lost prewar technology and to survey the wasteland and its inhabitants for future operations.

### Equipment:

Enclave scouts wield a variety of low-to-mid level energy weapons and are usually encountered wearing **Enclave power armor**.

## Enclave soldier

Body: D12

Mind: D6

Charm: D6

Stamina: 18

**Talents:** Awareness\* (D6), Fly (D10), Honorable<sup>M</sup> (D8), Power Armor Training\* (D8);  
Weapon talent (pick one) (D12), Weapon talent (pick one) (D10)

**Quirks:** Pick one

An elite member of the Grand Pegasus Enclave military. Having access to advanced prewar Equestrian tech, these are some of the toughest bloods in the wasteland, above and below the clouds.

### Equipment:

Enclave soldiers wield a variety of mid-to-high level energy weapons and are usually encountered wearing **Enclave power armor**.

## Enclave wonderbolt

Body: D20

Mind: D8

Charm: D12

Stamina: 28

**Talents:** Awareness\* (D8), Creative Flair: Bravado (D20), Fly (D20), Honorable<sup>M</sup> (D8),  
Power Armor Training\* (D12); Weapon talent (Pick two) (D20)

**Quirks:** Pick one

Known for both their unparalleled military skill and their ability to show off while doing it, the Wonderbolts are the Enclave's elite hit force. Their ranks are comprised of the Enclave's very best fliers, gunners, and assassins.

### Equipment:

Wonderbolts specialized **Enclave power armor** colored blue with lightning bolt patterns. This variant of the power armor grants an extra +1 bonus to kinetic and energy damage reduction, and its wearer's Fly talent is upgraded. Its battlesaddle can also be equipped with up to 4 longarms or 2 heavy guns at a time.



## Gangster, Boss

Body: D10

Mind: D8

Charm: D12

Stamina: 18

**Talents:** Creative Flair: Gambling (D12), Creative Flair: Intimidate (D10), Light Trot\* (D6), Smooth Talker\* (D10), Thief\* (D8); Racial talent (D12), Weapon talent (pick one) (D10)

**Quirks:** Sneezy; Pick one

The leader of some local gang of scoundrels, criminals, and thugs.

### Equipment:

Gangsters typically have mid-level equipment that is usually in good condition. They also like to dress stylishly to flaunt the wealth they've gained from their various organized criminal activities.

## Gangster, Bouncer

Body: D12

Mind: D4

Charm: D6

Stamina: 16

**Talents:** Creative Flair: Gambling (D6), Creative Flair: Intimidate (D10), Iron Hoof\* (D8); Racial talent (D12), Weapon talent (pick one) (D8)

**Quirks:** Sneezy, Stubborn; Pick one

A tough thug who makes sure undesirables stay out of their gang's turf.

### Equipment:

Gangsters typically have mid-level equipment that is usually in good condition. They also like to dress stylishly to flaunt the wealth they've gained from their various organized criminal activities.

## Gangster, Goon

Body: D8

Mind: D6

Charm: D8

Stamina: 14

**Talents:** Creative Flair: Gambling (D6), Creative Flair: Intimidate (D6), Smooth Talker\* (D4), Thief\* (D6); Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Sneezy; Pick one

Tough, like-minded ponies often band together into criminal gangs, controlling turf in urban areas and generally bullying anyone else who happens to be there.

### Equipment:

Gangsters typically have low to mid-level equipment that is usually in good condition. They also like to dress stylishly to flaunt the wealth they've gained from their various organized criminal activities.

## Medic

Body: D6

Mind: D8

Charm: D6

Stamina: 18

**Talents:** Chemist\* (D4), Life Giver\* (D4), Medic\* (D8); Racial talent (D8)

**Quirks:** Pick one

A sterile environment for practicing medicine is hard to come by, but these field medics work healing miracles with the resources and equipment available.

### Equipment:

Medics typically carry nonlethal weapons designed to knock creatures out without hurting them.



## Mercenary

Body: D10

Mind: D6

Charm: D6

Stamina: 16

**Talents:** Awareness\* (D4), Barter\* (D4), Creative Flair: Intimidate (D8); Racial talent (D8), Weapon talent (pick one) (D8), Weapon talent (pick one) (D6)

**Quirks:** Pick one

Guns for hire. You got the caps, they'll provide you protection.

### Equipment:

Mercenaries typically have low to mid-level equipment that is usually in good condition.



## Raider

Body: D6

Mind: D4

Charm: D4

Stamina: 10

**Talents:** Special Skill: Scuffling (D4); Racial talent (D6), Cutie mark talent (pick one) (D6)

**Quirks:** Sadistic; Pick one

A sadistic and ultra-violent pony who raids settlements and murders travellers for both sport and survival. They have no moral compass, and their minds have deteriorated from chem use.

### Equipment:

Raiders typically have only basic equipment that is usually in poor condition.





## Raider, Chem Jockey

Body: D6

Mind: D8

Charm: D4

Stamina: 14

**Talents:** Chemist\* (D6), Special Skill: Scuffling (D6); Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Sadistic, Flower Child\*; Pick one

Smarter than your average raider, chem jockeys synthesize chems to fuel them in battle and to fuel the addictions of other raiders.

### Equipment:

Raiders typically have only basic equipment that is usually in poor condition. Chem jockeys likely have chems and alchemical items in their possession as the storyteller sees fit. To protect themselves from harsh fumes, they often wear gas masks.

## Raider, Overboss

Body: D20

Mind: D10

Charm: D12

Stamina: 30

**Talents:** Creative Flair: Intimidation (D20), Demolitions Expert\* (D8), Power Armor Training\* (D6), Scrounger\* (D12), Special Skill: Scuffling (D10), Wasteland Survival\* (D12); Racial talent (D20), Weapon talent (pick one) (D20)

**Quirks:** Bossy, Sadistic; Pick one

These raider warlords are the scourge of the wasteland, gathering lesser raiders under their banner to lay siege to any small settlements remotely close to their territory. Through years of survival, bloodshed, and skirmishes with rival gangs of raiders, they have honed their combat prowess. Merciless and vile, these overbosses are deadly combatants with many lesser raiders at their command.

### Equipment:

Veterans carry an assortment of equipment and weapons mostly in good condition. The storyteller should equip them with medium to high-level equipment as they see fit, perhaps even some modded basic power armor!



## Raider, Psycho

Body: D10

Mind: D4

Charm: D6

Stamina: 14

**Talents:** Bulky<sup>B</sup> (D4), Creative Flair: Intimidate (D8), Demolitions Expert\* (D4); Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Sadistic, Flower Child\*; Pick one

These beefy chem-dependent raiders use chems to buff themselves before battle and then charge at their opponents with reckless abandon.

### Equipment:

Psychos usually carry several doses of rage and other chems, low-level grenades, and weapons in poor condition. They also tend to wear metal barding.

## Raider, Scavver

Body: D6

Mind: D8

Charm: D6

Stamina: 14

**Talents:** Black Smith\* (D4), Gun Nut\* (D6), Power Armor Training\* (D4), Repair\* (D4), Scrounger\* (D8); Racial talent (D8), Weapon talent (pick one) (D4)

**Quirks:** Sadistic; Pick one

These resourceful raiders have learned how to repair their equipment and modify it to provide better defense and nastier wounds.

### Equipment:

Scavvers carry an assortment of junk, exploration equipment, and weapons mostly in good condition. The storyteller should equip them with low-level equipment as they see fit, with perhaps some armor and weapon mods. They might even sometimes have basic power armor.

## Raider, Survivalist

Body: D10

Mind: D8

Charm: D6

Stamina: 18

**Talents:** Lead Belly\* (D8), Light Trot\* (D8), Repair\* (D6), Scrounger\* (D6), Wasteland Survival\* (D10); Racial talent (D10), Weapon talent (pick one) (D8)

**Quirks:** Bloodlust; Pick one

Survivalists are just what the name implies - raiders who have learned to survive and be self-sufficient much better than a typical raider in the harsh environments and hostile ruins of the wastelands. They prefer to employ stealth to ambush prey from afar rather than charge in for a direct confrontation.

### Equipment:

Survivalists carry an assortment of survival equipment and weapons mostly in good condition. The storyteller should equip them with medium-level equipment as they see fit. They typically wear either metal barding or combat barding, usually camouflaged.

## Raider, Waster

Body: D12

Mind: D6

Charm: D8

Stamina: 16

**Talents:** Creative Flair: Intimidate (D10), Gun Nut\* (D6), Power Armor Training\* (D4), Wilderness Survival\* (D6); Racial talent (D10), Weapon talent (pick one) (D10)

**Quirks:** Bloodlust; Pick one

Wasters are some of the toughest, meanest raiders around, having survived many skirmishes with other raiders and random travelers alike. They often become warlords of raider tribes.

### Equipment:

Wasters carry an assortment of combat equipment and weapons mostly in poor condition. The storyteller should equip them with medium-level equipment as they see fit. They typically wear either metal barding or combat barding. Some might even wear scavenged power armor.



## Scavenger

Body: D6

Mind: D6

Charm: D6

Stamina: 12

**Talents:** Light Trot\* (D4), Scrounger\* (D6); Racial talent (D6), Weapon talent (pick one) (D6)

**Quirks:** Pick one

A wayward wasteland wanderer who pokes around the ruins of pre-war settlements in search of useful salvage. They trade or make use of the various junk they find in order to make a meager living. In desperate times, they might prey on other ponies in order to survive.

### Equipment:

Scavengers wield only basic equipment, but usually also carry around a lot of ancient junk.

## Slaver

Body: D8

Mind: D6

Charm: D6

Stamina: 14

**Talents:** Barter\* (D6), Creative Flair: Intimidate (D8), Demolition Expert\* (D4); Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Mean; Pick one

Scoundrels who buy and sell ponies and other sapient creatures as property.

### Equipment:

Slavers typically have low to mid-level equipment that is usually in good condition. They also carry detonators for their slaves' slave collars.



## Stabledweller, Typical

Body: D6

Mind: D6

Charm: D6

Stamina: 12

**Talents:** Pipbuck\* (D4); Racial talent (D6), Cutie mark talent (pick one) (D6)

**Quirks:** Sheltered\*; Pick one

A typical pony, accustomed to a life sheltered within one of Stable-Tec's many subterranean stables.

### Equipment:

Stabledwellers are usually unarmed, with the exception of security guards, and carry basic equipment related to their duties within their stable. They also wear a pipbuck around one of their forehooves, which can only be removed with very specialized magical tools.





## Stabledweller, Overmare

Body: D6

Mind: D8

Charm: D10

Stamina: 20

**Talents:** Awareness\* (D8), Command\* (D8), Life Giver\* (D6), Pipbuck\* (D8), Smooth Talker\* (D10); Racial talent (D10), Weapon talent (pick one) (D6)

**Quirks:** Sheltered\*; Pick one

This pony is the undisputed leader of their Stable. They determine the laws of their stable and govern it in order to ensure the safety and survival of its residents. At the same time, their leadership also must comply with any special experiments assigned to them by Stable-Tec. These well-meaning social experiments were meant to try to figure out what went wrong in pony civilization to cause the Great War and to figure out some way to ensure it doesn't happen again. Of course, many of these experiments went disastrously wrong...

### Equipment:

In addition to their Stable-Tec issued pipbuck, the Overmare also wears a reinforced Stable-Tec jumpsuit which counts as **light barding**. They are also armed with a lightweight low-level weapon. All their equipment is in good condition.

## Stabledweller, Security

Body: D8

Mind: D6

Charm: D6

Stamina: 14

**Talents:** Creative Flair: Intimidate (D8), Pipbuck\* (D6); Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Sheltered\*; Pick one

A pony trained in basic combat who patrols the halls of their Stable, making sure the other residents comply with the laws laid out by the Overmare while also eliminating radroaches and other dangerous creatures that find their way into the Stable.

### Equipment:

In addition to their Stable-Tec issued pipbuck, Stable security ponies also wear reinforced Stable-Tec jumpsuits which count as **light barding**. They are also armed with a baton (**basic melee weapon** with the **mercy** property) and a 10mm pistol (**basic pistol**). All their equipment is in good condition.

## Steel Ranger Elder

Body: D10

Mind: D20

Charm: D20

Stamina: 30

**Talents:** Arcane Science\* (D12), Command\*\* (D12), Honorable<sup>M</sup> (D20 + D6), Smooth Talker\* (D10); Racial talent (D20), Weapon talent (pick one) (D20), Weapon talent (pick one) (D12)

**Quirks:** Pick one

The highest-ranking officer of a Steel Rangers regional chapter who commands all lower-ranking members. They coordinate with elders from other chapters to discuss faction-wide missions and policies.

### Equipment:

Steel Ranger elders are usually encountered wearing reinforced light barding, with kinetic damage reduction 3 and energy damage reduction 4. The storyteller should give them any other weapons, ammo, and gear as they see appropriate. As the highest-ranking officers of the Steel Rangers, they should be given some impressive and even unique, magical small arms.

All Steel Rangers also wear holographic dog tags, used to identify them in case they are found killed in action.

## Steel Ranger Knight

Body: D10

Mind: D6

Charm: D6

Stamina: 16

**Talents:** Honorable<sup>M</sup> (D6), Power Armor Training\* (D4); Racial talent (D8), Weapon talent (pick one) (D8), Weapon talent (pick one) (D6)

**Quirks:** Pick one

A power-armored Steel Rangers soldier. The knights are the rank-and-file soldiers of the Steel Rangers, led by Steel Ranger crusaders.

### Equipment:

Steel Ranger knights are usually encountered wearing a suit and helmet for **Steel Rangers power armor** (see p.106). The storyteller should give them any other weapons, ammo, and gear as they see appropriate.

All Steel Rangers also wear holographic dog tags, used to identify them in case they are found killed in action.





## Steel Ranger Paladin

Body: D12

Mind: D10

Charm: D10

Stamina: 22

**Talents:** Command\*\* (D6), Honorable<sup>M</sup> (D10), Power Armor Training\* (D8);  
Racial talent (D12), Weapon talent (pick one) (D12), Weapon talent (pick one) (D10)

**Quirks:** Pick one

A power-armored Steel Rangers officer. The paladins lead squads of Steel Ranger knights and report directly to Steel Ranger senior paladins.

### Equipment:

Steel Ranger paladins are usually encountered wearing a suit of **Steel Rangers power armor** (see p. 106). The storyteller should give them any other weapons, ammo, and gear as they see appropriate.

All Steel Rangers also wear holographic dog tags, used to identify them in case they are found killed in action.

## Steel Ranger Senior Paladin

Body: D20

Mind: D10

Charm: D12

Stamina: 30

**Talents:** Command\*\* (D10), Honorable<sup>M</sup> (D20), Power Armor Training\* (D20);  
Racial talent (D20 + D4), Weapon talent (pick one) (D20), Weapon talent (pick two) (D12)

**Quirks:** Pick one

A power-armored high-ranking Steel Rangers officer. The senior paladins lead large contingents of the Steel Rangers and are the highest ranked soldiers in their military. They report directly to their contingent's elder. Some Senior Paladins are granted the authority to embark on solo missions as Star Paladins.

### Equipment:

Steel Ranger senior paladins are usually encountered wearing a suit of **Steel Rangers power armor** (see p. 106). The storyteller should give them any other weapons, ammo, and gear as they see appropriate.

All Steel Rangers also wear holographic dog tags, used to identify them in case they are found killed in action.

## Steel Ranger Scribe

Body: D8

Mind: D10

Charm: D6

Stamina: 18

**Talents:** Arcane Science\* (D8), Gun Nut\* (D6), Hacker\* (D10), Honorable<sup>M</sup> (D6), Repair\* (D8);  
Racial talent (D8), Weapon talent (pick one) (D6)

**Quirks:** Pick one

This member of the Steel Rangers civilian workforce is responsible for the research and maintenance of prewar technology. Though they primarily engage in non-combat activities, they are trained to defend themselves like all other members of the Steel Rangers. They hold the same rank as Steel Rangers knights.

### Equipment:

Steel Ranger scribes are usually encountered wearing light barding, modified to have energy damage reduction 2. The storyteller should give them any other weapons, ammo, and gear as they see appropriate.

All Steel Rangers also wear holographic dog tags, used to identify them in case they are found killed in action.



## Talon Bounty Hunter

Body: D12

Mind: D8

Charm: D8

Stamina: 20

**Talents:** Barter\* (D8), Fly (D12), Honorable<sup>M</sup> (D8), Light Trot\* (D12), Talons<sup>B</sup> (D8), Wasteland Survival\* (D8); Weapon talent (pick one) (D12), Weapon talent (pick one) (D10)

**Quirks:** Selfish; Pick one

An experienced Talon griffon mercenary who hunts takes high-price contracts to hunt down dangerous marks in the wasteland for both sport and coin. Their services aren't cheap, but they have the skills to get the job done cleanly and stealthily.

### Equipment:

Talons typically wear light armor that is easy to fly in. Bounty hunters also wield an assortment of medium to high-level pistols and longarms, usually with silencer mods.



## Talon Mercenary

Body: D10

Mind: D8

Charm: D6

Stamina: 18

**Talents:** Barter\* (D6), Commando\* (D8), Fly (D10), Gunslinger\* (D10), Honorable<sup>M</sup> (D6), Talons<sup>B</sup> (D8)

**Quirks:** Selfish; Pick one

A member of the merciless, yet honorable Talons, this griffon can be hired as a guard or armed escort for the right price.

### Equipment:

Talons typically wear light armor that is easy to fly in. They also wield an assortment of low to medium-level small guns and longarms.

## Tribal

Ponies from remote settlements with little use for technology. These wasteland survivors are generally superstitious but practical folk.

### Tribal Brave

**Body:** D12

**Mind:** D6

**Charm:** D8

**Stamina:** 18

**Talents:** Wasteland Survival\* (D6), Worldly<sup>B</sup> (D4);  
Racial talent (D10), Weapon talent (pick one) (D10), Weapon talent (pick one) (D8)

**Quirks:** Superstitious; Pick one

These braves are fierce warriors dedicated to protecting their tribe.

#### Equipment:

Tribal braves typically carry low-tech equipment, including low to mid-level weapons, often painted or decorated with tribal motifs.

### Tribal Forager

**Body:** D6

**Mind:** D6

**Charm:** D6

**Stamina:** 12

**Talents:** Scrounger\* (D6), Wasteland Survival\* (D8), Worldly<sup>B</sup> (D4); Racial talent (D6)

**Quirks:** Superstitious; Pick one

Working hard to cultivate the irradiated land, these shrewd tribesponies grow food and help to build their tribe's settlement.

#### Equipment:

Tribal braves typically carry low-tech equipment, including low-level melee weapons and archaic missile weapons.



## Tribal Hunter

Body: D10

Mind: D8

Charm: D6

Stamina: 18

**Talents:** Light Trot\* (D6), Special Skill: Tracking (D10), Wasteland Survival\* (D8), Worldly<sup>B</sup> (D6); Racial talent (D8), Weapon talent (pick one) (D8)

**Quirks:** Superstitious; Pick one

Keeping hidden in the underbrush, these stealthy hunters stalk dangerous beasts to provide food and materials for their tribe.

### Equipment:

Tribal hunters typically carry low-tech equipment, including survival gear, basic melee weapons and archaic missile weapons.

## Tribal Shaman

Body: D4

Mind: D12

Charm: D10

Stamina: 16

**Talents:** Keen Knowledge: History (D8); Keen Knowledge: Magic (D8), Medic\* (D10), Wasteland Survival\* (D10), Wordly<sup>B</sup> (D10); Racial talent (D8)

**Quirks:** Superstitious; Pick one

Ponies from remote settlements with little use for technology. These venerable sages are well versed in wasteland lore and folk medicine.

### Equipment:

Tribal sages typically carry only basic equipment, plus medicine and items carrying superstitious significance.

## Zebra, Typical

Body: D6

Mind: D6

Charm: D6

Stamina: 12

**Talents:** Iron Hoof\* (D4), Keen Knowledge: Magic (D4); Glyphmark talent (pick one) (D6)

**Quirks:** Pick one

Zebras hail from the distant Zebra Empire beyond the borders of Equestria. Their culture is rich in mystical lore and they have a natural inclination towards martial arts.

To create a typical zebra, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most zebra characters the heroes are likely to meet on their journey.

## Zebra, Alchemist

Body: D6

Mind: D10

Charm: D6

Stamina: 16

**Talents:** Chemist\* (D8), Demolitions Expert\* (D6), Iron Hoof\* (D4), Keen Knowledge: Magic (D6), Keen Knowledge: Plants (D8), Medic\* (D6)

**Quirks:** Superstitious; Pick one

Using rare herbs and other special ingredients, this alchemist can brew up all sorts of strange and useful potions!

### Equipment:

Zebra alchemists often wear lightweight and carry various potions and alchemical supplies. They may also be enhanced with one or more alchemical augments.



## Zebra, Caesar

Body: D20 + D6

Mind: D10

Charm: D20

Stamina: 36

**Talents:** Command\*\* (D12), Creative Flair: Intimidation (D20), Iron Hoof\* (D20 + D4), Keen Knowledge: Magic (D6), Keen Knowledge: Warfare (D12), Smooth Talker\* (D12), Swashbuckle<sup>™</sup> (D12); Weapon talent (pick one) (D20), Weapon talent (pick one) (D12)

**Quirks:** Superstitious; Pick one

Garbed in regal, shining armor, this honorable, yet merciless warlord is the sovereign leader of one of the remnant nations of the Zebra Empire. They rule their territories with an iron hoof and command vast legions of zebra warriors.

### Equipment:

A Caesar only wears the finest decorated armor and wields weapons that are both deadly and elegant. They are likely to carry high-level equipment, including magical items. They are also likely to be permanently enhanced with alchemical augments.





## Zebra, Gladiator

Body: D12

Mind: D6

Charm: D8

Stamina: 18

**Talents:** Iron Hoof\* (D12), Keen Knowledge: Magic (D4), Swashbuckle<sup>M</sup> (D8);  
Weapon talent (pick one) (D10)

**Quirks:** Superstitious; Pick one

Fierce zebra warriors skilled in many kinds of martial weapons, a gladiator fights for both sport and to serve the remnants of the Zebra Empire.

### Equipment:

A zebra gladiator typically wears a suit of exotic Zebrian barding expertly combining elements of leather armor with bronze plating (functions as combat barding), designed to be both showy and intimidating. Gladiators wield various sorts of low-to-medium level weapons. Some might even carry magic potions and talismans to give them an edge against more cunning opponents.

## Zebra, Mystic

Body: D6

Mind: D12

Charm: D8

Stamina: 18

**Talents:** Arcane Science\* (D6), Healing Touch (D8), Iron Hoof\* (D6), Keen Knowledge: Magic (D10),  
Necromancy (D12)

**Quirks:** Superstitious; Pick one

Wise and well-versed in ancient magical lore, this zebra knows much that is hidden from history. Using this mystic knowledge and a touch of dark magic, they are able to conjure forth many fearsome spells.

### Equipment:

Zebra mystics often wear lightweight robes imbued with minor enchantments and decorated with various mystical talismans. Although they usually do not carry weapons, they do have a dangerous arsenal of grenades and alchemical substances. They might also be enhanced with one or more alchemical augments.

### Special: Necromancy

Zebra mystics can harness dark magic to produce a wide range of magical effects such as firing bolts of eldritch energy, animating the remains of the dead, or enchanting magical talismans.

The use of this talent to fire eldritch energy bolts functions the same as the Stun Ray talent, except it deals necrotic damage.



## NPC Talents & Quirks

The new talents and quirks listed in this section are used by several of the creatures presented in this log. They grant exotic abilities that are only recommended for bizarre wasteland monsters and NPCs.

### Talents

#### Command

This higher-level creature can issue commands to lower-ranked members of its kind or faction. When it uses this action, one friendly creature of their choice within 100' can immediately move or use an action. The commanded unit can also roll this talent's die as part of any one test or challenge made during this turn.

#### Radioactive Presence

The creature is so highly radioactive that merely being close to it can cause somepony to take in an unhealthy dose of rads. When a creature starts its turn within a certain radius of you, it takes a certain amount of radioactive damage, depending on the value for this talent.

Talent Value	Radiation Radius	Radioactive damage
D4	5'	1
D6	10'	1
D8	10'	2
D10	15'	2
D12	15'	3
D20	20'	3

#### Self-Destruct

As a last resort, this creature can explode in a fiery self-destruct attack. When the creature explodes, it makes a Body challenge, including the die for this talent, against all creatures within a certain radius of it.

Creatures that fail this challenge take fire damage equal to the difference between the creature's score and victim's score, plus the effect's damage bonus. Even on a success, the defender takes minimum damage equal to the damage bonus, unless they scored an amazing success.

The radius of this effect and its damage bonus depends on the value of its die.

Talent Value	Radiation Radius	Damage Bonus
D4	5'	+2
D6	10'	+3
D8	15'	+4
D10	20'	+5
D12	25'	+6
D20	30'	+10

## Quirks

### Dark Vision

Your eyes have evolved to see clearly in the dead of night and deep underground. You can see in the dark, including in total darkness. Areas of dim light appear as bright, while areas of darkness are merely treated as dim light for you. In total darkness, you cannot discern color, and everything appears in a greenish tint of black and white.

### Immunity

The creature is immune to a particular type of damage or effect.

### Mindless

The creature has no brain, or its mental state has deteriorated so much that it can no longer perform higher functions of thought. It cannot speak, nor can it attempt any Mind test or challenge involving smarts. It is immune to psychic damage.

### Multi-Attack

The creature can use its action to make a specified number of attacks, each with a different weapon against separate targets, without any penalty for multi-weapon fighting.

### Resistance

The creature is resistant to a particular type of damage. Whenever they take this type of damage, they only take half of it, rounding down. This can reduce the damage taken to 0.



# APPENDIX: RANDOM JUNK

Roll on the below tables to randomly determine ancient junk that your players find during their wasteland adventures. Not all of these items are represented in the Equipment chapter. It's up to you and your players to decide how to make use of this ancient junk in interesting and useful ways!

D100	Junk Table
1-10	Ammo
11-15	Chems
16-25	Medicine
25-30	Books
31-45	Food
46-55	Clothes/Armor
56-60	Weapons
61-95	Ancient Junk
96-100	Arcano-Tech

D100	Ammo
1-30	Rounds
31-35	Rounds, AP
36-40	Rounds, Rubber
41-55	Shells
56-60	Shells, AP
61-70	Heavy Rounds
71-75	Heavy Shells
76-85	Spark Battery
86-88	Sparkle Pack
89-95	Petrol
96-99	Heavy Slugs
100	Balefire Egg

D100	Chems
1-15	Buck
16-30	Cigarettes
31-45	Mint-Als
46-60	Painkiller
61-70	Steady
71-77	Moon Dust
78-83	Cigars
84-89	Dash
90-93	Hydra
94-96	Blood Pack
97-99	Party-Time Mint-Als
100	Stampede

D100	Medicine
1-20	Magical Bandage
21-35	Healing Potion
36-45	Medkit
46-55	Rad-Away
56-63	Disinfectant
64-70	Vitamins
71-75	Cough Syrup
76-80	Extra-Strength Healing Potion
81-85	RadSafe
86-89	Anti-Acid Tablets
90-93	Laxative
94-96	Doctor's Bag
97-99	Vaccine
100	Super Restoration Potion

D20	Books
1	Applied Gemstones
2	Big Book of Arcane Sciences
3	Captain Andromeda Sci-fi Comic
4	Dictionary
5	Equestrian Army Today
6	Equestrian Robotics Programming Manual
7	Give Peas a Chance: the Vegetarian's Guide to Cooking
8	Guns and Bullets
9	Martial Arts of the Zebras
10	Minotaur Market
11	Principles of Proper Pony Speech
12	Supernaturals – Natural Remedies that Are Just Super
13	Sword Mares Comic
14	The Big Book of Boom! – The Dynamite Guide to Handling Explosives
15	The Egghead's Guide to Running
16	The Wasteland Survival Guide
17	TLC Squared: "Tender Loving Care for Totally Lost Causes"
18	Today's Locksmith
19	Wingboner Magazine
20	Zebra Infiltration Tactics

D100	Food
1	A Wafer-Thin Mint
2	Apple Sugar Bombs
3	Applejack (the booze)
4	Applejuice
5	Bag of Chips
6	Bag of Chocolate Chips
7	Bag of Hard Candy
8	Bag of Peanuts
9	Bag of Potatoes
10	Bag of Rice
11	Bag of Sugar
12	Beer, 6-Pack
13	Blamco Mac & Cheese
14	Bloatsprite Meat
15	Block of Cheese
16	Bottle of Ketchup
17	Bottle of Mustard
18	Bottle of Wine – Common
19	Bottle of Wine – Rare
20	Box of Cake Mix
21	Box of Pasta
22	Box of Raisins
23	Box of Saltine Crackers
24	Brahmin Meat
25	Brandy
26	Can o' Beans
27	Canned Applesauce
28	Canned Soup
29	Canned Veggies
30	Cat Food
31	Champagne
32	Cider, 6-Pack
33	Cinna-Bonbon
34	Cotton Candy Bites
35	Dandy Colt Apples
36	Dirty Water
37	Dog Biscuit
38	Dog Food
39	Dried Chiles
40	Fancy Buck Snack Cakes
41	Flour
42	Fresh Carrots
43	Fresh Corn
44	Fresh Eggs
45	Fresh Fish
46	Fresh Fruit
47	Fresh Greens
48	Fresh Melon
49	Fresh Mushrooms
50	Fresh Onions

D100	Food
51	Fresh Squash
52	Gin
53	Granola Bars
54	Hot Sauce
55	Ice Cold Sparkle Cola
56	InstaMash
57	Instant Noodles
58	Jar of Jelly
59	Jar of Mayonnaise
60	Jar of Peanut Butter
61	Jar of Pickles
62	Jar of Spices
63	Jar of Tomato Sauce
64	Jug of Maple Syrup
65	Keg of Craft Ale
66	Kitty Treats
67	Loaf of Bread
68	Mutfruit
69	Novelty Astropony Ice Cream
70	Oatmeal
71	Olive Oil
72	Pack of Fruity Gum
73	Pack of Honey Drops
74	Pickled Eggs
75	Pickled Veggies
76	Pony Meat
77	Popcorn
78	Potted Meat
79	Purified Water
80	Radgator Jerky
81	Radhog Bacon
82	Radscorpion Meat
83	Rum
84	Salad Dressing
85	Salisbury Steak
86	Salt
87	Scotch
88	Soup Base
89	Sparkle Cola
90	Sparkle Cola RAD
91	Sugar-Free Gummy Ursas
92	Sunrise Sarsaparilla
93	Tequila
94	Tin of Sardines
95	Tin of Smoked Almonds
96	Vacuum-Sealed Hay-Bacon
97	Vegetable Oil
98	Vinegar
99	Vodka
100	Whiskey



D100	Clothes/Armor
1-3	Business Suit
4-6	Corporate Logo Shirt
7-9	Leather Barding
10-12	Pop Culture T-Shirt
13-15	Baseball Cap
16-18	Bike Helmet
19-21	Costume Jewelry
22-24	Raider Barding
25-27	Saddlebags
28-30	Comfy Socks
31-33	War Helmet
34-36	Military Fatigues
37-38	Utility Overalls
39-40	Bowler Hat
41-42	Denim Jeans
43-44	Welder's Mask
45-46	Battlesaddle
47-48	Athletic Horseshoes
49-50	Hockey Mask
51-52	Physician's Coat
53-54	Robes
55-56	Safety Goggles
57-58	Sports Jersey
59-60	Sunglasses
61-62	Sunhat
63-64	Aviator Goggles
65-66	Metal Barding
67-68	Miner's Helmet
69-70	Newspony Cap
71-72	Rubber Gloves
73-74	Sequin Dress
75-76	Silver Jewelry
77-78	Tophat
79	Galoshes
80	Warm Subject Hoodie
81	Day-Glow Vest
82	Swimsuit
83	Designer Shoes
84	Nightmare Night Costume
85	Combat Boots
86	Hazmat Suit
87	Roller Skates
88	Snow Boots
89	Basic Power Armor
90	Beekeeper's Suit
91	Circus Afro Wig
92	Combat Barding
93	Gold Jewelry
94	Maid Uniform
95	Monocle
96	Morphsuit
97	School Mascot Costume
98	Suggestive Nightwear
99	Tuxedo
100	Wizard Hat

D100	Weapons
1-3	10mm Pistol
4-6	9mm Pistol
7-9	Axe
10-12	Double Barrel Shotgun
13-15	Hunting Rifle
16-18	Knife
19-21	Nerf Gun
22-24	Pipe Wrench
25-27	Pitchfork
28-30	Pool Cue
31-33	Rake
34-36	Revolver
37-39	Sledgehammer
40-41	.223 Pistol
42-43	10mm SMG
44-45	Assault Rifle
46-47	Automatic Rifle
48-49	Baseball Bat
50-51	Dart Gun
52-53	Dynamite
54-55	Frag Grenade
56-57	Frag Mine
58-59	Golf Club
60-61	Magical Energy Shotgun
62-63	Matrix Disruption Grenade
64-65	Matrix Disruption Mine
66-67	Police Baton
68-69	Serrated Knife
70-71	Sharpened Shovel
72-73	Spiked Horseshoes
74-75	Sword
76-77	Whip
78	Auto-Axe
79	Brush Gun
80	Cattle Prod
81	Chainsaw
82	Crossbow
83	Flail
84	Flamethrower
85	Grenade Machinegun
86	Hellhound Claw Knives
87	IF-9 Combat Shotgun
88	Mace
89	Magical Energy Grenade
90	Magical Energy Mine
91	Magical Energy Minigun
92	Magical Energy Pistol
93	Magical Energy Rifle
94	Minigun
95	Missile Launcher
96	Missiles
97	Needler Pistol
98	Scoped Assault Carbine
99	Sniper Rifle
100	Squirt Pistol

D100	Ancient Junk
1	Air Compressor
2	Air Freshener
3	Air Horn
4	Aluminum Cans
5	Antifreeze
6	Antique Globe
7	Ashtray
8	Assorted Nuts, Bolts, and Screws
9	Autographed Movie Poster
10	Baby Rattle
11	Bag of Cement
12	Bag of Fertilizer
13	Bandage Scissors
14	Bathroom Scale
15	Bicycle
16	Bike Lock
17	Binoculars
18	Blinker Fluid
19	Blowtorch
20	Boardgame
21	Bolt Cutter
22	Bolt of Cloth
23	Boom Mic
24	Bottle of Hoof Polish
25	Bottle of Lotion
26	Bowling Ball
27	Box of Candles
28	Box of Fireworks
29	Box of Paperclips
30	Boxing Gloves
31	Brake Pads
32	Bucket of Baseballs
33	Build-Me-Up Buttercup
34	Camera Flash Bulb
35	Camera Lens
36	Camping Chair
37	Can of Compressed Air
38	Carpenter's Hammer
39	Carpet Steamer
40	Catcher's Mitt
41	Catnip Toy
42	Chess Set
43	Cinnamon Broom
44	Cleaning Solvent
45	Climbing's Kit
46	Clipboard
47	Clothes Iron
48	Coloring Book
49	Compass
50	Construction Hazard Light

D100	Ancient Junk
51	Cookware
52	Creepy Monkey Toy
53	Dakimakura Pillow
54	Deck of Playing Cards
55	Desk Fan
56	Dr. Hooves Chemistry Set for Kids
57	Duct Tape
58	Dumbbell
59	Extension Cord
60	Foal's Wagon Seat
61	Garden Gnome
62	Gas Grill
63	Geiger Counter
64	Gems
65	Gold-Plated Flip Lighter
66	Gumball Machine
67	Handy Dandy Notebook
68	Hearing Aid
69	Inflatable Kiddie Pool
70	Jackhammer
71	Laboratory Glassware
72	Magnifying Glass
73	Metal Lunchbox
74	Military Ammo Bag
75	Model Robot Kit
76	Motorcycle Engine
77	Musical Instrument
78	Oil Canister
79	Oven Mitt
80	Pack of Crayons
81	Pack of Glowsticks
82	Pail of Chalk
83	Plastic Wrap
84	Police Badge
85	Portable Stove
86	Pristine Coffee Mug
87	RC Toy Car
88	Rubber Chicken
89	Silverware Set
90	Sleigh Bells
91	Small Mirror
92	Soap
93	Sports Equipment
94	String of Holiday Lights
95	Table Lamp
96	Tin Foil
97	Toaster
98	Typewriter
99	Wagon Muffler
100	Wonderglue



D100	Ancient Junk
1	3D Printer
2	Advanced Medical Spell Matrix
3	Amplifier
4	Barometer
5	Biometric Scanner
6	Blowdryer
7	Boat Motor
8	Breathalyzer
9	Broadcaster
10	Broken Power Armor Helmet
11	Broken Terminal
12	Bug Zapper
13	Bunsen Burner
14	Camcorder
15	Capacitors
16	Circuit Board
17	Clock Radio
18	Coffee Maker
19	Cordless Drill
20	CRT Screen
21	Cybernetic Augment
22	Digital Camera
23	Digital Thermometer
24	Dismantled Mr. Handy
25	Earphone
26	Electric Blender
27	Electric Guitar
28	Electric Razor
29	Electric Toothbrush
30	Electronic Lockpick
31	Electronics Instrumentation Kit
32	Electronics Repair Kit
33	Enhanced Targeting Card
34	Equestrian Cartography Onspark
35	Espresso Machine
36	Flatscreen Monitor
37	Flux Regulator
38	Fuse
39	Gaming Controller
40	Gaming Headset
41	Garbage Disposal
42	High-Powered Magnet
43	Holo-Game Cartridge
44	Hologram Projector
45	Hoof-Cranked Generator
46	Hot Glue Gun
47	Humidifier
48	Ice Cream Maker
49	Ice Maker
50	Interface Cable

D100	Ancient Junk
51	Label Maker
52	Laser Motion Sensor
53	Laser Pointer
54	Lawnmower
55	Magical Field Conducting Array
56	Magical Photo Frame
57	Megaphone
58	Memory Stick
59	Metal Detector
60	Microscope
61	Mini Fridge
62	Motorcycle
63	Multicolor LED Light
64	Multi-Media Player
65	Neon Sign
66	Optical Cables
67	Overhead Projector
68	Personal Communicator
69	Pocket Calculator
70	Portable Generator
71	Portable Terminal
72	Power Relay Coil
73	Pre-War Documentary
74	Pre-War Film
75	Printer-Scanner
76	Remote Control Drone
77	Rice Cooker
78	Robotic Arm
79	Security Camera
80	Set of Blank Holotapes
81	Slave Collar
82	Smoke Detector
83	Spark Battery
84	Sparkle Pack
85	StealthBuck
86	Telephone
87	Telescope
88	Terminal Keyboard
89	Terminal Stylus
90	Theremin
91	Toy Robotics Kit
92	T-Shirt Cannon
93	Vacuum Cleaner
94	Vacuum Tube
95	VR Goggles
96	Waffle Iron
97	Wagon Stereo
98	Water Heater
99	Water Purifier
100	Wireless Transmitter



# GAMMA EQUESTRIA



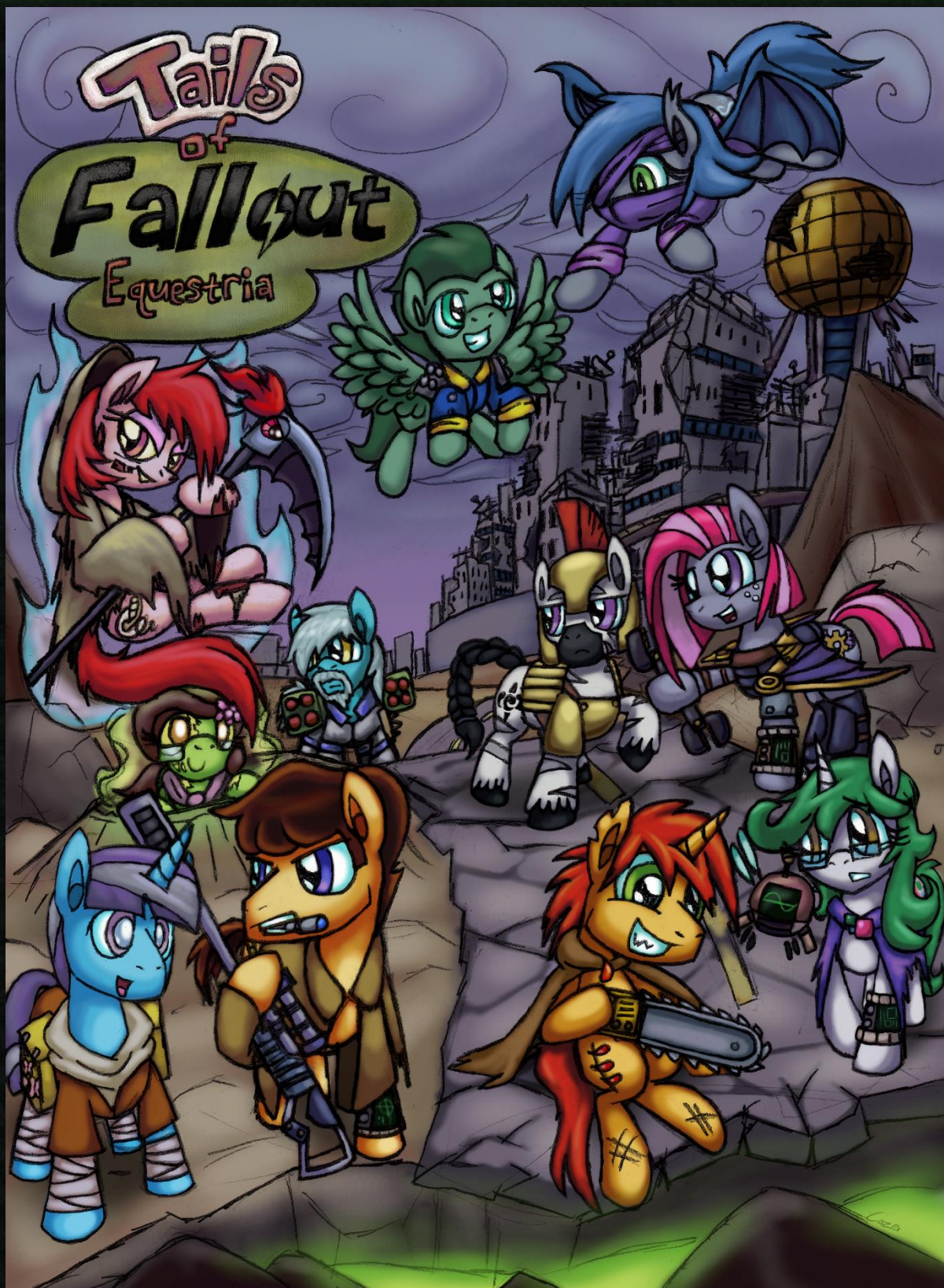


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