

All info taken and adapted from Renegade Game Studio's "[My Little Pony Roleplaying Game Core Rulebook](#)" Not meant to replace the corebook but to have important information condensed and close at hand for GM/player convenience. If you were linked this and feel like this is missing something or something is incorrect, leave a comment.

[Character sheet](#)
[Free bonus stuff](#)

Combat Actions (pg 172)

Combat actions can be taken in any order.

Standard	Accomplish complex tasks, like attacking, using Skills, and Perks. Can be traded for 2 Free actions, or the Sprint action, which allows you to use an extra Move action. <ul style="list-style-type: none">• Attack• Contingency• Defend• Hide• Lend Assistance• Sprint• Use a Non-Combat Skill
Move	The action used to get from one point to another, or make adjustments that only affect you, like drawing a two-handed weapon. Certain Perks let actions that would normally be Standard as Move actions. The Move action usually lets you do something you could do whilst doing your Standard action.
Free	Free actions allow you to engage with the battle in minor ways. These are things that take either no time or you can do while doing other things, like shout for help.

Expanded Actions

Aiming <i>(Free)</i>	When attacking at range, such as with ranged weapons or spells, you can use a Free action to Aim. If a combatant spends a Free action to Aim, their next ranged attack(s), they receive ▲1 on one attack this turn. If using the Advanced Rule for multiple Free Actions this bonus can be +▲1 for each Free action they spend.
Prone and Crawling <i>(Move)</i>	<p>You can choose to drop prone without using an action. Standing from prone takes 15 feet of Movement. If Movement is less than that, you cannot stand.</p> <p>You can move while prone, this is called crawling. While crawling, movement costs double, cumulative with other movement penalties. While prone, ranged attacks against you suffer Snag, but melee attacks have Edge against you. You are considered braced, but you suffer ▼1 on attacks with a melee weapon.</p>

<p>Shove (and tripping) <i>(Standard)</i></p>	<p>Might can be used to push or move a character in range against their will. Roll a Might (toughness or evasion if tripping) skill test with the following modifiers:</p> <ul style="list-style-type: none"> • ▲ 1 for each Size Class you are larger than the target. • ▼ 1 for each Size Class you are smaller than the target. • ▲ 1 for every 20 feet of movement in a straight line taken immediately before the action. • ▼ 1 for each Rank in Might the target possesses if they can solidify their position, such as by brace against or hold onto something stable. <p>Snag should be applied if the target is rooted, anchored, or otherwise permanently held in place. If successful, usually the targets of your shove are knocked Prone.</p> <p>Successfully shoving a target moves them directly away from you a distance equal to your attack's reach. Successfully tripping a target knocks them prone. A fumble on either knocks you prone at the point of impact. The Difficulty to shove an object of your size or weight starts at 12.</p> <p>Decrease the Difficulty by 2 for every size class the object is smaller than you, and increase it by 2 for every size class the object is larger than you. Roll your shove or trip attack with the following modifiers:</p> <ul style="list-style-type: none"> • ▲ 1 for each size class you are larger than the target • ▼ 1 for each size class you are smaller than the target • ▲ 1 for each 20 feet you moved in a straight line toward the target immediately before the attack • ▼ 1 for each Rank in Brawn the target possesses if it has the chance to brace, hold on, dig in, etc. • The Skill Test suffers Snag if the target is rooted, anchored, or otherwise attached to its location.
<p>Grappling <i>(Takes all actions)</i></p>	<p>The target of a grapple must be no more than two Size classes larger than the grappler and must be within the attack's reach. Grappling always targets a creature's Evasion, unless they have an ability that lets them dictate their Defense. Additionally, your attack suffers ▼ 1 for each size class the target is larger than you. Releasing a grapple uses a free action. Both the grappler and the target also both suffer the following penalties:</p>

	<ul style="list-style-type: none"> • ▼ Suffers Snag on Skill Tests not related to escaping or maintaining the grapple • ▲ Grants Edge to any Melee attacks that target their Evasion.
Kicking and Bucking <i>(Standard)</i>	<p>The GM must agree the character has a high enough Brawn or Might to kick the object any distance if it is large or heavy. To hit a target the character then uses Targeting Skill against the target's Evasion.</p> <p>Most kicked objects deal 1 Blunt damage, but they might cause a condition too. Kicking a bucket onto a target's head could blind them, for example. The bucket could also be kicked at a target's feet to trip them. For an average pony, an item can be kicked up to 30 feet away without penalty, or up to 50 feet away with Snag.</p>
Contingency <i>(Standard)</i>	<p>Sometimes you want to get the jump on a foe or wait for a particular circumstance to arise to take your action. To do so, you can use a Standard action to set a Contingency action on your turn. This lets you prepare to perform a predetermined action after your place in the initiative order, but before the start of your next turn, assuming circumstances align with your plans.</p> <p>When setting up a contingency action, you decide what sort of situation triggers your action, described as clearly as possible. Then, you choose the kind of Standard, Move, or Free action you take when and if that trigger occurs. Examples include, "If somepony I don't know gets within 30ft of the gate I'm guarding, I'll Intimidate them" and, "If one of my friends grabs the magic amulet we're here to recover, I'll teleport them out of here." Or more simply, "if somepony attacks me, I'll attack them back."</p> <p>When the trigger occurs, you can either take your contingency action right after the trigger finishes or forfeit your contingency altogether. You must take your contingency action before the beginning of your next turn, or it is automatically forfeited.</p>
Defend <i>(Standard)</i>	<p>Attackers suffer snag on attack rolls against the defender. Defending lasts until the defender's next turn.</p>
Hide <i>(Standard)</i>	<p>Make an Infiltration skill test, this result is the difficulty for any other characters Alertness Skill Test to notice.</p>

Lend Assistance <i>(Standard)</i>	Lending Assistance is considered a Standard action and each helper gives the leader (the target which they want to lend assistance to) ▲ 1 shift on their roll. There is no limit on how many creatures can help the leader (at GMs discretion). The assister must have at least a d2 in the skill being used.
Heal <i>(Standard)</i>	As a Standard action, characters can give each other medical aid (which may require a kit). Using Science (Medicine) Skill Tests, they can restore Health to living creatures, if the target is within reach. The DIF of a Skill Test to restore Health is equal to 5 + (5 per Health you want to restore). If you want to restore 1 Health, the DIF of the Skill Test is 10. If you want to restore 4 Health as a single Standard action, it requires a DIF 25 Skill Test.
Sprint <i>(Standard)</i>	You can use your Standard action to move up to your movement on your turn. This can be in addition to or instead of using your Move action on movement. If an ability requires you to move in some way, it doesn't matter if you used your Move or Standard action to move.
Use skill <i>(Standard)</i>	Player uses a skill outside of combat related circumstances (like using alertness to look around)
Reload <i>(free)</i>	Reload a weapon
Unarmed attack <i>(Standard)</i>	Unarmed fights typically use Might or Finesse Skill Tests against the target's Toughness or Evasion to see if they hit, and deal 1 Stun damage by default. You can take ▼ 1 on your Skill Test to deal Blunt damage instead of Stun damage. Creatures with claws, like Spike or Gallus, can deal Blunt or Sharp damage instead.
Dispel <i>(Standard)</i>	You can also try to end a spell cast by another Spellcaster. If the spell's duration hasn't ended and the effect is within 30ft of you, as a Standard action you can try to dispel the spell. You and the spellcaster whose spell you're trying to dispel roll a Spellcasting Skill Test. If your result beats theirs, their spell instantly ends. If their result beats yours, the spell continues. It does not cost the opposing spellcaster an action to resist your dispelling attempt.
Climbing, Swimming, and crawling	While climbing, swimming, or crawling without an assigned movement for these types, your character's movement is halved. At the Game Master's discretion, climbing certain surfaces, such as the side of an icy slope without sufficient handholds, requires a successful Athletics Skill

<i>(Move)</i>	Test. The Game Master may assign other applicable Skill Tests for specific circumstances, such as sidling across narrow ledges or swimming against a strong current.
Jumping <i>(Move)</i>	Jumping requires an Athletics Skill Test whenever your character attempts a jump of longer than 5 feet. The DIF of the jump is equal to the base Difficulty in the Jumping table, plus the distance you are jumping. If you can take a running start before you make the jump of at least 10 feet, you gain a bonus. Each foot you clear on a long jump costs a foot of movement. If you are jumping up (high jump), the DIF is equal to the listed one in the table plus twice the distance you want to jump.

Conditions (pg 199)

Asleep	Sleeping characters are Prone and Unconscious. They can be awoken with loud noise, an action, or by taking damage.
Blinded	Blinded characters are unable to see the world around them. They consider all movement to be rough terrain and suffer a Snag on all attack Skill Tests. As they are unaware of their attackers, any attacks against them gain Edge.
Deafened	Deafened characters automatically fail any Skill Tests relying on hearing.
Defeated <i>(p187)</i>	Defeated characters are usually Prone. Acting while Defeated, if possible based on the nature of the defeat, requires a Friendship Point.
Frightened	Frightened characters suffer a ▼2 downshift penalty to all Skill Tests when in sight of their fear and cannot move closer toward it.

Grappled (p178)	<p>Grappled Characters have a movement of 0. This condition ends when the grapple ends, if the grappler is Defeated or Unconscious, or if the grappled character is moved out of the grappling character or effect's reach.</p> <p>A character can use a Standard action, try to escape with an Acrobatics, Athletics, Brawn, or Finesse Skill Test against the grappler's Toughness.</p>
Immobilized	<p>Immobilized characters have a Movement Rate of 0 and cannot gain any benefits to their Movement Rate. All attackers gain a ▲1 die shift against the immobilized character.</p>
Impaired	<p>Impaired characters suffer a ▼1 downshift to all Skill Tests.</p>
Invisible	<p>Invisible characters are impossible to see without special equipment, but can be detected by the tracks they leave or noises made. All attack tests made by an Invisible character gain Edge and all attack Skill Tests against them suffer Snag.</p>
Mesmerized	<p>Mesmerized characters view the character who mesmerized them as a trusted ally and will not attack them or subject them to harmful effects. Any Social Skill Tests by the mesmerizer gain Edge on mesmerized characters.</p>
Poisoned	<p>The character has become subject to a particular poison. The effects of this condition depend on the poison. <i>(Poison basically applies another condition, but continuously each round. A player can usually use an item, or a skill check to cure the poison.)</i></p>
Prone	<p>Prone characters are lying on the ground. While Prone, ranged attacks against you suffer a Snag, but melee attacks have Edge against you. When you fight using a melee weapon while Prone, you suffer ▼1 shift on your attack rolls.</p>
Restrained	<p>Restrained characters are immobilized, and attack tests against them gain an Edge.</p>

Stunned	Stunned characters can't take actions (standard, movement, or free). Attacks against them gain an Edge.
Unconscious	Unconscious characters are unable to act, move, or perceive the world around them. Attack tests against them gain Edge, and a successful track becomes a critical hit. Unconscious characters can be roused by an adjacent ally using a Standard action to help them. If they do, the Unconscious condition is removed at the beginning of the unconscious character's next turn.

Damage Types (pg 186)

It's a little unclear if the effects for some of these are in addition to health damage, instead of health damage, or is a choice of health damage or the effect.

Blunt, **energy**, **psychic**, and **sharp** are considered types for the sake of certain creatures' defenses or weaknesses and do not have additional effects outside of those situations.

Acid	Acid weapons deal 1 extra damage when they hit targets that defend with Toughness.
Blunt	Bludgeon-based force attacks such as hammers, falling, constriction, and the like deal Blunt Damage.
Cold	Cold weapons add Stun 1 as an alternate weapon effect. If the weapon already has a Stun effect, increase the Stun damage by 1.
Electric	Charged with voltage energy that homes in on targets, electric weapons gain ▲1 on attacks.
Energy <i>(Magic)</i>	Magic, some mysterious beams, and the like unleash raw energy attacks. If an attack is not a physical force, but cannot be defined by another damage type, it is considered to be Energy damage.
Fire	Fire weapons deal one extra Damage when they hit a target that defends with Evasion.

Laser	Laser guns and devices shoot LASERS! Laser attacks also do 1 Stun damage as a bonus effect, and can be used to give other attackers Edge against the same target in lieu of doing damage.
Poison (See <i>Poisoned</i>)	A long-term effect that debilitates as it deals damage. Some attacks of this type can impose a lasting, individually detailed, Poisoned Condition.
Psychic	Mental manipulation, either through force of personality, or even psychic weapons.
Sharp	Puncturing, slicing, and impaling attacks, including spears, bites, swords, and axes that deal Sharp damage.
Sonic	A reverberating element that can be subtle or blatant. Sonic weapons gain an alternative effect identical to the weapon's primary effect, but it targets Willpower with a ▼2.
Stun	Successfully hitting with a Stun weapon means the target is denied a Move action for the listed number of rounds. Stun effects stack. Creatures heal 1 Stun per round. If a creature suffers an amount of total Stun equal to the amount of Health the creature has left, they fall unconscious, Defeated.

Tables

Carrying weight (pg 103)

"In general, an overloaded character suffers a downshift to all physical actions equal to the amount of ranks they would need to comfortably carry what they are loaded up with. So a pony with d4 Brawn carrying 150% of their body weight would suffer ▼3 to all physical tests."

Unskilled	10% of body weight
d2	25% of body weight
d4	50% of body weight

d6	75% of body weight
d8	Equal to body weight
d10	150% of body weight
d12	200% of body weight

Typical skill test difficulties (pg 110)

Task	Dif	Example
Extremely simple	5	Climbing a ladder Finding a book you own in your home.
Routine	10	Climbing a simple climbing wall Finding a book in a library
Challenging	15	Climbing a difficult climbing wall Finding a rare book in a library
Difficult	20	Climbing a treacherous rock face Finding a rare book when you don't know what library might have it.
Formidable	25	Climbing a sheer surface Finding an old book that has been lost for years.
Nearly Impossible	30	Climbing a slippery and invisible sheer surface Finding a mythical book that has been lost for centuries.

Common wealth test difficulties (pg 149)

TASK	DIF	EXAMPLE
Routine	10	Common items that are unusually scarce at this time, or are of a better quality than usual.
Challenging	15	Expensive but everyday items, such as electrical goods, luxury foods and good quality items if everyday essentials

Difficult	20	Large or expensive major purchases, such as a basic vehicle, or moderately expensive jewelry, magic baubles.
Formidable	25	Luxury goods, such as designer clothes, luxury vehicles, notably expensive jewelry, magic items.
Nearly Impossible	30	Spectacularly expensive items that only the very wealthy can afford, personal yachts, unique vehicles, legendary magical items.

Wealth Status (pg 150)

Status	Wealth test modifier
Impoverished or in debt	Base die + snag
On the breadline	Base die
Financially strained	+1d2
Average	+1d4
Well off	+1d6
Affluent	+1d8
Rich	+1d10
Wealthy	+1d12

Size Classes (pg 161)

Size class	Physical Size	Map footprint	Reach	Examples
Minute	Size of a large insect	None	0 feet	fly, wasp, spider
Tiny	Less than 1 foot tall or long	1 Square*	1 foot	small bird, rat
Small	Less than 4 feet tall	1 Square*	2 feet	Spike, Tank, parasprites
Common	4-8 feet tall	1 square	5 feet	ponies, hippogriffs, yaks
Large	8-15 feet tall	2x2 square	5 feet	Discord, alicorns

Long	8-10 feet in length. Up to 10 feet in height	1x2 rectangle	5 feet	Centaurs, wagons
Huge	15-30 feet tall	3x3 square	10 feet	Queen chrysalis, slingtail
Extended	10-20 feet in length, up to 15 feet in height	2x4 rectangle	10 feet	Cragadile, ophiotarus
Gigantic	30-50 feet tall	4x4 square**	15 feet	Cerberus, ursa major
Extended 2	30-50 feet in length, up to 20 feet in height	4x4 square**	15 feet	Sea serpents, train cars
Towering	50-80 feet tall	5x5 square**	20 feet	hydra
Extended 3	50-100 feet in length, up to 50 feet high	5x5 square**	15 feet	Ancient dragons
Titanic	80 tall or more	5x5+ square**	25 feet	tantabust

**There are no penalties applied for two creatures of this Size Class sharing one Square*

***This is NOT the total body area of the being/object in question; merely the 'tactical area' being paid attention to in map-based combat at any given moment in round-based time.*

Size class combat adjustments matrix (pg 186)

(not converting this lol)

TABLE 10-2 SIZE CLASS COMBAT ADJUSTMENTS MATRIX												
D E F E N D E R	ATTACKER											
		Small or lower	Common	Large	Long	Huge	Extended	Gigantic	Extended ^{II}	Towering	Extended ^{III}	Titanic
	Small or lower	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4	↓5
	Common	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4
	Large	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4
	Long	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3
	Huge	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3
	Extended	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2
	Gigantic	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2
	Extended ^{II}	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1
	Towering	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1
	Extended ^{III}	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—
	Titanic	↑5	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—

Typical object toughness (pg 189)

Object construction	toughness	examples
Ceramics, cloth, glass	2	T-shirt, home window
Flimsy wood, clay	5	Thin board, pottery
Standard wood, reinforced glass	10	Household door, toy, castle window
Thick wood, weak stone, thin metal	15	Fancy door, picnic table, roadsign
Reinforced wood, standard stone, weak metal	20	Guard helmet, heavy banded door, library wall
Formidable building material, thick stone, standard metal, advanced composites	25	Castle wall, crystal statue, enchanted tree
Reinforced metal, superdense materials	30	Metal cage, dungeon walls

Travel pace (pg 193)

a little confusing since most “vehicles” are pony powered, and the term “ground vehicle” is very vague, and actual horse speed is faster than this table.

I'd suggest using actual real world speed for trains/old timey cars or dnd 5e resources (since this table for the most part is just 5e lol) for them, and the table for "on foot" travel at your GM's discretion.

Method	Per minute	Per hour	Per day	Per round	Effect
Ground vehicle	1 mile	40 miles	960 miles	360 feet	Driver receives snag on alertness skill tests
Fast (foot)	400 feet	4 miles	36 miles	40 feet	▼2 dice shift to alertness skill tests
Normal (foot)	300 feet	3 miles	24 miles	30 feet	none
Slow (foot)	200 feet	2 miles	18 miles	20 feet	Able to use infiltration

Jumping (pg 195)

Method	DIF
Standing long jump	10
Running (10ft) long jump	5
Running (10ft) high jump	13
Standing High jump	18

Vision (pg 196)


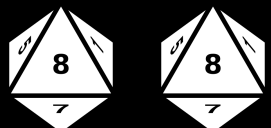

Light level	DIF
Heavy foliage	10
Dense fog	10
Dim light	15
Complete darkness	20






Dice Rolling Terms

Edge	Roll 2 d20s, take the higher and add your skill die as normal	Snag	Roll 2 d20s, take the lower and add your skill die as normal
▼Downshift	Downgrade the modifier dice a level	▲Upshift	Upgrade the modifier dice a level
Auto Success	If you've upshifted the skill die into the auto success zone, you no longer have to roll to succeed. You can always roll to see if it's a critical success	Auto fail	If you've downshifted the skill die into the auto fail zone, you no longer have to roll. You can always roll to see if it's a critical fumble, but why?
Critical success	If the d20 roll is 20 and you succeed the skill test, you far exceed what you set out to do. Gain something nice at GM discretion.	Critical fumble	If the d20 roll is 1 AND you fail the skill test, the situation gets worse. Gain a friendship point

Dice Shift Ladder

When you make a check you roll 1 base die (d20) plus a skill die, this table is to track upshifts and downshifts

	Critical success
	Auto success
	3d6
	2d8
	d12

	d10
	d8
	d6
	d4
	d2
	Base die
	Auto fail
	Fumble