

THE
SAVAGE WORLD
OF
MY LITTLE PONY



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Revised 4th Edition



by

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This Module requires the Savage Worlds Deluxe Edition to play!

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

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SETTING RULES



The Savage World of My Little Pony uses several Setting Rules found in the **Savage Worlds Deluxe Edition**, some of which are different from what is found in the core rules; the differences are noted below. Some of these Setting Rules are optional but strongly recommended for most games. Optional Setting Rules are noted as such in their individual entries.

A Contest of Wills

The Savage World of My Little Pony adds a new system for combat using 'Clash of Wills' attacks that can inflict 'daunts' on your opponents in a similar fashion to attacks and wounds. These are explained in more detail in their own section as part of the *Game Rules* chapter.

Critical Failures

Optional; This Setting Rule adds an element of added tension to the game, and is recommended if the Game Master is looking to make the game more challenging. See the section on *Setting Rules* on page 94 of the **Savage Worlds Deluxe Edition** for more information.

Heroes Never Die

Optional; Generally suited for most *My Little Pony* games, this Setting Rule complements the *Tenet Against Violence* Setting Rule nicely and is suitable for games that closely reflect *Friendship is Magic* itself in tone. See the section on *Setting Rules* on page 94 of the **Savage Worlds Deluxe Edition** for more information.

No Power Points

The *No Power Points* Setting Rule can be found in full in the **Savage Worlds Deluxe Edition**. Listed here are changes specific to *The Savage World of My Little Pony* for this Setting Rule:

- **Arcane Skill-** Unicorns and other magic users use Spellcraft as their arcane skill.
- **Cantrips-** Cantrips do not normally require a Spellcraft roll to cast successfully. However, any cantrips that you maintain inflict penalties as if they were maintained spells.
- **Casting-** A failure on your Spellcraft roll to cast a spell has no effect other than that the spell does not activate.
- **Backlash-** There is no backlash effect if a Unicorn rolls a '1' on their Spellcraft die.
- **Maintaining Powers-** You may choose to cancel any number of maintained spells as a free action.
- **Interrupting Powers-** Suffering a Daunt has the same effect as being Shaken or suffering a wound or Fatigue level for the purposes of powers being interrupted.
- **Power Preparation-** Preparation is no longer necessary. When you attempt to cast a spell (or Cast Option with a cantrip), if you unsuccessfully attempted to cast the same spell on your previous turn, you may ignore up to 2 points of casting penalties on your current Spellcraft roll. For this to apply, all optional modifiers (such as spells that add additional effects by increasing the casting penalty) must be the same.

Tenet Against Violence

"Hence to fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting."

Sun Tzu, "The Art of War"

Optional; Designed to create an atmosphere closer to that found in *Friendship is Magic*, the Tenet Against Violence provides the players with an incentive not to use violence to solve the problems presented to them throughout the course of the game. In any game session in which a character resorted to deliberate violence (wounding another creature directly or indirectly, causing purposeful mental or physical harm, deliberately forcing others to take similar actions, etc), *all* players in the group receive no experience points for that session, no matter how successful they may have already been.

The Game Master is the ultimate arbitrator on what would violate this rule, but it should generally exclude things such as 'slapstick' violence used for dramatic or comedic effect. It is up to the Game Master as to whether or not violence used in self defense is acceptable or whether it violates the Tenet, especially if the character had other options and decided to use violence instead. In addition, it is up to the Game Master to decide if they want to use a looser interpretation of the Tenet Against Violence, such as having

non-lethal damage not violate this rule (see the **Savage Worlds Deluxe Edition**, page 74 for information on using non-lethal damage).

War: What is it good for?

Since adding the Tenet Against Violence, many players have commented one way or another on its purpose and efficacy. Ultimately, its usefulness is based on what is expected between the Game Master and his or her players; it is not for every group, but it can be an excellent tool to encourage players to think outside of the box and keep in line with the show itself.

In the show violence is rarely used as a means to an end by the characters, and even when it does, it inevitably does little to solve the problem at hand. Many other role playing games emphasize violent combat as a major component of the game; in *The Savage World of My Little Pony*, the goal is to encourage the players to use creative problem solving, role playing, and teamwork to defeat opponents without resorting to the 'I hit it with my sword' approach.



CREATING A CHARACTER



Making a character for *The Savage World of My Little Pony* is as easy as in any other **Savage Worlds** setting- the challenge comes in deciding exactly *who* your character will be! Character creation follows more or less the same process presented in the **Savage Worlds Deluxe Edition**. To create a character, follow the steps below and fill out a copy of the character sheet provided at the end of this supplement.

Character Creation Summary

- **Choose Character Theme (Optional)**- Themes are general character archetypes that provide guidelines for creating certain kinds of characters. They are helpful if you are trying to create a character quickly or if you are new to character creation. Themes are optional and have no mechanical effect on your character.
- **Choose Breed**- Select one of the three pony breeds: Earth pony, Pegasus pony, or Unicorn pony. Each has their own strengths, weaknesses, and unique features.
- **Choose Cutie Mark**- An important development in each pony's life, you should design your character's Cutie Mark and why they were gifted with it.
- **Determine Traits**- You have **5** points with which to spend to define your attributes and **15** points for your skills. Then, determine your Derived Statistics based on your other traits.
- **Choose Hindrances and Edges**- Start with **one free Edge of your choice**. You may select up to one Major Hindrance and two Minor Hindrances, giving you from 0 to 4 points to spend on Edges, raising your attributes, skill points, or additional starting funds.
- **Choose Starting Gear**- In addition to any items that your character would reasonably own, you may use your starting funds to purchase additional equipment. Unless otherwise changed by the Game Master or by increasing starting wealth, all characters start with 100 silver pieces.
- **Finishing Touches**- Double check that every element of your character is as you want it, and fill out any remaining details such as physical description, background, and a description of their personality. This is a good time to coordinate with the Game Master and other players and see how well your character will fit into the game.

Character Theme

Presented below are several common themes and archetypes for various characters appropriate to the *My Little Pony* universe, which may or may not be used directly or as inspiration for your own character. Choosing a Character Theme does not directly affect your character creation process, it is simply an *optional* guideline to aid you in the process. Be sure to discuss your ideas with your Game Master to ensure that your character fits the setting and tone of your game.

Adventurer

You have an irresistible feeling (some might say curse) of wanderlust, and you are driven to explore and to learn more about the world around you. You will leave no stone unturned and will never abandon a potential mystery or discover, no matter the cost. Some adventurers travel to see new sights and meet new ponies; others seek knowledge or enlightenment for their own purposes. Adventurers usually fade into obscurity after a while, though the tales of some of the truly famous ponies of long ago resonate in pony culture and literature even now.

Suggested Emphasized Attributes- Spirit, Vigor

Suggested Skills- Intuition, Notice, Streetwise

Artist

The creation of art and self-expression are your life's goals, both to prove yourself to others and to satisfy your own artistic passions. Artists can be writers, painters, musicians, or any other one of many forms of creative expression. You take great pride in your work, and always strive to improve yourself and create greater and grander works. Many Artists may succeed modestly but never have their art achieve significant fame or fortune, while some create works that shape pony society in their own image.

Suggested Emphasized Attributes- Smarts, Spirit

Suggested Skills- Knowledge, Persuasion, Vogue

Athlete

You are physically a pony *par excellence*, and you have spent much of your time honing your athletic prowess and technique. Whether you focus on a particular sport or discipline, or simply work to be as well rounded as possible, you work to constantly improve yourself and stretch your limits; the rewards of your hard work are strength, endurance, and balance. While many Athletes may achieve a modicum of fame before fading from memory, there are a few elite who stretch the previous boundaries and earn their Olympian status in the record books.

Suggested Emphasized Attributes- Strength, Agility

Suggested Skills- Athletics, Grace, Leadership

Citizen

Most ponies are of the 'everyday sort'; those who form the backbone of society as artisans, farmers, shopkeepers, teachers, and everything in between. Your normal life may seem mundane, but it has taught you a number of useful skills and brought you many experiences that will serve you on your adventures. While most Citizens are content to live their lives as they please, there have been times when history has been determined by the humblest of ponies.

Suggested Emphasized Attributes- Smarts, Spirit

Suggested Skills- Intuition, Knowledge, Leadership

Defender

While the life of the average pony is far removed from conflict, there are some who have made it their mission in life to protect others. Defenders are ponies that have made it one of their duties to protect those that they feel need their guardianship. Guarding those weaker than them, the disadvantaged or simply serving peace and society at large, Defenders can come from any walk of life and fit this paradigm into many different paths. Some Defenders work only on a small scale, while others can lead entire movements that shape the consciousness of a generation.

Suggested Emphasized Attributes- Strength, Spirit

Suggested Skills- Fighting, Intimidate, Leadership

Noble

The noble pony families are fiercely proud of their lineages, and you have been born into a life of honor and status. While pony society remains largely egalitarian, you have been brought up in a higher social circle than most other ponies and conduct yourself with manner and composure in your day to day life. Much of your time is spent maintaining your image in the eyes of other ponies, wary of the burden of expectation on your shoulders. Most Nobles are relegated to footnotes in long and dusty family histories, but a determined Noble can also become one of the movers and shakers in pony society and lead the future of entire kingdoms.

Suggested Emphasized Attributes- Smarts, Spirit

Suggested Skills- Grace, Persuasion, Vogue

Outsider

Outsiders are those who come from a land outside of the game's primary setting, and who must find their own way in their new home. Some may see you as a curiosity, while still others may treat you with suspicion or even outright hostility and distrust. Despite these obstacles, you have many insights into the world from your experiences in your homeland, and many will seek out your company for your

perspective. While many Outsiders simply come and go as the rising sun, others have brought about revelations or changes that have shaped the course of history through their unwitting intervention.

Suggested Emphasized Attributes- Smarts, Spirit

Suggested Skills- Knowledge, Notice, Streetwise

Rebel

Even in pony society, there are those who buck convention and never quite fit in with the rest of their peers and neighbors. Rebels are ponies of any kind who are proud to be black sheep in their communities, and who are scorned by their more conservative elders for their 'foalish pursuits'. A Rebel character could be a pony that never quite fit in, or who leads a life wildly out of character of their expected place in the world. While most Rebels are without cause and are content to be left alone in obscurity and solitude, there have also been Rebels who fought to change society for the better, and who have begun movements that forever mark their passing in history.

Suggested Emphasized Attributes- Strength, Smarts

Suggested Skills- Intimidate, Knowledge, Streetwise

Scholar

While some may categorize them as bookworms or stuffy academics, the Scholar is a pony who has devoted their time to one or more areas of academic or scientific study. A scholar could be a diligent scientist, a dedicated doctor, a talented researcher, or a follower of any one of many intellectual disciplines, and may also be outgoing and have a hooves-on approach to their work. While many Scholars are

content to make their own modest contributions to their fields in relative obscurity, there are a few Scholars who have produced works of incredible value to the ages, or hit upon discoveries that changed the way pony society looks at the world.

Suggested Emphasized Attributes- Smarts, Spirit

Suggested Skills- Intuition, Knowledge, Notice

Youth

Sometimes, it is the most unassuming and underestimated ponies that end up saving the day, and as a young filly or colt you dream of showing all those grown-up ponies what you can do. While you are small and inexperienced, you more than make up for these weaknesses with heart and boundless hope. You may be on a journey to get your Cutie Mark, to find your place in the world, or simply on the kind of youthful adventure that is best recounted years later over a cup of hot cocoa and a warm fire. Most Youths are content to live their lives in the present and enjoy their coming of age, while some are destined to forge their own paths that may irrevocably change their lives and the lives of those around them forever.

Suggested Emphasized Attributes- Spirit, Vigor

Suggested Skills- Investigation, Stealth, Taunt



Pony Breed

You must choose one of three pony Breeds: Earth pony, Pegasus pony, or Unicorn pony. Each has their own advantages and disadvantages, though each have a wide range of possible characters. At this point, you should also decide whether or not you are going to play an adult character or a young character: adult characters are created normally like any other with the rules below, while young characters have certain restrictions and penalties during character creation. Young characters also **must** take the Young Filly/Colt Hindrance; any differences in character creation are noted in each individual section.

Earth Pony

Earth ponies most closely resemble the idea of the 'normal' pony, as they lack any of the magical or fantastic accoutrements of their relatives. Nevertheless, their mundanity belies their own unique inner strengths that many take for granted. Earth ponies have an innate, intuitive understanding of the natural world around them, from plants and animals to all things mechanical and logical. This understanding can manifest in many different ways: some earth ponies have an almost supernatural rapport with animals, while others are instinctually in tune with plants and nature in general. Still others are gifted with unusually intuitive technical knowledge, and are able to design and construct complicated devices and machines whose ingenious design seem to defy understanding. They are sometimes stereotyped as being simple and ordinary, but there is no field where Earth ponies cannot or do not excel. On the whole, Earth ponies are generally stockier, more physically adept, and possess a greater constitution than other ponies.



- **Solid as the Earth-** Earth ponies start with an additional attribute point at character creation.
- **Feats of Strength-** Earth ponies start with a single Novice Feat of Strength and gain an additional one at each new rank, which must be of the new rank.

Pegasus Pony

The most distinguishing feature of Pegasus ponies are their wings, which grant them the ability to soar through the air in exactly the way that ponies normally do not.



As masters of the air, Pegasi also have their own form of innate magic that allows them to control the weather and especially clouds, which they can both fly through and walk on as if they were solid objects. As such, Pegasi can build entire cities of cloudstuff and are almost always more at home in the air than on the ground. They are typically called upon to ensure good weather for their earth and unicorn pony kin, while others become hotshot fliers. Pegasus ponies are typified as flighty (both

literally and figuratively) and mercurial free spirits, but their pith and energy make them as stalwart and heroic ponies as any. Pegasi are generally thinner, sleeker, and possessing of quicker wits and coordination than other ponies.

- **Flight-** Pegasus ponies can fly at their basic Pace and may 'run' while flying, which is referred to as 'flanking'. While flanking, Pegasi move at twice their basic Pace plus an additional 2d6". It costs 2" of movement to gain 1" of altitude. A character that is Shaken or suffers a wound or daunt while flying must make an immediate Grace roll (or -2 if they are flying at flanking speed) or fall 6". They continue to fall each turn until they are no longer Shaken or hit the ground.
- **Feats of Daring-** Pegasus ponies start with a single Novice Feat of Daring and gain an additional one at each new rank, which must be of the new rank.

Unicorn Pony

While each breed of pony has their own inherent form of magic, Unicorn ponies possess the most versatile and refined magical abilities of the three breeds. The Unicorn's horn serves as a focus for their magical energies, allowing them to mentally channel and shape the ambient magical energy in the universe into the form that they choose. While most Unicorns know only a few pragmatic spells called 'cantrips' which they adapt for a variety of purposes, some go on to memorize and learn especially complex and powerful spells through rigorous formal study. Their power make Unicorns respected among the other breeds for their ability to bend the very laws of the universe to their will. Unicorn ponies are generally regarded as being haughty and arrogant as a result of their powers, but they understand their place in the universe and need to work with others for the betterment of all. Unicorns are typically of average build and size, but possess sharp minds and keen intellects that predispose them to being more erudite than other ponies.



- **Third Eye-** Unicorns start with a d4 in Spellcraft.
- **Natural Magic-** Unicorns can use magic, allowing them to cast cantrips and spells. All Unicorns start with the Magic Trick cantrip, plus an additional cantrip for each rank of Spellcraft they possess (you automatically gain new cantrips of your choice whenever this skill is raised). See the chapter on *Magic* for more information.

Balance

While the ability to use magic may seem like it puts non-Unicorns at a disadvantage, you'll find that no one breed can do everything and that each breed has its own unique and invaluable abilities to contribute to any group. An ideal group should have a mix of all three breeds.



Cutie Mark

At some point in each pony's life they receive their Cutie Mark, which is a symbolic representation of their special, unique talent in life. It typically appears on their flanks at a young age, and it is seen as a sort of rite of passage in pony society to discover one's talent and receive a mark. Cutie Marks can be either abstract or literal representations of their unique talent, but each is totally unique to the pony. Design a Cutie Mark for your character (unless you plan on taking the Blank Flank Hindrance), which must have prior approval from the Game Master. Once per game session, you may use one of the two following abilities related to your Cutie Mark:

- **Talent-** Declare that you are using this ability before making any roll that the Game Master decides relates directly to your Cutie Mark to receive +2 to that roll.
- **Accomplishment-** With the Game Master's approval, declare that you are using this ability after a single instance in which you fulfill your Cutie Mark's purpose; it must be an especially significant and challenging endeavor. You regain a Benny. *For example; a pony whose Cutie Mark involved baking would not be able to use this ability by simply baking a cake, but baking an exceptionally complicated or innovative cake that wins first prize in a contest would.*

Losing one's Cutie Mark is rare, even temporarily, but it is very stressful for a pony in any case. Characters who lose their Cutie Mark for any reason draw one less Benny per game session until it is recovered.

Attributes

Your five attributes are your character's defining qualities that represent their mental and physical capabilities. You start with each attribute at a d4 and 5 attribute points with which to distribute among them. Raising an attribute to the next higher die type costs one point, such as bringing an attribute from a d4 to a d6. You may distribute your attribute points as you wish, but no attribute can be brought above a d12 in character creation. The five attributes are listed below.

- **Earth Ponies-** Earth ponies start with 6 attribute points to distribute during character creation.
- **Young Characters-** Young ponies (those with the Young Filly/Colt Hindrance) start with only 3 attribute points to distribute. Young Earth ponies add their breed's additional point on to this for a total of 4.

Agility

Agility represents your swiftness, reflexes, and manual dexterity, as well as your reaction time. It is one of the most important Traits for Pegasus ponies. *Skills affected by Agility: Grace, Handling, Stealth.*

Smarts

Smarts represents your intelligence, ability to learn and interpret information, and collected knowledge. It is one of the most important Traits for Unicorn ponies. *Skills affected by Smarts: Healing, Investigation, Knowledge, Nature, Notice, Persuasion, Spellcraft, Streetwise, Tinker, Vogue*

Spirit

Spirit represents your mental fortitude, resolve, and ability to maintain your focus and recover from being rattled physically or mentally. It is a useful attribute for many different types of characters. *Skills affected by Spirit: Intuition, Leadership, Taunt.*

Strength

Strength represents your robustness, brute strength, and physical discipline. It is a useful attribute for many different types of characters. *Skills affected by Strength: Athletics, Fighting, Intimidate*

Vigor

Vigor represents your general health, resilience against harm, and constitution. It is one of the most important Traits for Earth ponies. Vigor does not affect any skills directly, but determines your Toughness.

Rolling For Attributes

Optionally, you may roll dice to determine your character's attributes in order to add an element of surprise and randomness to your character, especially if you like an added challenge. All bonus points for attributes (such as playing an Earth pony) are applied after rolling. Pick one of the following two methods: *True Random* or *Selected Array*.

- **True Random**- First, order your five attributes randomly from #1 to #5, then roll 2d4 on the Attribute Arrays table below. Enter the values, in order, from the resulting array in the order you put your attributes in to determine your final attribute values.

- **Selected Array**- Roll 2d4 on the Attribute Arrays table below and enter the array's values however you choose.

Attribute Arrays

Result	Array
2	[Roll Again]
3	6, 6, 6, 6, 6
4	8, 6, 6, 6, 4
5	8, 8, 6, 4, 4
6	10, 6, 6, 4, 4
7	10, 8, 4, 4, 4
8	12, 6, 4, 4, 4

Skills

You start with **15** points with which to spend on skills, all of which normally start untrained (no die type). As with attributes, each die type costs one point **as long as the skill is less than or equal to the attribute that the skill is linked to**. If you exceed the attribute, the cost becomes two points per die type. *Example: Vogue is linked to Smarts. A character with a d8 in Smarts could buy Vogue for one point per die type up to d8. Buying d10 in Vogue costs 2 points, and a d12 would cost an additional 2 points.*

- **Young Characters**- Young ponies (those with the Young Filly/Colt Hindrance) start with only **10** skill points to distribute. As with attributes, you cannot bring a skill above a d12.

See the chapter on *Skills* for more information on what skills are available for you to take.



Derived Statistics

You have a few additional statistics that need to be determined, which are explained below. See the **Savage Worlds Deluxe Edition**, page 16, for more information.

Charisma

Charisma represents the combined effects of your good (or not so good) looks, manners, and presence on others. Your Charisma is 0 (average) unless you have Hindrances or Edges that increase or decrease it. Charisma is generally added to Persuasion, Streetwise, and Vogue rolls and is also used by the Game Master to determine how non-player characters react to your character. **Charisma is not added when making a Clash of Wills roll.**

Pace

Pace is how fast your character moves in a standard round. Ponies normally have a Pace of 6, thus walking 6" in a standard round as their basic Pace, and can move an additional 1d6" when they gallop (run). Each inch on the tabletop represents 2 yards of 'real' distance.

Parry

Parry measures how hard you are to hit in melee combat. It is equal to 2 plus half your character's Fighting die (2 if a character does not have Fighting), plus any bonuses for certain weapons or equipment. For stats such as d12+1, add half the fixed modifier, rounded down. *Example: A Fighting of d12+1 grants a Parry of 8 (2 + half of d12), whereas a d12+2 gives a Parry of 9 (2 + half of d12 + 1).*

Toughness

Toughness measures how capable you are at shrugging off physical attacks and injuries. Toughness is 2 plus half of your character's Vigor, plus any other applicable modifiers. Vigor over a d12 is calculated just like Parry.

Edges and Hindrances

All characters start with **one free Edge of your choice** when they are created, no matter what breed or race.

You may take one Major Hindrance and up to two Minor Hindrances, giving you Hindrance points that can be spent to improve other parts of your character. You may take additional Hindrances, but you do not receive any points for them. A Major Hindrance provides 2 points, while a Minor Hindrance provides 1 point:

For 2 points, you can raise an attribute by one die type (you may raise your attributes before purchasing skills) or gain an Edge.

For 1 point, you can gain an additional skill point, or gain money equal to your starting funds (if you start with 100 silver pieces, you gain an additional 100 silver pieces).

Equipment

Next, you may wish to purchase equipment. In most cases, your character can be assumed to have the basics (even the most average pony in Equestria has a home of some sort and any accoutrements that come with it, provided you do not have the Poverty Hindrance) at the Game Master's discretion. Equipment purchased at this point represents special possessions that help set your character apart from the others, and can come in handy on your adventures. See the chapter on *Equipment* for more information on what can be purchased.

Unless the Game Master says otherwise, each character starts with **100 silver pieces**. This represents 'cash on hand' at the beginning of the adventure.

Finishing Touches

Finish your character by filling out their character sheet with information such as their background and physical description, and double-check that everything is as you want. You are ready to dive into your first savage tale!

Languages

At the Game Master's discretion, multiple languages and knowledge of how to read and write them can be incorporated into a game of *The Savage World of My Little Pony*. At start, all characters without the Illiterate Hindrance can fluently read and write in their native language: for most ponies this is Equestrian, though characters from other nations and cultures (such as those with the Outsider Hindrance) may have a different native language. In addition, characters may start with an additional language for each rank in Smarts over d4 (one additional language at d6, two at d8, three at d10, four at d12). These represent languages that they have picked up through firsthand experience: they may be fluent in them, but are not versed in any sort of academic knowledge concerning that language and may or may not be able to write in them. Increasing your Smarts after character creation does not automatically provide you with additional known languages.

You may gain additional languages after character creation by taking the Knowledge (Language) skill, selecting a particular language as a focus each time as with other Knowledge skills. This represents more specialized study of that particular language, and would imply a degree of experience in writing as well as knowledge of literature and form in that language.



Advancement

At the end of each gaming session, the Game Master awards experience points to everyone in the group based on their successes and failures over the course of the game session. See the **Savage Worlds Deluxe Edition**, page 43, for more information on Advancement.

Re-training

The Game Master may, at their option, allow players to 're-train' their Advances if they wish. When a character spends an Advance, they may choose a previous Advance that they have already spent and re-select what it was spent on. You may only re-train an Advance once per rank, and the re-trained Advance must be the same as your current rank (you cannot re-train Advances from previous ranks or 'save up' opportunities for re-training across ranks). You cannot re-train an Advance if the new choice would have been illegal at the time that the Advance was originally spent (you cannot re-train an Advance if doing so would remove a pre-requisite for another Edge, or would reduce an attribute and thus affect later skill increases).

As a second option, you may use a re-training opportunity to re-select a feature that was gained automatically, such as an Earth pony's free Feat of Strength at each rank or a Unicorn's new Cantrip that was gained from their Spellcraft being increased.

Ranks

As each character gains more experience points, they go 'up' in rank, from Novice to Seasoned, then Veteran, Heroic, and Legendary. The process for Advances and Ranks follows the standard rules of the **Savage Worlds Deluxe Edition**: see page 43 for more information.

SKILLS



This chapter lists the skills available to your character; some are unique to *The Savage World of My Little Pony*, while others are the same as those found in the core rules (see the **Savage Worlds Deluxe Edition**, page 24, for more details). Only skills listed below are available to your character, and next to each skill is its related attribute in parentheses, some of which may be different from those found in the core rules.

Skills

Skill	Tied Attribute	Special
Athletics	Strength	
Fighting	Strength	
Grace	Agility	Clash of Wills
Handling	Agility	
Healing	Smarts	
Intimidate	Strength	Clash of Wills
Intuition	Spirit	
Investigation	Smarts	
Knowledge	Smarts	
Leadership	Spirit	
Nature	Smarts	
Notice	Smarts	
Persuasion	Smarts	Clash of Wills
Spellcraft	Smarts	
Stealth	Agility	
Streetwise	Smarts	
Taunt	Spirit	Clash of Wills
Tinker	Smarts	
Vogue	Smarts	

Athletics (Strength)

Athletics reflects a character's overall physical ability, from galloping and vaulting to swimming, endurance running, and sports. Typically, Athletics is rolled when a character is trying to scale a cliff, ford a river, or participating in some kind of sport or athletic contest. Athletics replaces the Climb and Swimming skills from the **Savage Worlds Deluxe Edition**, found on pages 24 and 27 respectively; use the special situational rules for each of those skills as normal but substitute in the Athletics skill instead.

Fighting (Strength)

Unfortunately, some ponies try to resolve their problems through force instead of talking and thinking it over, and that's just terrible. Full details on the Fighting skill are found in the **Savage Worlds Deluxe Edition**, page 24.

Grace (Agility)

Grace is a character's acrobatic ability, coordination, and poise. It is rolled when extraordinary balance is called for such as dancing, leaping onto a narrow ledge without falling, or walking a tightrope. It is also used when attempting to maintain control or perform stunts in the air for Pegasus ponies. Grace can be used in Clashes of Wills in

order to outmaneuver and befuddle your enemies into submission.

Handling (Agility)

Handling allows characters to steer and control vehicles such as chariots, boats, and balloons. This skill is specific to certain types of vehicle, and must have a focus (like the Knowledge skill) such as Handling (Boat) or Handling (Chariot). This skill can be taken multiple times with different focuses to reflect different areas of expertise. Handling replaces the Boating, Driving, Piloting, and Riding skills from the **Savage Worlds Deluxe Edition**, found on pages 24, 24, 26, and 26 respectively; use the special situational rules for each of those skills as normal but substitute in the Handling skill with an appropriate focus instead.

Healing (Smarts)

Full details on the Healing skill are found in the **Savage Worlds Deluxe Edition**, page 25. In addition to its normal uses, characters with at least a d4 may use the Healing skill to perform Relief:

- **Relief**- In addition to treating injuries, the Healing skill may be used to reduce the effects of Fatigue, such as soothing aching muscles from Bumps and Bruises or a cough from smoke inhalation. Each attempt at Relief takes 10 minutes, and all modifiers to Healing rolls to treat wounds are applied here. A success on a Healing roll allows the patient to ignore up to 1 point of penalties from Fatigue or 2 points on a raise; further raises have no effect. This effect lasts a variable amount of time, based on the Game Master's discretion (typically 1 hour to a day, depending on what caused the Fatigue levels). A character may only attempt Relief on a given patient once until their Fatigue is gone. A different character may attempt a Healing roll, but once attempted, the healer has done all they can for that particular patient.

Intimidate (Strength)

Full details on the Intimidation skill are found in the **Savage Worlds Deluxe Edition**, page 25. Intimidate can also be used in Clashes of Wills in order to cow and rattle your enemies into submission.

Intuition (Spirit)

Intuition is a character's instinct and ability to read a situation correctly and quickly. It can be rolled when trying to determine if another character is lying, come up with hunches based on clues and evidence, and tell if a particular option or decision 'feels right'. A successful Intuition roll generally means that the Game Master will impart insights about the situation to the character, while an unsuccessful Intuition roll may result in the character coming to incorrect conclusions (sometimes disastrously).

Investigation (Smarts)

Full details on the Investigation skill are found in the **Savage Worlds Deluxe Edition**, page 25. In addition, Investigation is used when reading or skimming written materials. Deciphering an old grimoire, for example, would require an Investigation roll (as well as the ability to read the book's writing if it is in another language or a cypher).

Knowledge (Smarts)

Full details on the Investigation skill are found in the **Savage Worlds Deluxe Edition**, page 25. Knowledge skills can be used for Crafting as well (see the section on *Crafting* for more information).

Leadership (Spirit)

Leadership is your ability to inspire and direct others, in order to rally them in times of need or to better focus their abilities in more productive ways. Characters with at least a d4 may use the Leadership skill to *Remove Daunts* or *Inspire*.



- **Remove Daunts**- Similar to the Healing skill, you may use Leadership to remove Daunts from other characters (this cannot be used on yourself). Each attempt takes an action (this can be done in combat) and can only be attempted once per game session on any given character; a different character may attempt a Leadership roll to remove Daunts, but once attempted, that leader has done all they can for the character. A success on the Leadership roll removes one Daunt or two on a raise; further raises have no effect. The character attempting the roll must subtract the target's Daunt penalties from their roll, as well as their own as usual. Leadership cannot help a character who has already been Incapacitated.
- **Inspire**- In addition to removing Daunts, Leadership can be used to aid and inspire allies (this cannot be used on yourself). Each attempt takes an action (this can be done in combat) and can only be attempted once per game session on any given character; a different character may attempt a Leadership roll to Inspire, but once attempted, that leader has done all they can for the character. A success on the Leadership roll gives all allies who can see and hear you a +1 bonus to a Trait roll of their choice before the end of their next turn, or +2 on a raise; further raises have no effect.

Nature (Smarts)

Characters with the Nature skill are adept at living in the wild, as well as possessing great practical knowledge of all sorts of flora and fauna. Nature may be rolled to identify poisonous plants, avoid natural hazards, or understand animal behavior. Nature replaces the Survival and Tracking skills from the **Savage Worlds Deluxe Edition**, found on page 27; use the special situational rules for each of those skills as normal but substitute in the Nature skill instead.

Notice (Smarts)

There is a crucial difference between Intuition and Notice: Intuition governs your ability to read others and your own instincts, while Notice covers your ability to search and perceive your physical surroundings. Full details on the Notice skill are found in the **Savage Worlds Deluxe Edition**, page 25.

Persuasion (Smarts)

Full details on the Persuasion skill are found in the **Savage Worlds Deluxe Edition**, page 26. Persuasion can be used in Clashes of Wills in order to discourage or reason your enemies into submission.

Spellcraft (Smarts)

Spellcraft represents knowledge of magic and how to both use and manipulate it; non-Unicorns may take this skill, but they are limited to academic knowledge of magic as they have no way of actually applying it directly. Spellcraft is the skill used by Unicorns to cast spells and determines the number of cantrips that they know inherently. See the

chapter on *Magic* for more information. Unicorns with at least a d4 may use the Spellcraft skill to *Sense Magic*.

- **Sense Magic**- Unicorns with this skill can detect whether or not something is magical, or if magic is being used in their vicinity. A successful Spellcraft roll tells a character whether or not an object is magical in nature, with possible additional details about its enchantment on a raise. In addition, you may roll Spellcraft in order to recognize the effects of a spell as it is being cast or if it is in effect nearby; this is typically an opposed Spellcraft roll against the Spellcraft of the spell's caster (the Game Master rolls for this). On a success, you can detect the presence of a magical effect (such as determining if something nearby is a magical illusion) but nothing else about it.

Stealth (Agility)

In addition to its uses in the core rules, Stealth can be used by unicorns to cast spells secretly (see the section on *Magic* for more information). Full details on the Stealth skill can be found in the **Savage Worlds Deluxe Edition**, page 26.

Streetwise (Smarts)

Streetwise is typically used for contacting with common or 'low' society sources that may or may not be entirely reputable; arguably the opposite intention of the Vogue skill. Full details on the Streetwise skill can be found in the **Savage Worlds Deluxe Edition**, page 27.

Taunt (Spirit)

Full details on the Taunt skill can be found in the **Savage Worlds Deluxe Edition**, page 27. Taunt can also be used in Clashes of Wills in order to one-up and dishearten your enemies into submission.

Tinker (Smarts)

Tinker represents your practical knowledge of simple devices and tools and how to use and fix them. You can use the Tinker skill to make quick fixes and modifications to simple machines and tools, open mechanical locks, and other situations that the Game Master feels are appropriate. Outside of very simple objects, Tinker is not used to actually create tools and machines: a specialized Knowledge skill is more appropriate in that case. Tinker replaces the Lockpicking and Repair skills from the **Savage Worlds Deluxe Edition**; use the special situational rules for each of those skills as normal but substitute in the Tinker skill instead.

Vogue (Smarts)

Vogue is your knowledge of what is trendy and fashionable at any given time, as well as how to move about in polite or 'high' society or tap into possible connections. Vogue can be rolled to present yourself properly in front of the nobility, butter up the rich and important for favors or gossip, or impress others with a bold new fashion. In addition, you add your Charisma bonus to most Vogue rolls.

HINDRANCES



Most Hindrances presented here are the same as those presented in the **Savage Worlds Deluxe Edition**, page 28, with several new ones specific to *The Savage World of My Little Pony*. Some Hindrances have also been changed; changes are listed in their individual entries below and their names are marked with an asterisk (*). In addition, several Hindrances from the **Savage Worlds Deluxe Edition** cannot be taken: *All Thumbs*, *Bloodthirsty*, *One Arm*

Allergy (Major or Minor)

There is some common substance that your pony reacts poorly to, typically things such as pollen, insect venom, nuts, cat hair, etc. As a Minor Hindrance, being in physical contact with the substance causes a -2 to all trait rolls, while a Major Allergy incurs a -4 penalty. Depending on the substance, simply being near it may be enough to trigger your Allergy.

Arcane Weakness (Major or Minor)

For some reason, magic seems to be particularly effective against you, and you have great difficulty shrugging off its effects. As a Minor Hindrance, your Toughness is considered to be 2 less when hit by damage-causing magic, and you have a -2 to all Trait rolls to resist opposed spells. As a Major Hindrance, these penalties both increase to -4. You cannot have either the Arcane Resistance or Absorb Magic Edges and also Arcane Weakness.

Bad Eyes* (Minor)

The setting of *The Savage World of My Little Pony* is sufficiently advanced that glasses are commonplace and easily obtained; Bad Eyes may only be taken as a Minor

Hindrance. Full details on Bad Eyes can be found in the **Savage Worlds Deluxe Edition**, page 28.

Blank Flank (Minor)

You must be a pony to take this Hindrance. For some reason, you have not yet received a Cutie Mark, and its notable absence is a constant source of embarrassment for you in pony society when it is noticed. You receive a -1 penalty to Charisma and receive one less Benny per game session than normal. Characters with the Young Filly/Colt Hindrance are the ones who most commonly take this Hindrance, and it provides 2 points (instead of 1 as with other Minor Hindrances). At a certain point (determined by the Game Master) you may discover your Cutie Mark and lose this Hindrance.

Clipped Wings (Major)

You must have wings to take this Hindrance, which is worth 4 Hindrance points instead of the normal 2. Either through some accident or since birth you have been unable to fly. Your wings may be crippled or atrophied, and while they can move and flap, you are incapable of sustained flight. You cannot fly and cannot have or use Feats of Daring, but you may still use your wings to steady yourself when falling.

Clueless* (Minor)

In *The Savage World of My Little Pony*, this Hindrance is a Minor Hindrance. Full details on *Clueless* can be found in the **Savage Worlds Deluxe Edition**, page 28.

Code of Honor* (Minor)

In *The Savage World of My Little Pony*, this Hindrance is a Minor Hindrance. Full details on *Code of Honor* can be found in the **Savage Worlds Deluxe Edition**, page 29.

Doubt (Major or Minor)

No matter how many times you use a particular skill or how competent you know you are, you have a crippling doubt about your own abilities that causes you to freeze up at crucial times. Choose a skill that is crucial to your character; it is almost always one that is linked to your highest attribute (the Game Master must approve of it either way). You receive a -1 to all rolls with that skill with a Minor Doubt and a -2 penalty for a Major Doubt.

Geas (Major or Minor)

You are obligated to perform a specific task or mission, and you will do whatever you can to fulfill it. A Minor Geas can be something relatively simple, such as delivering a letter to an important pony or keeping a treasure safe. A Major Geas necessitates a very dangerous and/or difficult task, such as recovering a stolen artifact from a dragon. As a Minor Hindrance, at the end of any session in which you failed to advance your progress in completing your Geas when given opportunity to do so, you start with one fewer Benny on the next session or two fewer Bennies as a Major Hindrance.

Gilded Lilly (Major or Minor)

You are quite fond of exaggerating or outright fabricating

tales that make you sound more important or powerful than you actually are, and you do your best to make sure others believe your delusions of grandeur. As a Minor Hindrance, you will occasionally have to make opposed Persuasion rolls versus the Intuition of skeptics to keep from being revealed as a liar. As a Major Hindrance, your tales will be so fantastic that you will be required to make Persuasion rolls frequently, and receive -2 to the roll. You get -2 to your Charisma against characters that realize that you are a liar.

Lame* (Major)

When you take this Hindrance, you must specify whether you have a lame leg or wing (you must be a Pegasus or otherwise have wings to take the latter). With a lame wing, your basic flying Pace and running (flanking) dice are reduced in the same fashion with respect to flight but not your Pace or running dice while on the ground. Full details on *Lame* can be found in the **Savage Worlds Deluxe Edition**, page 30.

Missing Leg* (Major)

This Hindrance works the same as *One Leg* from the core rules. Full details on *One Leg* can be found in the **Savage Worlds Deluxe Edition**, page 30.

Obese* (Minor)

This Hindrance's penalty applies to flying characters and their basic Pace and Flanking dice. Full details on *Obese* can be found in the **Savage Worlds Deluxe Edition**, page 30.

Odd One Out (Major)

Each pony is different, but among each of the three breeds there are characteristics that tend to be more prevalent than others. You must be a pony to take this Hindrance. You are



wildly different than an average specimen of your breed, which you have learned to work around. Depending on your breed, a single attribute that is normally important is set at a d4 and cannot be raised thereafter: Vigor for Earth ponies, Agility for Pegasus ponies, and Smarts for Unicorn ponies.

Pacifist* (Minor)

In *The Savage World of My Little Pony*, this Hindrance is a Minor Hindrance but follows the same restrictions as the Major Pacifist Hindrance from the core rules. Full details on *Pacifist* can be found in the **Savage Worlds Deluxe Edition**, page 30.

Perfectionist (Minor)

Everything must be absolutely perfect for you, and many consider you obsessive about meaningless details. You will go out of your way to make sure that everything you do, no matter how petty or unimportant, is done with exacting precision. As a result, you are sometimes quite tiring to deal with.

Prankster (Major or Minor)

You love a good practical joke, and sometimes you have a hard time saying no to humiliating someone else. As a Minor Hindrance, you are prone to playing more or less harmless but annoying practical jokes on your friends. As a Major Hindrance, you will attempt to prank other ponies at very inopportune times, and you are fond of particularly cruel or embarrassing pranks that anger and alienate the victim.

Shattered Magic (Major)

You must be a Unicorn to take this Hindrance, which is worth 4 Hindrance points instead of the normal 2. Either through some misfortune or since birth, you have been unable to use magic as your horn is non-functioning or missing. You cannot have or use or learn new cantrips and spells, though you may still have any die type in *Spellcraft* and may still use Sense Magic (see the section on *Spellcraft* for more information).

Small* (Minor)

In *The Savage World of My Little Pony*, this Hindrance is a Minor Hindrance. Full details on *Small* can be found in the **Savage Worlds Deluxe Edition**, page 31.

Stooge (Major or Minor)

You have an unhealthy obsession with another pony and will follow them around, gushing about their greatness. Aside from likely viewing you as pathetic, the recipient of your attention will typically either ignore you or take advantage of your fawning obedience. As a Minor Hindrance, you always listen to and follow the advice of another particular character, and you will carry out their whim with little to no complaint. As a Major Hindrance, you will follow the other character around like a trained dog and will happily lay in the mud so that they can walk on you and not dirty their hooves, and it is obvious to any casual observer who is in charge.

Three Left Legs (Major)

Gracefulness has never been one of your strong points, and you have to constantly worry about tripping and falling. You receive a -2 penalty to all Trait rolls that require balance, such as Grace when trying not to trip on exposed tree roots while galloping through the forest.

Weird Magnet (Major or Minor)

No matter where you go or what you do, bizarre and unlikely things seem to gravitate towards you like moths to a fire. These things are not necessarily harmful, but they are typically unexpected and awkward for those around you. As a Minor Hindrance the events are mostly harmless, if inconvenient and off-putting. As a Major Hindrance, you are plagued with potentially dangerous events that can easily cause harm to those around you.

Well, I Never! (Minor)

You view cleanliness and proper manners as high virtues, and things such as vulgar speech or dirt offend your delicate sensibilities. Your rarified attitude can both cause inconvenience for you and to those around you.

Young Filly/Colt (Major)

This Hindrance works the same as the *Young* Hindrance from the core rules. You must be a pony to take this Hindrance. Playing a Young Filly/Colt will affect how certain characters interact with you, as many are likely to disregard you for being childish. Full details on *Young* can be found in the **Savage Worlds Deluxe Edition**, page 31.

EDGES



In addition to new Edges, several Edges from the **Savage Worlds Deluxe Edition** have been modified: changes to these Edges are listed in their individual entries below and their names are marked with an asterisk (*). Additionally, Combat Edges from the core rules are re-categorized as Physical Edges here. Many Edges from the core rules also cannot be taken, and are listed under the heading for each type of Edge.

Background Edges

Background Edges are usually chosen during character creation. You can choose to take these Edges after character creation, but the Game Master might require some further rationalization: a character who inherits a family fortune from a long-lost relative would have grounds to take the Rich Edge after character creation.

Disallowed Edges- *Ambidextrous, Arcane Background, Berserk*

Bloodline

Requirements: Novice, Pony (Any Breed), Special
Somewhere in your past lineage, you had one or more non-pony ancestors whose bloodline has plainly manifested in you in some noticeable way. Others who notice this may treat you with curiosity or suspicion, if not outright hostility in certain circles. Depending on the situation, the Game Master may give you up to a -2 Charisma penalty in certain social situations, and having a Bloodline Edge means that you will certainly run into trouble because of it. This Charisma penalty applies even if you have the Outsider

Hindrance. Each Bloodline has its own requirements, and you may not take more than one Bloodlike Edge.

- **Donkey**

Requirements: Vigor d6+

While benefitted with great strength and a hardy nature, certain groups look down on donkeys as lesser beings and would view your heritage as hopelessly impure.

You gain a +1 bonus to Toughness.

- **Takhi**

Requirements: Agility d6+

Hailing from the steppes of the north, your ancestor was one of the Takhi: a proud and militaristic group of nomads that have developed a fearsome reputation across the land as some of the fastest and most ruthless. Your basic Pace increases by 2.

- **Zebra**

Requirements: Spirit d6+

Zebra are little known in Equestria at large, and they are seen as bizarre and suspicious because of their foreign culture and strange coloring. Your coat is partially or entirely striped in various areas, making your heritage impossible to hide. Thankfully, you have also inherited

the sharp senses of your ancestors. You gain a +1 bonus to Notice rolls.

Fame

Requirements: Novice

Something has happened to you, or you have accomplished something great that has garnered you a lot of attention and praise. As a result, your name carries a lot of weight among many circles. You gain a +1 bonus to Charisma when dealing with characters who recognize you and acknowledge your accomplishments (those who do not know who you are or do not care are unaffected). You may take this Edge multiple times, up to a maximum of four times: each additional time you take Fame, its bonus to Charisma increases by 1 (the second copy of Fame you take gives you a +2 Charisma bonus, the third copy gives you +3 Charisma, etc.)

Fleet-Footed*

In *The Savage World of My Little Pony*, your running and flanking dice increase to a d8 instead of a d10 with this Edge. Full details on *Fleet-Footed* can be found in the *Savage Worlds Deluxe Edition*, page 33.

Hometown

Requirements: Novice

While everyone is from somewhere, you seem to have brought something from your hometown with you, and can instantly recognize others from the same place. When you take this Edge, choose a specific town, city, or place that you hail from. When you are not in your hometown, you gain a +1 Charisma bonus when dealing with other characters also from your hometown. In addition, you gain a +1 bonus to any Knowledge skill that is related to your town, as long as it

is approved by the Game Master.

Infamy

Requirements: Novice

You have become known for some sort of less-than-reputable activity, such as being a con artist or mafioso, while escaping the judgment of the law. Though this means that many are hesitant to deal with you, others are more likely to listen to you because of your underworld connections. You gain a +1 bonus to Charisma when dealing with characters who recognize you and acknowledge your accomplishments (those who do not know who you are or do not care are unaffected). You may take this Edge multiple times, up to a maximum of four times: each additional time you take Infamy, its bonus to Charisma increases by 1 (the second copy of Infamy you take gives you a +2 Charisma bonus, the third copy gives you +3 Charisma, etc.)

Lingual Prodigy

Requirements: Novice, Smarts d6+

Speaking multiple languages has its benefits, and you have learned several over the years. You may speak, read, and write a number of additional languages (in addition to any you may start with) equal to half your Smarts die.

Royal

Requirements: Novice, Noble

You were born into a noble family with direct lines to the throne of Equestria, putting you on an even higher level than most nobles. With some of the most powerful connections in the land, others look at you in awe. Your Charisma bonus from Noble increases to +4 and gain the



Filthy Rich Edge for free. Your responsibilities are even more onerous than those of typical nobles, and should be worked out with the Game Master in advance.

Rich*

Requirements: Novice

In *The Savage World of My Little Pony*, on top of the multiplied starting money provided by this Edge, you receive an annual stipend of 1,500 florins instead of the regular income or salary offered for this Edge. This can be either a lump sum in a bank vault somewhere, or available in weekly or monthly portions: you should work with the Game Master to decide how this Edge works in your particular game. You cannot gain the Rich Edge if you have the Poverty Hindrance. Full details on *Rich* can be found in the **Savage Worlds Deluxe Edition**, page 34.

Filthy Rich*

Requirements: Novice, Rich

In *The Savage World of My Little Pony*, on top of the multiplied starting money provided by this Edge, your annual stipend from the Rich Edge increases to 5,000 florins. Full details on *Filthy Rich* can be found in the **Savage Worlds Deluxe Edition**, page 34.

Leadership Edges

In *The Savage World of My Little Pony*, Leadership Edges affect *all* of your allies (includes all allied Wildcards and Extras) in your Command Radius (see the **Savage Worlds Deluxe Edition**, page 37, for more information). If you are Incapacitated or unconscious, no character can take advantage of your Leadership Edges.

Disallowed Edges- *Leader of Men*, *Natural Leader*

Exceeder

Requirements: Seasoned, Command

Your coordinating efforts can draw out reserves of focus and strength in your allies that even they are not aware of. You may roll Leadership, as an action in combat only, to increase one of an ally's Traits by one die type (or two on a raise) as long as they are within your command radius. This effect lasts for a number of turns equal to half your Spirit die. No character can benefit from more than one instance of this bonus at once.

Fervor*

In *The Savage World of My Little Pony*, allies in your command radius gain a +1 bonus to Clash of Wills attack rolls in addition to other bonuses provided by this Edge. Full details on *Fervor* can be found in the **Savage Worlds Deluxe Edition**, page 37.

Tactician*

In *The Savage World of My Little Pony*, this Edge uses the Leadership skill instead of Knowledge (Battle). You cannot hold both Jokers with this Edge; in the unlikely event that you draw a second Joker, immediately discard it and shuffle the deck, drawing another card in its place. Full details on *Tactician* can be found in the **Savage Worlds Deluxe Edition**, page 38.

Vigilant Watch

Requirements: Novice, Command, Notice d6+

With your guidance, your allies can spot threats and clues with greater precision and speed. All allies within your command radius receive a +1 bonus to Notice rolls made to spot threats, ambushes, and other dangerous situations.





Physical Edges

Physical Edges put your pony ahead of others in terms of stamina, athletic prowess, and skill in combat. Combat Edges from the **Savage Worlds Deluxe Edition** are considered to be Physical Edges, not Combat Edges.

Disallowed Edges- *Florentine, Rock and Roll, Steady Hands, Sweep/Improved Sweep, Two-Fisted*

Adrenaline Surge

Requirements: Novice, Vigor d6+

In stressful and potentially dangerous situations, you become more decisive and able to ignore fear. The first time you roll a Fear check in any game session, you gain a bonus to the roll equal to half of your Vigor. If you are successful, you gain a +1 bonus to all subsequent Fear rolls made for the rest of the session.

Bend Bars, Lift Gates

Requirements: Novice, Strength d8+

With a laugh and a quick flex, you could help pony Atlas himself keep up the earth if he was in need of a break. You gain a +4 bonus to all Strength rolls made to push, lift, bend, or otherwise move inanimate objects.

Cat's Balance

Requirements: Novice, Agility d8+

You can walk silently when you want to, and almost always land on your hooves. You gain a +1 to Stealth rolls when attempting to move silently, and you also gain a +2 bonus to Agility when trying to land safely and avoid damage after falling.

Counterattack*

In *The Savage World of My Little Pony*, you may use maneuvers such as Disarm or Push (but not Defend or Full Defense) with this Edge. Full details on *Counterattack* can be found in the **Savage Worlds Deluxe Edition**, page 35.

Diamondheart

Requirements: Novice, Spirit d8+ and/or Vigor d8+

Your focus and moxie keep you going even in the face of certain doom, ignoring even physical pain. You may ignore 1 point of Daunt penalties if you have a Spirit of d8+ and 1 point of Wound penalties if you have a Vigor of d8+.

Improved Diamondheart

Requirements: Novice, Diamondheart

The number of points of Daunt and Wound penalties ignored from Diamondheart both increase to 2.

Dynamo

Requirements: Seasoned, Vigor d8+

You appear to be a bottomless wellspring of energy. You require only half as much sleep as a normal character, and you receive a +2 bonus to all rolls made to avoid negative environmental effects (heat, cold, bumps and bruises, etc).

First Strike*

In *The Savage World of My Little Pony*, the Fighting attack provided by this Edge may be used to make a maneuver such as Disarm or Push (but not Defend or Full Defense). Full details on *First Strike* can be found in the **Savage Worlds Deluxe Edition**, page 35.

Hard to Take Down*

This Edge works the same as *Hard to Kill* from the core rules, but its Requirements change to Novice and Spirit d8+ and/or Vigor d8+ instead of those listed in the core rules. You only gain the benefits of *Hard to Kill* if you have a Vigor of d8+. If you have a Spirit of d8+ you may also ignore Daunt penalties while making Spirit rolls due to Incapacitation. Full details on *Hard to Kill* can be found in the **Savage Worlds Deluxe Edition**, page 36.

Harder to Take Down*

This Edge works the same as *Harder to Kill* from the core rules, but its Requirements change to Veteran and Hard to Take Down. You only gain the benefits of *Harder to Kill* if you have a Vigor of d8+. If you have a Spirit of d8+ you may roll a die when you Give Up. On an odd result, you Give Up as usual. On an even result, you ignore the permanent Daunt that would have caused you to Give Up and remain an active character. Full details on *Harder to Kill* can be found in the **Savage Worlds Deluxe Edition**, page 36.

Hates to Lose*

This Edge works the same as the *Killer Instinct* Edge in the core rules. Full details on *Killer Instinct* can be found in the **Savage Worlds Deluxe Edition**, page 36.

Iron Pony

Requirements: Seasoned, Pony (Any Breed), Agility and Strength and Vigor d6+

You are a paragon athlete, and possess much in the way of raw talent. You gain a +1 bonus to all Agility, Strength, and Vigor rolls. In addition, you may treat your Agility and Strength attributes as if they were one die type larger for the purposes of gaining or improving skills. *For example:* you

have a Strength die of d8. Skills tied to Strength may be increased to d10 as if they were still below the tied attribute.

Lighthoof

Requirements: Novice, Agility d6+

You have a very soft hoofprint, and you are able to walk daintily without disturbing the terrain. You gain a +2 bonus to all Trait rolls made to avoid dangerous terrain or other hazards, such as not causing an avalanche while walking along rocks, setting off traps, making noise while sneaking, or not sinking into thick mud when trying to walk across it. In addition, you may ignore 1 point of penalties for trying to take an action while Running or Flanking.

Olympian Pony

Requirements: Veteran, Iron Pony, Strength and Agility and Vigor d10+

Few can match your sheer athletic prowess, and you are able to excel in just about any physical activity. Your attribute bonuses from Iron Pony increase to +2, and you gain a +1 bonus to all skills tied to those attributes.

Quickdraw*

In *The Savage World of My Little Pony*, you always take the minimum possible amount of time to equip and take off weapons, armor, and other equipment with this Edge. Full details on *Quickdraw* can be found in the **Savage Worlds Deluxe Edition**, page 36.

Raise the Spirit

Requirements: Veteran, Spirit d8+

The first time you are Incapacitated each game session, you may immediately spend a Benny in order to remain active until the end of your next turn. You may take actions as



normal, including those which would make you no longer Incapacitated.

Scent of Flowers

Requirements: Veteran, Earth pony

Nature is eerily at home around you, and you exude an unnamable charm and aura of calm that rubs off on just about any other creature. You gain a +2 bonus to Charisma.

Tuned In

Requirements: Novice, Smarts d6+

Though you cannot explain it, you have an uncanny ability to read your internal clock and senses. At any given time, you are aware of the current time of day, temperature, and generally what direction is north. In addition, you gain a +1 bonus to Notice rolls.

Trademark Item

Requirements: Novice

You have one unique piece of equipment that you have used for so long it has become second nature. Only you can gain these bonuses. The item provides a bonus depending on what it is:

- **Armor-** Trademark armor provides an additional +1 Armor bonus when worn (that does not contribute to its weight).
- **Equipment-** Trademark equipment provides a +1 bonus to Trait rolls that use this piece of equipment, at the Game Master's discretion.

You may take this Edge multiple times, each time applying it to a different item. If a Trademark item is lost it can be replaced, but the benefit from this Edge does not return to the replacement item for two weeks.

Improved Trademark Item

Requirements: Veteran, Trademark Item

The bonus from your Trademark item increases to +2. You may take this Edge multiple times, each time applying it to a different Trademark item.

Trademark Weapon*

In *The Savage World of My Little Pony*, the Requirements for this Edge change to just Novice. Full details on *Trademark Weapon* can be found in the *Savage Worlds Deluxe Edition*, page 36.

Unstoppable Self

Requirements: Seasoned, Earth pony

In times of great need, you can willingly overextend yourself in order to accomplish the task at hand. When you make a Agility, Strength, or Vigor roll, or make a skill roll that is tied to one of these attributes, if you are successful you may voluntarily take a level of Fatigue in order to get a free raise. This Fatigue level remains until you have a good night's sleep (6-8 hours).

Power Edges

Power Edges enhance the inherent magical abilities of every type of pony, from the arcane magic of Unicorns to the subtle, practical magic of the Earth pony.

Disallowed Edges- *New Power, Power Points, Rapid Recharge, Improved Rapid Recharge, Soul Drain*

Contingency

Requirements: Seasoned, Unicorn, Spellcraft d8+

At the beginning of each game session, you may choose one cantrip or Novice-rank spell to be your 'Contingency spell'. Until the end of the game session, you may spend a Benny in order to immediately try to cast the spell as a Free Action on your turn or as an immediate response to any action (resolve the spell before the action takes place). You can only use the Contingency ability once per game session, whether or not you are successful in casting it.

Improved Contingency

Requirements: Veteran, Contingency

Your 'Contingency spell' may also be of Seasoned-rank.

Heart of Courage

Requirements: Seasoned, Earth pony

You gain an additional free use per game session (without needing to spend a Benny) of each Feat of Strength of Novice, Seasoned, and Veteran rank in a single Suit. You may take this Edge multiple times, each time applying it to a different Suit.

New Feat

Requirements: Novice, Earth pony or Pegasus pony

When you take this Edge, gain a new Feat of your rank or lower, of any Suit; you must have all prerequisites for the new Feat. Earth ponies may only take Feats of Strength, and Pegasi may only take Feats of Daring.

New Spell

Requirements: Novice, Unicorn pony

When you take this Edge, gain a new spell (not cantrip) of your current rank or lower. You may take this Edge multiple times, each time choosing a new spell.

Signature Spell

Requirements: Novice, Unicorn, Spellcraft d6+

There is a particular spell that you have cast so often, it has become almost second nature. When you take this Edge, choose a single cantrip or spell you have: when casting this cantrip or spell, you receive a +1 bonus to the Spellcraft roll made to cast it. You may take this Edge multiple times, each time choosing a different cantrip or spell.

Improved Signature Spell

Requirements: Seasoned, Signature Spell

When you take this Edge, choose one of your Signature spells. The bonus provided to your Signature Spell increases to +2. You may take this Edge multiple times, each time choosing a different Signature spell.



Spell Affinity

Requirements: Seasoned, Unicorn pony, Smarts d6+, Spellcraft d8+

You have trained extensively in a single school of magical theory, giving you an insight into the nature of that particular type of magic. Choose one of the five schools of magic: Abjuration, Divination, Evocation, Illusion, or Transmutation. You may ignore up to 1 point in casting penalties with cantrips and spells of this school. You may take this Edge multiple times, each time choosing a different school of magic.

Improved Spell Affinity

Requirements: Heroic, Spell Affinity, Smarts d8+, Spellcraft d10+

The number of points of casting penalties ignored by a school with the Spell Affinity is increased by 1. You may take this Edge multiple times, each time choosing a different instance of Spell Affinity.

Spell Sequencer

Requirements: Veteran, Unicorn pony, Spellcraft d10+

Using a complicated series of mental and physical cues, you can channel multiple spells at once, unleashing them in a single flurry of energy. At the beginning of each game session, you may choose up to two spells of Seasoned rank or lower (which can be any combination of cantrips and spells and can be multiple copies of the same spell) to be your 'Spell sequence'. As an action you may cast your 'Spell sequence', making a single Spellcraft roll as if you were casting a spell (you may Prepare for this as if it were a spell), with total casting penalties equal to the penalties each of its

constituent spells added together, then reduced by 1. Any additional optional penalties for either spell, such as those that provide additional effects or Cast Options, are added on to this final total. Both spells cast simultaneously if you are successful, and any raises you roll apply to both (as if you had cast each separately). You can only use the Spell Sequencer ability once per game session, whether or not you are successful in casting it.

Improved Spell Sequencer

Requirements: Heroic, Spell Sequencer

Your 'Spell sequence' may now be up to three spells.

Wings of Glory

Requirements: Seasoned, Pegasus pony

You gain an additional free use per game session (without needing to spend a Benny) of each Feat of Daring of Novice, Seasoned, and Veteran rank in a single Suit. You may take this Edge multiple times, each time applying it to a different Suit.

Professional Edges

Professional Edges represent years of practice and training, and represent a degree of specialization beyond that of most characters.

Disallowed Edges- *Ace, Adept, Assassin, Champion, Gadgeteer, Holy/Unholy Warrior, McGyver, Mentalist, Mr. Fix it, Wizard*

Artist

Requirements: Novice, Smarts d6+, Special

You are devoted to a single craft or art form that you have practiced tirelessly for years, and your experience has paid off. Choose a single form of artistic expression (can be anything from painting or dressmaking to singing, dancing, or playing an instrument) with which you have at least a d6 in its related Knowledge skill. You gain a +2 bonus to all Trait rolls concerning your art, both when trying to test your knowledge or actually apply it and create something.

Cloudforged Crafting

Requirements: Novice, Pegasus pony, Knowledge skill at d10+ that can be used for crafting

You may tap into your inherent magical powers in order to shape clouds like they were wet clay in your hooves, carving them into any shape you can think of. You may craft Cloudforged items.

Explorer

Requirements: Novice, Vigor d6+, Nature d6+

You do not have a permanent home, and you are constantly drawn to new places and new lands by your inherent wanderlust. You gain a +1 bonus to all rolls made to avoid negative environmental effects (heat, cold, bumps and bruises, etc). In addition, you gain a +2 bonus to Streetwise and Nature rolls.

Handypony

Requirements: Novice, Smarts d6+, Notice d8+

No matter the situation, you always seem to be able to improvise something on the spot and can make the most of very little. You do not suffer penalties on Trait rolls due to lack of proper equipment, and when crafting items you may ignore the penalties for inadequate tools and materials (you

must still have useable tools and materials to craft items, however). The extent of this is entirely up to the Game Master, though creative options should be rewarded.

Herald

Requirements: Seasoned, Noble, Persuasion and Vogue d6+ As a Royal Herald, you have been tasked with traveling to different parts of Equestria to deliver notices, letters, and proclamations to the more remote areas of the Kingdom. On other occasions, you are sent merely to observe and report back to your superiors; it is by this method that the Crown keeps track of remote parts of its territory. You gain a +1 bonus to Charisma. In addition, you gain a +1 bonus to all Persuasion and Vogue rolls.

Jack-Of-All-Trades*

In *The Savage World of My Little Pony*, you cannot take this Edge if you have the Clueless Hindrance. The benefit of this Edge does not apply to the Knowledge skill, but you gain an additional +2 bonus to Common Knowledge rolls. Full details on *Jack-of-All-Trades* can be found in the **Savage Worlds Deluxe Edition**, page 39.

Masterwork Crafting

Requirements: Novice, Earth pony, Knowledge skill at d10+ that can be used for crafting

Earth ponies, with their special connection to the natural world around them, are renowned for their creative abilities as the undisputed masters of the various skilled trades. As such, they are highly sought after for their almost intuitive grasp of materials and engineering. You may craft Masterwork items.





Magic Item Crafting

Requirements: Novice, Unicorn pony, Knowledge skill at d10+ that can be used for crafting

Unicorns, given the proper training, can learn to enchant items with magical energy drawn from their surroundings to create magical artifacts that can assist spellcasters in their work. The presence of these artifacts allows Unicorns and other magic-using creatures to channel particular types of magic more easily. You may craft Magic items.

Peacemaker

Requirements: Novice, Leadership d6+, Persuasion d8+

Among your friends, you are the go-to pony when settling disputes, and you are able to fairly and impartially resolve almost every conflict. You gain a +2 bonus to Trait rolls in order to prevent or stop violence or ongoing conflict, such as breaking up fights or negotiating with two hostile sides. This bonus is applied at the discretion of the Game Master, and it cannot be applied to Clashes of Will.

Ranger*

This Edge is the same as the *Woodsmen* Edge in the core rules. In *The Savage World of My Little Pony*, the Requirements of this Edge are changed to Novice, Vigor d6+, and Nature d6+. Bonuses provided by this Edge apply only to Nature and Stealth rolls. Full details on *Woodsmen* can be found in the **Savage Worlds Deluxe Edition**, page 40.

Socialite

Requirements: Novice, Spirit d6+, Vogue d8+

Much of your attention is devoted to keeping up appearances, and you are at just about every happening party or event in town. You've mingled with royalty and you help set the trends and fashions that appear in the biggest boutiques in Equestria. You receive a +2 bonus to Vogue rolls and a +1 bonus to Charisma. In addition, you have connections that allow you easy access to high society; while you are not necessarily a noble, other characters will give you a similar level of respect.

Soldier

Requirements: Novice, Strength d8+, Fighting d6+

As part of Equestria's military arm, you have been given specialized training in the art of war. You are not necessarily part of a standing army; you can also be a town guard or part of a peacetime National Guard or militia. As a result, you have your own weapon and suit of armor, which may have been passed down through your family for generations. You gain a +1 bonus to Parry and a +1 bonus to Fighting rolls. In addition, when you gain this Edge you may start with a free set of armor and two appropriate weapons; these are worked out with the Game Master to pick something appropriate to your background.

Thief*

This Edge is the same as the *Thief* Edge in the core rules. In *The Savage World of My Little Pony*, the Requirements of this Edge are changed to Novice, Agility d8+, Athletics d6+, Stealth d8+, and Tinker d6+. The bonus provided by this Edge applies only to Notice, Stealth, and Tinker rolls. Full details on *Thief* can be found in the **Savage Worlds Deluxe Edition**, page 40.



Top Gun

Requirements: Seasoned, Pegasus pony, Fleet-Of-Hoof Edge, Agility d10+

You are one of the top flyers in Equestria, even if you are not on a major racing team like the Wonderbolts. Your basic Pace increases by 2 and your running/flanking dice increase to d10's. In addition, you gain a +1 bonus to all Grace rolls.

Vocation

Requirements: Novice, any Knowledge skill at d6+ which can be used for crafting

Each and every pony has a special talent, and your pony has put their heart into it as a career. Choose a Knowledge skill that you have at a d6 or greater and can use in crafting. You gain a +2 bonus to all crafting rolls with that skill.

Social Edges

Social Edges represent your pony's ability to relate to others and get others to do what you want through force of personality.

Disallowed Edges- *Common Bond, Strong Willed*

Animal Companion

Requirements: Novice, Nature d6+

You have a stalwart animal companion; more than just a pet, it is a good friend and partner in all of your day-to-day activities. When you choose this Edge, select an animal to be your companion. It can be any mundane (non-magical) animal that has a Size modifier of no more than -2, and will

follow you and treat you as its master from then on. Your companion can follow simple orders, grab objects, look out for danger, or any other activities deemed appropriate (at the Game Master's discretion), and can usually get simple messages across to you through vocalizations, body language, or other cues ("What's that Winona? Scootaloo fell down the well again?"). Animal companions are never involved in combat situations (cannot be the target of attacks or interfere with combat in any way), but may continue to perform basic actions while combat is going, and act on your Initiative card either before or after your character has finished acting. If your companion dies or is otherwise permanently separated from you, or you choose to dismiss it, the next time you spend an Advance you may choose a new appropriate animal companion to replace it.

Improved Animal Companion

Requirements: Animal Companion, Nature d8+

Your animal companion may have a Size modifier of up to (+0), is treated as a separate ally in combat, and is treated as a Wild Card. On your Initiative Card, you may choose to act or have your companion act instead. If you take this Edge at start, you may start with an improved animal companion (Size +0 or more) instead of the one normally provided by Animal Companion.

Empathy

Requirements: Novice, Intuition d6+, Notice d6+

The feelings of others are easy to read and interpret, and you have little difficulty seeing the motivations and inner workings of those around you. You gain a +2 bonus to Intuition rolls, and you may ignore up to 2 points of Charisma bonuses in rolls made against you (this includes

Clash of Wills attacks used against you when determining who has the higher Charisma modifier).

Hey, You!

Requirements: Novice, Spirit d6+, Taunt d8+

You are a master of the well-timed insult and well-placed jab, and your taunts can so infuriate your enemies that they will focus their attention on showing you what's what. When you make a successful Test of Wills using Taunt, instead of gaining the bonus on your next action, the opponent must target you with any attacks, spells, or maneuvers on their next available turn, even if there are other valid targets. This overrides the effect of the Obsequious Edge if used.

The Importance of being Earnest

Requirements: Veteran, Spirit d8+, Persuasion d8+

Even in the face of a truly terrible *faux pas*, you can use your skillful wordplay and natural charisma to diffuse tensions and awkwardness. When making a Persuasion, Streetwise, Taunt, or Vogue roll, you may ignore a single critical failure (a roll of two 1's) per game session and immediately re-roll it (this supersedes the Critical Failure Setting Rule). You must take the new result, even if it is also a critical failure.

Obsequious

Requirements: Novice, Smarts d6+, Spirit d6+

Blending into the background and avoiding drawing attention to yourself seems to be your specialty, whether or not you try to do so consciously. On the first round of any combat encounter (which can be the Surprise round if there is one), non-Wildcard enemies cannot target you with any attacks, spells, or maneuvers if there are other valid targets.

Improved Obsequious

Requirements: Novice, Obsequious

As per Obsequious, but now Wildcard enemies are affected by Obsequious on the first round.

Weird Edges

Weird Edges are mysterious, partially supernatural abilities that some ponies seem to manifest. Weird Edges are typically chosen only at character creation, though with a good story any of them can be gained during the course of an adventure. At the Game Master's option, no character may start with more than one Weird Edge during character creation.

Disallowed Edges- *Beast Bond*, *Beast Master*

Absorb Magic

Requirements: Novice, Spirit d8+

Magic seems to be strangely ineffective against your pony, whether or not it is friendly or unfriendly. Any time you are the target of a successful spell or other magical effect, roll a

d6: on a 5 or a 6 the spell has no effect on you. This applies even if the magic is affecting you with your consent.

Danger Sense*

In *The Savage World of My Little Pony*, if you roll a raise on your Notice roll with this Edge, the Game Master must also reveal the general nature of the threat (for example, 'hostile enemies' or 'hidden traps' might be possible clues). Full details on *Danger Sense* can be found in the **Savage Worlds Deluxe Edition**, page 41.

One with Nature

Requirements: Novice, Persuasion d6+, Nature d8+

Animals seem to gravitate to you and respect you, and you are able to communicate with them on a basic level. You gain a +2 bonus to Trait rolls made to influence or communicate with animals, and you are able to communicate with them in a limited fashion (allowing you to use skills such as Persuasion and Leadership against them).

Patterns in Chaos

Requirements: Novice, Intuition d6+

To others, your actions and predictions sometimes make very little sense, and you are considered to be a bit more 'random' than perhaps what is healthy. Despite this, even some of your more unhinged predictions or ideas tend to either come true or work better than it seems that they should. It is up to the Game Master as to exactly how to use this Edge, but typically you can make an Intuition roll once per game session per rank to find out random but useful facts about the current situation, even ones that seem anachronistic (predicting the future either purposefully or accidentally).

Second Sight

Requirements: Novice, Intuition d6+, Notice d8+

You have a strange ability to perceive things that are not there and sense things that normally go unnoticed. The effect is eerie but useful once you understand how to interpret it. At any time, you can spend a Benny to 'turn on' your Second Sight, which lasts until the end of the current scene. While Second Sight is 'on', you may roll Notice at -2 to spot several different things: you can spot where spells have been used or are being used, and with a raise what kind of spell; where powerful creatures have been (such as dragons or very powerful magical creatures) and with a raise what kind of creature; and hidden or invisible creatures hiding using magical means (including magical disguises). You see 'trails' of these things as hazy, shimmering clouds that float in the air. If you fail the roll, you do not spot anything out of the ordinary.

The Voice

Requirements: Novice, Intuition d6+, Intimidate or Persuasion d10+



You have an unnerving ability to make others follow your words, and you can sometimes exert an almost hypnotic influence over others through subtle manipulations of your vocal frequencies. You may make an opposed Intimidate or Persuasion roll targeting another creature, which can hear and understand you, against their Spirit. If you are successful, you may give the target a single direct, one-word command that they must follow, such as 'Stop!' or 'Run!'. The Game Master may decide that this ability does not work against certain characters important to the story: if this ability does not work against a character and you are still successful in your roll, treat it as if you just successfully made a Test of Wills roll against them. No one character can be affected by more than one instance of The Voice at one time. If you fail your initial Intimidate or Persuasion roll, you may not attempt to use this ability on them again for the remainder of the game session.

Wildcard Edges

Wildcard Edges are effects that only come into play when you are dealt a Joker as your Action Card.

Disallowed Edges- *Dead Shot, Power Surge*

Doubletime

Requirements: Veteran, Agility d10+

When you are dealt a Joker, you may take an additional turn at the end of the current initiative order, for the current round only.

Jester's Luck

Requirements: Novice

When you are dealt a Joker, you and another ally of your choice that can see and hear you immediately regains a Benny.

Magic Surge

Requirements: Novice, Unicorn pony

When you are dealt a Joker, you may cast a second spell or cantrip as a free action once on your turn.

Legendary Edges

Legendary Edges are reserved for only the most powerful characters, and they are for ponies who have achieved significant fame and experience.

Disallowed Edges- *Followers*

Ascendancy

Requirements: Legendary

You have achieved a level of power and inner harmony and that few ever reach, making you a veritable demigod among ponies. Any Attributes currently below d8 are now a d8.

EQUIPMENT



This section provides a good sample of available equipment in *The Savage World of My Little Pony*, from weapons and armor to mundane goods and services. All rules for equipment in the **Savage Worlds Deluxe Edition** apply here, with any changes noted below. All prices are listed in Florins (fl), Silver Pieces (sp), and Bits (b).

Equestrian Currency

Equestria uses a standardized monetary system, with coins being the primary form that money is handled and spent by most ponies. There are four different forms that currency can be found in, listed below:

- **Bit**- A small, lightweight coin made of copper and leafed with gold. Once, ponies would split silver pieces into eight equal wedge-shaped pieces in order to make change, until the practice was ended by the introduction of the bit as its own denomination. Both sides are stamped with a horseshoe pattern, as well as its value and minting date. 8 bits = 1 silver piece, 800 bits = 1 florin.
- **Silver Piece**- A medium-sized coin made of sterling silver, it is considered to be the most common denomination of currency that is commonly used. On the most recent minting of the coin, one side is stamped with a portrait bust of Princess Luna, with the other side featuring her Cutie Mark next to the coin's value and minting date. Silver pieces minted before Luna's return simply had crescent moon designs on both sides. 1 silver piece = 8 bits, 100 silver pieces = 1 florin.
- **Florin**- A larger coin made out of electrum (an alloy of gold and silver), the florin is a coin not typically handled by most ponies. As it is too large for all but expensive

purchases, and most high-value business transactions are done via bank notes, the florin coin is relatively uncommon. One side is stamped with a portrait bust of Princess Celestia, with the other side featuring her Cutie Mark next to the coin's value and minting date. 1 florin = 100 silver pieces, 1 florin = 800 bits.

- **Bank Note**- When carrying around large amounts of cash would be inconvenient or dangerous, the Royal Bank of Equestria can provide certified checks of credit. Each check is written on wear-resistant vellum in magically-bound ink, which prevents tampering and degradation of the paper. Bank notes can be written in any denomination, and are backed up by the Royal Treasury itself. As a result, they are considered to be the safest means of monetary transfers in the land, and are often used in international trade and commerce deals.

Selected Equipment Notes

Below are some clarifying notes and expanded rules for various pieces of equipment available. Several items, especially several specific weapons, have their own individual rules which are detailed in their own section.

Equipment Properties

- **Cloudforged-** Cloudforged objects are made from pure water vapor by expert Pegasus cloudsculptors. Cloudforged items are insubstantial water vapor to all creatures except those with the Flight ability; to them, they are as solid and material as the objects they represent. See the section on *Cloudstuff* for more information.
- **Magic-** Magical items are extremely rare, and are made specifically for use by Unicorns and other creatures capable of shaping magical energy directly. Magic items are typically pieces of jewelry or clothing, and are each attuned to a specific school of magic: characters using, holding, or who are otherwise equipped with a magic item receive a +1 bonus to all Spellcraft rolls involving cantrips or spells of the attuned school.
- **Masterwork-** Items with the Masterwork property are so skillfully made and crafted that they are measurably better than anything else of their kind. Masterwork weapons, for example, are perfectly balanced and made of superior materials by master craftsponies. If an item is a masterwork item, it provides a bonus of some sort when using it: masterwork weapons provide a +1 bonus to attack and damage rolls, masterwork armor gives +1 to its armor bonus (which does not contribute to its weight), and other masterwork objects provide a +1 bonus to any relevant Trait rolls made while using it. Masterwork items can be found for sale, but the price is typically 10 to 20 times the normal price of the item.
- **Mount-** Certain weapons and armor must be used in specific ways because of the equine anatomy. A character can use a single Mouth-mounted weapon at one time: while it is equipped, you receive a -2 penalty to Strength rolls made to resist the Mouth-mounted weapon from being disarmed. In addition, any time you are rattled or hit by some sort of physical force, like an attack to the head, there is a 50% chance that you drop the weapon. You may also be equipped with one Flank-mounted weapon on each side (left and right), one Head-mounted weapon, and up to four leg-mounted weapons and two wing mounted weapons (if you have wings) at a time: each takes 1d4 minutes to equip or stow. In addition, you must have the proper setup to equip these weapons: Head-mounted weapons require an arming bridle, while Flank-mounted weapons require an arming saddle. Leg mounted and wing mounted weapons do not require any setup, but horseshoes cannot be removed without proper tools (though they also cannot be disarmed). Both Head and Flank-mounted weapons provide a +2 bonus to your Strength roll to resist being disarmed. You may wear both a helmet and Head-mounted weapon at the same time.

- **Small-** Small weapons are small enough to conceal easily. You receive a +2 bonus to Stealth rolls made to conceal this weapon.

Armor Notes

Armor is an uncommon sight in Equestria, and is almost never seen outside of the guards at Canterlot Castle or other ceremonial functions. There are only a few professional armorsmiths, all of which are privately employed by the Crown to maintain the Royal Guard's equipment and not disposed to the general public. Most armor is extravagantly expensive; suits of metal armor are almost all older pieces that are passed down in families through the generations. Finding a suit for sale is not impossible, but would be a rare find indeed. Lighter sets of armor made from thick padding and light helmets are more common, as they are used for a variety of non-military purposes. However, wearing armor in public is unusual and rather suspicious in Equestria, and characters who do so may be stopped by town guards and avoided by locals.

The weights listed for suits of armor represent their 'distributed' weight. This assumes that the armor is properly sized and fitted for the character; if armor is not properly fitted for the character, the effective weight is doubled while wearing it.

- **Armor and Water-** Wearing armor can be incredibly dangerous in the water. Suits of armor (not head armor) subtract their armor bonus from all Athletics rolls when swimming, in addition to any penalties from the armor's weight. This does not include miscellaneous bonuses from properties such as Masterwork. When soaking wet, quilted armor doubles in weight.
- **Armor Locations-** There are three general locations that armor can cover: head, body, and legs. Unless the attacker indicates otherwise (such as with a Called Shot), all melee and ranged attacks are against the body. Thus, if a pony was wearing armor that only covered the body, a called shot to the legs would ignore its armor bonus.
- **Donning Armor-** Suits of armor are bulky and tiresome to wear for long periods of time, and so most characters have them packed away when traveling, only donning them when necessary. Quilted armor takes 1d6 minutes to put on. Chain and scale armor takes 2d6 minutes to put on. Plate armor takes requires 2d6+5 minutes to don.
- **Discarding Armor-** Sometimes, you may need to quickly remove your armor. Discarding the suit of body armor you are wearing requires a number of full rounds equal to twice the armor's bonus.



- **Shields**- Shields are mounted aside saddles, giving a character additional protection to their body (on top of any bonus from body armor). They can be equipped on either side (occupying one of the Flank slots) but only one shield at a time can provide an armor bonus.

Weapon Notes

Weapons, like armor, are an unusual sight for most ponies. While there is no prohibition against owning them, few ponies even own them and even fewer wear them routinely. Carrying weapons in public will likely see the character stopped by town guards and avoided by locals.

- **Arbalest**- The arbalest is a large crossbow that is mounted along the character's side and reloaded with a small hoof-wound windlass. It has a tremendous amount of power behind it, as well as a selection of different bolts to use with it. Flathead bolts deal no damage, but will knock the target Prone on a hit. If the Game Master feels that it is appropriate, there is a 50% chance that a given bolt can be recovered intact after being fired.
- **Bit Dagger**- A short, triangular double-edged dagger with a T-shaped grip. The weapon is held in the mouth like a bit for a bridle, and is typically used for thrusting against unarmored targets. It is traditionally considered a 'low' weapon, and merely owning one will give others cause for suspicion.
- **Bolas**- Bolas consist of three or more weights tied together by strings that are thrown at a target in order to bind up their legs. A bolas must be thrown at a target's legs to have any effect (a Called Shot to the legs). If you hit, the target is knocked Prone and cannot move until they make a successful Strength roll as an action to break the bolas binding them.

- **Broadsword**- A wide, double-edged blade fitted into a partial basket guard that covers the forehead and eyes. While equipped, if you are not wearing a helmet of some sort, the guard provides a +1 armor bonus to your head.
- **Lance**- The lance is made from heavy oak and shaped to resemble a tapered cone that flares at its open end, where it is locked into its arming saddle. Lances are either tipped with piercing points or stopping points, depending on their current role. Piercing points do damage as usual, while stopping points are designed to catch on the edges of armor or clothes and knock over the target. Attacks with a stopping point deal no damage, but the target is automatically Shaken if hit (do not roll against Toughness) and knocked Prone.
- **Launcher**- Resembling a pulley slingshot, a launcher allows you to fire sling bullets or any other suitable projectiles (bolts, pebbles, tiny glass vials, sticks, etc). The launcher deals no damage unless loaded with weapon ammunition (such as bolts or bullets), but may be used to launch small objects that have other effects, such as fireworks or vials of paint for marking targets.
- **Lasso/Net**- Lassos and nets may be thrown in order to try and bind up a target. If you hit, the target is knocked Prone and cannot move until they make a successful Strength roll as an action to break free of the net.
- **Pike**- Pikes are long ash spears with diamond-shaped points. While heavy, their reach and ability to keep others at bay make them ideal on the battlefield.
- **Pinion Knife**- Similar to the spurjack, a pinion knife is a small, feather-shaped blade that is clipped in along the leading edge of a Pegasus' wing. It is spring-loaded so that it can be deployed and put away with the press of a small metal stud. It is traditionally considered a 'low'



weapon, and merely owning one will give others cause for suspicion.

- **Poignard**- The standard-issue melee weapon for soldiers, the poignard is somewhere between a very long dagger and a very short sword in terms of length and features a two-edged blade with a tapering point. It is used in close-quarters combat for both thrusting and slashing and has a small circular guard at its base.
- **Rapier**- A sword with a tapering quadrangular blade and bell-shaped guard, it is primarily used for self-defense and dueling; the weapon of choice for the cautious noble and master fencer alike. While equipped, if you are not wearing a helmet of some sort, the guard provides a +1 armor bonus to your head.
- **Sling**- A short thong of cord that can be used to hurl small stones or projectiles. Due to its size and ease by which it may be learned, sling target practice is a popular sport. Sling bullets can be any suitably-sized stone or metal ball.
- **Spurjack**- The spurjack is a small, spring-loaded knife that is strapped to the lower leg and can be deployed by stomping on a small metal stud. The blade is slightly curved and points upwards at a 45° angle, making it ideal for raking slashes and upward kicks. It is traditionally considered a 'low' weapon, and merely owning one will give others cause for suspicion.
- **Studded Horseshoes**- These horseshoes are tempered to be extra hard, and feature small pyramidal studs along their outer edge that protrude beyond the hoof. As a weapon, they can be used to break objects and barriers with ease and you are considered armed if you have them.

Sundries

- **Cart**- A small wooden two-wheeled cart that must be towed in order to use. A cart can carry 200 lbs of equipment or one pony, and if towed by a creature with the Flight ability, it flies along with them. While towing a cart, characters cannot move at Running or Flanking speed.
- **Dice/Cards**- You can purchase loaded dice and marked cards, each of which provide a +2 bonus to Trait rolls made while playing games with them.
- **Foul Weather Clothing**- This includes rain ponchos, fur-lined coats, and other clothing designed to help ward off the effects of extreme weather. Wearing foul weather gear provides a +1 bonus to all rolls made to avoid negative weather effects (heat, cold, etc).
- **Harness**- Most harnesses are made from wood and brass, made to fit comfortable and snugly over a pony's frame. A harness provides +1 to Strength rolls when dragging or pulling dead weight.
- **Horseshoes**- While wearing plain horseshoes, you may use them as Str+d4 weapons on each hoof, but do not count as armed. In addition, you gain a +1 bonus to resist Bumps and Bruises.
- **Medicine Chest**- Contains all necessary medicines, herbs, bandages, splints, and other medical supplies necessary to treat most injuries. With a medicine chest, gain a +2 bonus to Healing rolls to treat wounds, disease, or other medical ailments.

Weapons

Light Weapons	Damage	Weight	Cost	Mount	Notes		
Bit Dagger	Str+d4	1	10 sp	Mouth	Small		
Broadsword	Str+d8	4	25 sp	Head			
Pinion Knife	Str+d4	1 each	15 sp	Wing	Small		
Poignard	Str+d6	2	20 sp	Head			
Rapier	Str+d4	2	50 sp	Head	Parry +1; includes dueling sword and smallsword		
Spurjack	Str+d4	1 each	15 sp	Leg	Small		
Studded Horseshoe	Str+d6	1 each	10 sp	Leg			
Heavy Weapons	Damage	Weight	Cost	Mount	Notes		
Lance	Str+d8	15	35 sp	Flank	+1 Parry; AP 2		
Pike	Str+d10	20	10 sp	Flank	Reach 1; AP 2		
Ranged Weapons	Range	Damage	RoF	Cost	Weight	Mount	Notes
Arbalest	15/30/60	2d6	1	80 sp	10	Flank	2 AP; 2 actions to reload
Bolas	3/6/12	N/A	1	1 sp	1	Mouth	Small; See notes
Launcher	10/20/40	2d4	1	20 sp	5	Flank	1 action to reload
Net/Lasso, thrown	2/4/8	N/A	1	2 sp	2	Mouth	See notes
Sling	5/10/20	Str+d6	1	1 sp	1	Mouth	Small; 1 action to reload
Improvised Weapons	Range	Damage	RoF	Cost	Weight	Mount	Notes
Small	3/6/12	Str	1	N/A	1	Mouth	-1 to attack rolls; -1 Parry
Medium	2/4/12	Str+d4	1	N/A	3	Mouth	-1 to attack rolls; -1 Parry
Large	N/A	Str+d6	N/A	N/A	6	Mouth	-1 to attack rolls; -1 Parry
Ammunition	Weight	Cost	Notes				
Bolt, Armor Piercing	1/5	5 sp	AP 2; standard arbalest ammunition				
Bolt, Flathead	1/5	1 sp	No damage; see notes on Arbalest				
Bolt, Rope Cutter	1/5	2 sp	Ignore 2 points of Toughness when damaging objects				
Bolt, Whistle	1/5	1 sp	No damage; makes loud whistling noise				
Bullet, Sling	1/10	1 b	See notes				

Armor

Barding	Armor	Weight	Cost	Notes
Quilted Barding	+1	5	10 fl	Covers body, legs
Chain Barding	+2	10	250 fl	Covers body, legs
Scale/Splinted Barding	+3	15	500 fl	Covers body, legs
Plate Armor	+4	20	1000 fl	Covers body, legs
Peytral	+2	10	100 fl	Covers body
Head Armor				
Helmet	+2	5	5 fl	Covers head
Sallet	+3	8	100 fl	Covers head
Chanfron	+4	10	250 fl	Covers head
Shields				
Kite Shield	+1	10	5 fl	Covers Left or Right Flank (Body)
Tower Shield	+2	20	10 fl	Covers Left or Right Flank (Body)

Sundries

Item	Cost	Weight	Notes
Arming bridle	10 sp	1	Required to equip a Head-mounted weapon
Arming saddle	20 sp	8	Requires to equip Flank-mounted weapons and shields
Art supplies	5 sp	5	Includes pencils, paper, rubbing wax, paint, and brushes
Blanket	2 sp	1	Covers a 2" square area
Bottle	5 b	1/2	Made from glass or ceramics
Bridle	5 sp	1	Standard bridle for pulling ropes and other equipment
Candle	1 b	1/10	Made from beeswax; can be any color
Canteen	2 sp	1/2	Made from metal or glass
Carpentry tools	10 sp	5	Includes hammers, saws, nails, rasps, augers, and chisels
Cart	1 fl	N/A	See notes
Chain, 10 yards	10 sp	10	Can be spliced onto rope if needed
Chest, small	15 sp	2	Comes with lock and skeleton key
Compass	15 sp	1	Standard lodestone compass suspended in oil
Dice/cards	4 b	1/10	See Notes
Harness	20 sp	10	See Notes
Horseshoes	1 sp/each	1/2	See Notes
Journal, blank	1 sp	1	Comes with lock and skeleton key
Lantern	2 sp	1	Features bullseye lens and shutter
Matches, pack of 5	1 b	1/10	Ruined if submerged in water
Medicine Chest	5 fl	20	See Notes
Pack saddle	10 sp	8	Features two large bags for storage
Repair kit	15 sp	5	Includes files, cleaning oil, whetstone, and wire brushes
Rope, 20 yards	5 sp	5	Made from woven natural fiber
Satchel, waterproof	10 sp	2	Can be submerged in water without damage
Soap	2 b	1/5	Can be scented for an additional cost of 2 b
Spyglass	10 sp	1	Comes with carrying case
Telescope	50 sp	5	Comes with carrying case
Tent, 2-pony	15 sp	5	Waterproof
Tool Kit	10 sp	5	Includes crowbar, mallet, calipers, ruler, and plum bob
Clothing	Cost	Weight	Notes
Formal clothing	30 sp	2	Includes such things as cloaks and hats
Foul weather clothing	20 sp	8	See Notes
Normal clothing	5 sp	2	Can be any plain, mundane clothing
Food	Cost	Weight	Notes
Cheap meal	4 b	N/A	Common fare, mostly vegetables and grains
Good meal	1 sp	N/A	Warm meal, served at home and in restaurants
Expensive meal	5 sp	N/A	Found typically at nicer restaurants
Trail Rations	1 sp	5	Keeps for 1 week
Snack	1 b	N/A	Includes food sold by street vendors like fruit or candy
Drink, salt or alcohol	1 sp	1	Drinking requires Vigor roll to not become intoxicated
Lodging (per night)	Cost	Weight	Notes
Campground	4 b	N/A	May or may not include shelter from rain and exposure
Cheap room	1 sp	N/A	Provided bedrolls with little to no other furniture
Average room	2 sp	N/A	Room has simple but functional beds and fireplace
Expensive room	10 sp	N/A	Comfortable beds, carpeting, furniture, personal baths
Entertainment	Cost	Weight	Notes
Board game	5 sp	1	Examples include Chess, Go, Dominoes, Ponystrike™
Book	2 sp	1	New or mundane books
Musical Instrument, small	50 sp	2	Includes lyres, cellos, horns, harmonicas, and concertinas
Record	5 sp	1	Requires phonograph to listen to
Theater ticket	10 sp	N/A	Average price; upscale operas may cost as much as 50 sp

GAME RULES



The Savage World of My Little Pony makes several important changes to a few of the basic rules of the **Savage Worlds** system. Unless specifically contradicted here, any rules or examples printed in the **Savage Worlds Deluxe Edition** are valid. This chapter follows the same order as the **Savage Worlds Deluxe Edition** for ease of reference, and covers both the chapters on *Game Rules* and *Situational Rules*.

Combat

The following sections are rules changes introduced in *The Savage World of My Little Pony* that apply to combat and combat encounters.

Attacks

Unlike in other **Savage Worlds** settings, which use separate skills for melee and ranged attacks, all attacks use the Fighting skill, including weapon and unarmed attacks. All other aspects of both melee combat and ranged combat remain the same.

Clash of Wills Attacks

Unique to *The Savage World of My Little Pony*, Clash of Wills attacks are an alternative to physical or magical combat that let you play out the mechanics of combat while maintaining a non-violent atmosphere to your game. These are separate from Tests of Will attacks, which may still be performed normally as per the **Savage Worlds Deluxe Edition**. Unlike normal attacks that cause wounds, Clash of Wills attacks cause 'daunts', which represent a loss of the will to continue

the fight. In addition, Clash of Will attacks can be made with four different skills instead of just Fighting. Smart combatants use different Clash of Wills attacks against different enemies, who may be weaker to some than others.

Making an Attack

A Clash of Wills attack takes an action, as with any other attack. When you declare a Clash of Will attack, select which skill you will be using with it: Grace, Intimidate, Persuasion, or Taunt and make an opposed roll against one of the target's attributes:

Clash of Will Skills

<u>"Attack" Skill</u>	<u>Opposed By...</u>
Grace	Agility
Intimidate	Strength
Persuasion	Smarts
Taunt	Spirit

Though it is an opposed roll, neither side applies their Charisma bonus to their roll. If you are successful in the opposed roll, you have hit your foe. If you hit with a raise, it has additional effects.

Modifiers

The Game Master should feel free to add bonuses or penalties to either the attacker or defender in a Clash of Wills based on the situation, though the following modifiers are always considered:

- Wound penalties
- Daunt penalties
- Bonuses to the respective skills or Attributes

In addition, certain creatures may not be affected by certain Clashes of Wills: animals cannot normally comprehend speech and are thus immune to skills like Persuasion, while massive juggernauts like elder dragons would be immune to an Intimidate attack coming from a pony (they are far too small to pose a physical threat). This is left up to the Game Master's discretion. Below are explanations of each skill and some situational bonuses that may also be added at the Game Master's discretion.

Grace

An attack with Grace may represent the character attempting to use their speed and agility to 'play chicken', 'psyche out' their foe with a series of feints and maneuvers, or simply confuse them and leave them with tiny yellow birds circling their heads. Suffering a daunt from a Grace attack could represent becoming disoriented or severely off-balance.

- The attacker and defender must be able to see each other and be adjacent to each other

- Both the attacker and defender gain a +1 bonus to their roll if they have a greater basic Pace than the other, or if they have a higher Agility than the other

Intimidate

Intimidate as a Clash of Wills represents the character using their physical size, not-so-subtle threats, and a lot of pulled punches and physical posturing. Suffering a daunt from an Intimidate attack could represent becoming reluctant to fight, fearful, or rattled by the opponent's show of force.

- The attacker and defender must be able to see each other and be adjacent to each other
- Both the attacker and defender gain a +1 bonus to their roll if they are armed with a weapon and the other is not, or if they have a higher Strength than the other

Persuasion

Clashes of Wills with Persuasion are sometimes the hardest to portray, but they provide for a lot of creative interpretation. Typically, it involves using a combination of logic, emotional brow-beating, or other rhetorical devices to get inside the foe's head and convince them that the struggle is pointless. Suffering a daunt from a Persuasion attack could represent beginning to doubt one's ability to win, not seeing the foe as a threat, or otherwise becoming reluctant to fight.

- The attacker and defender must be able to hear each other and understand what they are saying
- Both the attacker and defender gain a +1 bonus to their roll if they have a higher Charisma bonus than the other, or if they have a higher Smarts than the other



Taunt

Nothing can take down a foe faster than a well-timed insult, and Clashes of Wills using Taunt represent just that: biting remarks, icy burns, or any other means to unbalance the target and break their will. Suffering a daunt from a Taunt attack could represent being stung by a particularly biting insult, realizing one's inadequacies, or being thrown off balance by a snide remark.

- The attacker and defender must be able to hear each other and understand what they are saying
- Both the attacker and defender gain a +1 bonus to their roll if they have a higher Charisma bonus than the other, or if they have a higher Spirit than the other

Playing Out a Clash of Wills

While the mechanics for the Clash of Wills may be relatively simple, representing them in the game is not as simple. It is left up to the Game Master and the players to flesh out the scene and interpret the Clash of Wills based on the situation. Not every combat need be on a battlefield between armed combatants: a battle using Clashes of Wills could be used to represent courtiers having a heated verbal showdown in the royal court, or a character trying to diffuse a tense situation involving hostages, or two opposed parties in the midst of a feud. Presented here are examples of using each skill in a Clash of Wills from *My Little Pony: Friendship is Magic*:

Grace- *Rainbow Dash shouts out "I'm on it!" and she uses her Move action to fly adjacent to her target; a very irate Manticore blocking their path. Diving in low, she zips around the Manticore in a blur of rainbow contrail, pinning it in place as it tries to find a way out of the vortex of color encircling it. She rolls Grace opposed against the Manticore's Agility and is successful, so the Manticore is Shaken.*

Intimidate- *With her friends in a heap nearby, Fluttershy faces down the irate red dragon alone. From the depths of her being, she summons forth every ounce of pith and fire she can muster, scowling deeply at the creature "How dare you? HOW... DARE YOU? Listen here, mister! Just because you're big, doesn't mean you get to be a bully. You may have huge teeth and sharp claws and snore smoke and breathe fire, but you do not... I repeat you do NOT... HURT... MY... FRIENDS!" She rolls a very successful Intimidate roll against the dragon's Strength, and the dragon crumples in the face of the tiny pegasi's withering anger.*

Persuasion- *Spike, in his overgrown dragon form, holds Rarity hostage as he loots the town. Positioning themselves*

on either side of him, Rainbow Dash and Fluttershy both try to get him to set her down. "Put her down right now!" shouts Rainbow Dash, while Fluttershy follows with a wishy-washy "-If you don't mind, that is..." She rolls Persuasion against Spike's Smarts and fails: even with his muddled intelligence, he finds her words to be of little importance and continues his rampage.

Taunt- *Rarity marks several spots where gems are hidden for two of her canine captors "...musty and damp, it's going to wreak havoc on my mane, and this air is stifling. Suffocating! And when I try to get a deep breath, the stench of all you dogs makes me nauseated." She rolls Taunt against the Diamond Dogs' Spirit (thankfully for her, not one of their strong suits). She is successful in the opposed roll and rolls a raise! The two dogs are Shaken and suffer a daunt, which immediately incapacitates them as they are Extras and not Wild Cards. In their rush to expose the buried gems and get her to stop talking, they accidentally dig out a load-bearing stalactite which falls on them, knocking them unconscious.*

Resolving a Clash of Wills

After a successful Clash of Wills attack, the victim is Shaken. If they were already Shaken, the victim remains Shaken and suffers a daunt. For each raise rolled in the Clash of Wills opposed roll, the victim suffers an additional daunt (when additional daunts are inflicted, it does not matter if the victim was already Shaken beforehand).

Daunts

Extras that suffer a daunt are removed from play; they have fled, given up, or otherwise out of the fight. Wild Cards can take any combination of three daunts and wounds and still function: suffering a fourth daunt or wound causes them to become incapacitated.

Daunt Penalties

Daunts have their own penalties like wounds: each daunt a Wild Card suffers causes a -1 cumulative penalty to their Pace (minimum of 1) and to all further Trait tests. However, penalties from wounds and daunts are not added together, and Wild Cards instead suffer the highest penalty between them. For example, a character with one wound and two daunts (a -1 penalty and -2 penalty respectively) would suffer from a -2 penalty to their Pace and Trait rolls, as it is the greater of the two. If the character also had Edges that allowed them to ignore up to -2 in daunt penalties specifically, they would still suffer a -1 penalty from their single wound.



Incapacitation

Characters may become Incapacitated by daunts as well as wounds, by suffering more than three daunts (cumulatively or all at once). When a Wild Card becomes Incapacitated by daunts, they make an immediate Spirit roll:

- **Raise-** The character has only been temporarily taken down a notch. They still have their current daunts and are Shaken, but are otherwise unimpaired and are not treated as Incapacitated.
- **Success-** The character has been defeated, but they will rise again. They remain Incapacitated for the remainder of the encounter and cannot take any actions, but may act normally when it is over.
- **Failure-** The character is Faltering. At the start of each round after the one in which they were dealt their fourth daunt and before Action Cards are dealt, the character must roll another Spirit roll with applicable penalties. A failure means that the character suffers a Permanent daunt and remains Incapacitated, while a success means that the character is Incapacitated but does not suffer any further ill effects and may act normally when the encounter is over.
- **Critical Failure-** The character remains Incapacitated for the remainder of the encounter, and they suffer a Permanent daunt.

In addition, a character may become Incapacitated by a combination of daunts and wounds: a character with two wounds and one daunt, for example, would be Incapacitated if they suffered another daunt (or another wound for that matter) as the total number is four wounds and daunts. If the final hit that Incapacitated a character is a wound, they roll Vigor and consult the table found in the **Savage Worlds Deluxe Edition**. If it is a daunt instead, roll Spirit and use the table above.

Soak Rolls

Characters may spend a Benny to make a soak roll for daunts in the same fashion as wounds in the **Savage Worlds Deluxe Edition**, but they make a Spirit roll instead of Vigor and a success or raise prevents only a single daunt.

Recovering from Daunts

At the end of any encounter in which characters suffered daunts, each character makes a Spirit roll. On a success they may immediately recover a single daunt. Afterwards, each time they take an extended rest (such as a good night's sleep, typically 6-8 hours) they may make the same roll again. Characters continue to make these rolls until they no longer have any daunts.

Permanent Daunts

A Permanent daunt is similar to an Injury, in that it is a lasting negative effect of combat. A Permanent daunt is one that does not go away at the end of the encounter or with rest: it represents the character being shaken to their very core and beginning to doubt themselves and their abilities. Each time the character achieves an Advance, they may recover a single Permanent daunt.

Giving Up

When a character suffers a *third* Permanent Daunt, they have Given Up and are no longer playable: the Game Master must find an appropriate 'out' for them to make their exit from the adventure. Like character death, Giving Up marks the end of a character's story (and hopefully the beginning of a new one). What kind of character are you going to make next?

Cloudstuff

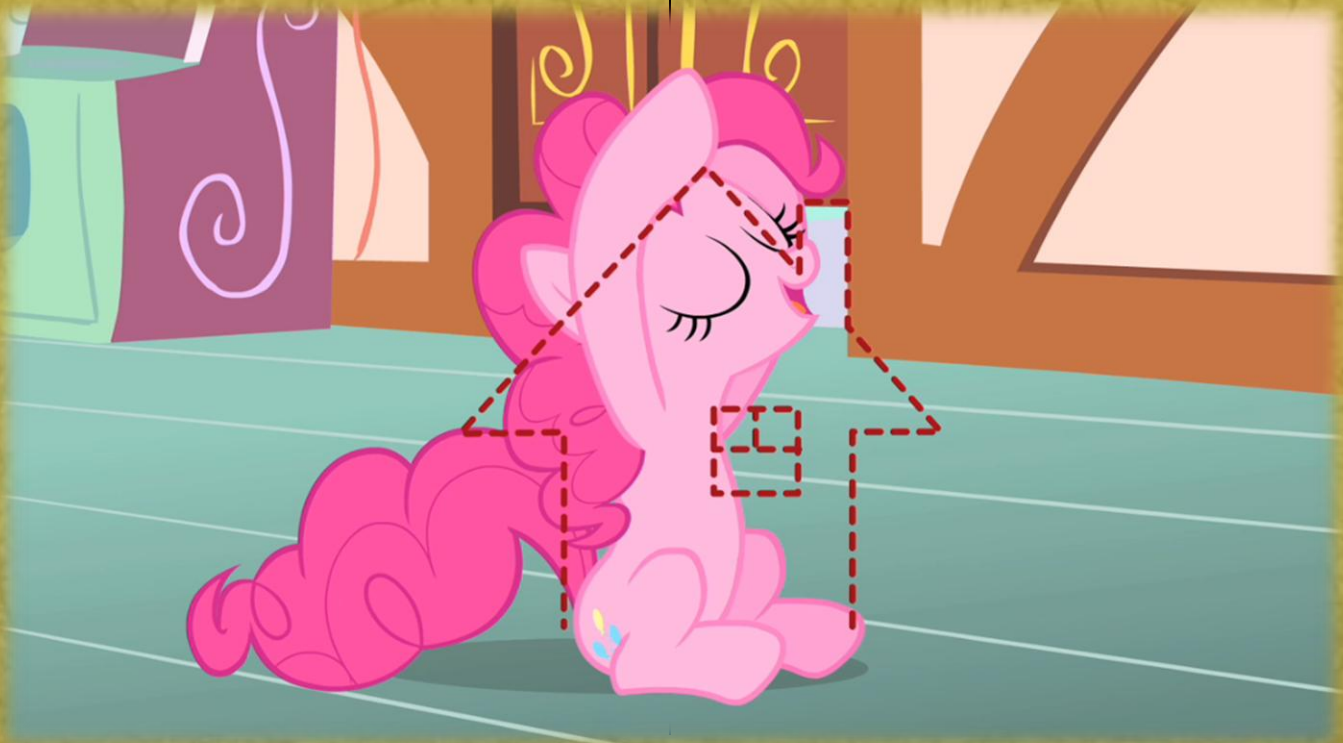
Pegasus ponies have the unique ability to sculpt clouds into various other shapes and objects, from everyday household implements to cities that float through the air. The use of the following rules is up to the discretion of the Game Master, who decides how they want to use them in their game. Below are several optional guidelines on how to use cloudforged objects and features:

- Clouds and cloudforged items are treated as solid by any creature with the Flight ability and other clouds/cloudforged objects; to all other creatures and other objects they are made of insubstantial water vapor that retains its shape and cohesion even if another solid object passes through it.
- For those that treat unrefined clouds as solid, they are effectively weightless and respond as if they were made from a slightly compressible, slightly flexible, and brittle substance like an expanded polystyrene foam or balsa wood. Sufficiently thick cloudstuff can support a Pegasus pony's weight, but if impacted with sufficient speed or force (such as being rammed while flying) will cause the cloudstuff to crumble and break easily and without impeding movement.
- Cloudforged items are refined from cloudstuff, and creatures that treat them as solid objects treat them as if they were made from the material they have been shaped to represent: a cloudforged gate would be insubstantial water vapor to an Earth pony, but to a Pegasus pony it would feel like and respond as if it was a wrought-iron gate. Cloudforged items resemble the solid materials they have been shaped to resemble in both color and contour, but can be easily identified as cloudforged with a close-up inspection (they are also slightly transparent and will let some light through).

- Cloudforged items can be made to resemble most common materials such as wood, stone, metal, cloth, or any other simple material the Game Master sees fit to allow. A single cloudforged item must be made to resemble a single cohesive material; you could have a cloudforged chair made to resemble wood, but to have cushioned cloth seats, the seat pads would have to be 'forged' separately. It is still a single roll to create objects with multiple parts.
- Cloudforged items retain their cohesion as stated above, but can be damaged by creatures that treat them as solid, deliberate separation of the water vapor, or if subjected to intense heat (to cause the vapor to dissipate further) or intense cold (to cause the vapor to condense into liquid water or ice).
- Creating cloudforged items requires only raw cloudstuff as materials and no other special tools; you do not suffer penalties for being without tools when making cloudforged items. Repairing a cloudforged item requires raw cloudstuff and time to repair, which may involve a crafting roll or other roll at the Game Master's discretion.

Crafting

The ability to create works of art, useful tools or devices, or other crafts can add an interesting dimension to any character, as well as providing a source of useful items for you and your allies. The crafting system presented here is largely left up to the Game Master's discretion, and should merely serve as a framework for use by the players. A 'crafting roll' is a Knowledge roll using a particular focus, such as Knowledge (Cooking) in order to bake a cake. Any bonuses or penalties that apply to normal Knowledge rolls apply to crafting rolls. The Game Master must approve of



any crafting skill before a player can take it; if it does not fit with the setting or is deemed otherwise inappropriate for the game, a character cannot use the knowledge skill for crafting.

Crafting is meant to represent the creation of things which require a great deal of skill, effort, and time to produce. As such, not every act of creation should be played out using this system. For example, painting a wall would not require the use of a skill such as Knowledge (Painting), while painting a detailed portrait that you would hang on your wall would. This is left to the Game Master to decide what sorts of things necessitate a crafting roll or not.

Crafting Procedure

Crafting an item takes three simple steps: *determine required time*, *determine modifiers*, and *making the crafting roll*. Generally, a single attempt at crafting allows you to create a single item, though some items such as nails and beads can be created in batches of several dozen at a time on a single roll. These steps are explained in detail below.

Determine Required Time

To craft an item, the Game Master first must decide generally how long it will take, given that the character invests a reasonably large portion of the given time into working solely on their creation. Players that must divide their time elsewhere, such as those with other jobs or regular time commitments, may still craft items but at the cost of taking twice as long. The Game Master can choose whatever amount of time they feel is appropriate, though they should consult the table of examples below as a basis for their choice, which lists several items at each length of time that could be created with Knowledge (Blacksmithing):

Crafting Times	
<u>Time</u>	<u>Example Items for Blacksmithing</u>
1 hour	Horseshoe, hammer, door hinge
1 day	Length of chain, padlock
1 week	Sword, iron gate, metal furniture
1 month	Suit of armor, wheeled plough

You may also attempt to **Rush** the crafting process, which lets you complete the item in half the normal time but incurs a penalty to the crafting roll (see below).

To craft an item, you must have both the appropriate tools and materials. You may still create the item with non-ideal tools and materials (see the penalties above), but you must have some sort of both. Even with the best blacksmithing tools available, for example, you would not be able to make a sword if you lacked raw metal to work with, even if it was not an ideal material (such as pig iron instead of steel).

Determine Modifiers

Once the Game Master has determined how long it will take, the potential penalties to the crafting roll must be determined. For each of the following conditions that apply to the crafting attempt, apply a **-2 penalty** that is cumulative with all other normal penalties (wounds, daunts, etc) to the roll:

- The character lacks the proper tools and must work with less-than-ideal replacements
- The character must work with non-ideal materials
- The character is attempting to craft the item in hostile/stressful conditions (bad weather, in the middle of a siege, etc)
- The character is attempting to Rush the process (see above)

Making the Crafting Roll

Roll your Knowledge skill, taking into account any relevant modifiers (including penalties from wounds and daunts if applicable). The standard target number of a crafting roll is 4, though the Game Master may decide that certain items are particularly complex or difficult to create may have higher target numbers. In general, if the item is something that is already known and has been made before (such as creating a sword of a common design), the target number is 4. If the item is something new (such as a new invention) or radically different than what the character is experienced with, the target number increases to 6. The Game Master is free to decide to change the target number to one that they see fit for the situation. Check the result of the roll:

- **Raise-** The item has not only been created successfully, but it has turned out better than expected. If applicable, the item's Toughness increases by 2 and/or its value increases by 50% of its normal price.
- **Success-** The item has been created successfully.
- **Failure-** The attempt at creating the item has failed, and the result is unworkable. The materials used in the attempt are wasted and useless.
- **Critical Failure-** Something went horribly wrong in the process of attempting to create the item. The materials used in the attempt are wasted and useless, as well as the tools you used. In addition, depending on the circumstances of the crafting process, you might also sustain an injury as the result of a careless mishap (especially with something like blacksmithing, which can result in burns and injuries).

Cooperative Crafting Rolls

Multiple characters can combine their efforts to craft items. Both characters must spend an equal amount of time working on the item (and if one character Rushes the attempt they both must Rush the attempt) but share a single set of tools and materials. Characters assisting in crafting make their rolls first, applying all of the normal modifiers to their roll and using the same target number. For each success and raise they roll, the character actually performing the crafting attempt gets a +1 bonus to their roll.

All characters assisting in a crafting roll must have the same Knowledge skill as the character making the crafting attempt. An assisting character may optionally have a different skill, but one that is directly related to the item being crafted. For example, a character creating a suit of armor would be using Knowledge (Blacksmithing); while another character with Knowledge (Blacksmithing) would be more helpful, a character with Knowledge (Leatherworking) could help as well by making the padding and straps necessary for the armor. These 'partially assisting' characters provide only a maximum possible +1 bonus on a success, no matter the number of raises they roll.

Special Crafting Methods

Attempting to create a Masterwork, Cloudforged, or Magic item (referred to as a special item) follows the same rules as creating other items except that the item must be made with ideal tools and materials and cannot be Rushed. You must declare that you are attempting to create a special item before you roll; the crafting process takes twice as long as it normally would for that item, and the target number for success is twice what it normally would be (the basic target number would be 8 instead of 4). Characters may not assist in the creation of a special item unless they also have the ability to craft the same item.

Masterwork Items

Masterwork items are of unparalleled quality compared to anything else of the same type; weapons are stronger and perfectly balanced, armor is lighter and better fitting, and tools never lose their edge or even tire their users out. To craft a Masterwork item, you must have the Masterwork Crafting Edge. Masterwork weapons have a +1 bonus to attack and damage rolls made with that weapon, Masterwork armor has a +1 bonus to its armor value (which does not contribute to its weight), and other Masterwork

items have a +1 bonus to any relevant rolls made while using the item.

Cloudforged Items

Clouds can be worked into a variety of shapes with unusual properties by experienced pegasus artisans, who can create entire cities using this expression of their inherent magical abilities. Cloudforging is typically used in architecture and sculpture, and is generally not used to make things like weapons or armor.

To craft a Cloudforged item, you must have the Cloudforged Crafting Edge. Cloudforged objects do not dissipate or change forms like regular clouds do; they maintain their cohesion and shape unless damaged, and will act like the materials they are shaped to represent. They are treated as insubstantial water vapor for any creature that does not have the Flight ability, who treat them as partially solid objects (see the section on *Cloudstuff* for more information). Cloudforged items are effectively weightless and can be shaped into forms that would otherwise be impossible with typical materials.

Magic Items

Unicorns are capable of instilling an object with magical energy, which can be tapped and used by others with magical abilities. The particular type of magic infused into them determines their abilities.

To craft a Magic item, you must have the Magic Crafting Edge. Before you make the crafting roll, choose one of the five schools of magic (Abjuration, Divination, Evocation, Illusion, or Transmutation). A successfully created Magic item provides a +1 bonus to all Spellcraft rolls when using spells or cantrips of the same school. The item must be worn, held, or otherwise equipped to gain this bonus.



MAGIC



This section covers the arcane magic that only Unicorns have access to, using their horn as a focus. The majority of them know relatively little about magic, save for the few pragmatic cantrips that they have in their daily lives. Some, however, have spent time studying or experimenting with even more powerful spells that let them manipulate and shape the world around them.

Natural Magic

Arcane Skill: Spellcraft (Smarts)

Spell Limit: 2 + half Spirit

Starting Powers: Magic Trick + 1 other cantrip for each rank of Spellcraft you have (gain a new cantrip each time your Spellcraft goes up in rank). In addition, gain a new cantrip upon reaching Seasoned, Veteran, Heroic, and Legendary ranks.

Magic, in terms of Powers as defined by the **Savage Worlds Deluxe Edition**, is used only by unicorns. Every unicorn has the Natural Magic ability inherently; there is no need for an Arcane Background Edge as in previous versions of *The Savage World of My Little Pony*. They otherwise work the same as Powers found in the **Savage Worlds Deluxe Edition**. Finally, the *No Power Points* Setting Rule is used instead of the normal Power system: see the chapter on *Setting Rules* for more information.

Spell Limit and Spell Fatigue

Using magic draws energy from the universe around you, and for all but the most basic spells, this process can become very physically taxing after a while. This is represented by Spell Fatigue points (these are not the same

as levels of Fatigue (see the **Savage Worlds Deluxe Edition**, page 86, for more information), which represent how much strain has been put on you and are gained from successfully casting spells. Your Spell Limit is how many points of Spell Fatigue you can sustain before you start to tire, and is equal to 2 + half your Spirit die type.

Each time you successfully cast a spell (or a cantrip with the Cast Option), you gain a point of Spell Fatigue. If you roll a '1' on your Spellcraft die, you gain a point of Spell Fatigue whether or not it was successfully cast. If you gain a point of Spell Fatigue and you already have Spell Fatigue points equal to or greater than your Spell Limit, you must make an immediate Vigor roll with a penalty equal to the number of points of Spell Fatigue you have that exceeds your Spell Limit. If you are unsuccessful, you suffer a level of Fatigue.

- **Recovery-** Each 6-8 hours of restful sleep allows the character to lose Spell Fatigue points equal to their Spell Limit, as well as recover one Fatigue level caused by Spell Fatigue.
- **Incapacitation Effects-** Characters who become Incapacitated by Spell Fatigue fall unconscious into a coma-like state for 2d10 hours, during which they cannot be woken and are helpless. This coma is not treated as restful sleep and the incapacitated character does not lose Spell Fatigue points from it.



Cantrips and Spells

The Savage World of My Little Pony makes a slight distinction between cantrips and spells, though both are considered to be spells (they can both be affected by any effects that target Powers). Cantrips are minor spells that represent inherent magical ability; they do not usually require any sort of academic study on the part of the character and are simply acquired through experience, like a little foal learning to walk. Most unicorns learn no more than a handful of simple but versatile cantrips over their lifetimes, especially in conjunction with their special talent. Spells, on the other hand, are complicated and refined uses of magical energy that require study and more than a little talent to use. Spells are only permanently acquired through direct tutelage; they are only gained by taking the New Spell Edge.

- **Cast Option-** Cantrips do not require a Spellcraft roll in order to use them: you simply choose which one you want to use and the conditions for the cantrip and cast it immediately. Some cantrips have a 'Cast Option', which is an additional effect that you can apply to it if you wish. You must then roll Spellcraft to cast the cantrip as if it was a regular spell, applying any casting modifiers listed in parentheses. If you are successful, the cantrip is cast with the additional effects. If you are unsuccessful, the cantrip does not activate and the effort is wasted.
- **Dual Spells-** Several spells have two names separated by a slash, such as 'Light/Dark'. These spells have two forms, both of which are available to those who know the basic spell; choose one or the other when you cast spell.
- **Duration-** Certain cantrips and spells have a duration, usually based on your rank; Novice = 1, Seasoned = 2,

and so on. For example, a spell with a duration of '1 round per rank' would last no more than 3 rounds for a Veteran character.

- **Schools of Magic-** Each cantrip and spell belongs to one of the five schools of magic: Abjuration, Divination, Evocation, Illusion, or Transmutation. The school it belongs to is noted in the entry for each specific cantrip or spell. See the section below for more information.

Schools of Magic

There are five 'schools' of magic, representing generalized categories that spells are grouped into based on the nature of what they do. Certain effects, Edges, or other spells have effects that depend on what school a spell is from.

- **Abjuration-** Abjuration spells are ones that protect or restore, usually in the form of energy barriers or healing magic.
- **Divination-** Divination spells are oracular spells that let the caster see elsewhere in the world, into others' minds, or even into the future.
- **Evocation-** Evocation spells channel and focus raw energy, from pure magical energy to elemental energy such as fire and lightning.
- **Illusion-** Illusionary spells are ones that affect light or the perceptions of the mind, such as invisibility or mental control.
- **Transmutation-** Transmutation spells are ones that change matter and energy into other forms or move it about magically, such as summoning magical items or teleportation.

Spellbooks

Sometimes, powerful unicorns will record the spells they have learned or created for future reference, possibly to

pass them down to students. Books of spells are rare and extremely valuable; they are almost always passed down between student and teacher or between peers. A given spellbook may be a slim folio containing one or two simple spells (such as those printed for use by the Royal University as textbooks), or a massive grimoire cataloguing dozens of powerful spells (though such a book would be a find of incalculable value, enough for nations to go to war over in some cases).

- **Reading a Spellbook-** For a unicorn to use a spell from a spellbook, they must spend a week studying the *specific* spell for each rank it is (1 week for Novice spells, 2 weeks for Seasoned spells, 3 for Veteran spells, 4 for Heroic spells, 5 for Legendary spells), making a single Investigation roll at the end of that period. If you are successful, you have access to the spell. If you are unsuccessful you must spend another week studying the spell, making another Investigation roll at the end of that week (you may continue this until you are successful or give up). You cannot use spells that are more than one rank higher than you; these are so complex and obtuse that your mind is unable to process the spell.
- **Using a Spellbook-** Spellbooks cannot permanently teach you a spell, as it is with the New Spell Edge; instead, once you have access to a spell in a spellbook (using the *Reading a Spellbook* rule above), you may from that point onwards use the spell by reading directly from the book. You must spend an entire turn reading uninterrupted from the book where you do nothing else (if you wish to Concentrate on the spell as well, you must do that the turn before the turn you spend reading and apply its benefits when you do attempt to cast the spell two turns later). The turn after reading, you may then attempt to cast the spell; if it is unsuccessful, you must spend another full turn reading to attempt it again.

Discreet Casting

Sometimes, you may wish to hide the fact that you are casting a spell from others around you. When you declare the cantrip or spell you are casting, make a Stealth roll (the Game Master determines if those around you are Active or Inactive). If you are successful, you may then attempt to cast the spell with no one the wiser, even if you fail the Spellcraft roll. If you are unsuccessful, you may proceed with the Spellcraft roll but it will be obvious that you are casting a spell.

Trappings and Effects

The **Savage Worlds Deluxe Edition** provides extended rules for special Trappings that can be applied for certain powers. These are **not** used in *The Savage World of My Little Pony*, due to the specific nature of cantrips and spells employed by unicorns.

Shaken and Daunts

Many spells can cause their targets to become Shaken; in the normal **Savage Worlds** rules this would cause a wound if they are already Shaken. Unless a spell deals damage specifically, spells cause daunts instead of wounds when they cause an already Shaken character to be Shaken again.

Cantrips

Below are all the cantrips available in *The Savage World of My Little Pony*. These are treated the same as all other spells (and thus Powers) in all regards, other than they do not require a Spellcraft roll to cast successfully unless you choose the Cast Option effect.

Air Envelope

School: Abjuration

Range: Self, Touch (Cast Option)

Duration: 1 hour/Rank

Trappings: Shimmering air bubble formed around target

A persistent bubble of air (visible as a faintly shimmering, distorted sphere) forms around you, with a diameter just enough to fully enclose your body. This bubble of fresh air instantly expels smoke and other airborne pollutants, and will maintain its integrity and not mix with surrounding atmosphere. While inside an air envelope, you can be underwater and in the vacuum of space and maintain breathable air.

Cast Option (-1): As above, but *Air Envelope* can target another creature on touch instead of just the caster.

Alter Appearance

School: Illusion

Range: Self, Touch (Cast Option)

Duration: 1 hour/Rank

Trappings: Flash of light around affected features

You may alter up to three minor physical features of yours, such as eye or coat color, shape of the jaw, length/style of hair, or to conceal a scar or other unusual feature. You cannot alter your height, weight, or size with *Alter Appearance*; it is a purely cosmetic change that cannot change your overall outline (this includes your Unicorn horn). The Game Master might provide a bonus to Stealth rolls if the altered feature is part of a disguise as well, depending on the situation.

Cast Option (-X): As above, but *Alter Appearance* can target another creature on touch instead of just the caster. X equals the number of features being altered.

Bloom/Wither

School: Abjuration

Range: Smarts

Duration: Instant



Trappings: Light breeze and pleasant floral scent

Bloom: Designate a 3" square within range; any plants within that square or within that square instantly perk up and are watered and provided with nutrients, with any dried out or dying plants restored to health. This cannot restore already dead plants to life.

Cast Option (-0): As above, but the square area of the effect increases to your Smarts.

Wither: Same as *Bloom*, but all plants in the area instantly wither and die instead.

Cast Option (-1): As above, but the square area of the effect increases to your Smarts.

Charm/Aversion

School: Illusion

Range: Smarts

Duration: 1 minute/Rank

Trappings: No obvious effects

Charm: Choose a single creature that can see, hear, and understand you; gain a +1 bonus to Persuasion rolls to improve their attitude towards you.

Cast Option (-X): As above, but you may target more than one creature. X equals the number of targets beyond the first.

Aversion: Choose a single creature in range; the target must successfully roll Spirit with a penalty equal to your Rank, or other characters are considered to be one step lower on the Reaction Table when dealing with the target.

Cast Option (-1): The Spellcraft roll to cast *Aversion* is opposed against the target's Spirit. The target receives a -1 penalty to Charisma on a success and a -2 penalty on a raise.

Dowse

School: Divination

Range: 1 mile/Rank

Duration: Instant

Trappings: No obvious effects

Choose a single non-living object of importance to you; it must be something you have had extended contact with or have studied extensively within the last month, and that you can picture what it looks like. You instantly know precisely its direction and how far away it is as long as it is within range. Examples include a well-read book, favorite bauble, or coin purse.

Cast Option (-2): As above, but you may choose an object that you have both seen and touched within the last month, and you can only determine its direction (not precise location).

Enunciate/Silence

School: Illusion

Range: Self (Enunciate), Visual (Silence)

Duration: 1 minute/Rank

Trappings: Altered voice or total silence

Enunciate: You may precisely control the volume, pitch, and range of your own voice. This allows you to do such things as speak loudly and clearly to address crowds or adjust your voice to sing in proper tune.

Cast Option (-1): As above, but you may target another creature within visual range. If the target is unwilling, the Spellcraft roll to cast *Enunciate* is opposed against their Spirit to resist the effect.

Silence: The target cannot hear any spoken words or vocalizations that you make.

Cast Option (-1): The Spellcraft roll to cast *Silence* is opposed against the target's Spirit. On a success, they cannot speak or otherwise make other vocalizations.

Flavor/Foul

School: Transmutation

Range: Smarts

Duration: Instant

Trappings: Warm glow around affected area

Flavor: Choose an amount of food and/or water with a volume of no more than a cubic foot in volume (such as a large meal). You may change the flavor and composition of the food and/or water to something similar, such as turning pancakes into blueberry pancakes or water into wine.

Cast Option (-0): Same as above, but the food/water is purged of all poisons, toxins, or decomposition, and becomes fresh and safe to consume. You may choose to increase the casting penalty: double the volume for each additional -1 penalty you choose to incur.

Foul: Same as *Flavor*, but the food and/or water becomes rotten, brackish, or otherwise inedible.

Cast Option (-1): Same as above, and you may choose to increase the casting penalty: double the volume for each additional -1 penalty you choose to incur.

Fortune/Misfortune

School: Divination

Range: Smarts

Duration: 1 round

Trappings: No obvious effects

Fortune: Roll a d6: all Trait rolls the target makes gain a +1

bonus on a result of 2-6 or suffer a -1 penalty on a roll of a 1. This is considered to be a roll on a table (and thus cannot be Bennied). No individual creature may be affected by Fortune more than once per game session, no matter the result.

Cast Option (-X): As above, but the duration increases to 1 round/Rank. You may also use *Fortune* on a creature that has already been affected by it this game session. X is the number of times Fortune has been used on the target so far.

Misfortune: Roll a d6: all Trait rolls the target makes suffer a -1 penalty on a result of 2-6 or gain a +1 bonus on a roll of a 1. This is considered to be a roll on a table (and thus cannot be Bennied). No individual creature may be affected by Misfortune more than once per game session, no matter the result.

Cast Option (-X): As above, but the duration increases to 1 round/Rank. You may also use *Misfortune* on a creature that has already been affected by it this game session. X is the number of times Misfortune has been used on the target so far.

Glow/Dark

School: Evocation

Range: Self

Duration: 1 hour/Rank

Trappings: Horn radiating light or darkness

Glow: Your horn glows brightly and gives off light that negates all darkness penalties within 3". You may modify the color and intensity of the light at will.

Cast Option (-X): As above, but you can also selectively focus the glow into a beam or other patterns. You may increase the casting penalty: add an additional 2" to the radius of the glow for each -1 penalty you choose to incur.

Dark: Your horn projects an aura of darkness that lowers



the ambient light level within a radius of 3" by one step (Normal to Dim, Dim to Dark, Dark to Pitch Darkness).

Cast Option (-X): As above, but the radius of the darkness by an additional 2" times X.

Heat/Cold

School: Evocation

Range: Smarts (if in an enclosed area) or half Smarts (if in an outdoor or otherwise convective environment)

Duration: 1 hour/Rank

Trappings: No obvious effects

Heat: You may increase the temperature within a radius equal to *Heat's* range by up to 20° Fahrenheit and change it to within this range with a thought.

Cast Option (-0): The maximum temperature you can choose increases by 10°, or 20° on a raise.

Cold: You may decrease the temperature within a radius equal to *Cold's* range by up to 20° Fahrenheit and change it to within this range with a thought.

Cast Option (-0): The minimum temperature you can choose decreases by 10°, or 20° on a raise.

Multiple instances of *Heat* and/or *Cold* cannot increase or decrease the temperature in a given area beyond 40° total.

Impact

School: Evocation

Range: Self

Duration: 1 minute/Rank

Trappings: Faint glow around outline

When you perform a successful Push action (see the **Savage Worlds Deluxe Edition**, page 75, for more information), you push the target an additional 1" in addition to any of the other effects of the action (such as Knocking Prone). In addition, you receive a +1 bonus to Strength rolls made to push, pull, lift, bend, or otherwise move inanimate objects.

Cast Option (-1): As above, and the bonus Push distance increases by an additional 1" for each raise. In addition, you receive a +1 bonus to melee damage rolls.

Instill Energy

School: Abjuration

Range: Touch

Duration: Instant, 1 hour/Rank (Cast Option)

Trappings: Momentary glow around target

If the target is Shaken, they make an immediate Spirit roll to become Unshaken, applying all modifiers as if they were doing so on their turn.

Cast Option (-2): As above, and the target receives a +1 bonus to Spirit and Vigor rolls.

Knock

School: Evocation

Range: Touch

Duration: Instant

Trappings: Flash of light and loud *bang*

Knock deals 2d6 damage to the target, which must be a non-living object.

Cast Option (-2): As above, but the damage increases to 2d8.

Lay of the Land

School: Divination

Range: Self

Duration: Instant

Trappings: No obvious effects

You are immediately able to discern all of the following pieces of information: direction of true north, time of day, elevation or depth, air pressure, and temperature.

Cast Option (-0): As above, but you can also determine the direction of the nearest edible food and drinkable sources of water. You may still need a Nature roll to find it, but the Game Master may award a bonus to your roll, at their discretion.

Levitate

School: Transmutation

Range: Smarts

Duration: Instant, 1 round/Rank (Cast Option)

Trappings: Glowing around target

You move one inanimate object within range with your mind, which must weigh no more than your Smarts x 10 lbs, up to 3" in any direction. You cannot use *Levitate* to manipulate weapons or push buttons, pull levers, or move objects that are restrained or otherwise held in place (such as items being held or worn by others).

Cast Option (-0): As above, but the duration of *Levitate* becomes 1 round/Rank. Each round that it is sustained, you may move the object 3" in and direction again as a free action.

Magic Box

School: Transmutation

Range: Touch

Duration: Instant

Trappings: Flash of light from container

The target of *Magic Box* must be a small bag, container, purse, or other similar container. That container now contains a single small non-living, non-magical common object (or a few similar objects such as matches or marbles) of no more than a few ounces in weight that is not food or drink of your choice. The object continues to exist for an hour after being summoned. Common choices are things like needles, scissors, glasses, magnifying glasses, or other small tools or implements. The object is non-descript and cannot be something like a key for a specific lock.

Cast Option (-2): As above, but the object is permanent until dispelled as a free action. You may only have one permanent object created with *Magic Box* in existence at once, though you may have other temporary objects in addition to it.



Magic Trick

School: None

Range: 1"

Duration: 1 minute/Rank

Trappings: Glow around target

You may use *Magic Trick* once per turn as a free action. *Magic Trick* allows you to do one of the following: levitate and manipulate small objects weighing less than five pounds, create harmless sensory effects (flashes of light, sounds, scents), color or clean/soil objects such as cloth or paint, or make a small object disappear for a few seconds (sleight of hand). At the Game Master's discretion, *Magic Trick* may have other uses and may provide a bonus to another roll.

Cast Option (-1): The effect generated by *Magic Trick* is permanent until dispelled as a free action, at the Game Master's discretion.

Mend/Break

School: Abjuration

Range: Touch

Duration: Instant

Trappings: Flash of light around target

Mend: Choose a section of a broken object no larger than three feet in size, which can be something such as a cracked wooden beam, broken rope, or shattered vase; the damage is repaired and the object restored to normal. This can only be used to repair simple damage on something that was once whole, and cannot fix more complicated devices.

Cast Option (-X): As above, but the maximum size of the section increases by an additional foot times X.

Break: As above, but the target is broken and made useless instead. It may only break something that was once fixed; it cannot be used to break something anew.

Cast Option (-X): As above, but the maximum size of the section increases by an additional foot times X.

Mnemonic Sequencer

School: Divination

Range: Self

Duration: Special

Trappings: No obvious effects

Mnemonic Sequencer allows you to memorize a set sequence of information and be able to remember it with perfect clarity, which can be either auditory (music or speech) or visual information (text or images). Upon casting *Mnemonic Sequencer*, you can remember the next sixty seconds of information of one type (audio, visual) with perfect clarity: on average, you can read a number of pages or remember a number of pictures equal to half your Smarts. This 'sequence' of information is held in your mind indefinitely until *Mnemonic Sequencer* is dispelled as a free action or used again: you may only have one 'sequence' of information memorized at one time and memorizing a new 'sequence' causes you to forget the previously stored one. This 'sequence' does not count as a maintained spell.

Cast Option (-X): As above, but you may extend the time you spend taking information in by X minutes.

Phantasm

School: Illusion

Range: Smarts

Duration: Instant

Trappings: No obvious effects

Choose a creature within range that you can see: the target experiences a brief and harmless but noticeable sensory hallucination that affects one sense such as a chill, tickle, smell, or sound.

Cast Option (-0): As above, but the Spellcraft roll to cast *Phantasm* is opposed against the target's Spirit. On a success, the hallucination is distracting enough to cause a -1 penalty to the target's next Trait roll before the end of their next turn, or a -2 penalty on a raise.

Project Image

School: Illusion

Range: Visual

Duration: 1 minute/Rank

Trappings: Glowing image projected on designated surface

You project a color image from the tip of your horn onto any flat surface within visual range. The image can be anything you can clearly imagine, such as a recent memory. You may change or dispel the projected image as a free action.

Cast Option (-1): As above, but you may display moving pictures from your memory instead of just static images.

Send Thoughts

School: Divination

Range: Visual

Duration: 1 round/Rank

Trappings: No obvious effects

You may communicate silently and telepathically with a single creature in visual range that understands your language. The target can respond back telepathically, and each round you maintain the link allows for a few lines of dialogue. Both you and the target consciously choose what

is 'heard' by the other and will not unwillingly divulge information.

Cast Option (-X): As above, but you may communicate with X additional creatures beyond the first.

Shape Nature

This cantrip works the same as the *Elemental Manipulation* power (see the **Savage Worlds Deluxe Edition**, page 112, for more information), with differences noted below.

School: Transmutation

Range: Smarts

Duration: Instant

Trappings: Pale glow corresponding to element's color

- When you first choose *Elemental Manipulation*, select one of the four elements listed under *Elemental Manipulation* to control, in addition to a fifth element, Void. You can take *Shape Nature* multiple times, each time picking a different element. *Shape Nature* can be cast once per turn as a free action.
- **Earth:** The size of the hole you can open up increases to 1 cubic yard (or half that in stone).
- **Water:** The amount of water you can create and/or purify increases to four gallons.
- **Void:** You can channel the essence of emptiness to help clear your mind of distractions. *Shape Nature* (Void) has a duration equal to 1 + your Rank but does not count as a maintained spell while in effect (you may only be affected by one instance of it at a time, however). For its duration, you may ignore an additional 1 point of casting penalties for your spells.

Shock/Ground

School: Evocation



Range: Touch (Shock), Self (Ground)

Duration: Instant (Shock), 1 minute/Rank (Ground)

Trappings: Crackling energy around your horn

Shock: The target receives a shock as a large spark leaps from your horn. This spark deals no damage and does little other than cause a painful jolt, but it can be used to light highly flammable materials, provide a momentary burst of electricity, fuse small pieces of metal together, or any other similar function at the Game Master's discretion.

Cast Option (-1): As above, but the duration increases to 1 minute/Rank and the flow of electricity becomes constant during that time as long as you maintain contact.

Ground: Your entire body becomes a lightning rod, allowing electricity to pass through you and into the ground harmlessly as long as you maintain contact with the ground. Lightning bolts and other similar electric discharges within a 10" radius of you are drawn to you.

Cast Option (-1): As above, but the radius increases to 20".

Step Sideways

School: Transmutation

Range: 1"

Duration: Instant

Trappings: Flash of light around you

You disappear and reappear in any open spot within range, which you must be able to see (no opaque intervening barriers or completely obscuring effects such as fog) and have sufficient room to appear at. Enemies adjacent to you when you reappear do not get free attacks against you from using *Step Sideways*.

Cast Option (-2): As above, but the range increases to half your Smarts.

Toughen/Weaken

School: Abjuration

Range: Touch

Duration: 1 minute/Rank

Trappings: Faint glow around affected area

Toughen: The target must be an inanimate object, which gains a +2 bonus to its toughness (see the **Savage Worlds Deluxe Edition**, page 71, for more information). If the target is a suit of armor, its armor bonus increases by 1 as well.

Cast Option (-1): As above, but the duration increases to 1 hour/Rank.

Weaken: The target must be an inanimate object, which receives a -2 penalty to its toughness (see the **Savage Worlds Deluxe Edition**, page 71, for more information) to a minimum of 2. If the target is a suit of armor, its armor bonus decreases by 1 as well (to a minimum of 0).

Cast Option (-1): As above, but the duration increases to 1 hour/Rank.

Novice Powers

Aid/Hinder

This spell works the same as the *Boost/Lower Trait* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1

Range: see *Boost/Lower Trait*

Duration: 1 minute/Rank

Trappings: No obvious effect

- The target(s) must have at least a d4 in the chosen Trait.
- **Additional Targets:** *Aid/Hinder* may affect additional targets (up to a maximum total of five), adding an -1 casting penalty for each additional target beyond the first. All targets share the same effect (Aid or Hinder) and Trait affected.

Allure

School: Illusion

Casting Modifier: -1

Range: Visual

Duration: Special

Trappings: No obvious effects

The Spellcraft roll to cast *Allure* is opposed against the target's Spirit, and you must be able to look the target in the eyes when it is cast: targets who consciously try to avert their eyes must roll Agility successfully to avoid *Allure*'s effects. On a success, you gain a +4 Charisma bonus when dealing with the target until you break eye contact.

Aura Reading

School: Divination

Casting Modifier: -2

Range: Self

Duration: 1 minute/Rank

Trappings: Auras that only you can see appearing around living beings

You perceive shimmering auras of light like nimbuses around each living creature that you see: these auras are plainly visible day and night and are visible as long as you are able to perceive the creature (you cannot see auras on creatures in pitch blackness or from creatures that are invisible to you), reducing all penalties from poor illumination by 1. With a success, you can sense all of the following components of each being's aura:

Color: Reveals the creature's current mood and emotional state (angry, excited/nervous, content, etc). The Game Master determines what mix of colors signifies what result, but with a raise you can determine more information on their mood/emotional state.



Intensity: Reveals the relative health and activity level of the creature. An aura's intensity allows you to discern creatures that are healthy versus sick and/or dying, awake or asleep, or any other conditions at the Game Master's discretion. A raise gives you more detailed information, again at the Game Master's discretion.

Shape: Reveals what kind of creature it is on a success, allowing you to see through both magical and non-magical disguises. At the Game Master's discretion, a raise might reveal specific details about each particular creature at a glance. If you do not already have the information necessary to interpret the aura's shape (such as seeing the aura of an undead creature disguised as a pony, when you have never encountered an undead creature before), you are simply aware of what it looks like and that it is different.

Blur

This spell works the same as the *Deflection* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1

Range: Self

Duration: 1 minute/Rank

Trappings: Shifting, hazy silhouette

- The penalty applies to any melee or ranged attack against you, and has no additional effect on a raise.

Change Shape

This spell works the same as the *Shape Change* power (see the **Savage Worlds Deluxe Edition**, page 115, for more information), with differences noted below.

School: Transmutation

Casting Modifier: Special

Range: see *Shape Change*

Duration: 1 minute/Rank

Trappings: Polymorphing into animal

- Change Shape transforms you into a mundane animal (non-magical or supernatural and must have Animal Intelligence) of your choice that you have seen before for at least a short period of time.
- The casting penalty depends on the Size modifier of the creature being transformed into; for example, at Novice rank you can transform into any animal with a Size modifier of up to -2, with a casting penalty of -2. See the Change Shape table below for more information.
- Spells and abilities that specifically affect animals (such as the One With Nature Edge) do not affect you.
- The Game Master has the final say on what animals you can and cannot turn into, and what skills it would be reasonable to be able to use in that form, as well as any appropriate penalties.

Change Shape Table

Rank	Size	Penalty	Example Animals
Novice	-2	-2	Owl, Housecat
Seasoned	+0	-3	Large dog, Wolf
Veteran	+2	-4	Lion, Bear
Heroic	+4	-5	Shark, Elephant
Legendary	+6	-6	Drake, Blue Whale

Clairvoyance/Obscure Sight

School: Divination

Casting Modifier: -1

Range: Smarts/2 miles (Clairvoyance), Smarts (Obscure)

Duration: 1 minute/Rank

Trappings: Invisible mirrored sphere hovering in air

Clairvoyance: You create an intangible magical sensor at a location within range that you specify: this location must be one that is known to you and that you have traveled to at some point and spent at least a day there. You may see through this 'sensor' as if it was an eye, and you may rotate it in any direction (thought its position in space is fixed for the duration of the spell and you hear no sound). Though you can see through it, you cannot interact with what you see in any way (including casting spells through it).

Obscure Sight: Any creature using a Divination spell that targets a creature or spot within range must roll Spellcraft opposed against you, with a -1 penalty to their roll if they are of equal rank with you or a -2 penalty if they are of a lower rank. If they are not successful, their Divination spell may still cast successfully but it will not function. No matter the outcome of this opposed roll, you are aware that an attempt to use a Divination spell was made (although not by who).

Ensnarement

This spell works the same as the *Entangle* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

School: Evocation

Casting Modifier: -1

Range: see *Entangle*

Duration: Special

Trappings: Snaking tendrils of purple energy

- This spell summons whipping strands of energy that burst from the ground and entangle anything they touch, targeting a single 1" square within range and all targets within a radius of up to 2" of that square (your choice). Ensnared targets remain ensnared until you cancel the spell or they break free.
- On a raise, the target is immobilized and cannot move, in addition to the other effects of a raise. Flying creatures that are immobilized by *Ensnarement* immediately stop flying and begin falling.

False Dawn

School: Evocation

Casting Modifier: -2

Range: Self

Duration: 1 minute/Rank

Trappings: Orb of sunlight appearing over your head

A glowing, white-hot orb of light appears a few feet over your head which gives off intense, natural sunlight within a 10" radius and which stays fixed in the air above you as you move. The light from the orb negates all darkness penalties within its radius, and is treated as natural sunlight against creatures affected by it. All other creatures within 3" when you successfully cast *False Dawn* must immediately make an Agility roll to avert their eyes or be blinded (they suffer a -

6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until the end of their next turn. This roll is not repeated in subsequent rounds that you maintain *False Dawn*, only when it is first cast.

Synergy Bonus: If you know the *Glow/Dark* cantrip, reduce the casting penalty of *False Dawn* by 1.

Haste/Delay

This spell works the same as the *Speed* and *Slow* powers (see the **Savage Worlds Deluxe Edition**, page 116, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1

Range: see *Speed* (Haste), Smarts (Delay)

Duration: 1 minute/Rank

Trappings: Blurred motion (Haste) or slow motion (Delay)

Haste: see *Speed*.

Delay: The Spellcraft roll made to cast *Delay* is opposed against the target's Spirit. On a success, the target's Pace is reduced by half (divide after rolling and adding in running/flanking dice).

Illusion

School: Illusion

Casting Modifier: -2

Range: Smarts

Duration: 1 minute/Rank

Trappings: Illusory objects or features

You create an illusion that affects all of the senses and is no larger across than the spell's range. The illusion can be over an area (such as an illusory pit or wall) or fixed over an object or creature (an illusory disguise or covering) but it is fixed on that object/creature or area and remains so until dispelled or the duration runs out. All who see the illusion have to make an opposed Notice roll against your Spellcraft: if they fail, they believe it is real. Direct interaction with the illusion physically allows for an additional opposed Notice roll with a +2 bonus in order to spot the illusion. Creatures that believe the illusion is real treat it as if it were real, but cannot be harmed by it in any way.

Jaunt

This spell works the same as the *Teleport* power (see the **Savage Worlds Deluxe Edition**, page 118, for more information), with differences noted below.

School: Transmutation

Casting Modifier: -1

Range: Visual

Duration: see *Teleport*

Trappings: Flash of white and faint percussive shockwave\

- Jaunt lets you teleport instantly to a clear and open spot that you can clearly see (no opaque intervening barriers or completely obscuring effects such as fog).
- Jaunt cannot be used to carry others.

Synergy Bonus: If you know the *Step Sideways* cantrip, reduce the casting penalty of *Jaunt* by 1.

Misdirection

This spell works the same as the *Confusion* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

School: Illusion

Casting Modifier: -1

Range: see *Confusion*

Duration: see *Confusion*

Trappings: Flashing colors and dizzying movement seen only by the target

- **Additional Targets:** *Misdirection* may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

Powerful Word

School: Evocation

Casting Modifier: -1

Range: Smarts/Smarts x 2/Smarts x 4

Duration: Instant

Trappings: A loud, echoing spoken word

You speak a single word loudly and confidently, whose sound impacts the target like a hurricane blast of wind. The Spellcraft roll made to cast this spell is treated as if you were making a ranged attack (it is affected by cover, range, light level, etc), with each range increment equaling your Smarts (see above). You can target either another creature or a specific object or spot within range. Creatures hit with this spell are knocked Prone and pushed 1" away from the caster for each success and raise rolled. Objects that are hit with this spell are pushed 1" for each success and raise you

roll, if the object weighs equal to or less than your Spellcraft x 10 pounds. This can be used to slam doors shut, topple apple carts, or push levers.

Psychometry/Leave Imprint

School: Divination

Casting Modifier: -1

Range: Touch

Duration: Instant

Trappings: No visible effects

Psychometry: You briefly touch a single non-living object and immediately receive a mental image of the last intelligent, living creature to have physically touched the object. If a creature is currently holding the object, the image comes from the previous creature to have touched it. This 'snapshot' is clear but does not immediately tell you who or what the creature is. On a raise, you may receive additional information about the creature at the Game Master's discretion, such as their mood/emotional state when they touched the object. If you are maintaining the *Aura Reading* spell when you use *Psychometry*, you can see the aura of the creature in the mental image. Touching an object when using *Psychometry* does not imprint your own image on the object (though further contact will), and once you have successfully used *Psychometry* on an object (whether or not you received a raise) you cannot gain any new information until a new imprint is placed on the object after another creature touches it.

Leave Imprint: You touch an object and leave a special psychic imprint on the object: any creature using *Psychometry* or some suitably similar power can read this imprint. The imprint consists of any mix of audio/visual information that you would like, lasting no more than a number of seconds equal to your Smarts. You only need to



imagine what you want to be part of the imprint; you do not have to speak it aloud. This imprint replaces any currently placed on the object (either naturally or by previous use of *Leave Imprint*) and remains until replaced. You may also set a 'trigger' condition when you create the imprint by naming a specific creature by name when you create the imprint. The named creature may experience the imprint without requiring the use of *Psychometry* or a suitably similar power.

Repulsion

School: Illusion

Casting Modifier: -2

Range: Self

Duration: 1 minute/Rank

Trappings: No visible effects

You create an intangible, invisible aura that passively makes other living creatures unwittingly avoid you, as if by instinct. Any creature that comes within a radius equal to half your Smarts must make an immediate opposed Spirit roll against your Spellcraft. If they fail, they unwittingly find some reason to not enter the radius; the creature may decide to take another route, do something else instead, or otherwise avoid the area without quite realizing why. Creatures already inside this radius who fail the roll similarly find an excuse to leave it. This is at the Game Master's discretion: creatures that are sufficiently determined to reach a spot within the radius are not affected by *Repulsion*, as are creatures that are consciously aware of where you are and are looking for you. For example, *Repulsion* could prevent a search party from coming close enough to discover you hiding behind a curtain or inside of a closet, but would not help you if you were standing in the open. *Repulsion* would not prevent creatures from entering its radius if the radius intersects with the only reasonably available path through an area, such as a hallway with no side passages or a bridge.

Resonance Reading

School: Divination

Casting Modifier: -1

Range: Self

Duration: Instant

Trappings: No visible effect

You send out a magical pulse that extends out from you to a radius equal to your Smarts, allowing you to read the 'echo'

that comes back to you. When you cast *Resonance Reading*, choose a particular type of non-living object, such as a coin or tripwire: you instantly know precisely the distance from you and direction of each object of the chosen type, as well as how many there are, within *Resonance Reading's* radius.

Synergy Bonus: If you know the *Dowse* cantrip, reduce the casting penalty of *Resonance Reading* by 1.

Restoration

This spell works the same as the *Healing* power (see the **Savage Worlds Deluxe Edition**, page 114, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1

Range: see *Healing*

Duration: see *Healing*

Trappings: White glow suffusing the entire body

- The target's wound penalties are applied to the Spellcraft roll made to cast *Restoration*, in addition to any you currently have.

Shatter

School: Evocation

Casting Modifier: -2

Range: Smarts/Smarts x 2/Smarts x 4

Duration: Instant

Trappings: Thin filament of glowing light shot from your horn towards the target

The Spellcraft roll made to cast this spell is treated as if you were making a ranged attack (it is affected by cover, range, light level, etc), with each range increment equaling your Smarts (see above). The target must be a non-living object; *Shatter* deals 2d8 damage to the target, or 3d6 damage on a raise.

Synergy Bonus: If you know the *Knock* cantrip, reduce the casting penalty of *Shatter* by 1.

Summon/Dismiss

School: Transmutation

Casting Modifier: -2

Range: 1"

Duration: Instant

Trappings: Object slowly materializing out of thin air



Summon: You summon a non-living, non-magical common object (or a few similar objects such as nails or arrows) that is not food or drink, of your choice. The object can weigh no more than your Smarts x 10 lbs, and is made from nondescript materials and free of unnecessary design or decoration: a sword created with *Summon* would be made of plain steel and of a generic, nondescript design, though it would be otherwise fully functional. A summoned statue would be a plain and unremarkable statue of a solid material (marble, bronze, etc). Objects created with *Summon* in this manner disappear and blink out of existence after a day. If the object breaks or is destroyed, it vanishes into thin air and thus cannot be broken down into its constituent parts or materials. Summoned objects are considered to be magical and can be detected like any other magical item or effect. You may have a number of summoned objects in existence at one time equal to your Rank.

Dismiss: You unsummon an object created by *Summon*, either by you or by another creature. If the object was created by another creature, the Spellcraft roll made to cast *Dismiss* is opposed against the target object's creator's Spellcraft, dismissing the object on a success.

Synergy Bonus: If you know the *Magic Box* cantrip, reduce the casting penalty of *Summon/Dismiss* by 1.

Telekinesis

This spell works the same as the *Telekinesis* power (see the **Savage Worlds Deluxe Edition**, page 118, for more information), with differences noted below.

School: Transmutation

Casting Modifier: -2

Range: see *Telekinesis*

Duration: 1 round/Rank

Trappings: Shimmering, gold concentric rings spinning around the levitated object

- Telekinesis lets you move objects up to a weight of 20 pounds times your Smarts on a success.
- You may move the target object a distance equal to *Telekinesis*'s range each turn that it is sustained.
- While using a Telekinetic Weapon, you must still use your Fighting skill to make attacks with it instead of Spellcraft, and damage is based on Smarts instead of Strength.

Synergy Bonus: If you know the *Levitate* cantrip, reduce the casting penalty of *Telekinesis* by 1.

Seasoned Spells

Castigate

School: Evocation

Casting Modifier: -2

Range: Smarts

Duration: Instant

Trappings: Searing bolt of white light shot towards target

Castigate allows you to tap into your righteousness and manifest it physically as a bolt of glory, directing it against a single enemy. The target must be one that has attacked you or one of your allies (either with a physical attack or a Clash of Wills attack) since your last turn. The Spellcraft roll made to cast *Castigate* is an opposed roll against the target's Spirit, with a +1 bonus if the target successfully hit an ally and an additional +1 bonus for each wound or daunt they inflicted. On a success the target suffers a Daunt, and if the target is not already Shaken they become Shaken, with an additional Daunt for each raise.

Fatigue: Successfully casting *Castigate* causes you to suffer a single level of Fatigue that you automatically recover from after taking an extended rest (6-8 hours). You cannot attempt to use *Castigate* if attempting it would Incapacitate you.

Chromatic Blast

School: Evocation

Casting Modifier: -1

Range: Smarts

Duration: Instant

Trappings: Fan of multicolored sparks

Chromatic Blast throws a fan of flashing rainbow-hued sparks in your opponent's eyes, disorienting them and disrupting their vision temporarily. The Spellcraft roll made to cast *Chromatic Blast* is an opposed roll against the target's Agility to see if they can avert their eyes in time; on a success, the target is Shaken and suffers a -2 penalty to all Trait rolls requiring vision until their next turn. On a raise, the target is instead Blinded (they suffer a -6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until they recover from being Shaken.

Additional Targets: *Chromatic Blast* may affect additional targets up to a maximum total of five, adding a -1 casting penalty for each additional target. All additional targets must be within 1" of another target.

Discern Thoughts

School: Divination

Casting Modifier: -2

Range: Visual

Duration: 1 round/Rank

Trappings: No visible effects

The Spellcraft roll made to cast *Discern Thoughts* is an opposed roll against the target's Spirit. On a success, you can hear the 'surface' thoughts of the target in your head; these are only what the target is currently thinking about/saying to themselves, and not anything deeper or stored in their long-term memory. You understand the tone and inflection of their inner voice, though interpreting their stream of consciousness is up to you. Unintelligent animals do not have an inner voice as intelligent creatures do, but *Discern Thoughts* gives you a general impression of what they are currently focusing their attention on, usually coming out as a single word or a few words; this is up to the Game Master to interpret. On a raise, the duration becomes 2 rounds/Rank.

Disruptor

School: Evocation

Casting Modifier: -1

Range: Smarts

Duration: Instant

Trappings: Pulsing ray of gold light shot towards the target

The Spellcraft roll made to cast *Disruptor* is opposed against the target's Spirit. On a success, the target instantly drops

all maintained powers; on a raise, the target is also Shaken if they are not already Shaken.

Additional Targets: *Disruptor* may affect additional targets up to a maximum total of five, adding a -1 casting penalty for each additional target.

Enlarge Shape/Compact Shape

This spell works the same as the *Growth/Shrink* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

School: Transmutation

Casting Modifier: -2

Range: Self

Duration: 1 minute/Rank

Trappings: Growing larger (Enlarge Shape) or smaller (Compact Shape)

Enlarge Shape: see *Growth*.

- *Enlarge Shape* doubles your overall size, granting a +1 Size bonus on a success or up to a +2 bonus on a raise (tripling your overall size). You gain a +1 toughness bonus and increase your Strength die type by one size for each point of Size you gain, and if you gain 2 points of Size, you also gain the Silhouette (Large) ability (see pg. 87). Creatures cannot be affected by more than once instance of *Enlarge Shape/Compact Shape* at one time.

Compact Shape: see *Shrink*.

- *Compact Shape* halves your overall size, giving you a -1 Size penalty on a success or up to a -2 penalty on a raise (a third your normal overall size). You receive a -1 toughness penalty (to a minimum of 1) and decrease your Strength die type by one size (to a minimum of d4) for each point of Size you lose, and if you lose 2 points of Size, you also gain the Silhouette (Small) ability (see pg. 87). Creatures cannot be affected by more than once instance of *Enlarge Shape/Compact Shape* at one time.

Force Field

This spell works the same as the *Barrier* power (see the **Savage Worlds Deluxe Edition**, page 109, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1 per section beyond the first

Range: see *Barrier*

Duration: 1 minute/Rank

Trappings: Translucent panels of glowing energy

- Force Field creates a wall of energy that can protect you or entrap opponents. Every section of the wall created beyond the first incurs a -1 casting penalty and spans a width of 1". For each raise you may create an additional wall section beyond what you originally chose, for free.
- Each section is translucent and about as thick as a pane of glass.
- When hit, a section of wall simply blinks out of existence as it is destroyed.



Gossamer Wings

School: Transmutation

Casting Modifier: -2

Range: Self

Duration: 1 hour/Rank

Trappings: Multicolored insect wings

A set of proportionately-sized insect wings (these can be from any insect that you choose, such as butterflies or dragonflies) magically sprout from your back, giving you the Flight ability. You may fly at a basic Pace of 6 (this is not modified by any Edges or Hindrances that you currently have), but cannot fly at flanking speed. The wings are very delicate, and any time they are exposed to intense heat or other environmental extremes, or are hit by a physical attack, you must make a successful Spirit roll with a -2 penalty or the wings disintegrate.

Invisibility

This spell works the same as the *Invisibility* power (see the **Savage Worlds Deluxe Edition**, page 115, for more information), with differences noted below.

School: Illusion

Casting Modifier: -3

Range: see *Invisibility*

Duration: 1 minute/Rank

Trappings: Shimmering and disappearing into thin air

- Making an attack, a Clash of Wills attack, or casting a spell causes your invisibility to terminate.
- You cannot affect additional targets with *Invisibility*.

Minor Wondrous Item

School: Transmutation

Casting Modifier: -2

Range: Self

Duration: 1 day

Trappings: Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Convenience Stick:** Summons a nondescript wooden dowel about 6 inches in length. Any creature capable of using magic (such as another unicorn) may command the stick to change it into any similarly sized and shaped object made out of any common material such as a key, paintbrush, pencil, knife, or whistle. It can be transformed into a key for a specific lock by making a successful Smarts roll with a -2 penalty when transforming it.
- **Invisible Ink:** Summons a single ink pot filled with what looks like opaque pink ink. The ink is only visible to the caster, who can write with it on almost any surface. The caster may also write the full name of any creature next to any note or letter written in the ink, and the named character can then read the invisible message.
- **Spellglue:** Summons a small glass vial full of viscous, purple glue. There is enough glue for a total of a square foot of adhesive. It can glue any two solid surfaces together for the duration of the spell, and can support a weight of Smarts x 50 lbs of weight or force.

Premonition

School: Divination

Casting Modifier: -2

Range: Self



Duration: 1 round/Rank
Trappings: No visible effects

You receive a flash of insight about the future that allows you to be better prepared for the unexpected. Choose a single Trait: until the duration of *Premonition* runs out, you receive a +2 bonus to the first roll for that Trait you make. You cannot choose a single Trait to be the subjects of a *Premonition* more than once per day.

Sense Life/Sense Path

School: Divination
Casting Modifier: -1
Range: Smarts x 2
Duration: 1 minute/Rank (Sense Life), Instant (Sense Path)
Trappings: No visible effects

Sense Life: You are able to innately sense the precise direction and distance from you of all conscious, sentient creatures within the spell's radius. In addition, creatures that can be detected with *Sense Life* can also have their auras read as if there were no intervening obstructions (you must still use *Aura Reading*, or some comparable effect at the Game Master's discretion, to do so).

Sense Path: When inside of a building or other similar enclosed structure (such as a cave or maze), you can become at least partially aware of its layout within a radius equal to *Sense Path*'s range. On a success, you are given a mental image of the building's layout of rooms or chambers as defined by its walls (but not anything inside of those rooms). For each raise, the Game Master may choose to give you additional information about the area you detect (such as the presence of doors, large pieces of terrain or furniture, or possible exits). The exact nature and detail of the

information provided by *Sense Path* is up to the Game Master's discretion.

Synergy Bonus: If you know the *Lay of the Land* cantrip, reduce the casting penalty of *Sense Life*/*Sense Path* by 1.

Sleep

This spell works the same as the *Slumber* power (see the **Savage Worlds Deluxe Edition**, page 116, for more information), with differences noted below.

School: Illusion
Casting Modifier: -1
Range: see *Slumber*
Duration: 1 minute/Rank
Trappings: No visible effects

- This spell does not use a template: it instead has a primary target and may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

Spook

This spell works the same as the *Fear* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

School: Illusion
Casting Modifier: -1
Range: see *Fear*
Duration: see *Fear*
Trappings: No visible effect to those who are not the target

- The Spellcraft roll made to cast Spook is an opposed roll against the target's Spirit, which counts as a Fear roll for the targets. The effects of *Fear* activate on a success.

On a raise, the target gains a +2 bonus to their roll on the Fear Table.

- 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.
- This spell does not use a template: it instead has a primary target and may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

Turn Energy/Turn Magic

School: Abjuration

Casting Modifier: -2

Range: Touch

Duration: 1 minute/Rank

Trappings: Faint, shimmering bubble around target

Turn Energy: A shimmering bubble of energy forms around the target that protects them from elemental extremes. The target gains a +2 bonus to Vigor rolls made to resist elemental energy effects such as fire, electricity, radiation, and any others that the Game Master feels may apply. In addition, the target gains a +2 armor bonus against damage from magical sources. Both of these bonuses increase to a +4 on a raise.

Turn Magic: A shimmering bubble of energy forms around the target that protects them from magic. The target receives a +2 bonus to Spirit rolls made to resist the effects of magic directed at them, and gains a +2 armor bonus against damage from magical sources. On a raise, only the armor bonus increases to +4.

Synergy Bonus: If you know the *Air Envelope* cantrip, reduce the casting penalty of *Turn Energy/Turn Magic* by 1.

Undo Magic

This spell works the same as the *Dispel* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

School: Abjuration

Casting Modifier: -1

Range: see *Dispel*

Duration: see *Dispel*

Trappings: Crackling bolts of lightning shot towards target

- Undo Magic has no effect on inherent Powers, such as those that each pony breed has or abilities possessed by other creatures (see the section on *Abilities* for more information).

Veteran Spells

Animate Object

School: Transmutation

Casting Modifier: -2

Range: Touch

Duration: 1 minute/Rank

Trappings: Purple glow and sprouting of limbs

Animate Object causes a single object to spring to life and be given a task to perform. The target must be a non-living, non-magical object no heavier than your Smarts x 10 lbs. The animated object magically gains limbs and appendages appropriate to the object (such as clawed feet on a bathtub becoming actual articulated clawed feet) or otherwise moves on its own if already able to do so. Upon casting *Animate Object*, the caster must verbally command the object to perform a single order. The animated object will follow the caster's order as literally as possible, and will continue to attempt to carry out the action until *Animate Object* is no longer maintained or until the duration runs out, at which point the object returns to normal. Animated objects cannot be tasked to attack or harm living creatures, directly or indirectly. The Game Master decides what the animated object can and cannot do, and its capabilities (including Traits if necessary, at the Game Master's discretion) should be relative to the object itself: an animated broom might be tasked with keeping an area clean, while an animated freestanding bathtub could be ordered to follow the caster around and carry things.

Blessing

School: Abjuration

Casting Modifier: -3

Range: Touch

Duration: 1 minute/Rank

Trappings: Glowing halo of light around target's head

You cannot maintain more than one instance of *Blessing* at one time, nor can a creature can be affected by more than one instance of *Blessing* at one time. Maintaining *Blessing* incurs a -2 penalty to future Spellcraft rolls instead of -1.

The target of *Blessing* gains a +2 bonus to Fear rolls, and their Wild Die increases in size by one die type.

Commune From Afar

School: Divination

Casting Modifier: -3

Range: Smarts x 1 mile

Duration: 1 minute/Rank

Trappings: Cloud of smoke that forms into the shape of the creature being communicated with

Commune from Afar creates a cloud of smoke that forms in front of you into the form of a target creature within range that you have seen before, with your form similarly appearing in front of them; both forms remain fixed in place and do not move from where they stand, though they copy any movements or facial expressions you make. The target must consciously choose to accept your contact. For the duration of *Commune from Afar*, you and the target can speak and see each other clearly through the eyes and ears of the smoke forms as if you were each present, though you cannot interact with what you see in any way (including casting spells through the smoke form).

Earth Travel

This spell works the same as the *Burrow* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

School: Transmutation

Casting Modifier: -2

Range: see *Burrow*

Duration: 1 round/Rank

Trappings: Melting into earth and reappearing elsewhere

- In addition to the bonus from successfully surprising a foe, you gain a +1 bonus to Grace and Intimidate Clash of Wills attacks and Trick rolls, or +2 on a raise.
- *Earth Travel* has no additional targets.

Magnetic Storm

School: Evocation

Casting Modifier: -3

Range: Smarts

Duration: 1 round/Rank

Trappings: Intense magnetic disruption in target area

Choose an area square equal to 1" times your Rank within range: within that area, you can affect any magnetic/ferrous metal (anything a magnet would stick to) as long as it is within the target area. Each round *Magnetic Storm* is maintained, you may affect any given piece of metal or metal object within the target area with one of the following effects (or two different effects at once on a raise):

- **Magnetokinesis:** The object is moved/levitated as if it was affected by the *Telekinesis* spell (see pg. 10). It may be moved out of the spell's target area but you lose control of it once it does. Creatures wearing armor or otherwise carrying enough metal (at the Game Master's discretion) may be moved with this ability, but they still

receive an opposed Spirit roll if they are unwilling. You may also use this ability for other purposes on metal objects weighing less than a few dozen pounds (ripping the nails out of a box, twisting prison bars, creating a ramp that you can run across, unlocking manacles, or sending a pile of metallic debris into a foe's face for a Trick roll) at the Game Master's Discretion.

- **Resistance Heating:** The target object begins to heat up rapidly, becoming too hot to hold within one turn (creatures holding it may instantly drop it at this point). Each round that it is heated beyond the first causes it to glow white-hot, igniting any flammable materials that it touches and dealing 1d10 fire damage for each round beyond the first that it has been heated (to a maximum of 2d10).
- **Vibration:** The object begins to vibrate violently, making it nearly impossible to use or even hold on to. The object requires a successful Strength roll opposed against your Spellcraft to pick up or manipulate successfully, and objects that are currently held or equipped are useless that round without a success. Armor that is equipped continues to provide its armor bonus, but it incurs a penalty to all Strength and Agility (and any skills tied to those Attributes) equal to its armor bonus.

Mantle of Awe

School: Illusion

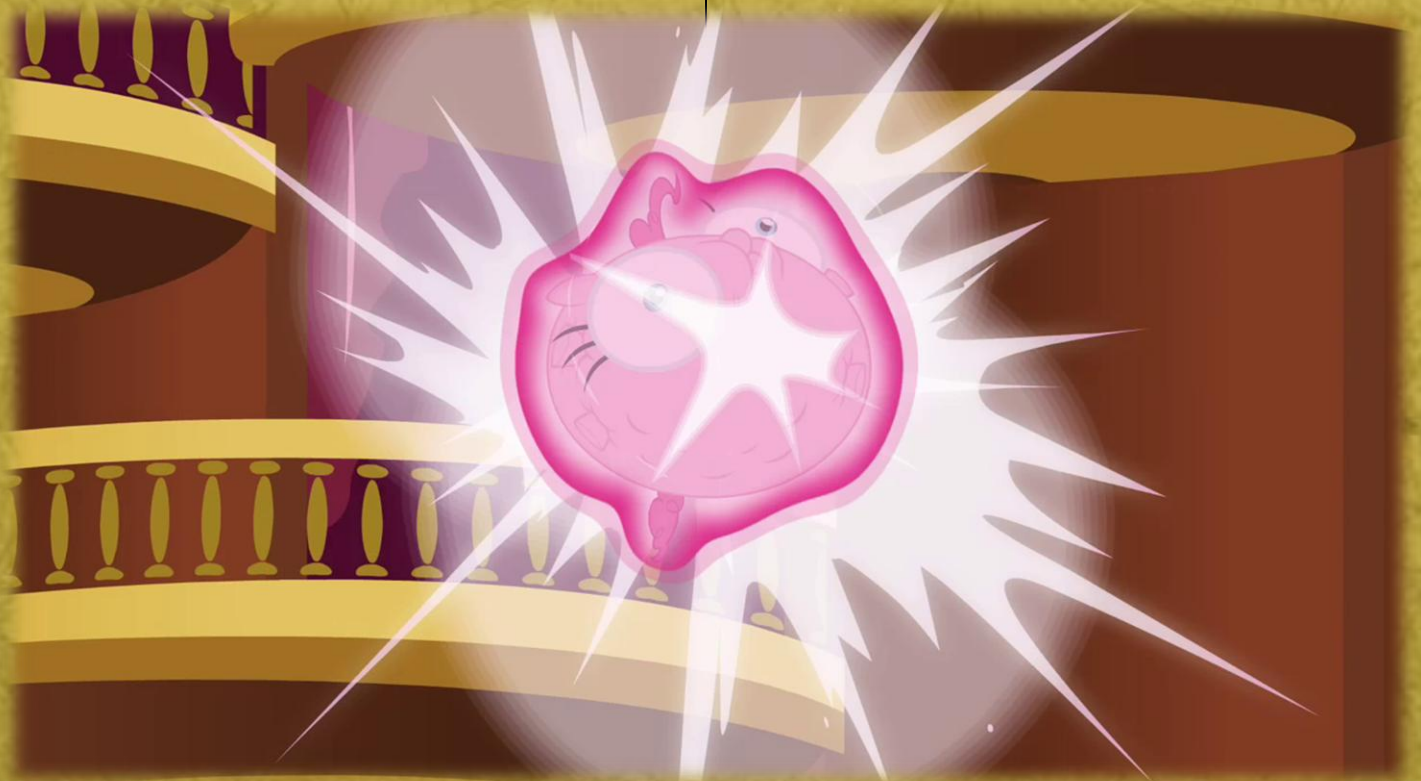
Casting Modifier: -2

Range: Self

Duration: 1 round/Rank

Trappings: Glowing eyes and faint glowing outline

You surround yourself with a terrifying aura that strikes fear and awe into the hearts of your foes. Upon first seeing you,



non-allies must roll an opposed Spirit roll against your Spellcraft; if they are not successful, they cannot come within 1" of you or target you with any attacks, spells, or maneuvers for *Mantle of Awe's* duration. You gain a bonus to this roll equal to half your Charisma, up to a maximum of +1 (with no maximum limit on a raise). If you make an attack, cast a spell, or perform a maneuver against a target who is affected by *Mantle of Awe*, the effect ends for that target and they may act normally against you.

Precognition

School: Divination

Casting Modifier: -2

Range: Visual

Duration: 1 round/Rank

Trappings: No visible effects

At the beginning of each round for the duration of *Precognition*, the target must have what they are going to do planned out before any other character acts and/or action cards are dealt. The target must carry out their stated turn to the best of their abilities, as long as they are physically able to do so: if the conditions are no longer able to be met (such as a target of an attack becoming incapacitated in the intervening turns and removed from play) the target may act normally when it comes to their turn. On a raise, when action cards are dealt you may choose not to draw and instead go immediately before the target, unless they have a Joker.

Sensory Deprivation

School: Illusion

Casting Modifier: -3

Range: Visual

Duration: 1 round/Rank

Trappings: No visible effects

Sensory Deprivation tricks the victim's mind into ignoring its sensory inputs, effectively depriving them of one of their senses for the spell's duration. The loss of certain senses, especially smell and taste, are not immediately perceptible to the target. The Spellcraft roll made to cast *Sensory Deprivation* is an opposed roll against the target's Spirit. For each success and raise, you may deprive the target of one of the senses listed below and the casting penalty for maintaining this spell increases by an additional point:

- **Hearing:** The target is Deafened (they cannot hear and automatically fail all sound-based Notice rolls).
- **Sight:** You may choose this sense multiple times: the first time you choose it, the target receives a -2 penalty to all Trait rolls normally requiring vision and their Parry is reduced by 2 (minimum 2). The second time it is chosen the target is instead Blinded (they suffer a -6 penalty on all Trait rolls normally requiring vision and their Parry is reduced to 2) and automatically fails all sight-based Notice rolls.
- **Smell:** The target cannot smell anything and automatically fails all scent-based Notice rolls (such as those made to detect the presence of harmful gas in the area).

- **Taste:** The target cannot taste anything and automatically fails all taste-based Notice rolls (such as identifying the taste of poison in food, for example).
- **Touch:** The target's sense of touch and feeling becomes dulled. You may choose this sense multiple times: each time you do, you may choose a limb or discrete part of the body (you may choose the same location multiple times or different ones). All physical skill rolls with that limb or body part suffer a -2 penalty, and the Game Master may decide to add additional effects if you select the same limb multiple times (choosing a wing, for example, might make it incapable of flight). Targeting the head does not affect other senses like sight, hearing, etc.

Shield of Ages

School: Abjuration

Casting Modifier: -4

Range: Smarts

Duration: 1 round/Rank

Trappings: Glowing mirrored shields that orbits the target

Each round, the target may choose to cancel one attack (including Clash of Wills attacks), spell, or maneuver directed at them: the action automatically fails and is wasted. Each time this happens, you must make an immediate Smarts roll as if you were being disrupted by non-damaging means (see the *Savage Worlds Deluxe Edition*, pg. 103, for more information).

Siphon Energy

School: Evocation

Casting Modifier: -2

Range: Smarts

Duration: Instant

Trappings: Shimmering heat rising off of target area

Choose a 3" square area in range: within that area, energy is drained and turned into heat. The Spellcraft roll made to cast *Siphon Energy* is opposed against the Vigor of all creatures in the target area: on a success, the target is Shaken if they are not already Shaken and may not act on the turn that they recover from being Shaken, even by rolling a raise or spending a benny, or by spending a benny out-of-turn to become unshaken. For each raise you roll, the target also receives a level of Fatigue as if they suffered from sleep deprivation (see the *Savage Worlds Deluxe Edition*, pg. 89, for more information). In addition, machines that rely on combustion, electricity, stored mechanical energy (such as springs), or any similar source of energy at the Game Master's discretion immediately shut down and/or stop. Boiler fires go out, batteries are immediately empty of charge, watch springs are immediately unwound, and any other effects occur at the Game Master's discretion.

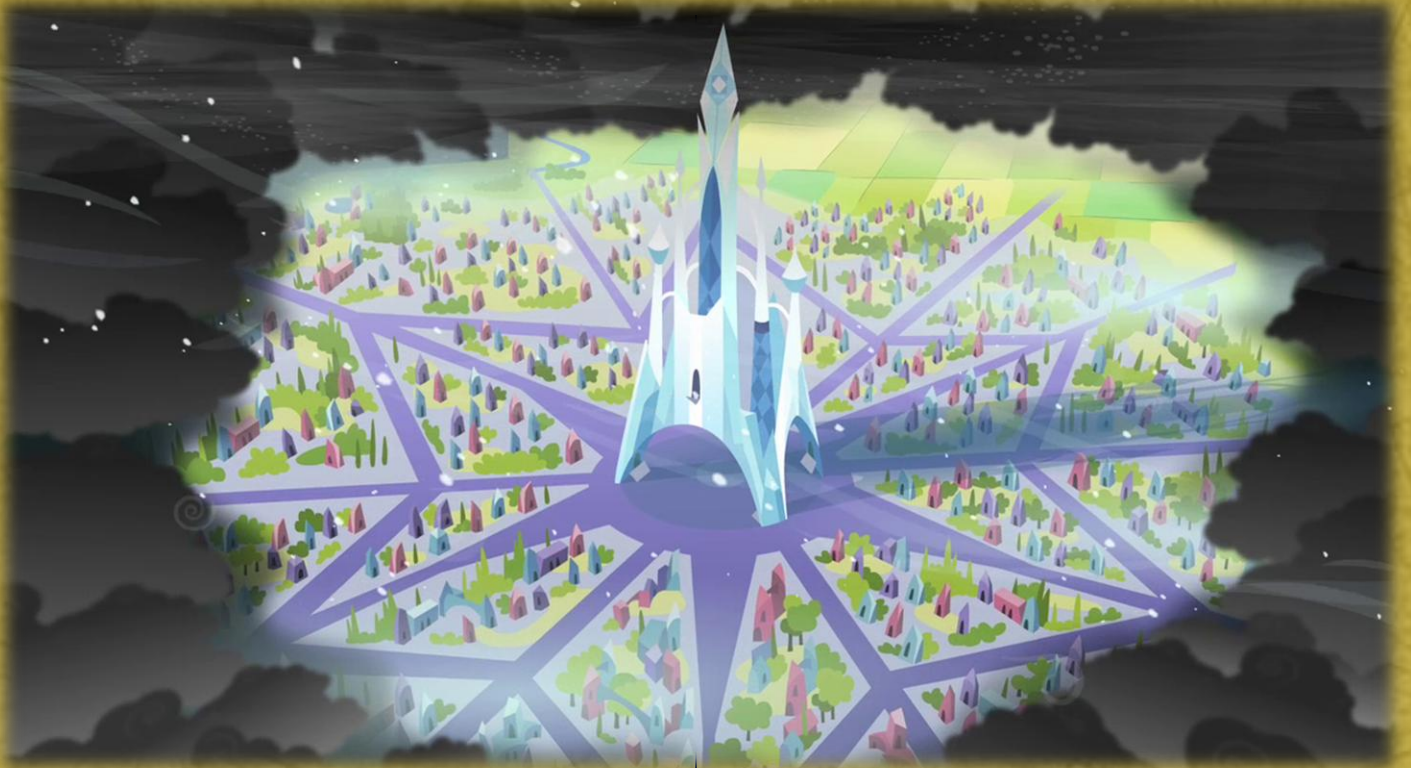
Spellhack

School: Abjuration

Casting Modifier: -3

Range: Smarts x 2

Duration: Instant



Trappings: Zigzagging bolts of blue and yellow lightning leaping from the caster's horn to the affected area

Spellhack manipulates and alters existing magical effects or spells. The Spellcraft roll made to cast *Spellhack* is an opposed roll against the Spellcraft of the target magical effect's caster or creator. On a success, you can change any of the conditions of the spell (such as target, parameters, or additional targets) and become its owner on a raise (you are now in control of the spell and maintain it yourself as if you had cast it, incurring penalties to your further Spellcraft rolls as with any maintained spell). You may use *Spellhack* to modify a spell as it is being successfully cast; this requires you to be on Hold and interrupt the target's action as usual.

Wondrous Item

School: Transmutation

Casting Modifier: -3

Range: Self

Duration: 1 day

Trappings: Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Bottled Cloud:** Summons a glass decanter filled with steam. When opened, the bottled cloud flows outward and expands to a 5" radius sphere. The cloud persists for the duration of the spell, can be blown by the wind, and line of sight is completely blocked through the cloud. As soon as the bottle is stoppered, the cloud vanishes and magically reappears inside the bottle.
- **Breaching Chalk:** Summons a small stick of ordinary-looking white chalk. When the chalk is used to draw a

closed shape on any non-living surface (such as a wall or rock face), creatures friendly to the caster may step through the portal as if it were an open doorway. This ability generally only works on relatively thin surfaces, such as the wall of a common home (it is up to the Game Master's discretion which surfaces may be breached). If the surface is too thick, the wall remains solid and impassable. This can be used to jump through walls and into adjacent rooms or through doors. These 'breaches' last until the chalk lines are broken or the summoned chalk disappears.

- **Wonderbar:** Summons a 5 inch by 5 inch bar of steel with a length in feet of up to the caster's Smarts. The Wonderbar is as light as a feather and is effectively unbreakable (at the Game Master's discretion). It can be used to block doors, lie across pits and chasms, support larger objects, and so on. It can support almost any amount of weight and is not prone to bending or warping, except at the Game Master's discretion.

Heroic Spells

Spells at this level are so complicated and require such an immense commitment of focus and energy that they become quite taxing for a unicorn to cast. You may only successfully cast a given Heroic spell once per day; if it has multiple targets, it is considered successfully cast if at least one target is affected by it. In addition, when you successfully cast a Heroic-rank spell you gain an additional point of Spell Fatigue.

Delusion of Mediocrity

School: Illusion

Casting Modifier: -3

Range: Visual

Duration: 1 minute/Rank

Trappings: No visible effects

The Spellcraft roll made to cast *Delusion of Mediocrity* is an opposed roll against the target's Spirit. On a success, the target gains a Minor Hindrance of your choice, or a Major Hindrance on a raise, that they do not already have as either a Major or Minor Hindrance. For the spell's duration, the target suffers from the effects of the Hindrance but it does not permanently or physically alter them: creatures given the Missing Leg Hindrance, for example, do not literally lose a leg but still must act as if it was missing. The Hindrances that may be chosen are at the Game Master's discretion, including how the target acts on them or is affected by them.

Earthquake

School: Evocation

Casting Modifier: -5

Range: Visual

Duration: 1 round/Rank

Trappings: Violent shaking of the earth

Choose a 10" square area within range: the ground in this area begins to quake violently from a massive localized earthquake. The specific effects of this are up to the Game Master, though the following rules can be used to keep things Fast, Furious, and Fun:

- **Building Collapse:** For each building or structure in the quake zone, roll a d10 to determine if they are damaged or destroyed (roll only once for each building at the end of *Earthquake's* duration, and subtract 2 from the result if you got a raise on your Spellcraft roll to cast *Earthquake*). Damaged buildings still stand but may be

safety hazards, have broken-in windows or walls (allowing entry from outside, as well as to the elements), or anything else at the Game Master's discretion. Buildings that are destroyed are reduced to rubble. Light buildings (those made out of cloth or wood, such as pavilions, small houses, palisade walls, etc) are damaged on a 7-9 and destroyed on a 1-6. Medium buildings (reinforced or otherwise well-built buildings such as large houses, multi-story buildings, or light stone walls) are damaged on a 5-7 and destroyed on a 1-4. Heavy buildings (those made from stone and built to withstand heavy punishment such as castle towers and walls, forts, large mansion houses, or even caves) are damaged on a 3-5 and destroyed on a 1-2.

- **Falling Debris:** Creatures caught within a building during a quake must roll Agility to avoid falling debris each round they remain inside the building, suffering a -2 penalty if the building is being Damaged and a -4 penalty if it is being Destroyed. Those who manage to make it to a reinforced spot, such as a door or archway, receive a +2 bonus to the roll as well. Those who fail their Agility roll are Shaken and suffer the effects of Bumps and Bruises (see the **Savage Worlds Deluxe Edition**, pg. 86, for more information), receiving one level of Fatigue or two levels if they fail by 2 or more; creatures that fail by 4 or more are immediately buried by fallen rubble (unable to move and must either free themselves or be freed by others, both requiring a Strength roll to remove the debris) and suffer 1d10 damage, plus an additional 1d10 for every further 2 points that they fail the roll by.
- **Treacherous Terrain:** All creatures standing on open ground in the quake zone must roll Agility each turn with a -2 penalty or be knocked prone and roll for Bumps and Bruises.



Gate/Mark Gate

School: Transmutation

Casting Modifier: -4

Range: Smarts

Duration: 1 round/Rank (Gate), Instant (Mark Gate)

Trappings: Glowing magical portal opening in the air

Gate: A glowing portal opens within range in the air that leads back to a spot designated with the *Mark Gate* spell. You and any allies may step through this gate to be instantly taken back to this location, which may be any distance away. The portal persists as long as the power is sustained, after which point it winks shut. This travel is one-way, however: once the *Gate* closes, it cannot be used to travel back to the spot designated by *Mark Gate*. You must cast a new instance of *Mark Gate* in order to use *Gate* again.

Mark Gate: The spot you are standing on becomes 'marked', and can be returned to with the *Gate* spell. You may not have more than one marked spot at any one time. The mark persists for 1 week, after which point it disappears and needs to be cast again in order to use *Gate*.

Hypnotic Suggestion

School: Illusion

Casting Modifier: -3

Range: Visual

Duration: 1 minute/Rank

Trappings: No visible effects

Choose a target that can see, hear, and understand you: the Spellcraft roll made to cast *Hypnotic Suggestion* is opposed against their Spirit, and you gain a bonus to this roll equal to half your Charisma. On a success, you give the target a single order which they must follow out to the best of their abilities until it is complete or the duration of *Hypnotic Suggestion* ends. The target cannot be ordered to harm themselves or others, either directly or indirectly, or do anything that the Game Master deems to be wildly out of character; however, you can use *Hypnotic Suggestion* to cause jailers to release prisoners, have an overprotective librarian allow you access to their private collection, or anything else that the Game Master approves of.

Imbue/Bane

School: Abjuration

Casting Modifier: -4

Range: Touch

Duration: 1 minute/Rank

Trappings: Glowing eyes and metallic golden aura (Imbue) or wispy crimson and black aura (Bane)

A creature cannot be affected by more than one instance of *Imbue/Bane* at one time. Maintaining *Imbue/Bane* incurs a -2 penalty to future Spellcraft rolls instead of -1.

Imbue: All of the target's Traits increase by one die size, and on a raise the target receives a +1 bonus to all attack and Clash of Wills rolls as well.

Bane: The Spellcraft roll made to cast *Bane* is opposed against the target's Spirit. On a success, all of the target's

Traits decrease by one die size, and on a raise the target receives a -1 penalty to all attack and Clash of Wills rolls as well.

Inner Sight

School: Divination

Casting Modifier: -4

Range: Smarts x 1 mile

Duration: 1 minute/Rank

Trappings: No visible effects

Inner Sight allows you see and hear through another creature's eyes and ears for a short time. The Spellcraft roll made to cast *Inner Sight* is an opposed roll against the target's Spirit, who must be known to you and whom you must have seen before. On a success, you can see through the target's eyes and hear what they hear for the spell's duration, though you have no control over either and they are not aware of your presence. If the target gets at least one raise, the target receives a brief vision through your eyes and becomes aware that you just tried to magically spy on them, on top of the attempt being unsuccessful. You may only attempt to use *Inner Sight* on a given creature once per day, whether or not you are successful, unless you get a raise on your Spellcraft roll.

Major Wondrous Item

School: Transmutation

Casting Modifier: -4

Range: Self

Duration: 1 day

Trappings: Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Feather Boat:** Summons a small, white feather. When placed in water, the feather becomes a white wooden boat large enough to hold about 6 ponies and their equipment (at the Game Master's discretion). It is made in the shape of a large swan and has a single hull, sail, and tiller. You can turn it back into a feather by purposely touching it and willing it to return.
- **Jar of Magic Fleas:** Summons a tiny glass jar containing what appears to be glass dust, which is actually full of tiny magical creatures that look like transparent fleas. The jar contains enough fleas for a single use. To use, you must pour the contents of the jar on a target creature or on its clothing/possessions. Upon pouring out the contents, they become invisible and alive, immediately crawling all over the target and hiding in whatever spaces they can. The fleas are invisible and cannot be felt, and do not bite or otherwise make their presence known. For the duration of the spell, the fleas maintain a telepathic link with you and you always know the direction and distance to the 'infested' target, and may hear anything around them as if you were present. The fleas are persistent and cannot normally be removed except by magic.



- **Magic Carpet:** Summons a small 1" square tasseled carpet of whatever color and make you desire, which can only be controlled by you. When standing on the carpet, you can fly with a basic Pace of 8 (you cannot move at flanking speed) as your movement each round. The carpet can support your weight and the weight of anything you are carrying as long as you have not exceeded your Load Limit.

Sunray

School: Evocation

Casting Modifier: -4

Range: Visual

Duration: Instant

Trappings: Beam of coherent light from the sky

Sunray creates an intense beam of pure radiant sunlight that lances down from the sky to a point specified within range, piercing any intervening barriers such as roofs, ceilings, or even solid rock, and affecting all creatures within 1" of the designated spot. The Spellcraft roll made to cast *Sunray* is an opposed roll against each target's Agility (which is at a -4 penalty) to avert their eyes in time. On a success, the target is Shaken if they are not already Shaken and blinded (they suffer a -6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until they recover from being Shaken. On a raise, the target also suffers a Daunt. Any undead or ghostly creatures in the designated area roll Spirit at a -4 penalty, instead of Agility in the opposed roll. If they are unsuccessful, they are instantly destroyed or banished instead of being blinded.

Time Stop

School: Abjuration

Casting Modifier: -4

Range: Self

Duration: Special

Trappings: Sudden slowing of time around you

When cast, time crawls to a halt around you. You immediately take two full turns after the current one is resolved, which can be used to do anything you could normally do on one of your turns.

Wheel of Fortune

School: Divination

Casting Modifier: -2

Range: Self

Duration: Instant

Trappings: No visible effects

Upon casting *Wheel of Fortune*, draw a hand of five cards from a deck of cards (you must use a new deck if combat is currently occurring or cards are otherwise missing or dealt out from it). *Wheel of Fortune* provides a different effect based on what you draw, and for every raise you roll, you may immediately discard up to five cards and redraw that many (you may do this multiple times in a row if you roll multiple raises before you come to a final hand). Jokers count as any card that you choose, as long as that card is not already in your hand. Choose one of the following hands that you qualify for, based on the five cards you have:

- **Face Card:** A Jack, Queen, or King of any suit; gain a benny.
- **Pair:** Two cards of the same rank (such as two 8's or two Queens); you and one Wild Card ally gains a benny.
- **Two Pairs:** Two pairs of cards of the same rank (such as two 8's and two Queens); you and each of your Wild Card allies gain a benny.



- **Three of a Kind:** Three cards of the same rank; for the next 24 hours, you gain a +2 bonus to all Spellcraft rolls.
- **Straight:** Five cards in numerical order (such as an 8, 9, 10, Jack, and Queen), in which the Ace can be either low (such as a hand of 2, 3, 4, 5, 6) or high (such as a hand of 10, Jack, Queen, King, Ace); for the next 24 hours, you and all of your Wild Card allies gain a +1 bonus to their Trait rolls.
- **Flush:** Five cards of the same suit (such as all Hearts); for the next 24 hours, you and each of your Wild Card allies increase your Wild Die by one die size.
- **Full House:** Three of a kind and a pair in the same hand (such as three 5's and two Kings); you and each of your Wild Card allies either gain a benny or, for the next 24 hours, gain a +2 bonus to all Spellcraft rolls.
- **Four of a Kind:** Four cards of the same rank; for the next 24 hours, you gain a +4 bonus to all Spellcraft rolls.
- **Straight Flush:** Five cards in numerical order and of the same suit; for the next 24 hours, you and all of your Wild Card allies gain a +1 bonus to their Trait rolls and increase their Wild Die by one die size.
- **Royal Flush:** A hand of an Ace, King, Queen, Jack, and 10 of the same suit; for the next 24 hours, all of your Attributes and trained Skills are considered to be a d12 if they are below a d12. In addition, your Wild Die increases by two die sizes.

If you can choose any of the above hands, *Wheel of Fortune* does not give you any points of Spell Fatigue for casting it.

Legendary Spells

Legendary powers are even more taxing than Heroic ones, and represent some of the most powerful and complicated uses of magic useable by Unicorns. You may only

successfully cast a given Legendary spell once per week: if it has multiple targets, it is considered successfully cast if at least one target is affected by it. In addition, when you successfully cast a Legendary-rank spell you gain an additional point of Spell Fatigue.

Astral Travel

School: Transmutation

Casting Modifier: -5

Range: Special

Duration: Instant

Trappings: Glowing field of energy and a beam of white light streaking into the sky

Astral Travel teleports you to a distant astral body, such as a planet or moon. It may only be cast under a clear night sky with full view of the intended destination, which must be viewed with enough detail to see it clearly (usually requiring a telescope or similar device). You may take as many willing creatures as you wish with you; each additional traveler adds an additional -1 casting penalty and must be within 1" of you. You are teleported to the nearest solid ground on the surface of the intended destination (it will not drop you directly in an ocean or volcano), but does not extend any protection against the environment beyond that.

Banishment

School: Evocation

Casting Modifier: -5

Range: Visual

Duration: Instant

Trappings: Beam of rainbow-hued energy

Banishment sends a single targeted foe away to whatever location you wish by ripping them from the fabric of reality.

The Spellcraft roll made to cast *Banishment* is an opposed roll against the target's Spirit. On a success, reality folds around the target and they are teleported to whatever specific location you choose: it must be a place known to you that you have visited and seen clearly.

Dream World

School: Illusion

Casting Modifier: -4

Range: Visual

Duration: Instant

Trappings: You and the targets falling into a coma

Dream World targets all living creatures that you choose within range. The Spellcraft roll made to cast *Dream World* is opposed against the targets' Spirit; on a success, both you and the target falls unconscious and cannot be awakened by any normal means for a number of minutes equal to your Rank. For each target, choose one of the following options:

- **Enrapture:** Upon regaining consciousness, the target is still dazed from the dream: they are Shaken and receive a -4 penalty to recover from being Shaken until they are no longer Shaken, or a -8 penalty on a raise.
- **Nightmare:** Upon regaining consciousness, the target must immediately make a Fear roll at a -2 penalty (or -4 on a raise). 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.
- **Psychodrama:** For each success and raise, the target unwittingly reveals information about themselves and what they know, at the Game Master's discretion. Targets drawn into a Psychodrama may reveal important secrets, repressed memories, or anything else deemed appropriate by the Game Master.

Fortune's Favor Regained

School: Divination

Casting Modifier: -4

Range: Touch

Duration: Instant

Trappings: No visual effect

The target recovers all bennies they have spent this game session so far on a success; on a raise, for the remainder of the game session, when the target spends a benny to re-roll a Trait roll, they receive a +2 bonus to the final total.

Dual Incarnation

School: Abjuration

Casting Modifier: -5

Range: Visual

Duration: 1 minute/Rank

Trappings: Glowing aura around both you and the target

A creature cannot be affected by more than one instance of *Dual Incarnation* at one time.

Choose a single willing target within range: for each of your Traits that you have at least a d4 in, both you and the target are considered to have the higher die size of that Trait between the two of you, and you may spend each other's

bennies as if they were your own. Any time you or the target are Shaken or suffer a wound or a daunt, you may choose to apply it to the other instead.

Prophecy

School: Divination

Casting Modifier: -6

Range: Self

Duration: Instant

Trappings: Eyes glowing intensely

Prophecy allows you to peer into the future for a few moments, though what you see is partially unpredictable. It can only be cast under a full moon with a clear view of the moon's surface. You see the future as a vision in your mind that goes forward in time a number of years equal to ten times your Spellcraft, and the vision lasts for 1 minute of real time (you may act normally while the vision is 'playing' in your mind) or 10 minutes on a raise. The nature of the vision is up to the Game Master's discretion, but you can specify that you are looking for specific information ('who will the ruler of Equestria be in 100 years?', for example). The vision has no sound and is likely to be disjointed and cryptic like a dream, so it will require interpretation.

Spell of Power

School: Evocation

Casting Modifier: -4

Range: Touch

Duration: Instant

Trappings: No visible effects

The target loses all points of Spell Fatigue they have; on a raise, the target also receives a +2 bonus to Vigor rolls made to avoid Fatigue from exceeding their Spell Limit for the day. Successfully casting *Spell of Power* does not give you any points of Spell Fatigue.

Transformation

School: Illusion

Casting Modifier: -5

Range: Self

Duration: 1 day/Rank

Trappings: Complete transformation into new shape

You fully transform into another creature that you have seen before, taking on every physical detail of the chosen creature from height and weight to voice, scent, and Cutie Mark (if the target is a pony), but do not gain any of their knowledge or memories. If the transformation changes your race/breed, for the duration of the spell you lose all of your normal race/breed's inherent abilities and features and take on those of the chosen creature. You do not gain any skills, Edges, Feats, or Spells from the chosen creature, but you do gain any of its inherent abilities and any physical Hindrances that apply, at the Game Master's discretion. While transformed, you retain your own Smarts and Spirit, and use the creature's Agility and Strength. You use the higher Vigor between you and the chosen creature. While Transformation is in effect, you do not have access to any features (Edges, Feats, spells, etc) that your new form would

not be able to have access to. The disguise is so complete that other creatures receive a -6 penalty to Trait rolls made to detect the disguise (or -10 on a raise), even from magical sources.

War Magic

Spells listed under this section are optional, and may only be taken at the Game Master's discretion as they are meant entirely to do damage and thus do not fit into most games of *The Savage World of My Little Pony*. They are very rarely known by unicorns, as they have little application outside of willfully hurting others. Because of the raw power being channeled, they can also be somewhat dangerous to cast.

Backlash- If you roll a '1' on your Spellcraft die when casting a War Magic spell, it automatically fails and you suffer 2d6 damage from the backlash.

Chill Touch

Rank: Novice

School: Evocation

Casting Modifier: -1

Range: Touch

Duration: Instant

Trappings: Waves of black energy sucked from the target
You drain the life energy from the target. On a success, this spell deals 2d8 damage: for each wound this attack causes, the target's Strength drops by one die size (cannot bring it below a d4) until the wound is healed.

Fireball

This spell works the same as the *Blast* power (see the **Savage Worlds Deluxe Edition**, page 109, for more information), with differences noted below.

Rank: Seasoned

School: Evocation

Casting Modifier: -2

Range: see *Blast*

Duration: see *Blast*

Trappings: Ball of fire hurled towards the target

- This spell does not use a template: instead, choose a location to center the fireball on as the target. Targets within 2" of the spot that is hit take 3d6 fire damage.
- Fireball has no additional effects and cannot have its damage/radius increased.

Lightning Bolt

This spell works the same as the *Burst* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

Rank: Seasoned

School: Evocation

Casting Modifier: -2

Range: see *Burst*

Duration: see *Burst*

Trappings: Crackling lance of electrical energy

- This spell does not use a template: instead, choose a location to target with the lightning bolt on as the target and draw a straight line from your horn to that point. Targets within 2" of the line that are hit take 3d6 lightning damage. Targets in this radius do not receive rolls to avoid the spell.

Magic Missile

This spell works the same as the *Bolt* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

Rank: Novice

School: Evocation





Casting Modifier: -1

Range: Visual

Duration: see *Bolt*

Trappings: Bolts of purple energy streaking towards the target(s)

- Magic Missile must target a living creature, not an object. It hits unerringly on a successful casting roll.
- You may fire a total number of missiles equal to your Rank: each one beyond the first incurs an additional -1 casting penalty. Each bolt is a separate attack and must target a different creature.

Snuff Out

Rank: Heroic

School: Evocation

Casting Modifier: -6

Range: Smarts x 2

Duration: Instant

Trappings: Bolt of sickly green energy shot towards target Snuff Out 'douses' the target's life force like a candle being put out. The Spellcraft roll made to cast this spell is an opposed roll against the target's Vigor. On a success, the target immediately suffers enough wounds to become Incapacitated and falls unconscious. On a raise, the target dies instantly. On a failure, the target is still Shaken (this may cause a wound).

Sphere of Blades

This spell works the same as the *Damage Field* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

Rank: Veteran

School: Abjuration

Casting Modifier: -2

Range: Self

Duration: 1 minute per rank

Trappings: Sphere of swirling blades around you

- This spell summons a cloud of razor-sharp pieces of metal that swirl around you in a sphere, protecting you from harm and dealing damage to any creature that contacts you in close combat.



FEATS OF DARING AND STRENGTH



While Unicorns are overtly magical by nature, Earth and Pegasus ponies each have their own inherent magical qualities and strengths that can be called on to perform seemingly miraculous feats in times of need. Feats of Daring and Feats of Strength are only useable by Pegasus and Earth ponies respectively, and are gained automatically as part of their breed abilities.

Feats

Feats are special powers that Earth and Pegasus ponies can call upon in times of need by drawing on their own inherent magical nature as ponies. Each Feat has a rank, like a spell; both breeds start with a free Novice Feat of their respective types, and gain one when they attain each rank (this new one must be of the new rank as well). In addition, each Feat is marked with one of five Suits, represented as one of the four Suits found on playing cards (these are ♠ Spades, ♥ Hearts, ♦ Diamonds, ♣ Clubs) and † Daggers. The Suits serve to organize different Feats into several general categories, in the same way that spells are divided into schools.

You may use any one Feat of each rank once per game session; each additional use of a Feat for a given rank requires that you spend a Benny. This additional use may be used for a Feat you have already used this session or another one of the same rank. The entry for each Feat specifies when and where it can be used; unless specified

elsewhere, **activating a Feat is a free action** and you cannot use more than one Feat per turn (though you may still benefit from a Feat for its duration while using other Feats). Feats also have a duration, which is figured the same as with spells.

For example: a character has two Novice Feats and one Seasoned Feat. They may use one Novice Feat and their one Seasoned Feat each once per game session; by spending a Benny, the character could use their Seasoned-rank Feat again or either one of their Novice-rank Feats.

Novice Feats of Daring

♠ Arrow Flight

Suit: Spades

Requirements: Novice

Duration: 1 round x half your Vigor

For the duration of this Feat, when you fly at flanking speed you move at triple your basic Pace plus 3d6" instead of the normal double your basic Pace and 2d6". You may end this effect as a free action.

♥ Dazzling Display

Suit: Hearts

Requirements: Novice

Duration: 1 minute per rank

While flying, you can create a harmless but stunning visual effect that trails behind you, such as glittering ice crystals, rainbows, or colored contrails. Aside from being visually impressive, you receive a +1 bonus to Clash of Wills attack rolls while flying for the duration of this Feat.

♣ Owl Flight

Suit: Clubs

Requirements: Novice

Duration: 1 round x half your Vigor

For the duration of this Feat, you receive a +2 bonus to Stealth when flying and trying to move quietly and unseen.

† 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, based on the situation, but it should be something that is normally very hard to do. You cannot use this Feat to harm any living creature, directly or indirectly.

♦ Weathertouch

Suit: Diamonds

Requirements: Novice

Duration: Instant

Weathertouch takes an action to perform. You touch a cloud, which you may change into a dark cloud that begins raining, hailing, snowing, or discharges a small lightning bolt directly down towards the ground that deals 2d6 lightning damage to the closest target in its path. You may also choose to instantly dissipate the cloud.

Seasoned Feats of Daring

† Effortless Momentum

Suit: Daggers

Requirements: Seasoned

Duration: Instant

Use this Feat as a free action when you make any successful Agility roll, or any roll for a skill tied to Agility, and roll at least one raise. 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.

♥ Evasive Maneuvering

Suit: Hearts

Requirements: Seasoned

Duration: 1 round x half your Vigor

For the duration of this Feat, while flying your Pace is reduced by half (after determining your total Pace if you are Flanking), but you receive a +2 bonus to Agility and Grace rolls made to maintain control while flying (these do not apply to Clashes of Wills) and you are considered to have medium cover. You may end this effect as a free action.





♣ Listen to the Wind

Suit: Clubs

Seasoned: Seasoned

Duration: 5 minutes per rank

By listening to a burst of wind, you can hear what has been said by other creatures speaking in the presence of the same breeze. For example, two creatures speaking in any amount of moving air can have their conversation eavesdropped on by a character with this Feat who is downwind of them. The 'recording' is carried by the wind for 10 minutes and goes as far as the wind is blown.

♠ The Speed of Heat

Suit: Spades

Requirements: Seasoned

Duration: 1 round x half your Vigor

You may use this Feat at the beginning of a round, as Initiative Cards are being drawn, and on all subsequent rounds when Initiative Cards are being drawn for the Feat's duration. Instead of drawing an Initiative Card, you may choose Flying or Flanking speed and must move at that speed when your turn comes up. Determine your Pace for that movement type (roll now if necessary); your position in the initiative order is equal to your total Pace divided by 2 (rounded down). Every 2 points over 10 Pace that you determine is equal to the next highest face card; a total (after division) of 12 is equal to a Jack, a 14 is equal to a Queen, a 16 is equal to a King, an 18 is equal to an Ace, and a 20 or greater is equal to a Joker (this provides all the benefits of drawing a Joker but does not shuffle the deck). Your initiative position is considered to be of the Spades suit: in the event of a tie with an existing card, you go first. If you

do not choose to move at Flying or Flanking speed, you do not gain the benefit of this ability and may end this effect as a free action.

♦ Whistle Up the Wind

Suit: Diamonds

Requirements: Seasoned

Duration: Instant

Whistle Up the Wind takes an action to perform. With a beat of your wings, you can 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 location 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.

Veteran Feats of Daring

♠ As the Wind

Suit: Spades

Requirements: Veteran

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.

♥ Champion's Display

Suit: Hearts

Requirements: Veteran

Duration: Instant

You may use this Feat 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; 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.

♣ Driftcloud

Suit: Clubs

Requirements: Veteran

Duration: 1 minute per 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.

♦ Manipulate Weather

Suit: Diamonds

Requirements: Veteran

Duration: 1 hour per rank

Manipulate Weather takes an action to perform. You temporarily change the weather within a 1 mile radius of you for the duration of this Feat. You can make the sky clear or create overcast, rainclouds, snow, or hail within the area. The Game Master has the final say on what weather conditions are available to you.

† Follow the Leader

Suit: Daggers

Requirements: Veteran

Duration: 1 round

Follow the Leader takes an action to perform. Until the beginning of your next turn, any allies that can see and hear you may use your Agility die type instead of their own. If you have the Command Edge and an ally is within your Command Radius, they receive a +1 bonus to Agility as well.

Heroic Feats of Daring

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

♥ Avenging Avatar

Suit: Hearts

Requirements: Heroic

Duration: 1 round per rank

Avenging Avatar takes an action to perform. While this Feat is in effect, 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 has no modifier. 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.

♣ Cloud Form

Suit: Clubs

Requirements: Heroic

Duration: 5 minutes per rank

You become a small spherical wisp of white cloud 1" in size that cannot be dissipated or otherwise harmed, but can seep through cracks and small openings effortlessly. While in this form, you may only fly at a Pace of 8 and may not move at flanking speed. You may return to normal as a free action: if there is not enough room for your body, you reappear in the nearest open space.

♦ Rainbow Bridge

Suit: Diamonds

Requirements: Heroic

Duration: 1 round per rank

Designate two spots on the ground that you can see clearly (no intervening barriers or obscuring effects such as fog) and that are not through a solid object. A glowing rainbow appears between those two points that persists for the duration of this Feat. If you or an ally steps onto either of these points and spends an action to enter the rainbow bridge, they are instantly teleported to the other point. This may be used to cross rivers and chasms, hop across town, or even be used in doors if there is enough room.

♠ Sky Gate

Suit: Spades

Requirements: Heroic

Duration: Instant

You must use this Feat while totally inside a cloud. You instantly teleport to another cloud in your visual range (ignore the cloud you are currently inside of).

† Winged Paragon

Suit: Daggers

Requirements: Heroic

Duration: Instant

Use this Feat as a free action 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 have already rolled. You may also use this Feat as a free action 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

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

† A Higher Flight

Suit: Daggers

Requirements: Legendary



Duration: 1 minute per rank

Make an Agility roll when you use this Feat. For each success and raise you roll, choose two Traits: for the duration of this Feat, 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.

♣ The Greatest Trick

Suit: Clubs

Requirements: Legendary

Duration: Instant

The Greatest Trick takes an action to perform, and may only be used in a combat encounter. Choose a single enemy that you can see clearly (no intervening barriers or obscuring effects such as fog) and that is not through a solid object. You immediately switch places with that enemy, and any daunts, wounds, or fatigue levels that you have suffered are exchanged with the enemy, replacing each of your own with theirs and vice versa.

♠ Outside the Hourglass

Suit: Spades

Requirements: Legendary

Duration: Instant

Use this Feat only at the end of your turn, and only if you are currently flying. Take another full turn after this one.

♥ Sonic Rainboom

Suit: Hearts

Requirements: Legendary

Duration: Instant

Before you use this Feat, you must have just moved your full flanking Pace in a straight line this turn, with a total

distance of 24" or greater. All Shaken allies within visual range of you are no longer Shaken, and all hostile enemies who can see you are immediately Shaken (this may cause a daunt).

♦ Weather Control

Suit: Diamonds

Requirements: Legendary

Duration: 1 day

You change the weather across the entire region you are in. You can create any weather effect you wish, from hurricane-force winds to desert-like heat or freezing rain at will (at the Game Master's discretion). You may change the weather conditions or dispel them as a free action.

Novice Feats of Strength

♥ Animal Ken

Suit: Hearts

Requirements: Novice

Duration: Instant

You give a nearby animal that can hear you a direct, one-word command that they must follow, such as "Shoo!" or "Drop!" They cannot be ordered to harm themselves or other living creatures, directly or indirectly.

♣ Apprentice's Hammer

Suit: Clubs

Requirements: Novice

Duration: Special

Use this Feat when assisting another character in a crafting roll, before you would roll. You are not required to have the same crafting skill as that character to assist them for this



crafting roll, but your Smarts must be the same die size or greater than their crafting skill. In addition, you provide an additional +1 bonus to their crafting roll as long as you roll at least a success on your assisting roll.

♦ Stoic Will

Suit: Diamonds

Requirements: Novice

Duration: Instant

For the remainder of the turn, you may ignore the effects of one of your Hindrances. As an alternative, you may roll Leadership: for each success and raise, a single ally who can see and hear you may ignore the effects of one of their Hindrances until the end of their next turn.

† Smug Flourish

Suit: Daggers

Requirements: Novice

Duration: Instant

Use this Feat when you make an opposed Trait roll that is not part of a Clash of Wills but before you roll. If you are successful, the opponent also suffers a daunt. No creature can suffer more than once daunt from this Feat per game session.

♠ Unstoppable

Suit: Spades

Requirements: Novice

Duration: Instant

Unstoppable requires an action to perform. You perform a single act of incredible physical power or resilience, such as breaking through a wooden wall, fording a river, or something else appropriate to the situation; no roll is necessary. The Game Master decides, based on the

situation, but it should be something that is normally very hard to do. You cannot use this Feat to harm any living creature, directly or indirectly.

Seasoned Feats of Strength

♥ Call the Wild

Suit: Hearts

Requirements: Seasoned

Duration: 1 hour per rank

Call the Wild takes an action to perform. Choose a mundane non-magical animal (or single swarm of animals such as ants or bees) that can see and hear you. You may command the animal to do your bidding and perform a single action, though it cannot be ordered to harm itself or other living creatures, directly or indirectly. It automatically understands your order, as long as it is relatively simple and no more than a sentence long. It will perform the action to the best of its abilities up and until the duration of this Feat runs out.

† Confound

Suit: Daggers

Requirements: Seasoned

Duration: Special

Confound takes an action to perform. Make an immediate Touch attack against another creature: if you are successful, the target receives a -2 penalty to all Trait rolls until the end of their next turn. A single creature cannot be affected by more than one instance of Confound at once.



♣ Dabble

Suit: Clubs

Requirements: Seasoned

Duration: Special

You may use Dabble in order to make a single crafting roll with a crafting skill you do not have. The Game Master decides which crafting skills may be appropriate to use, which must be a relatively simple and straightforward skill that could reasonably have been dabbled in on a whim at some point: Woodcarving would be an acceptable choice, while Balloon Engineering would not. The use of Dabble grants you a single attempt at crafting with this 'faked' crafting skill at a d4, which cannot take more than a day (but can be Rushed).

♦ No Secrets

Suit: Diamonds

Requirements: Seasoned

Duration: Instant

You may use No Secrets the moment after another creature has spoken. You receive a +4 bonus to Intuition and Notice rolls made to determine if the speaker is being deceptive or is outright lying.

♠ Shrug it Off

Suit: Spades

Requirements: Seasoned

Duration: Instant

Shrug It Off may be used at any time, even on another character's turn. You may use this Feat instead of a Benny to make a Soak roll. In addition, you may use this Feat on your turn as an action to immediately recover a daunt or wound, but you may only do this once per game session.

Veteran Feats of Strength

† Magical Parity

Suit: Daggers

Requirements: Veteran

Duration: Instant

Use this Feat in response to a spell being successfully cast that targets or affects you (it may target others as well). If the caster did not roll at least one raise on the roll made to cast the spell, the spell automatically fails instead. The affected spell can only be one that is two or more ranks lower than your current rank (at Veteran rank, you can cause a Novice-rank spell to fail; at Heroic rank, you can cause a Seasoned or Novice-rank spell to fail, etc). The Game Master may allow you to use this Feat on a spell or magical effect that is not one of the spells listed in the section on *Magic* but is roughly equivalent. No creature can be affected by Magical Parity more than once per game session.

♦ Not To Be

Suit: Diamonds

Requirements: Veteran

Duration: Instant

Not To Be may be used at any time, even on another character's turn. You may use this Feat immediately after the Game Master rolls a single die roll and announces the result. The Game Master must re-roll the entire roll and take the lower of the two results instead. You may not use this Feat more than once on any single roll.

♠ Reservoir of Resolve

Suit: Spades

Requirements: Veteran

Duration: Instant

You may use this Feat on your turn if you fail a roll to recover from being Shaken or roll a basic success: you immediately recover from being Shaken and may act this turn if you wish. During a Combat encounter, any Bennies spent to use this Feat multiple times are returned to you at the end of the encounter as long as you are not Incapacitated.

♥ Sense the Unnatural

Suit: Hearts

Requirements: Veteran

Duration: Instant

When you use this Feat, you may attempt to detect any magical or illusory effects that you can see. Make an opposed Intuition roll against the Spellcraft of the caster of each magical effect (or Spirit if the magical effect is from an inherent magical ability and not a spell) the first time you encounter them; you discern the existence and nature of these magical effects and see past illusions on a success. You may only attempt this once on any given magical effect.

♣ Tweak and Temper

Suit: Clubs

Requirements: Veteran

Duration: Special

You may use Tweak and Temper to temporarily modify and improve an existing item that you would normally be able to craft. This requires a crafting roll with the relevant skill and all other normal modifiers as if you were crafting the item anew, but you do not need any materials (you still need the proper tools, however) but only half the normal time. You may Rush this attempt as usual, which reduced the time required by half again. On a success the item gains a +1 bonus as if it was a Masterwork item for a duration equal to the basic time required to use this Feat (excludes the reduced time from Rushing). If you fail, the item is ruined and useless. This bonus is cumulative with any other bonuses the item provides, even if it is already a Masterwork item. You may not use this Feat on a cloudforged or magic item.

Heroic Feats of Strength

Heroic Feats of Strength are powers that clearly mark you as somepony above and beyond all but the most powerful ponies. You may not use more than one of any kind per day, even by spending a Benny.



♥ Nature's Ally

Suit: Hearts

Requirements: Heroic

Duration: 1 minute per rank

Nature's Ally requires an action to perform. Choose a single mundane, non-magical animal that can see and hear you. For the duration of this Feat, you control that animal and it is treated as an ally. The animal follows your orders and acts on its own Initiative Card, though it cannot be ordered to harm itself or other living creatures, directly or indirectly (though it will defend itself as it would normally do when attacked).

♦ Piercing Gaze

Suit: Diamonds

Requirements: Heroic

Duration: Instant

You ask any creature that can hear and understand you a simple, single sentence long yes-or-no question. The target answers truthfully and to the extent of their knowledge. The Game Master has the final say on whether or not this works on certain characters important to the plot if it would prove to be overly disruptive.

♠ Pushing the Limit

Suit: Spades

Requirements: Heroic

Duration: Instant

When you use this Feat, make an immediate Vigor roll. On a success, you may take an additional full action this turn without multi-action penalties.

† Priority Lapse

Suit: Daggers

Requirements: Heroic

Duration: 1 round or 2 rounds

For the duration of this Feat, you cannot be the target of any attacks, Clash of Wills attacks, spells, or other effects (Powers, Feats, Tricks, Tests of Will, etc) and if you do not take any of these actions on your turn either, Priority Lapse lasts for a single additional round.

♣ Renowned Item

Suit: Clubs

Requirements: Heroic

Duration: Special

You may use Renowned Item when you are crafting an item but before you roll, and choose either Fame or Infamy (the Game Master may choose one for you depending on the nature of the item). If the item is successfully crafted, it gains an additional property: any character holding, using, or otherwise equipped with this item gains a copy of the Fame or Infamy Edge (based on the one you chose) as long as the item is in their possession and visible to others. You cannot gain more than one of either of these Edges by using multiple Renowned items. You may only have one Renowned item at once: if you ever successfully create another item with this Feat, the old Renowned item loses its additional property.

Legendary Feats of Strength

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

♠ Break the Hourglass

Suit: Spades

Requirements: Legendary

Duration: Instant

Use Break the Hourglass at the end of any turn in which you remain conscious and able to act. Re-take the entire turn, and ignore everything that happened previously over the course of the turn. This applies to all other characters or creatures involved in the turn.

† Deny

Suit: Daggers

Requirements: Legendary

Duration: Special

Deny requires an action to perform. Choose a single enemy that can see and hear you and a single Trait possessed by that enemy: that Trait is treated as untrained (d4, including the -2 penalty for being untrained) or reduced to a d4-2 if it is an Attribute for the remainder of the game session. The Game Master may decide to disallow you from choosing certain Traits that are essential to the target functioning properly (such as Spellcraft for a magic user) and would be overly disruptive to the game.

♥ Force of Nature

Suit: Hearts

Requirements: Legendary

Duration: Special

Using Force of Nature allows you to call upon nature to do your bidding. Trees and rivers part to permit your passage, animals follow your lead and obey your orders, and any other effects that the Game Master deems necessary can happen when you use this Feat; no roll is necessary. You cannot use this Feat to harm any living creature, directly or indirectly.

♣ Legendary Masterwork

Suit: Clubs

Requirements: Legendary

Duration: Special

You may use this Feat when you attempt to craft a Masterwork item but before you roll. If you are successful, the item becomes a Legendary Masterwork item; the bonus provided by the item from being a Masterwork item increases to +2.

♦ Unfetter

Suit: Diamonds

Requirements: Legendary

Duration: Special


When you first gain Unfetter, you may lose any or all of your Hindrances permanently. When you use Unfetter, choose an ally who can see and hear you: they are unaffected by one of their Hindrances for the remainder of the game session. No single character may be affected by more than once instance of this Feat at once.



HEROES, PERSONALITIES, AND SAVAGE FOES



This final section deals with the valiant heroes, personalities, and savage foes of Equestria. Each follows the standard rules for monsters and characters in the **Savage Worlds Deluxe Edition**.

Creatures and characters marked with the  symbol are Wild Cards, and follow all the standard rules presented in the **Savage Worlds Deluxe Edition**. The Game Master should feel free to include any animals or creatures from the **Savage Worlds Deluxe Edition** bestiary, adjusting their statistics to fit with *My Little Pony: Friendship is Magic*. Several characters from the show are presented below for reference, mostly to aid in character creation for those familiar with them.

Animal Intelligence – Generally, if a creature does not have animal intelligence, it is at least capable of speech and higher-order thinking. See the **Savage Worlds Deluxe Edition**, page 135, for more information.

Monstrous Abilities

The abilities listed here are used in addition to those found in the Bestiary of the **Savage Worlds Deluxe Edition**, page 130. Many creatures have abilities unique to them: these are explained in that creature's entry. In addition, certain abilities from the **Savage Worlds Deluxe Edition** are listed here with any changes that have been made to that ability in *The Savage World of My Little Pony*.

Aquatic

Creatures with this ability move at their basic Pace plus their Athletics die in water. Full details on *Aquatic* can be found in the **Savage Worlds Deluxe Edition**, page 130.

Attack

An Attack is a special combat ability that the creature can use that is inherent to it specifically. Creature's entries will list the attack's name, followed by (Attack) in its description as well as other information such as type (melee or ranged), range, etc. This attack is treated the same as any other normal Fighting attack (requiring an action) unless specifically stated otherwise.

Battle Awareness

This creature draws two Action Cards in combat and acts on the better of the two, discarding the other one.

Burrowing (X)

Burrowing counts as a creature's movement on a turn, with a Pace equal to the 'X' value. Full details on *Burrowing* can be found in the **Savage Worlds Deluxe Edition**, page 130.

Combat Master

Those with Combat Master may take an additional action each turn, without penalty, to make any regular attack or Clash of Wills attack. This includes basic attacks with Fighting, inherent attacks like claws/bites, or any of the available Clash of Wills attacks. Powers, spells, and other special abilities require the use of their regular action. *For example: a dragon with Combat Master could breathe fire with its normal action, and use its claws with its additional attack from Combat Master. It could attack twice with its claws using both actions, but could not use its fire breath twice as the additional attack from Combat Master does not let you use a Power.*

Elemental

Elemental creatures can be comprised of Void in addition to any of the other elements. Full details on *Elemental* can be found in the **Savage Worlds Deluxe Edition**, page 130.

Ethereal

Ethereal creatures cannot be affected by any physical effects (such as Push, Grapple, etc) if they do not wish to be. Full details on *Ethereal* can be found in the **Savage Worlds Deluxe Edition**, page 130.

Fear (X)

The penalty to Fear rolls is equal to the 'X' value. Full details on *Fear* can be found in the **Savage Worlds Deluxe Edition**, page 131.

Fearless

Fearless creatures cannot be affected by Intimidate Clash of Wills attacks. Full details on *Fearless* can be found in the **Savage Worlds Deluxe Edition**, page 131.

Flight (X)

Creatures with this ability can fly at a Pace equal to the 'X' value and use the same rules as those for Pegasus ponies in the chapter on *Breeds*. Full details on *Flight* can be found in the **Savage Worlds Deluxe Edition**, page 131.

Immunity (X)

Creatures with Immunity are immune to all sources listed as the 'X' value. In addition, they automatically succeed in all opposed rolls caused by a source they are immune to: a creature with Immunity (Illusion) would automatically succeed in any opposed roll from an Illusion spell. Full details on *Immunity* can be found in the **Savage Worlds Deluxe Edition**, page 131.

Natural Caster

Those with Natural Caster are inherently able to channel magical energy with greater ease than the average unicorn. They may use cantrips and spells, and may automatically ignore up to 2 points of casting penalties for all cantrips and spells they know.

Power

A Power is an additional ability that the creature can use that is inherent to it specifically. Creature's entries will list the power's name, followed by (Power) in its description. Unless stated otherwise, a creature can use one of its Powers as an action.

Silhouette (Small/large/huge)

This ability replaces the Small/Large/Huge ability from the core rules. Creatures with the same Silhouette are relative in terms of bonuses/penalties applied. Full details on *Small/Large/Huge* can be found in the **Savage Worlds Deluxe Edition**, page 133.

Unnatural

Unnatural creatures have animal intelligences, but do not otherwise count as animals for the effects of spells such as Change Shape and the use of abilities such as Animal Ken. In addition, they may use skills normally reserved for intelligent creatures such as Persuasion.

Unshakable

Unshakable creatures can act normally while Shaken. They are still considered to be Shaken for the purposes of suffering wounds and daunts, but are otherwise not affected by the normal effects of being Shaken. In addition, they roll Spirit at the beginning of each of their turns to recover from being Shaken as normal, then take the rest of their turns.



Solo Encounter Abilities

On occasion, as the Game Master you may wish to design combat encounters using only a single 'boss' enemy, who is single-handedly able to take on and challenge an entire party of characters. Because this can be difficult within the framework of **Savage Worlds** for all but the most powerful creatures, you may give one or more of the following Abilities to a single Wildcard enemy to make them into a fitting 'Solo' enemy for your story.

A Bosssdog from the section on *Savage Foes*, for example, is normally not a particularly large threat to an entire group of player characters on its own, even starting levels. However, a Solo version of a Bosssdog with some of the abilities listed below could be a potent threat that could easily take on an entire group at once. It is up to the Game Master's discretion as to how many of the following abilities to apply, but a general rule of thumb is that each of the following abilities added is an equivalent of an additional enemy Extras that you might add otherwise. Certain creatures, such as the Adult Dragon or Gaki, are powerful enough on their own, and would not need any new abilities unless you want to *really* challenge your players' combat prowess.

If they do not already have one or more of them, all Solo enemies should have the **Battle Awareness**, **Combat Master**, and **Unshakable** abilities. These abilities do not count towards an equivalent number of Extras; they are 'free' abilities that form a sort of baseline for all Solo enemies.

For example: a Wildcard enemy with four minions would be equivalent to a single Solo Wildcard of the same type with four of the following abilities added on top of any existing ones they may have.

Absorb Punishment

This creature ignores the first daunt or wound it suffers each game session, but sustains any more beyond that as normal. This ability may be selected multiple times, with each additional copy 'absorbing' an additional daunt or wound that is not applied to the creature itself.

Bonus Edge

This creature starts with an Edge from the section on *Edges* for which it meets all prerequisites. If an Edge has a rank requirement, this creature is treated as being the same rank as the highest-rank character among the player characters. This Ability may be selected multiple times.

Dastardly Luck

This creature draws an additional Benny at the beginning of each game session that it alone can use. This ability may be selected multiple times.

Juggernaut

This creature cannot suffer more than one daunt or wound from a single attack, Clash of Wills attack, spell, or other effect or ability at once.

Wilder Die

This creature uses a d8 as its Wild Die instead of a d6.



Heroes

The Heroes of Equestria presented here are to provide insight into developing a character to fit a certain archetype. All six of the main characters of *My Little Pony: Friendship is Magic* have been converted into starting Novice **Savage Worlds** characters below, which roughly represents their abilities as of the first episode of the show.

Applejack

Applejack lives and works at the Sweet Apple Acres farm outside of Ponyville. She is an honest, dependable earth pony with a distinct drawl and kind heart. Applejack can be routinely seen with Twilight Sparkle and her friends when she is not tending to her family farm.



Applejack

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d4, Grace d6, Intimidate d6, Intuition d4, Knowledge (Farming) d6, Leadership d6, Nature d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 6

Hindrances: Heroic, Stubborn

Edges: Brawny, New Feat

Feats of Strength: Stoic Will, Unstoppable

Fluttershy

Fluttershy is a pegasus pony who lives in her own cottage outside of Ponyville with her many animal friends. Her quiet and shy demeanor hides a kind, indomitable spirit with a love for nature.



Fluttershy

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Grace d6, Healing d6, Knowledge (Sewing) d6, Nature d8, Notice d6, Persuasion d6, Vogue d4

Charisma: 0 **Pace:** 6 **Parry:** 2 **Toughness:** 4

Hindrances: Nervous Nellie, Cautious, Pacifist

Edges: Élan, Obsequious, One With Nature

Feats of Daring: Undeniable

Pinkie Pie

Pinkie Pie is a hyperactive earth pony and resident of Ponyville who works at Sugarcube Corner. While she is quite boisterous and random at times, she is also a constant source of good cheer and laughter and seems possessed of unexplainable luck and perception.



Pinkie Pie

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Grace d6, Intuition d6, Knowledge (Baking) d8, Leadership d6, Notice d6, Persuasion d4

Charisma: +2 **Pace:** 6 **Parry:** 2 **Toughness:** 5

Hindrances: Delusion (Major), Quirk, Weird Magnet (Minor)

Edges: Charismatic, Patterns in Chaos, Vocation (Baking)

Feats of Strength: Apprentice's Hammer

Rainbow Dash

Rainbow Dash is a pegasus pony who lives in a cloud estate in the air over Ponyville and is part of the local Weather Patrol. She is one of the best fliers in Equestria, and is not

afraid to advertise that fact. Highly athletic and competitive, she is nevertheless the most loyal friend a pony could have.



Rainbow Dash

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Athletics d6, Fighting d6, Grace d10, Intimidate d6, Leadership d4, Stealth d4, Streetwise d4, Taunt d6

Charisma: 0 **Pace:** 8 **Parry:** 5 **Toughness:** 4

Hindrances: Arrogant, Heroic, Overconfident

Edges: Fleet-Of-Hoof, New Feat, New Feat

Feats of Daring: Dazzling Display, Undeniable, Weathertouch

Rarity

Rarity is a unicorn who runs the haute Carousel Boutique in Ponyville. Her life revolves around the art of dressmaking and high society, and her designs have been praised by famous designers across Equestria. Despite being quite vain and proud sometimes, she shows a selfless sense of generosity for her friends even at great personal cost.



Rarity

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Grace d6, Intuition d4, Knowledge (Sewing; Crafting Emphasis) d8, Persuasion d6, Spellcraft d4, Vogue d8

Charisma: +4 **Pace:** 6 **Parry:** 2 **Toughness:** 5

Hindrances: Arcane Weakness (Major), Perfectionist, Well I Never!

Edges: Attractive, Very Attractive, Socialite

Cantrips: Dowse, Magic Trick

Spells: None

Special Abilities: Rarity may use her Dowse cantrip to find hidden gems, even if she has not seen them before.

Twilight Sparkle

Twilight Sparkle is a unicorn and prize pupil of Princess Celestia, under whom she studies at the Royal University. She is exceptionally gifted with magic, and led her friends in defeating Nightmare Moon and restoring order to Equestria. She now resides in the Ponyville library, and has become a fixture of the community.



Twilight Sparkle

Attributes: Agility d4, Smarts d12, Spirit d6, Strength d4, Vigor d4

Skills: Intuition d4, Investigation d8, Knowledge (Magical Theory) d6, Knowledge (History) d6, Notice d4, Leadership d6, Spellcraft d12

Charisma: 0 **Pace:** 6 **Parry:** 2 **Toughness:** 4

Hindrances: Curious, Perfectionist, Quirk

Edges: New Spell, New Spell, New Spell

Cantrips: Enunciate/Silence, Glow/Dark, Levitate, Magic Trick, Mend/Break, Mnemonic Sequencer

Spells: Detect Magic/Conceal Magic, Jaunt, Telekinesis

Special Abilities: Twilight Sparkle knows an additional three Novice-ranked spells (chosen by the Game Master) and after character creation gains two spells per instance of the New Spell Edge.





Personalities

The Personalities of Equestria represent intelligent characters that can be encountered on a fairly common basis throughout the land. They can be used as templates for friends, foes, or simple background characters used to add flavor to a scene or adventure.

Buffalo

The Buffalo of *My Little Pony: Friendship is Magic* live in medium to large tribes across the land, each with their own unique culture, language, and traditions. Having suffered long at the hands of expansionist settlers, they are typically wary of outsiders but are eager to talk and negotiate with those who show respect for their autonomy and culture.



Buffalo Chieftain

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+1, Vigor d10

Skills: Athletics d6, Fighting d8, Healing d4, Intimidate d12, Intuition d6, Knowledge (Oral Tradition) d10, Leadership d8, Nature d8, Notice d6, Taunt d6

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 9

Edges: Command, Command Order, Command Presence

- **Battle Awareness**
- **Headbutt (Attack)** – Melee; Str+d10 damage
- **Size (+2)**
- **Will of the Earth** – The Buffalo Leader may use one Novice-rank Feat of Strength of your choice per game session.

Buffalo Warrior

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d6, Intimidate d10, Intuition d6, Knowledge (Oral Tradition) d6, Nature d6, Notice d6

Charisma: 0 **Pace:** 8 **Parry:** 5 **Toughness:** 9

- **Headbutt (Attack)** – Melee; Str+d10 damage
- **Size (+2)**

Earth Pony

Earth ponies make up the backbone of Equestria and can be found in every position in society, from simple laborers to the landed elite. Presented here are several examples of various archetypal Earth ponies.

Young Earth Pony

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d4, Intimidate d4, Intuition d4, Knowledge (General) d4, Notice d4, Stealth d4, Taunt d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

- **Size (-1)**

Mature Earth Pony

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d4, Intimidate d6, Intuition d4, Knowledge (Selected Skilled Trade) d6, Nature d4, Notice d4, Persuasion d6, Tinker d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 6

Equestrian Soldier/Guard

In times of great need, Equestria musters large numbers of carefully-picked Earth ponies to serve as the core of their

ground forces in an army, and most towns on the border or in other dangerous areas typically have their own militia or local guards to help maintain order and defend their citizens. Below is an archetypal Earth pony soldier or town guard; the Game Master should feel free to modify their equipment as needed for their particular role.

Equestrian Soldier or Guard

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Healing d4, Intimidate d6, Intuition d4, Knowledge (Tactics) d6, Notice d6, Streetwise d4

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 6 (+2)

Feats of Strength: Unstoppable

Equipment: Sallet, Chain Barding, Studded Horseshoes, Poignard, Pike, Arming Bridle, Arming Saddle

Faequine

The Faequine, also known as Flutterponies, are a strange race of forest-dwelling pony-like creatures, though even fully grown they are no bigger than a shorter-than-average pony. They are wispy thin with mother-of-pearl manes and long, pointed horns that resemble melted wax. Their eyes are solid silver and they have a pair of butterfly-like wings that sparkle in low light. They love playing mean tricks on ponies that pass through their forest domains and are quick to give bad advice to those who naively ask. If you do manage to befriend them, they have access to a wealth of arcane and natural knowledge, especially about their home forests.



Faequine Noble

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d4, Vigor d4

Skills: Athletics d6, Fighting d12, Grace d10, Intuition d8, Knowledge (Forest Lore) d10, Leadership d6, Nature d12, Notice d12+1, Persuasion d6, Spellcraft d10, Stealth d12+1, Taunt d10

Charisma: +2 **Pace:** 8 **Parry:** 8 **Toughness:** 3

- **Flight (8)**
- **Low-light Vision**
- **Natural Caster**
- **Size (-1)**

Cantrips: Bloom/Wither, Charm, Enunciate/Silence, Glow/Dark, Lay of the Land, Levitate, Magic Box, Magic Trick, Shape Nature (Earth)

Spells: Aura Reading, Change Shape, Detect Magic/Conceal Magic, Ensnarement, Illusion, Invisibility, Jaunt, Misdirection, Psychometry/Leave Imprint, Sleep

Faequine Forest Watcher

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Athletics d6, Fighting d8, Grace d10, Intuition d6, Knowledge (Forest Lore) d10, Nature d12, Notice d12, Spellcraft d10, Stealth d12, Taunt d10

Charisma: +1 **Pace:** 8 **Parry:** 6 **Toughness:** 3

- **Flight (8)**
- **Low-light Vision**
- **Natural Caster**
- **Size (-1)**

Cantrips: Bloom/Wither, Charm, Glow/Dark, Lay of the Land, Levitate, Magic Trick, Shape Nature (Earth)

Spells: Change Shape, Detect Magic/Conceal Magic, Illusion, Invisibility, Jaunt, Misdirection, Psychometry/Leave Imprint

Hippocampus

The Hippocampi, colloquially called Sea Ponies by most, are a strange breed of aquatic, shapechanging ponies that are rarely encountered by surface dwellers. They have gills, the front legs and body of a pony with a long fish-like tail, and are covered in scales and ribbed fins that let them swim deftly through the water. Living on the ocean floor in large schools, they can also transform into a pony so that they may interact with surface-dwellers freely and without drawing unwanted attention to themselves. While isolationist, they are as helpful as can be to those who call upon them.



Hippocampus Seasinger

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d10, Fighting d8, Grace d10, Healing d6, Intimidate d8, Knowledge (Ocean Lore) d10, Knowledge (Singing) d8, Leadership d8, Nature d10, Notice d8, Persuasion d6, Spellcraft d10, Stealth d10

Charisma: +2 **Pace:** 6 **Parry:** 6 **Toughness:** 7

- **Aquatic**
- **Armor (1)**
- **Lord of the Ocean (Power)** - At the Game Master's discretion, a seasinger standing in or submerged in the ocean may manipulate their watery environment in a single discrete way. This can include calling schools of fish or aquatic life, creating large and focused waves, or causing localized squalls or winds.
- **Natural Caster**
- **Transformation (Power)** - The Hippocampus transforms into an Earth pony or back into their normal hippocampus form, allowing them to walk on land and breathe air while in their Earth pony form. While in either form, they may still use cantrips and spells.



Cantrips: Air Envelope, Enunciate/Silence, Flavor/Foul, Fortune/Misfortune, Lay of the Land, Phantasm, Shape Nature (Water)

Spells: Allure, Change Shape, Clairvoyance/Obscure, Detect/Conceal Magic, Ensnare, Restoration

Hippocampus Chorus Singer

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Grace d10, Intimidate d8, Knowledge (Ocean Lore) d8, Knowledge (Singing) d8, Nature d10, Notice d6, Stealth d10

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 7

- **Aquatic**
- **Armor (1)**
- **Transformation (Power)** - The Hippocampus transforms into an Earth pony or back into their normal hippocampus form, allowing them to walk on land and breathe air while an Earth pony.

Pegasus Pony

Pegasi typically have very specific roles in society, such as couriers, fliers, and weatherponies. They more commonly live in cities in the clouds such as Cloudsdale, but are found in equal numbers in terrestrial settlements. Presented here are examples of a young and mature pegasus pony.

Young Pegasus Pony

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d4, Grace d6, Knowledge (General) d4, Notice d4, Stealth d6, Taunt d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 3

- **Flight (6)**

- **Size (-1)**

Mature Pegasus Pony

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d6, Fighting d4, Grace d6, Handling (Chariot) d4, Knowledge (Selected Skilled Trade) d8, Notice d6, Stealth d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

- **Flight (6)**

Royal Guard

The Equestrian Royal Guard is a small but highly trained unit of unicorns tasked with accompanying Princess Celestia and acting as guards for her safety (though the position is mostly ceremonial). They are stoic and disciplined, and will always do their jobs to the best of their abilities.

Royal Guard, Unicorn

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Grace d6, Intimidate d10, Intuition d6, Investigation d8, Knowledge (Law) d6, Notice d10, Persuasion d8, Spellcraft d10, Streetwise d8, Vogue d8

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 6 (+4)

- **Battle Awareness**
- **Contingency** - Royal Guards have the spells Force Field and Undo Magic *both* set as separate Contingency spells at the beginning of each game session, as per the Contingency Edge, once per game session.
- **Unshakable**

Cantrips: Enunciate/Silence, Knock, Glow/Dark, Magic Trick, Send Thoughts

Spells: Aid/Hinder, Castigate, Force Field, Jaunt, Magic Missile, Telekinesis, Turn Energy/ Turn Magic, Undo Magic

Equipment: Pike, Helmet, Studded Horseshoes, Plate Armor, Arming Saddle

Note: For a Royal Guard Captain, simply use these same statistics but treat it as a Wildcard.

Royal Hussar

The Royal Hussars are a unit consisting entirely of pegasi who are tasked with accompanying Princess Celestia and pulling her royal chariot. Despite their military designation, they primarily act as scouts, couriers, and honor guards.

Royal Hussar, Pegasus

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skill: Athletics d8, Fighting d8, Grace d12, Intimidation d10, Intuition d6, Investigation d8, Knowledge (Law) d6, Notice d10, Persuasion d8, Stealth d10, Streetwise d8, Vogue d8

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 5 (+4)

- Battle Awareness
- Flight
- Unshakable

Feats of Daring: Arrow Flight, As the Wind, Weathertouch, Whistle Up the Wind

Equipment: Helmet, Studded Horseshoes, Plate Armor

Note: For a Hussar Guard Captain, simply use these same statistics but treat it as a Wildcard.

Takhi

The Takhi are horses closely related to the ponies of Equestria, though they are generally much larger and hardier than their more colorful cousins. Takhi live in the steppes far to the northwest of Equestria in large nomadic clans that migrate with the change of the seasons, all of which are part of the so-called 'Golden Herd' who owe their allegiance to a single Great Khan. On occasion, the current Khan will gather his or her subjects and conduct large-scale raids and skirmishes against neighboring nations, making them feared and dreaded across the land. They are related to the horses of Saddle Arabia and other far-off lands.



Takhi Warlord

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d10, Fighting d10, Grace d8, Intimidate d8, Intuition d6, Knowledge (Battle Tactics) d8, Leadership d6, Notice d8, Stealth d6, Taunt d8

Charisma: 0 **Pace:** 10 **Parry:** 7 **Toughness:** 8 (+1)

- Battle Awareness
- Fear (-0)
- Size (+1)
- Will of the Earth - The Takhi Warlord may use one Novice-rank Feat of Strength of your choice per game session.

Equipment: Arbalest, Studded Horseshoes, Helmet, Quilted Barding

Takhi Marauder

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8



Skills: Athletics d8, Fighting d8, Grace d8, Intimidate d8, Intuition d6, Stealth d6, Taunt d8

Charisma: 0 **Pace:** 10 **Parry:** 6 **Toughness:** 7 (+1)

- **Size** (+1)

Equipment: Arbalest, Studded Horseshoes, Helmet, Quilted Barding

Unicorn Pony

Unicorns are born with a horn that allows them to channel magical energy, giving them highly useful and specialized skills in Equestria. Presented here are examples of several archetypal unicorns found across Equestria.

Young Unicorn Pony

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Grace d4, Fighting d4, Intuition d4, Knowledge (General) d4, Notice d6, Spellcraft d4, Stealth d4, Taunt d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

Cantrips: Magic Trick

Mature Unicorn Pony

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Grace d6, Fighting d4, Intuition d4, Investigation d6, Knowledge (Selected Skilled Trade) d8, Notice d6, Persuasion d6, Spellcraft d4, Vogue d4

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

Cantrips: Magic Trick, Levitate

Zebra

The Zebras of *My Little Pony: Friendship is Magic* can be found in the far reaches of the land, and rarely in small groups in Equestria. Though sometimes misunderstood by others, their civilizations are as advanced as any seen by ponykind, boasting scholars, scientists, and poets with significant traditions and histories going back thousands of years.



Zebra Elder

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Grace d8, Healing d6, Intimidate d8, Intuition d8, Knowledge (Alchemy) d8, Knowledge (Oral History) d10, Leadership d8, Nature d10, Notice d8, Persuasion d6, Stealth d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

Edges: Command, Exceeder

- **Acute Senses** – Zebra receive a +1 bonus to Intuition and Notice rolls.
- **Will of the Earth** – The Zebra Elder may use one Novice-rank Feat of Strength of your choice per game session.

Zebra Guard

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Grace d8, Intimidate d8, Intuition d6, Knowledge (Oral History) d6, Nature d8, Notice d8, Persuasion d6, Stealth d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

- **Acute Senses** – Zebra receive a +1 bonus to Intuition and Notice rolls.



Savage Foes

Finally, the Savage Foes of Equestria represent the malevolent, mindless, or fantastic creatures which can be encountered far from civilization. They are not necessarily evil, but those with intelligence are often out for only their interests, and will happily take advantage of the player characters if it suits them.

Any foes from the Bestiary in the **Savage Worlds Deluxe Edition** can be used with minor modifications. As a general rule, all undead or evil spirits gain the **Weakness (Jade)** ability.

Afreet

The Afreeti are a strange race of elemental beings of fire that resemble ponies wreathed in flame, with their hind legs replaced by a constant churning storm of fire. They are pernicious but highly intelligent, and are fond of riddles and games of wits. Afreet typically have their own inscrutable motives, but will occasionally help those who offer them a suitable price for their time.



Afreet

Attributes: Agility d12+1, Smarts d12, Spirit d10, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d10, Grace d12+2, Intimidate d10, Knowledge (Lore) d8, Notice d10, Persuasion d10, Spellcraft d12, Taunt d8

Charisma: +2 **Pace:** 6 **Parry:** 7 **Toughness:** 9

- **Armor (2)**
- **Elemental**
- **Fire Touch (Attack)** – Melee; Str+d6 fire damage
- **Flame Body (Power)** – Any creature or weapon that touches the Afreet against its will takes 2d6 fire damage.
- **Flight (10)**
- **Immunity (Fire)**
- **Tongue of Flame (Attack)** – Ranged 2/4/8; 2d6 fire damage
- **Unshakable**

Cantrips: Enunciate/Silence, Magic Box, Magic Trick, Send Thoughts, Shape Nature (Fire)

Spells: Change Shape, Fireball, Haste/Delay, Illusion, Invisibility, Jaunt, Sphere of Blades

Bandersnatch, Frumious

The Bandersnatch is an ugly creature that can be found in remote areas of the land, especially deep in forests. They resemble a long-legged, bipedal yellow-brown creature with

an extendable neck ending in frumious, snapping jaws. They are highly curious and will harry any creature that comes into its territory. Travelers should shun them, as they are quick to anger and rather dangerous in groups. The Bandersnatch will attack by first attempting to grapple its target and drag it off to its warrens. It will also defend itself if necessary, but will run in the face of uneven odds.

Frumious Bandersnatch

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d10, Intimidate d8, Notice d6, Stealth d8

Charisma: 0 **Pace:** 12 **Parry:** 7 **Toughness:** 7

- **Bite (Attack)** – Melee; Str+d6 damage
- **Grab** – Bandersnatches receive a +2 bonus to Grappling rolls and opposed rolls against entangled targets trying to free themselves.
- **Size (+1)**

Changeling

Changelings are grotesque, insect-like creatures that resemble ponies in outline only. They have multifaceted eyes, a carapace of black chitin, and filmy wings that chatter like those of a massive cicada. Like some colony insects, they are mostly mindless on their own and obey a single hive queen. They have the ability to shapeshift and disguise themselves as other creatures magically, and feed off of the psychic energy of love. Most changelings are Drones, which are led in small packs by larger and more cunning Praetorians who receive and relay their orders directly from their hive queen.

Changeling Drone

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d6

Skills: Athletics d6, Fighting d8, Grace d6, Intimidate d8, Notice d8, Persuasion d6, Stealth d12

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 7

- **Armor (2)**
- **Bite (Attack)** – Melee; Str+d4 damage
- **Fear (-1)**
- **Flight (6)**
- **Shapeshift (Power)** – A Changeling can change its shape to resemble any creature it can see or has seen before. This power is identical to the Transformation spell, but it requires no Spellcraft roll to use. When making opposed rolls to avoid being detected magically, Changelings use their Spirit instead of Spellcraft.



- **Spit Ooze (Attack)** - Ranged 2/4/8; no damage. Changelings can spit a sticky green goo from their crop that can quickly glue their victim in place. Targets that are hit with this attack cannot move and receive a -2 penalty to all rolls requiring physical movement. Breaking free of the glue requires a Strength roll at a -2 penalty.
- **Unnatural**



Changeling Praetorian

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d10, Grace d8, Intimidate d10, Notice d8, Persuasion d8, Stealth d12

Charisma: 0 **Pace:** 6 **Parry:** 7 **Toughness:** 9

- **Armor (2)**
- **Battle Awareness**
- **Bite (Attack)** - Melee; Str+d6 damage
- **Fear (-1)**
- **Flight (6)**
- **Shapeshift (Power)** - A Changeling can change its shape to resemble any creature it can see or has seen before. This power is identical to the Transformation spell, but it requires no Spellcraft roll to use. When making opposed rolls to avoid being detected magically, Changelings use their Spirit instead of Spellcraft.
- **Size (+1)**
- **Spit Ooze (Attack)** - Ranged 2/4/8; no damage. Changelings can spit a sticky green goo from their crop that can quickly glue their victim in place. Targets that are hit with this attack cannot move and receive a -2 penalty to all rolls requiring physical movement.

Breaking free of the glue requires a Strength roll at a -2 penalty.

- **Unnatural**

Cockatrice

Cockatrices are small but powerful creatures that can turn living beings into stone with their gaze. They resemble a small winged lizard with the head of a rooster and typically hide from passing creatures unless provoked by something crossing into their territory.

Cockatrice

Attributes: Agility d8, Smarts d4 (A), Spirit d12, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d8, Grace d6, Intimidate d10, Notice d8, Stealth d6

Charisma: 0 **Pace:** 5 **Parry:** 6 **Toughness:** 6

- **Armor (1)**
- **Claws (Attack)** - Melee; Str+d4 damage
- **Fear (-0)**
- **Flight (6)**
- **Silhouette (Small)**
- **Stoning Gaze (Power)** - The cockatrice focuses on a single target in line of sight that can see, which must make an immediate Agility roll to close its eyes in time; a target holding its eyes closed is considered to be blind (-6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2). On a failure, the target is Shaken. If the target is still Shaken at the end of its next turn, it is turned to stone. The cockatrice can willingly reverse its own stoning effect, which can also be reversed with spells such as Undo Magic.
- **Unnatural**



Diamond Dog

Diamond Dogs are horrid, doglike creatures that can run on all fours or lope with their longer front legs like a gorilla. They resemble mutated bulldogs, with massive front legs ending in clawed feet and crooked, ugly heads with bulging eyes and jagged yellow teeth. They are obsessed with the possession of gemstones and crystal, and spend much of their time mining for riches. They hide underground in complex tunnel networks and emerge in small packs to capture slaves and steal gemstones from other sources, as they will prefer to scavenge or steal to doing actual work. Diamond Dogs have a strong pack mentality, and are generally found in groups led by one or more intelligent



Bosddog

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidate d8, Knowledge (Geology) d6, Leadership d6, Stealth d8, Taunt d6

Charisma: 0 **Pace:** 5 **Parry:** 6 **Toughness:** 7

Edges: Command, Command Presence

- **Battle Awareness**
- **Bite (Attack)** - Melee; Str+d6 damage
- **Burrowing (5)**
- **Grab** - Diamond Dogs receive a +2 bonus to Grappling rolls and opposed rolls against entangled targets trying to free themselves.
- **Size (+1)**

Equipment: Baton (Str+d6 melee weapon)

Dog of War

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidate d8, Stealth d8, Taunt d6

Charisma: 0 **Pace:** 5 **Parry:** 7 **Toughness:** 7 (+2)

- **Bite (Attack)** - Melee; Str+d6 damage
- **Burrowing (5)**
- **Grab** - Diamond Dogs receive a +2 bonus to Grappling rolls and opposed rolls against entangled targets trying to free themselves.
- **Size (+1)**

Equipment: Pike, Sallet, Crude Breast Plate (+2 armor bonus to Body; cannot be worn by non-Dogs)

Dragon

Dragons are ancient and proud creatures from far beyond Equestria, though they do occasionally appear inside its borders, especially during migrations. They are not normally hostile, as they prefer to be left alone and the lives of ponies are of little concern to them. Dragons spend much of their time either sleeping or admiring their treasure hordes, which they guard jealously from anyone who might take it (especially other dragons). However, their long lives have given them much time to learn and think, and those that can be brought to friendly terms are a wealth of knowledge and wisdom.



Adult Dragon

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d12, Fighting d10, Grace d12+2, Intimidate d12, Knowledge (Lore) d12+2, Knowledge (General) d12, Nature d10, Notice d12, Persuasion d10

Charisma: +2 **Pace:** 8 **Parry:** 7 **Toughness:** 20

- **Armor (4)**
- **Battle Awareness**
- **Bite (Attack)** – Melee; Str+d10 damage
- **Breath of Fire (Power)** – Ranged 12", affects all targets within 1" of line of attack; Targets within the breath roll Agility with a -2 penalty, and on a failure take 2d10 fire damage.
- **Claws (Attack)** – Melee; Str+d6 damage. If this attack hits, the dragon may make a second Claw attack which may be against a different target.
- **Combat Master**
- **Fear (-2)**
- **Flight (24)**
- **Immune (Fire)**
- **Silhouette (Huge)**
- **Size (+8)**
- **Tail Sweep (Attack)** – Ranged 3", affects all targets within 2" of the line of attack; Str-2 damage
- **Unshakable**
- **Wing Buffet (Power)** – Treat this power as the Whistle Up the Wind Seasoned Feat of Daring.

Juvenile Dragon

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Grace d12, Intimidate d10, Notice d10, Taunt d8

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 13

- **Armor (2)**
- **Bite (Attack)** – Melee; Str+d8 damage
- **Breath of Fire (Power)** – Ranged 8", affects all targets within 1" of line of attack; Targets within the breath roll Agility with a -2 penalty, and on a failure take 2d8 fire damage.
- **Claws (Attack)** – Melee; Str+d6 damage. If this attack hits, the dragon may make a second Claw attack which may be against a different target.
- **Fear (-1)**
- **Flight (12)**
- **Immune (Fire)**
- **Silhouette (Large)**
- **Size (+4)**
- **Tail Sweep (Attack)** – Ranged 2", affects all targets within 2" of the line of attack; Str-2 damage
- **Wing Buffet (Power)** – Treat this power as the Whistle Up the Wind Seasoned Feat of Daring.

Ghost

Ghosts are considered to be a myth by most, but legends say that they are spirits that remain in the lands of the living for a specific purpose. There are many different kinds of ghosts, though two forms have been presented here. Nightmares resemble spectral black ponies with glowing eyes and fiery manes and tails that haunt specific ponies and their dreams. Gaki are evil spirits that feed on emotions of love and happiness, resembling pale and gaunt ponies with glowing purple eyes. Most unsettlingly, they have no hooves or lower legs and float across the ground silently.

Nightmare

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6,



Vigor d6

Skills: Fighting d6, Grace d8, Intimidate d12, Knowledge (Past Life Knowledge) d12, Notice d10, Stealth d12+2, Taunt d10

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

- **Darkvision** - Nightmares can see in the dark without penalty
- **Ethereal**
- **Fear (-2)**
- **Fearless**
- **Sense Life (Power)** - Nightmares can sense all living creatures within several miles. In addition, they can sense the location of the target of their haunting at all times.
- **Weakness (Jade)** - Nightmares may be affected by objects made of jade as if they were not Ethereal. In addition, if they come into contact with jade they must make an immediate Spirit roll or be banished from the physical world. The Game Master determines how long they remain banished.



Gaki

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Grace d8, Intimidate d12+1, Knowledge (Past Life Knowledge) d12, Notice d10, Spellcraft d10, Stealth d12+2, Taunt d10

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 6

- **Combat Master**
- **Darkvision** - Gaki can see in the dark without penalty
- **Drain Energy (Power)** - Melee; The target must make an immediate Spirit roll at a -2 penalty or immediately suffer a daunt. The gaki may then immediately recover either a wound or a daunt.
- **Ethereal**
- **Fear (-2)** - Gaki are particularly horrifying and radiate an aura of terror that affects even the bravest ponies. Those who do not roll at least one raise on their Fear check receive a -2 penalty to all Trait rolls as long as they are within 2" of the gaki.
- **Fearless**
- **Natural Caster**
- **Sense Life (Power)** - Gaki can sense all living creatures within several miles.
- **Weakness (Jade)** - Gaki may be affected by objects made of jade as if they were not Ethereal. In addition, if they come into contact with jade they must make an immediate Spirit roll at a -2 penalty or be destroyed.

Cantrips: Bloom/Wither (Wither only), Flavor/Foul (Foul only), Knock, Light/Dark (Dark only), Send Thoughts, Step Sideways

Spells: Clairvoyance/Obscure, Detect/Conceal Magic, Ensnarement, Illusion, Spook

Griffin

Griffins are large hybrid beasts, resembling a giant eagle with the haunches and hind legs of a lion. Griffins are born with a natural talent for and love of flying, and are proud creatures that do not take kindly to insult, real or perceived. They live in the mountains bordering Equestria and maintain an indifferent attitude towards its pony inhabitants, seeing them as little more than ants.



Griffin Matriarch

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Grace d12, Intimidate d10, Leadership d8, Nature d8, Notice d12, Stealth d10

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 6

Edges: Command, Command Presence, Fervor, Tactician

- **Battle Awareness**
- **Claws (Attack)** - Melee; Str+d8 damage. If this attack hits, the griffin may make a second Claw attack which may be against a different target.
- **Flight (12)**
- **Low-light Vision**
- **Screech (Power)** - The griffin emits a piercing hunting screech. All enemies that hear it must make a Spirit roll; on a failure they are immediately Shaken, which may cause a daunt if the target is already Shaken. Targets cannot be affected by Screech more than once per game session.

Griffin Bravo

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d8, Grace d10, Intimidate d8, Nature d8, Notice d10, Stealth d10

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 6

- **Claws (Attack)** - Melee; Str+d8 damage. If this attack hits, the griffin may make a second Claw attack which may be against a different target.
- **Flight (12)**
- **Low-light Vision**



- **Screech (Power)** – The griffin emits a piercing hunting screech. All enemies that hear it must make a Spirit roll; on a failure they are immediately Shaken, which may cause a daunt if the target is already Shaken. Targets cannot be affected by Screech more than once per game session.

Hydra

Hydra are gargantuan monsters with 4 long-necked reptilian heads, each with sharp teeth and glistening scales. Despite their resemblance to dragons, they bear none of their regality and are little more than belligerent predators. Hydras live in dark caves and noxious swamps, and have incredible regenerative powers. They can re-grow a lost head or limb within seconds of losing it.



Hydra

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidate d12, Notice d10

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 16

- **Armor (4)**
- **Bite (Attack)** – Melee; Str+d8 damage with Poison. The hydra may make up to four bite attacks at once, which must be different targets, minus one attack for each wound it has suffered.
- **Breath of Poison (Power)** - Ranged 8", affects all targets within 1" of line of attack; Targets within the breath roll Agility with a -2 penalty, and on a failure they are immediately affected by Poison.
- **Fear (-2)**
- **Immune (Poison)**

- **Poison (-2)** – A Hydra's poison causes Paralysis as per the Poison rules in the *Savage Worlds Deluxe Edition*.
- **Regeneration**
- **Silhouette (Huge)**
- **Size (+4)**
- **Tail Sweep (Attack)** – Ranged 2", affects all targets within 2" of the line of attack; Str-2 damage
- **Unshakable**

Jabberwock

Few have seen the terrible Jabberwock, a legendary monster said to reside in the tulgey depths of the Everfree Forest. It is a humanoid creature with long claws, scaly wings, and eyes that glow like fire. The Jabberwock prefers to defend its territory and avoids adventurers with vorpal swords.



Jabberwock

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidate d10, Notice d10

Charisma: 0 **Pace:** 6 **Parry:** 7 **Toughness:** 12

- **Armor (2)**
- **Claws (Attack)** – Melee; Str+d6 damage. If this attack hits, the Jabberwock may make a second Claw attack which may be against a different target.
- **Fear (-1)**
- **Flight (6)**
- **Low-light Vision**
- **Size (+2)**

Jubjub Bird

The Jubjub birds haunt lonely valleys and desolate peaks, and are often found in small flocks. They resemble thin-winged raptors with rotund bellies and brightly-colored feathers. Their desperate screech is terrifying to hear, though they know any friend they have once met before, and will never look at a bribe.

Jubjub Bird

Attributes: Agility d10, Smarts d4 (A), Sprit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Grace d10, Notice d6, Stealth d8

Charisma: 0 **Pace:** 8 **Parry:** 5 **Toughness:** 5

- **Claw (Attack)** - Melee; Str+d6 damage
- **Flight (10)**
- **Low-light Vision**
- **Screech (Power)** - The jubjub bird emits a piercing hunting screech. All enemies that hear it must make a Spirit roll; on a failure they are immediately Shaken, which may cause a daunt if the target is already Shaken.

Manticore

Manticores are terrifying hybrid beasts, resembling gigantic lions with huge bat wings and a scorpion tail. They are highly territorial and aggressive, and are unafraid to defend their lairs from any intruders. While thankfully rare, they are considered to be one of the more dangerous wild creatures known that can be encountered.

Manticore

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Fighting d10, Grace d6, Intimidate d12, Notice d8

Charisma: 0 **Pace:** 8 **Parry:** 7 **Toughness:** 10

- **Armor (1)**
- **Battle Awareness**
- **Claw (Attack)** - Melee; Str+d6 damage with Poison
- **Fear (-1)**
- **Fearless**
- **Flight (8)**
- **Poison (-2)** - A manticore's poison causes Paralysis as per the Poison rules in the *Savage Worlds Deluxe Edition*.
- **Size (+2)**
- **Tail Stinger (Attack)** - Melee, reach 2; Str+d6 damage with Poison. A manticore may make one free attack with its Tail Stinger once on each of its turns.

Minotaur

With a humanoid upper torso and arms and the head and legs of a bull, Minotaurs are not quite like anything else encountered by most characters. Generally solitary, Minotaurs are usually content to be left alone with their

business, though some can be found among groups of other creatures for their own purposes. Overall, minotaurs are strong and proud, and are not afraid to advertize either fact.

Minotaur Wanderer

Attributes: Agility d6, Smarts d6, Sprit d8, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidate d10, Intuition d8, Knowledge (Lore) d8, Knowledge (Mazes) d10, Nature d6, Notice d8, Persuasion d6, Stealth d6, Taunt d8

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 9

- **Headbutt (Attack)** - Melee; Str+d8 damage
- **Low-Light Vision**
- **Seeing Red** - Minotaurs do not suffer from wound penalties; instead, all wound penalties they would receive are instead treated as positive bonuses to all attack and damage rolls.
- **Size (+2)**
- **Unshakable**

Oni

Oni are horrid, demonic creatures from another realm of existence that occasionally appear in the real world, either by accident or by purposeful summoning. When they do, they will do whatever they can to create as much chaos and misery as they can. Oni can come in just about any form, but they are universally terrifying, monster-like creatures with a wickedly keen intellect that they will use to deceive any foolish enough to bargain with them for power.

Oni Hulks are horrible monsters that are content to smash and destroy, resembling gorilla-like humanoid monstrosities with scaly skin, claws, and numerous jutting horns and spikes. Oni Lords resemble humanoid, multi-armed serpentine creatures that sometimes also have multiple heads: these creatures rule small 'kingdoms' of lesser Oni and are renowned for their scheming and power-hungry natures.

Oni Hulk

Attributes: Agility d6, Smarts d6, Sprit d10, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Grace d6, Intimidate d12, Intuition d8, Knowledge (Forbidden Lore) d8, Notice d8, Persuasion d8, Taunt d8

Charisma: 0 **Pace:** 4 **Parry:** 7 **Toughness:** 13

- **Armor (1)**
- **Burrowing (4)**
- **Charge (Attack)** - Melee; Str+d8 damage. As part of this attack, the Oni must move its full Pace in a straight line towards the target and successfully hit them with the attack at the end of the movement. If they hit, the target is knocked Prone in addition to taking damage.
- **Claw (Attack)** - Melee; Str+d6 damage
- **Fear (-2)**
- **Fearless**



- **Silhouette (Large)**
- **Size (+4)**
- **Unshakable**
- **Weakness (Jade)** - If Oni they come into contact with jade, they must make an immediate Spirit roll at a -2 penalty or be shaken and suffer a level of Fatigue that remains for an entire day and cannot be recovered



Oni Lord

Attributes: Agility d8, Smarts d10, Sprit d12, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d10, Grace d8, Intimidate d12, Intuition d8, Knowledge (Forbidden Lore) d12+2, Leadership d8, Notice d10, Persuasion d10, Spellcraft d12, Taunt d10

Charisma: +2 **Pace:** 6 **Parry:** 7 **Toughness:** 9

- **Battle Awareness**
- **Claw (Attack)** - Melee; Str+d6 damage
- **Combat Master**
- **Fear (-2)**
- **Fearless**
- **Natural Caster**
- **Regeneration**
- **Size (+2)**
- **Unshakable**
- **Weakness (Jade)** - If Oni they come into contact with jade, they must make an immediate Spirit roll at a -2 penalty or be shaken and suffer a level of Fatigue that remains for an entire day and cannot be recovered

Cantrips: Oni Lords may use any cantrip

Spells: Oni Lords may use any spell of Veteran rank or lower

Parasprite Swarm

Parasprites are deceptively destructive creatures, resembling a spherical, fuzzy, apple-sized insect that come in various bright colors. Parasprites eat any edible food-like matter they can get their mouths around, and reproduce by fissioning rapidly if fed. Like locusts, they will sweep over crops and other sources of food and eat until nothing is left, their numbers growing larger by the minute. Of note: Parasprites are easily distracted by any sort of music. If they hear music, they will take no other action than to fly closer to the source of the music, forgoing all other actions unless they are attacked, at which point they will defend themselves. While 'entranced', they are considered to be helpless.

Parasprite Swarm

Attributes: Agility d10, Smarts d4 (A), Sprit d12, Strength d8, Vigor d10

Skills: Fighting d4, Grace d10, Notice d6

Charisma: 0 **Pace:** 4 **Parry:** 6 **Toughness:** 8

- **Consume (Power)** - The swarm consumes all food within melee range, increasing their Size by one point if they can eat at least their Size x 10 lbs. (minimum of 10 pounds). This represents the Parasprites rapidly multiplying as they gorge themselves.
- **Flight (6)**
- **Size (+1)**
- **Smother (Attack)** - Melee; no damage. Targets hit by this attack are automatically Shaken (cannot cause a wound) as Parasprites cling to them *en masse*.
- **Split (Power)** - Parasprite swarms of at least Size (+2) can split into multiple swarms (treat these as individual creatures). For each 2 full points of Size a Parasprite

Swarm has, it may split into one additional swarm with Size (+0) and reduce its Size to 0. *For example: a Parasprite Swarm with Size (+4) could split into three smaller Parasprite Swarms, each with Size (+0). Re-adjust their statistics accordingly.*

- **Swarm** - Parasprite swarms gain a +2 bonus to Parry. Normal weapons do no real damage, white area of effect attacks such as spells and explosions work normally.

Timber Wolf

Timber Wolves are creatures seemingly made from living wood and shaped in the form of massive, hunchbacked wolves with glowing yellow eyes. Traveling in packs in places such as the Everfree forest, they are a threat to any pony trying to make their way through or near the forests of Equestria at night. Thankfully, they are easily startled and will not leave their native forests, even while tracking their potential prey.

Timber Wolf

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d10, Stealth d6

Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 9

- **Armor (1)**
- **Bite (Attack)** - Melee; Str+d8 damage
- **Fear (-1)**
- **Low-light Vision**
- **Pack Hunter** - As long as there are at least an equal number or more Timber Wolves involved in a combat when compared to their opponents, Timber Wolves do not need a raise on the Spirit roll made to recover from being Shaken to act that turn and may do so on a success instead.
- **Reform** - A Timber Wolf that has been destroyed will re-form itself from its component parts (reappear unhurt and without wounds or fatigue) within 1d6 minutes of being destroyed unless its component parts are scattered at least 2" from each other.
- **Size (+2)**
- **Take Down (Attack)** - Melee; no damage. Treat this as a normal Grappling maneuver, but the target is also knocked Prone and cannot rise from Prone until they break the grapple.

Will-o-Wisp

Will-o-Wisps are strange, hypnotic dancing lights that appear in deep caves, swamps, and forests at night. While apparently not sentient, they seem to be curious about outsiders and will defend themselves with powerful magic if necessary. Otherwise, they are content to watch other creatures from a distance and withdraw if they are followed, leading many to believe that they are attempting to lead them off into the wild to become lost.

Wisp

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Notice d10, Spellcraft d10, Stealth d12+2

Charisma: 0 **Pace:** 4 **Parry:** 2 **Toughness:** 4

- **Ethereal**
- **Fear (-0)**
- **Natural Caster** - Wisps may use any cantrip and any spell of Seasoned rank or lower.

Witch Tree

Witch Trees are animated husks of dead trees that will harass unwitting passer-bys. Their dead branches have twisted into claws and their gnarled trunks now sport grinning, leering, evil faces. Animated by evil magic, they will simply attack anyone that gets too close, but will wait and remain disguised as normal trees until the target is in striking distance.

Witch Tree

Attributes: Agility d4, Smarts N/A, Spirit N/A, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d8

Charisma: 0 **Pace:** 0 **Parry:** 2 **Toughness:** 10

- **Branch Claws (Attack)** - Melee, reach 3; Str+d6 damage. If this attack hits, the witch tree may make a second Claw attack which may be against a different target.
- **Fear (-0)**
- **Fearless**
- **Large**
- **Root Bind** - The witch tree receives receive a +2 bonus to Grappling rolls and opposed rolls against entangled targets trying to free themselves.
- **Silhouette (Large)**
- **Size (+4)**

PLAYING NON-PONY CHARACTERS



This section details special templates for playing non-pony characters in *The Savage World of My Little Pony*. All non-pony races are entirely optional and **you must get the Game Master's permission to play them**. It is **not recommended** that non-pony character races be allowed except in rare instances, due to the inherent imbalance in the game that they represent. Non-pony characters are created with the same character creation rules as with ponies, except that non-pony characters do not count as Earth ponies, Pegasus ponies, or Unicorn ponies for the purposes of taking Edges, Spells, Feats, and any other abilities unless they are explicitly stated as available to them.

Griffin

On occasion, griffins have been known to associate with ponies and other creatures in order to further their own goals. Griffins are mundane creatures and are not considered to be magical. For more information on griffins, see their entries in the section on *Heroes, Personalities, and Savage Foes*.

- **Claws/Beak**- Griffins have talons, a sharp beak, and hind-leg claws that give them their reputation as fierce hunters. They are considered to be armed, as with other creatures with natural weapons, and may use their talons/beaks/claws as weapons that deal Str+d6 damage.
- **Flight**- Griffins can fly at their basic Pace and may 'run' while flying, which is referred to as flanking. While flanking, griffins move at twice their basic Pace plus an

additional 2d6". It costs 2" of movement to gain 1" of altitude. A griffin that is Shaken or suffers a wound or daunt while flying must make an immediate Grace roll (or -2 if they are flying at flanking speed) or fall 6". They continue to fall each turn until they are no longer Shaken or hit the ground.

- **Great Wings**- While flying, griffins receive a +2 bonus to their basic Pace.
- **Predator's Instincts**- Griffins have several inherent abilities that they gain as they progress in rank. Upon reaching the rank listed for each ability, they gain access to that ability. Treat these abilities as Powers (they require an action to perform unless stated otherwise) for creatures in the section on *Heroes, Personalities, and Savage Foes*.

Rank: Novice

Raptor Cry

You emit a piercing screech to strike fear into the hearts of your enemies. All enemies who hear this cry must make an immediate Spirit roll; on a failure, they are Shaken (which may cause a daunt if they are already Shaken). Treat this as a Fear roll (it is affected by anything that affects normal Fear rolls). Creatures may not be affected by this ability more than once per game session.

Conquer the Sky

Rank: Seasoned

Activating this ability is a free action, which lasts for a number of rounds equal to your Vigor. You may use this ability only once per game session. When you do activate it, choose one:

- While flying at flanking speed during this ability's duration, you move at triple your basic Pace plus 3d6" instead of the normal double your basic Pace and 2d6"
- While flying during this ability's duration, your Pace is reduced by half (after determining your total Pace if you are flanking), but you receive a +2 bonus to Grace rolls made to maintain control while flying (these do not apply to Clashes of Wills) and you are considered to have medium cover.

Predator's Enmity

Rank: Veteran

When you use this ability, choose a single living creature that you can see. For the rest of the game session or until you change the target of this ability, the chosen creature is your 'prey'. As long as you can see your prey, you gain a +1 bonus to all attack rolls, damage rolls, and Clash of Wills attacks against your prey. You may use this power only once per game session, but you may spend a Benny to change your prey to another creature that you can see.

Raking Talon

Rank: Heroic

You may use this ability as a free action when you move on your turn. At any point during your movement, you may make a single free Fighting attack against a target with one of your claws: this can be a normal attack or a combat maneuver such as a disarm, grapple, or touch attack, and does not incur multi-action penalties. Raises on this attack roll do not add additional damage. You may not use this ability more than once per turn.

Aura of Invincibility

Rank: Legendary

You may use this ability as a free action when you are the target of an attack or Clash of Wills attack. You immediately roll Spirit: on a success, the attack automatically fails. For the rest of the game session, whenever you are the target of an attack or Clash of Wills attack, you may roll Spirit again to make the attack fail. Each time you roll Spirit in this manner, you must roll an additional raise for each attack you cancelled previously in the current game session to be successful. If you fail any of these Spirit rolls, the ability ends and you may no longer use it this game session. If you fail a Spirit roll that required at least one raise, you also

immediately suffer a level of Fatigue that is recovered after you have taken an extended rest (6 hours or more). You may only use this ability once per game session.

Zebra

Though largely distrusted and misunderstood in pony society, many zebras have found cause to join with ponies and other creatures for various reasons. Zebra are mundane creatures and are not considered to be magical. For more information on zebras, see their entries in the section on *Heroes, Personalities, and Savage Foes*.

- **A Different Stripe**- Zebras start with an additional attribute point at character creation.
- **Enhanced Senses**- Zebra possess an uncannily sharp array of senses, with a range of smell, taste, eyesight, and hearing significantly greater than that of most other similar creatures. They begin the game with a d4 in both Intuition and Notice, and receive a +1 bonus to both of those skills.
- **Keeper of Tradition**- Zebras have several inherent abilities that they gain as they progress in rank. Upon reaching the rank listed for each ability, they gain access to that ability. Treat these abilities as Powers (they require an action to perform unless stated otherwise) for creatures in the section on *Heroes, Personalities, and Savage Foes*.

First Tradition: Meditation

Rank: Novice

You are able to enter a meditative state that centers your mind and body, lending you a sense of calm that lets you reflect inwardly and prepare yourself. You may use this ability once per game session. When you use this ability, if you meditate uninterrupted for a full hour, choose one of the two following options:

- Choose a single skill that you have at least a d4 in: you gain a +2 bonus to a single roll for that skill between when you finish meditating and the end of the current game session.
- Choose a single non-Knowledge skill tied to either Smarts or Spirit that you are not trained in: you may ignore the -2 Untrained penalty on a single roll for that skill between when you finish meditating and the end of the current game session.

The time needed to successfully meditate decreases by half, rounded down, at each new rank (30 minutes at Seasoned, 15 minutes at Veteran, 7 minutes at Heroic, 3 minutes at Legendary).

Second Tradition: Truth-sense

Rank: Seasoned

Your acute senses and powers of perception have been honed to the point where you can pick up on subtle vocal and visual cues from just about anyone. This ability is a free action that you may use once per game session. When you use this ability, if you watch and listen to a living, speaking creature uninterrupted for 10 minutes, choose one of the two following options:

- Roll an opposed Notice roll against the target's Smarts. For each success and raise that you roll, you receive a +1 bonus to all Intuition rolls made against that creature, permanently. You may attempt to use this against the same creature more than once: if you end up with a higher bonus on the newer roll, it replaces the previous bonus.
- Choose one of the target's Traits and make an opposed Intuition roll against it. On a success, the Game Master reveals what die type that Trait is, and on a raise, any derived statistics tied to that Trait (Toughness and Vigor, for example).

The time needed to successfully 'read' a creature decreases by half, rounded down, at each new rank (5 minutes at Seasoned, 2 minutes at Veteran, 1 minute at Heroic, and 30 seconds at Legendary).

Third Tradition: Quietude

Rank: Veteran

Through a precise combination of body language, tonal manipulation, and even control of body chemistry, you are able to influence others around you to come across as inherently non-threatening and becalming. You may use this ability once per game session, which lasts for a number of minutes equal to your rank. When you use this ability, choose one of the following two options:

- For the duration of this ability, whenever you encounter a living animal or non-intelligent creature, you may make an immediate opposed Notice roll against its Smarts. On a success, the animal is not immediately hostile and will not attack or impede you without a good reason (depending on the animal, they might be triggered by sudden or aggressive movements or sounds), which is left up for the Game Master to decide. On a raise, you may give the animal a direct, one-word commands such as "Shoo!" or "Drop!" that it will follow to the best of its abilities and understanding. It cannot be ordered to harm itself or other living creatures, directly or indirectly.
- Use this option when you first encounter another intelligent creature that can hear and understand you. Make an opposed Notice roll against their Smarts; for the duration of this ability, you receive a +1 bonus to Charisma against that creature for each success and raise you roll.

Fourth Tradition: Body Control

Rank: Heroic

Focusing your powers inward, through hours of grueling meditation and discipline you have learned to alter your own body chemistry and nervous system almost at will. You may use this ability once per game session. When you use this ability, choose one of the following options:

- You may ignore wound and fatigue penalties for a number of rounds equal to twice your Vigor.
- You receive a +2 bonus to all Vigor rolls made to resist the effects of disease and poison for a number of hours equal to your rank.

- You do not require water or food for the duration of this ability, which lasts for a number of days equal to your Vigor divided by 2. You may not use this ability more than once per week.
- You may enter a coma-like state that resembles death to the untrained eye: your heart rate, pulse, breathing, and body temperature drop to almost nothing, a condition that lasts for 1d4 hours. During this time you are helpless, use minimal amounts of oxygen, and considered to be Incapacitated, but when you awaken you return to normal. Animals automatically recognize you as dead, and a Healing roll with a -2 difficulty penalty is required to recognize that you are in fact actually alive.

Fifth Tradition: Enlightenment

Rank: Legendary

With a lifetime of training and discipline, you have ascended to a new plane of understanding that allows you extend the limits of your mind and body beyond what you thought possible. You may use this power once per game session. When you do, choose a single Leadership Edge, Physical Edge, Social Edge, Weird Edge, or Wildcard Edge that you meet all of the prerequisites for. For the rest of the game session, you are considered to have that Edge. This Edge cannot be used to qualify for pre-requisites for other Edges or other character features.



The Savage World of My Little Pony

Name _____

Breed _____

Rank _____

Experience _____



Charisma

Pace

Parry

Toughness

4 6 8 10 12

Agility

4 6 8 10 12

Smarts

4 6 8 10 12

Spirit

4 6 8 10 12

Strength

4 6 8 10 12

Vigor

Hindrances

Edges

Skills

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Equipment

Head _____

Body _____

Legs _____

Flank _____

Other _____

Sundries

-1 Wound

-1 Daunt

-2 Wound

-2 Daunt

-3 Wound

-3 Daunt

Advances

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

85

90

X Inc.

-2 Fatigue

-1 Fatigue

Background Information

Portrait

Cutie Mark

Feats of _____

Name

Rank / Suit

Effects

Cantrips

Name

School

Rng.

Dur.

Effects

Spells

Name

Sch.

Mod.

Rng.

Dur.

Effects

Non-Player Character Sheet

Charisma

Pace

Parry

Toughness

Name

Race / Breed

Attitude / Allegiance

Description and Background

4 6 8 10 12 **Agility**

4 6 8 10 12 **Smarts**

4 6 8 10 12 **Spirit**

4 6 8 10 12 **Strength**

4 6 8 10 12 **Vigor**

Abilities and Edges

Skills

Daunt -1
Wound -1

Daunt -2
Wound -2

Daunt -3
Wound -3

Inc. X

Fatigue -1

Fatigue -2

Spells and Feats

Equipment

Non-Player Character Sheet

Charisma

Pace

Parry

Toughness

Name

Race / Breed

Attitude / Allegiance

Description and Background

4 6 8 10 12 **Agility**

4 6 8 10 12 **Smarts**

4 6 8 10 12 **Spirit**

4 6 8 10 12 **Strength**

4 6 8 10 12 **Vigor**

Abilities and Edges

Skills

Daunt -1
Wound -1

Daunt -2
Wound -2

Daunt -3
Wound -3

Inc. X

Fatigue -1

Fatigue -2

Spells and Feats

Equipment

GAME MASTER'S REFERENCE

Skills

<i>Skill</i>	<i>Tied Attribute</i>	<i>Special</i>
Athletics	Strength	
Fighting	Strength	
Grace	Agility	Clash of Wills
Handling	Agility	
Healing	Smarts	
Intimidate	Strength	Clash of Wills
Intuition	Spirit	
Investigation	Smarts	
Knowledge	Smarts	
Leadership	Spirit	
Nature	Smarts	
Notice	Smarts	
Persuasion	Smarts	Clash of Wills
Spellcraft	Smarts	
Stealth	Agility	
Streetwise	Smarts	
Taunt	Spirit	Clash of Wills
Vogue	Smarts	

Cutie Mark Abilities

Once per game session, each player may use one of the two following abilities related to their Cutie Mark:

- **Talent**- Declare that you are using this ability before making any roll that the Game Master decides relates directly to your Cutie Mark to receive +2 to that roll.
- **Accomplishment**- With the Game Master's approval, declare that you are using this ability after a single instance in which you fulfill your Cutie Mark's purpose; it must be an especially significant and challenging endeavor. You regain a Benny.

Clash of Wills

A Clash of Wills attack is an opposed roll of one of the four Clash of Will skills against their respective tied Attributes. On a hit, the defender is Shaken. If the defender is already Shaken, they suffer a daunt. For each raise on the opposed roll, the defender suffers an additional daunt. Each type of roll has two possible modifiers that can be applied, which are only awarded to either the attacker or defender. If the condition is tied between the two (for example, if both have the same Strength and/or both are armed in an Intimidate roll), no bonus is awarded in that instance.

<u>"Attack" Skill</u>	<u>Opposed By...</u>	<u>Bonuses Applied</u>
Grace	Agility	+1 for highest Agility +1 for highest basic Pace
Intimidate	Strength	+1 for highest Strength +1 for being armed
Persuasion	Smarts	+1 for highest Smarts +1 for highest Charisma bonus
Taunt	Spirit	+1 for highest Spirit +1 for highest Charisma bonus

At-A-Glance Characters

Earth Pony

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d4, Intimidate d6, Intuition d4, Knowledge (Selected Skilled Trade) d8, Nature d4, Notice d4, Persuasion d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 6

Pegasus Pony

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d6, Fighting d4, Grace d6, Handling (Chariot) d4, Knowledge (Selected Skilled Trade) d8, Notice d6, Stealth d6

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

- **Flight** (6)

Unicorn Pony

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Grace d6, Fighting d4, Intuition d4, Investigation d6, Knowledge (Selected Skilled Trade) d8, Notice d6, Persuasion d6, Spellcraft d4, Vogue d4

Charisma: 0 **Pace:** 6 **Parry:** 4 **Toughness:** 4

Cantrips: Magic Trick

Notes