


Feather Fall
NAME

Pegasus
ORIGIN

Care Worker
DESCRIPTION

Nimble, Spring into Action
INFLUENCES

Ambush Prone
HANG-UPS



ROLEPLAYING GAME

CHARACTER SHEET

He/Him
PRONOUNS

Spirit of Kindness
ROLE

15ft Ground, 45ft Aerial
MOVEMENT

Av.

WEALTH STATUS

2

HEALTH

FRIENDSHIP POINTS

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 3

TOUGHNESS ☐

10 + + +

ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

BRAWN D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

○ ○ ○ ○ ○ ○ ○

INTIMIDATION D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

MIGHT D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

SPEED 5

EVASION ☐

10 + + +

ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

● ● ○ ○ ○ ○ ○

specialization

specialization

specialization

DRIVING D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

FINESSE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

INITIATIVE D2 D4 D6 D8 D10 D12

● ● ○ ○ ○ ○ ○

TARGETING D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

SMARTS 2

WILLPOWER ☐

10 + + +

ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

CULTURE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

SCIENCE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

● ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

SOCIAL 6

CLEVERNESS ☐

10 + + +

ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

● ● ○ ○ ○ ○ ○

specialization

specialization

specialization

DECEPTION D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

PERSUASION D2 D4 D6 D8 D10 D12

● ● ● ○ ○ ○ ○

specialization

specialization

specialization

STREETWISE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○ ○

specialization

specialization

specialization

Understanding

BACKGROUND BONDS

I know I've tried my hardest when my muscles ache.

My mentor taught me that when you take initiative, you're responsible for modeling proper actions to others.

GEAR

PERKS

Air Born (Origin), Cutie Mark (Origin), Lighter Than Air (Origin), Acrobatic Reaction (Influence), Springy (Influence), Ambush Prone (Hang-Up), A Talent for Kindness (Role), Kindness is Magic (Role), Friendship Circle (Role), Empathy (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

Hailing from Cloudsdale, Featherfall is a helpful pony who splits his time between Ponyville and his pegasus hometown. He volunteers with elder ponies and is known for fixing up buildings in Ponyville and doing odd jobs for those who aren't as able as he is. He spends a lot of his time in clinics with elderly ponies, or delivering food via the local Meals on Wings programs. He can be pretty handy and likes to spend his autumn days fixing up roofs before winter comes to help ponies stay warm. He's made a lot of friends and has a gentle heart.

CUTIE MARK

Three falling leaves

SPECIAL TALENT

Helping those in need





ROLEPLAYING GAME CHARACTER SHEET

Aurora Glow
NAME

Pegasus
ORIGIN

Journalist
DESCRIPTION

Adventurer, Vigilant
INFLUENCES

Misplaced Confidence
HANG-UPS

She/Her
PRONOUNS

Spirit of Honesty
ROLE

30ft Ground, 30ft Aerial
MOVEMENT

LEVEL
1

FRIENDSHIP
POINTS

Av.
WEALTH
STATUS

2
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 3

TOUGHNESS 13

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

BRAWN D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

CONDITIONING +1 +2 +3 +4 +5 +6
○○○○○○○

INTIMIDATION D2 D4 D6 D8 D10 D12
●○○○○○○○

specialization
○○○○

MIGHT D2 D4 D6 D8 D10 D12
●○○○○○○○

specialization
○○○○

SPEED 4

EVASION 14

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

DRIVING D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

FINESSE D2 D4 D6 D8 D10 D12
●○○○○○○○

specialization
○○○○

INFILTRATION D2 D4 D6 D8 D10 D12
●●○○○○○○

specialization
○○○○

INITIATIVE D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

TARGETING D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

SMARTS 4

WILLPOWER 14

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12
●●○○○○○○

specialization
● Investigation
○○○○

CULTURE D2 D4 D6 D8 D10 D12
●○○○○○○○

specialization
○○○○

SCIENCE D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

SURVIVAL D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

TECHNOLOGY D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

specialization
○○○○

specialization
○○○○

SOCIAL 5

CLEVERNESS 15

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

DECEPTION D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

PERFORMANCE D2 D4 D6 D8 D10 D12
○○○○○○○

specialization
○○○○

PERSUASION D2 D4 D6 D8 D10 D12
⑩ ⑩ ⑩ ⑩ ○ ○ ○ ○

specialization
○○○○

STREETWISE D2 D4 D6 D8 D10 D12
⑩ ○ ○ ○ ○ ○ ○

specialization
○○○○

specialization
○○○○

specialization
○○○○

BACKGROUND BONDS

Sometimes I wander into places I know I shouldn't go, but I can't help my curiosity and constant desire to see what's just around the bend.

I'm extremely detail oriented and can recall the previous day's events perfectly.

GEAR

PERKS

Airborn (Origin), Cutie Mark (Origin), Lighter than Air (Origin), Wild Tales (Influence), Take in a Scene (Influence), Misplaced Confidence (Hang-Up), A Talent for Honesty (Role), Honesty is Magic (Role), Friendship Circle (Role), SPeak your Truth (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

specialized?

(3D6)
(2D8)
D12
D10
D8
D6
D4
D2

BASE DIE

NOTES

As a filly, Aurora Glow watched her parents get conned by the hucksters Flim and Flam. While the family eventually recovered the bits they lost, the memory of what they went through stayed with Aurora. Now she has grown up, she considers it her duty to shine a light on the darkness and investigates shady dealings. Despite her charm and slightly ditzy demeanor she is dedicated to her cause and extremely focused.

CUTIE MARK


A shooting star with a colorful tail

SPECIAL TALENT

Alertness, Aurora Glow has a nose for clues



Bubble Brew
NAME



ROLEPLAYING GAME
CHARACTER SHEET

She/Her
PRONOUNS

LEVEL
1

Unicorn
ORIGIN

Spirit of Loyalty
ROLE

Alchemist
DESCRIPTION

LANGUAGES

30ft Ground
MOVEMENT

Precise
INFLUENCES

Affl.
WEALTH STATUS

None
HANG-UPS

2
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 5

TOUGHNESS 15

10 + + +

ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

BRAWN D2 D4 D6 D8 D10 D12

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

MIGHT D2 D4 D6 D8 D10 D12

SPEED 2

EVASION 12

10 + + +

ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

DRIVING D2 D4 D6 D8 D10 D12

FINESSE D2 D4 D6 D8 D10 D12

INFILTRATION D2 D4 D6 D8 D10 D12

INITIATIVE D2 D4 D6 D8 D10 D12

TARGETING D2 D4 D6 D8 D10 D12

SMARTS 6

WILLPOWER 16

10 + + +

ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

CULTURE D2 D4 D6 D8 D10 D12

SCIENCE D2 D4 D6 D8 D10 D12

SURVIVAL D2 D4 D6 D8 D10 D12

TECHNOLOGY D2 D4 D6 D8 D10 D12

SOCIAL 3

CLEVERNESS 13

10 + + +

ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

DECEPTION D2 D4 D6 D8 D10 D12

PERFORMANCE D2 D4 D6 D8 D10 D12

BACKGROUND BONDS

I enjoy crafts that require fine details.

GEAR

PERKS

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

Magical Knowledge

Energy Beam

Healing Bandages

Bestow Expertise

specialized?

—

E

E

S

—

Beam

Aid

Enchant.

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

NOTES

Bubble Brew is a skilled magician, but prefers to spend her time in a laboratory rather than casting spells. She is a potion-maker and alchemist and loves coming up with new concoctions to help her friends. After years of testing her own experimental mixtures she has an iron stomach. She works closely with the magicians of Queen Celestia's court to create new and experimental defense systems to protect Equestria.

CUTIE MARK

A heart shaped potion bottle

SPECIAL TALENT

Potion making and alchemy





ROLEPLAYING GAME CHARACTER SHEET

Ditty Riffs
NAME

Earth Pony
ORIGIN

Musician
DESCRIPTION

Crowd Pleaser
INFLUENCES

None
HANG-UPS

He/Him
PRONOUNS

Spirit of Generosity
ROLE

45ft Ground
MOVEMENT

LEVEL

FRIENDSHIP
POINTS

Rich
WEALTH
STATUS

3
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 4

TOUGHNESS 14

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

specialization

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 3

EVASION 13

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE D2 D4 D6 D8 D10 D12

specialization

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 2

WILLPOWER 12

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization

CULTURE D2 D4 D6 D8 D10 D12

specialization

SCIENCE D2 D4 D6 D8 D10 D12

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 7

CLEVERNESS 17

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Music

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

I can be on stage all day long, but I'm very shy in one-on-one conversations.

GEAR

PERKS

Adaptable (Origin), Cutie Mark (Origin), Grounded (Origin), Wealth (General), Wow the Audience (Influence), A Talent for Generosity (Role), Generosity is Magic (Role), Friendship Circle (Role), Generosity of Spirit (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

specialized?

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

NOTES

A local musical legend, Ditty Riffs spends his free time entertaining others. As an Earth Pony, he takes pride in his connection to the land and can often be found helping others with their farms or businesses as a side job. He often finishes a performance and then goes to help dig a field or run a shop instead of signing autographs. He is an improviser and doesn't care too much about learning specific songs or studying music – the music is in his heart!

CUTIE MARK

A guitar playing musical notes

SPECIAL TALENT

Performance skill





ROLEPLAYING GAME CHARACTER SHEET

Gilly (Gillyam)
NAME

Unicorn (Filly)
ORIGIN

Apprentice Magician
DESCRIPTION

Artisan (Painting)
INFLUENCES

None
HANG-UPS

She/Her
PRONOUNS

Spirit of Magic
ROLE

30ft Ground
MOVEMENT

LEVEL

1

FRIENDSHIP
POINTS

Strain.
WEALTH
STATUS

3
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 2

TOUGHNESS 12

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

specialization

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 4

EVASION 14

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE D2 D4 D6 D8 D10 D12

specialization

TARGETING D2 D4 D6 D8 D10 D12

specialization

SMARTS 4

WILLPOWER 14

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization

CULTURE D2 D4 D6 D8 D10 D12

specialization

SCIENCE D2 D4 D6 D8 D10 D12

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 6

CLEVERNESS 16

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Painting

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

GEAR

PERKS

Magical (Origin), Telekinesis (Origin), Express Yourself (Influence), A Talent for Magic (Role), Magic is Magic (Role), Friendship Circle (Role), Mystical Understanding (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

Adapt

Common Ground

Help Yourself

EL

Enchant.

EL

Enchant.

EL

Utility

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

Gilly mastered magic even before getting her Cutie Mark. She enjoys painting, but gets uncomfortable when ponies assure her that her Cutie Mark will symbolize art. She wants to explore her interests still. She wouldn't mind if her Cutie Mark was about art but she's worried it might not be. She feels overshadowed by her Cutie Mark, and she hasn't gotten it yet. However, art has helped her understand magic. She knows where to put her colors when painting and how to cast a spell by feel. But her instinct isn't always right, and she magicked her way into a spotty coat as a result.



CUTIE MARK

None (yet)

SPECIAL TALENT





ROLEPLAYING GAME CHARACTER SHEET

Stormy Night
NAME

Earth Pony
ORIGIN

Storyteller
DESCRIPTION

Mentor
INFLUENCES

None
HANG-UPS

She/Her
PRONOUNS

Spirit of Laughter
ROLE

45ft Ground
MOVEMENT

LEVEL
1

FRIENDSHIP
POINTS

Av.
WEALTH
STATUS

4
HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH 5

TOUGHNESS 15

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

specialization

BRAWN D2 D4 D6 D8 D10 D12

specialization

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

specialization ☒ Frighten

MIGHT D2 D4 D6 D8 D10 D12

specialization

SPEED 2

EVASION 12

10 + + +
ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

specialization

DRIVING D2 D4 D6 D8 D10 D12

specialization

FINESSE D2 D4 D6 D8 D10 D12

specialization

INFILTRATION D2 D4 D6 D8 D10 D12

specialization

INITIATIVE D2 D4 D6 D8 D10 D12

specialization ☒

TARGETING D2 D4 D6 D8 D10 D12

specialization ☒

SMARTS 5

WILLPOWER 15

10 + + +
ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

specialization ☒

CULTURE D2 D4 D6 D8 D10 D12

specialization ☒

SCIENCE D2 D4 D6 D8 D10 D12

specialization ☒

SURVIVAL D2 D4 D6 D8 D10 D12

specialization

TECHNOLOGY D2 D4 D6 D8 D10 D12

specialization

SOCIAL 4

CLEVERNESS 14

10 + + +
ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

specialization

DECEPTION D2 D4 D6 D8 D10 D12

specialization ☒

PERFORMANCE D2 D4 D6 D8 D10 D12

specialization ☒ Storytelling

PERSUASION D2 D4 D6 D8 D10 D12

specialization

STREETWISE D2 D4 D6 D8 D10 D12

specialization

BACKGROUND BONDS

Mentoring others about the things I'm passionate about is truly fulfilling.

GEAR

PERKS

Adaptable (Origin), Cutie Mark (Origin), Grounded (Origin), Fearsome (General), Those Who Know, Teach (Influence), A Talent for Laughter (Role), Laughter is Magic (Role), Friendship Circle (Role), Cheer (Role)

MAGIC

SPELLCASTING MASTERED SPELLS

D2 D4 D6 D8 D10 D12

TIER

CIRCLE

SPELLCASTING RANK

(3D6)

(2D8)

D12

D10

D8

D6

D4

D2

BASE DIE

specialized?

NOTES

A fan of telling stories & scaring her friends, Stormy Night gives tours of "Equestria's most haunted neighborhoods." She tells the history of weird happenings, sharing the tales of supernatural events. She comes off as scary when ponies don't know her. But two things happen when Stormy Night tells you a scary story. First you scream. Then you laugh at yourself for screaming. An intimidating presence sets the tone for her stories & helps her keep her cool when she visits scary sites looking for ideas. But in truth she is always trying to make people laugh instead of really scaring them.

CUTIE MARK

A blue ghost and purple rain cloud.

SPECIAL TALENT

Storytelling, especially spooky stories

