

PLAY TEST KIT #2: FEATS OF DARING



For the purposes of this kit, any rules listed here supersede those found in the **Savage Worlds Deluxe Edition** and **The Savage World of My Little Pony**. Contact Rodger Phillips Marsh at giftkrieg23@gmail.com for questions, comments, and suggestions about these play test materials.

THIS MODULE REQUIRES THE 'SAVAGE WORLDS DELUXE EDITION' AND 'THE SAVAGE WORLD OF MY LITTLE PONY 4TH EDITION' TO PLAY!

More information can be found on the author's DeviantArt page at <http://giftkrieg23.deviantart.com/>

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FEATS

FEATS OF DARING

Starting Powers: One Novice-rank Feat of Daring; upon reaching each new Rank you gain one new Feat of Daring of that Rank.

Feats of Daring are the manifestations of a pegasi's inherent magical nature, allowing them to perform such feats as controlling the weather and flying like the wind. This magic comes from within, and those with extreme mastery of themselves can perform feats that are every bit as miraculous as the arcane magic wielded by unicorns.

Heroic Feats: Heroic-rank Feats represent incredible powers far beyond what most ponies are capable of, making them quite mentally and physically taxing. You may not use more than one Heroic Feat of any kind per day, even by spending a Benny.

Legendary Feats: Legendary-rank Feats are so miraculous and difficult to accomplish that you may not use more than one of any kind per week, even by spending a Benny.

NOVICE FEATS OF DARING

♦ ALERT SENSES

Suit: Diamonds
Requirements: Novice
Duration: 1 minute/Rank

Make a Notice roll when you activate *Alert Senses*: you sense nearby living creatures and dangers within a radius of 5", plus an additional 5" for each success and raise rolled. It is up to the Game Master's discretion what sorts of things may be sensed, but in general it includes animals and other creatures that may be hidden or obscured from view, traps and other hidden natural hazards (quicksand, loose rocks on a slope, etc) and anything else deemed appropriate. Any creatures deliberately trying to hide may roll Stealth opposed against the Notice roll to remain unnoticed, treating the character using *Alert Senses* as an Active Guard (see the *Savage Worlds Deluxe Edition*, page 26, for more information).

♠ BLUE STREAK

Suit: Spades
Requirements: Novice, Flight
Duration: Vigor/2 Rounds

When flying at Flanking speed, your Pace increases to triple your basic Pace plus 3d6" instead of the normal double your basic Pace and 2d6".

♣ CHALLENGING CRY

Suit: Clubs
Requirements: Novice
Duration: Instant

Activate *Challenging Cry* to interrupt the action of another creature that can hear you; this requires no opposed Agility roll to interrupt successfully (see the *Savage Worlds Deluxe Edition*, page 65, for more information) and you do not have to be on Hold. The target receives a -1 penalty to that action. If you wish to do so, you may choose to roll the opposed Agility roll anyway; increase the penalty to -1 for each success and raise you roll.

♣ COMPELLING VOICE

Suit: Clubs
Requirements: Novice
Duration: 1 minute/Rank

Activate *Compelling Voice* when you speak or sing to one or more creatures that can hear and understand you. All that do so must immediately roll Spirit with a penalty to their roll equal to your Charisma (up to a maximum penalty of -2). Unless they are successful, they are influenced by an emotion appropriate to what you are speaking about (at the Game Master's discretion). A rousing tale of a battle may inspire courage or awe, while a threatening or frightening warning or tale may cause discomfort and fear among those who hear it. It is up to the Game Master to decide the specific effects of *Compelling Voice*, though it may affect future social rolls against the listeners and may be used in conjunction with a social roll (such as Persuasion) by adding a bonus. The Game Master should make a Group roll (see the *Savage Worlds Deluxe Edition*, page 63, for more information) for groups of multiple extras.

† MANTLE OF SUPERIORITY

Suit: Daggers
Requirements: Novice, Flight
Duration: 1 round/Rank

While flying, you gain a +1 bonus to all Clash of Wills attack rolls.

◆ OWL'S FLIGHT

Suit: Diamonds

Requirements: Novice, Flight

Duration: Vigor/2 Rounds

While flying, you gain a +2 bonus to Stealth rolls to remain unheard.

† UNDENIABLE

Suit: Daggers

Requirements: Novice

Duration: Instant

Undeniable requires an action to perform. You perform a single act of unheard-of agility or balance, such as dodging between falling rocks without being crushed and only inches of clearance, navigating a narrow and winding passageway at full flying speed, literally balancing on the head of a pin, or something else appropriate to the situation; no roll is necessary. The Game Master decides what is appropriate based on the situation, but it should be something that is normally very hard to do. You cannot use *Undeniable* to harm any living creature, directly or indirectly.

♥ WEATHER SHAPING

Suit: Hearts

Requirements: Novice

Duration: 1 hour/Rank

You alter the weather in a 1-mile radius around you; *Weather Shaping* cannot change the current weather, but you may increase or decrease its current intensity. It is up to the Game Master's discretion what this entails, but you may clear or thicken fog or rain (decreasing or increasing the Cover it provides, for example), speed up or slow down the wind, etc.

♠ WHIRLING-WING FINESSE

Suit: Spades

Requirements: Novice, Flight

Duration: Vigor/2 Rounds

While flying, your total Pace is halved but you receive a +2 bonus to Agility rolls and are considered to have Medium cover against ranged attacks.

♥ WHISTLE UP THE WIND

Suit: Hearts

Requirements: Novice

Duration: Instant

Whistle Up the Wind takes an action to perform. With a beat of your wings, you create a very strong blast of air that can push clouds, knock over objects, etc. The blast extends out 2" x your Strength along a straight line towards a target spot in range, and affects all targets within 2" of the line. Creatures must make a successful Agility roll or be knocked

Prone. Creatures that are currently flying roll Grace instead, and if they are unsuccessful, they fall 6". They continue to fall each turn until they roll a successful Grace roll or hit the ground. The Game Master determines what possible effects the blast would have on objects; some examples could include blowing down doors, knocking over fences, etc.

SEASONED FEATS OF DARING

♥ BLASTING WINDS

Suit: Hearts

Requirements: Seasoned

Duration: Vigor/2 Rounds

Each square within 5" of you costs 2 squares of movement to move through unless moving directly away from you, even for flying creatures.

† EFFORTLESS MOMENTUM

Suit: Daggers

Requirements: Seasoned

Duration: Instant

Activate *Effortless Momentum* whenever you make a successful Agility roll, or roll any Skill that is tied to Agility. For each raise you roll, you gain a +1 bonus to your basic Pace and all Trait rolls until the end of your next turn. This bonus cannot exceed +2.

† ELUSIVE STEP

Suit: Daggers

Requirements: Seasoned

Duration: Instant

Activate *Elusive Step* when you move, or when you are in a Grapple. For the duration of your moment, you do not incur attacks for Withdrawing (see the *Savage Worlds Deluxe Edition*, page 76, for more information) and if you are in a Grapple, you may immediately break free and act normally this turn.

♠ EXCEED THE SPEED

Suit: Spades

Requirements: Seasoned, Flight

Duration: Vigor/2 Rounds

When you activate *Exceed the Speed*, you suffer a level of Fatigue equivalent to lack of Sleep (see the *Savage Worlds Deluxe Edition*, page 89, for more information). You may move a second time each round at your basic Pace (you cannot run or flank with this extra movement).

◆ HIDE IN PLAIN SIGHT

Suit: Diamonds

Requirements: Seasoned

Duration: Instant

Activate *Hide in Plain Sight* when you make a Stealth roll to hide or otherwise not be noticed; as long as you do not move, your bonus from cover increases by one step (light cover to medium cover, medium cover to heavy cover). In instances where you do not currently have some form of reasonable cover and would not normally have a chance to hide, the Game Master may choose to give you effective light cover if you can find something as minimal as a shadow to hide within, or are wearing clothing that matches your surroundings.

♣ POWERFUL VOICE

Suit: Clubs

Requirements: Seasoned

Duration: 1 round/Rank

You may significantly increase the volume and range of your voice, loud enough to address large crowds and speak over other loud noises. Upon activating *Powerful Voice*, any powers preventing you from speaking normally (or at all) are immediately dispelled. In addition, at the Game Master's discretion, you may gain a +1 bonus to Leadership, Persuasion, and Taunt rolls.

♣ RALLYING CRY

Suit: Clubs

Requirements: Seasoned

Duration: Instant

You may activate *Rallying Cry* even if you are Shaken. You let out a battle cry, giving you and all allies who can hear you an immediate Spirit roll to become unshaken. If an ally is also within your Command Radius (if you have one), double any bonuses that you normally provide to rolls to become unshaken.

♥ SKYSWEEPER

Suit: Hearts

Requirements: Seasoned, Flight

Duration: 1 minute/Rank

Within a 1-mile radius around you, the weather becomes clear and free of effects such as fog, rain, strong winds, falling snow, etc.

◆ VOICE ON THE WIND

Suit: Diamonds

Requirements: Seasoned

Duration: Instant

Choose a target creature that you can see; you lightly blow a puff of air towards them, and they hear an illusionary sound

of your choice. It appears to them to come from any direction you choose and can be anything from a voice to the sound of a creaking floorboard, though it must be no more than a second long. Only the target can hear it; it is up to the Game Master's discretion what the effect of the noise will be, but *Voice on the Wind* can be used for such things as distracting guards, frightening animals, or carrying an important message like "Now!" or "Run!" to an ally from afar.

♠ WHO DARES WINS

Suit: Spades

Requirements: Seasoned, Flight

Duration: Vigor/2 Rounds

Activate *Who Dares Wins* at the beginning of a round as Action Cards are being drawn, and on all subsequent rounds when Action Cards are being drawn for its duration. When you draw your Action Card, discard and redraw your card until you draw a card that is at least as high as your basic Pace, or a face card or Joker. Cards discarded in this way are shuffled back into the deck (do not shuffle the discard pile or any other cards back into the deck).

VETERAN FEATS OF DARING

♠ AS THE WIND

Suit: Spades

Requirements: Veteran, Flight

Duration: Instant

As the Wind takes an action to perform. For a brief moment, you become a swirling gust of wind before reappearing elsewhere. You teleport to a spot within your basic Pace that you can clearly see (no intervening barriers or obscuring effects such as fog) and that is not through a solid object. Enemies adjacent to you when you reappear do not get free attacks against you.

† AVENGING AVATAR

Suit: Daggers

Requirements: Veteran

Duration: 1 round/Rank

Avenging Avatar takes an action to perform. Enemies must make a Fear roll with a penalty equal to your Charisma modifier when they first see you, to a maximum penalty of -4; if you have 0 Charisma, the Fear roll modifier is +0. In addition, the penalty increases by -1 for each Rank greater than the enemy that you are. The final result of the Fear Table roll cannot exceed 20, and any targets suffering the Minor Phobia, Major Phobia, or Mark of Fear result are also Panicked.



† CHAMPION'S DISPLAY

Suit: Daggers

Requirements: Veteran

Duration: Instant

Activate *Champion's Display* to interrupt any attack or Clash of Wills attack that successfully hits an ally within a distance equal to your basic Pace. You immediately move into the spot currently occupied by the chosen ally, who is then immediately moved directly behind you by 1"; you are the new target of the attack, which hits automatically. Use your ally's Toughness or Clash of Wills defense roll total for determining the effect of the hit.

♣ DEFLECTING CRY

Suit: Clubs

Requirements: Veteran

Duration: Instant

You may activate *Deflecting Cry* if you are on Hold, or you may make an opposed Agility roll as if you were on Hold, to interrupt an attack (either melee or ranged, or a suitable Grace or Intimidate Clash of Wills attack, at the Game Master's discretion) against you. This includes spells that are treated as a ranged attack. The attacker receives a -4 penalty to the attack roll and ignores the effects of raises.

♦ EYES OF THE NIGHTHAWK

Suit: Diamonds

Requirements: Veteran

Duration: 1 hour/Rank

You can see well into the infrared spectrum, allowing you to see the heat given off by your surroundings. You gain infravision (see the *Savage Worlds Deluxe Edition*, page 131, for more information) but ignore all penalties from darkness against living creatures instead of just halving them.

♠ FOLLOW THE LEADER

Suit: Spades

Requirements: Veteran

Duration: 1 round/Rank

You and all allies gain a +2 bonus to Pace as long as they can see and hear you. Creatures cannot be affected by more than once instance of *Follow the Leader* at once.

♥ HUNTER'S BERTH

Suit: Hearts

Requirements: Veteran, Flight

Duration: 1 hour/Rank

You do not need to roll to resist the effects of cold until the temperature drops below freezing by 10° Fahrenheit/Rank, and you are automatically considered to be wearing basic warm clothing (see the *Savage Worlds Deluxe Edition*, page 87, for more information). In addition, you require only half

as much oxygen in the air before suffering ill effects from thin air.

♦ LURKING AMBUSH

Suit: Diamonds

Requirements: Veteran

Duration: Instant

You may activate *Lurking Ambush* at the beginning of a surprise round before Action Cards are drawn to be able to act on that round if you were not originally and redraw any Action Card less than a 6, or when you have The Drop to increase the bonus to +6 (see the *Savage Worlds Deluxe Edition*, page 72, for more information).

♣ VETERAN'S VOICE

Suit: Clubs

Requirements: Veteran

Duration: 1 minute/Rank

You gain a +1 Charisma bonus against other creatures that can hear and understand you and who are not of a higher rank. This bonus increases to +2 if the creature's rank is at least one lower than yours.

♥ WHIRLIGIG

Suit: Hearts

Requirements: Veteran

Duration: Instant

Whirligig takes an action to perform. You move a single target as if it was affected by the *Telekinesis* spell for one turn (see the *Savage World of My Little Pony 4th Edition*, page 61, for more information).

HEROIC FEATS OF DARING

♦ DRIFTCLOUD

Suit: Diamonds

Requirements: Heroic

Duration: 1 minute/Rank

Driftcloud takes an action to perform. You summon a dark cloud that envelopes you tightly and moves with you. While you are inside the cloud, those around you will subconsciously ignore the cloud's presence and forget ever having seeing it. While moving, all other creatures are considered to be Inactive guards when you roll Stealth. If you fail your roll and become detected, all within eyeshot can see the cloud and become Active guards. You remain 'invisible' as long as you remain inside the cloud and take no direct action such as touching another creature, speaking, or otherwise drawing attention to yourself. You can only walk

or fly at half your Pace while inside the cloud, which may be dispelled as a free action.

♠ FIGHT TO WIN

Suit: Spades

Requirements: Heroic

Duration: Instant

Activate *Fight to Win* when you draw Action cards: you may discard your current card and act as if you just drew a Joker, though you do not receive the +2 bonus and the deck is not reshuffled.

♥ GALEFORCE FRONT

Suit: Hearts

Requirements: Heroic, Flight

Duration: 1 round/Rank

Galeforce Front takes an action to perform. With a beat of your wings, you create a massive wall of blasting wind with a width of 2" x your Strength that extends outwards 1 mile. You can have the *Front* blow at hurricane speeds, enough to knock down trees and small buildings and cause other damage at the Game Master's discretion. Creatures must make a successful Agility roll at a -2 penalty or be knocked Prone. Creatures that are currently flying roll Grace with the same penalty instead, and if they are unsuccessful, they fall 6". They continue to fall each turn until they roll a successful Grace roll (with the same penalty) or hit the ground. The damage caused by *Galeforce Front* is indiscriminate, and you cannot control how the wind affects any particular object or area. You may end the effect as a free action.

♣ SCATHING VOICE

Suit: Clubs

Requirements: Heroic

Duration: 1 round/Rank

You utter a single accusing word at a target that can hear and understand you: the target's wound, daunt, and fatigue penalties are doubled (to a maximum of -4), and the target must immediately make an opposed Spirit roll with a -2 penalty against you or be Shaken if it is not already.

† WINGED PARAGON

Suit: Daggers

Requirements: Heroic

Duration: Instant

Activate *Winged Paragon* when you make any successful Agility roll, or any roll for a skill tied to Agility. You gain a free raise on that roll on top of any you may have already rolled. You may also activate *Winged Paragon* when you roll a critical failure (a roll of two 1's) on any of the aforementioned traits to re-roll (this supersedes the *Critical Failures* Setting Rule). You must accept the new result, even if it is another critical failure.

LEGENDARY FEATS OF DARING

† A HIGHER FLIGHT

Suit: Daggers

Requirements: Legendary

Duration: 1 minute/Rank

When you activate *A Higher Flight*, roll Agility. For each success and raise you roll, choose two Traits that you have at least a d4 in: the chosen Traits increase by one die type. No Trait can be raised by more than one die type from this Feat, and the number of Traits you increase cannot exceed your Agility/2.

♣ CONDEMNING CRY

Suit: Clubs

Requirements: Legendary

Duration: Instant

Choose up to three creatures that can hear and understand you: each creature automatically receives a daunt. The target(s) may attempt to Soak these daunts.

♠ ELUDE THE HOURGLASS

Suit: Spades

Requirements: Legendary, Flight

Duration: Instant

Activate *Elude the Hourglass* only at the end of your turn, and only if you are currently flying. Take another full turn after this one.

♦ THE GREATEST TRICK

Suit: Diamonds

Requirements: Legendary

Duration: Instant

The Greatest Trick takes an action to perform. Choose a single creature that you can see clearly (no intervening barriers or obscuring effects such as fog) and that is not through a solid object. You immediately physically switch places with the target, and any daunts or wounds that were inflicted by enemies that you have suffered are exchanged with the target, replacing each of your own with theirs and vice versa.

♥ LADY/LORD OF STORMS

Suit: Hearts

Requirements: Legendary, Flight

Duration: 1 day



Lady/Lord of Storms takes an action to perform. You change the current weather across the entire region around you; the size of this area is up to the Game Master's discretion and should be whatever is appropriate to the situation, from a valley to an entire countryside. You can create any weather effect you wish, from hurricane-force winds to desert-like heat or freezing rain at will (but also at the Game Master's discretion). Any remaining residual products of the produced weather conditions (such as water or snow) disappear at the end of *Lady/Lord of Storm's* duration. You may change the weather conditions or dispel them as a free action.