



ROLEPLAYING GAME



CORE RULEBOOK



Welcome to Equestria!

Become a Pony character and protect Equestria and all of your friends as you adventure together on magical missions and fantastical quests! There is no limit to the heroic stories you will tell as you explore and overcome any obstacles in your way through teamwork, friendship, bravery, and magic!

In the My Little Pony Roleplaying Game, create your ultimate pony persona by combining your Element of Harmony, Pony Origin, and your Pony Influences to make a character full of Pony Power! Then, gather with your Besties and tell stories about friendship, adventure, and togetherness while problem solving and having fun adventures together. Hoof Bump!

This book contains everything you need to create your own My Little Pony character and play the game - just add dice, some friends, and your imagination:

- Complete rules for players and Game Masters focused on fun storytelling
- Character creation tools, Friendship points, and roleplay backgrounds to make your pony character unique and full of personality
- Learn about detailed locations and lore in Equestria, familiar Friends and Foes, and tools to get your own magical story campaign started
- An introductory adventure for 1st-level characters that is ready to play with your new character

Together, harness the Elements of Harmony and power of Friendship whenever trouble arises!



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ROLEPLAYING SYSTEM

14+

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CORE RULEBOOK

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ON A PLEASANT DAY IN ESQUESTRIA...

The door to the laboratory flew open with a slam as Aurora Rose burst into the room. It made Bubble Brew not only drop the potion she was carefully decanting, but also caused her to scatter an array of ingredients across the workbench. Luckily, her Unicorn filly apprentice Gilly caught the potion with her telekinesis before the fragile bottle hit the ground and shattered.

"Don't you ever knock?" asked Bubble Brew, trying to catch her breath.

"Knock? At a time like this?" exclaimed Aurora Rose as she pushed aside the remaining ingredients from the workbench and began spreading out a collection of papers and notes she had brought with her.

Bubble Brew tried her best to gather the ingredients back together, but Aurora was insistent. Much smaller than both of her friends, Gilly slid between them to take a look at the notes. They were a mess of graphs, diagrams and notes, scrawled in no particular order in every direction across multiple pages.

"Just look at these Brew. They prove the key to everything is in the White Tail Wood. We need to go there immediately!"

While Aurora's notes made no sense to Gilly, a trip to the woods sounded like fun. She joined Aurora Rose in offering a pleading look at Bubble Brew.

But before Bubble Brew could give an answer, a dark shape swept through the open doorway. The air was filled with dark music, as notes of despair and torment flowed around the room to the beat of the wing-like cloak of the new visitor. A maniacal laughter echoed after the shadowy music as it built to a crescendo. The cloaked stranger moved like a shadow directly towards the other three ponies and with a flourish, booped Gilly on the nose. The filly burst into instant laughter.

"What do you think of my new entrance?" asked Stormy Night. "Pretty gothic eh?"

"I did the music," said Ditty Riffs, poking a head around the door and shutting down his portable speaker system. Both he and Stormy Night seemed to be expecting some sort of feedback, but as they were still mostly in shock their friends could only offer a tentative round of applause. It seemed to please them though as Stormy and Ditty gave each other a nod of approval for each other's contribution.

"I really just wanted one quiet day," said Bubble Brew without the expectation that anyone was listening.

"So, what's going on?" asked Stormy Night, folding her cloak back in place.

"We're going to the White Tail Wood, I've got a lead!" replied Aurora before anyone could suggest the laboratory was for potion making and not a news briefing room.

"White Tail Wood? Can I come too?" said a new voice from outside the window. Feather Fall the Pegasus was half flying, half climbing upside down outside. "I was just fixing your roof as I saw you had a loose slate, but I can do it later."

"Of course you can!" replied Aurora. "I'm glad you're all here, I'm sure it will take all six of us to uncover the mystery I'm working on. Everyone get what you need and we'll meet back here in half an hour."

There was a whoosh and a clatter from outside as Feather Fall took flight. Stormy Night and Ditty Riffs strolled out together, discussing the finer points of Stormy's entrance and how they might make it even more chilling. Aurora buried herself in her notes and began to plan the journey, with Gilly looking excitedly over them with her.

Bubble Brew did her best to collect up her potion experiment. It was clearly not going to happen today. But she wasn't as disappointed as she let on. Aurora Rose was always working on an exciting mystery; this one would clearly be no different. Anyway, thought Bubble Brew to herself, what could be more exciting than going on an adventure with all of her friends?

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CHAPTER 1

INTRODUCTION

**EQUESTRIA, THE LAND I LOVE
A LAND OF HARMONY
OUR FLAG DOES WAVE FROM HIGH ABOVE
FOR PONYKIND TO SEE
EQUESTRIA, A LAND OF FRIENDS
WHERE PONYKIND DO ROAM
THEY SAY TRUE FRIENDSHIP NEVER ENDS
EQUESTRIA, MY HOME**

AHHHHHHH, WOW!!!

**SORRY EVERYPONY, I DIDN'T MEAN TO SCREAM. IT'S JUST SO
AMAZING TO SEE YOU ALL READING THE
MY LITTLE PONY ROLEPLAYING GAME CORE RULEBOOK!**

**PLAYING?
GAME?**

**THIS SOUNDS LIKE A JOB FOR PINKIE PIE! I HAVEN'T CHECKED, BUT
I'M PRETTY SURE YOU CAN'T EVEN SPELL "ROLEPLAYING GAME"
WITHOUT P-I-N-K-I-E-P-I-E, AND THAT'S ME!**

**WITH THIS GAME, YOU CAN COME AND JOIN ME AND MY FRIENDS IN
EQUESTRIA AND HAVE ADVENTURES JUST LIKE WE HAVE, MAYBE EVEN
EXPLORE PLACES WE HAVEN'T EVEN BEEN TO! I'M REALLY LOOKING
FORWARD TO MEETING YOU AND HEARING ABOUT WHAT YOU SORT OF
TROUBLE YOU GET INTO!**

WHAT IS A ROLEPLAYING GAME?

A roleplaying game, or RPG, is a social, cooperative storytelling game in which each player inhabits a character in a fictional story, set in a fictional world. Basically, you each create a pony character of your own, enter Equestria, and tell amazing and hilarious stories with your friends and family.

Each player uses their character's individual strengths and abilities to overcome challenges as a group, creating a narrative that strings the challenges together, fleshes out the characters, and establishes their relationships to one another and the world of the story.

As it is a game, there are a few rules to make sure everything is fair. The **My Little Pony Roleplaying Game** uses the *ESSENCE20 Roleplaying System*. If you've already played a game that uses *Essence20*, you'll already know how everything works.



Twilight left me a list of "The Fundamental Aspects of the My Little Pony Roleplaying Game and the *Essence20 Roleplaying System*: What every roleplayer should know before their first game," but honestly, it's a bit of a snoozefest. Let me see if I can jazz it up and fire off a confetti cannon in your mind. Ooooooooooooooh.

Have you ever played pretend? Sure you have! Pretending is fun!

But has the game of pretend led to arguments? It's OK, it happens. Have you used your ice powers to freeze your friend, but they say they were born on the sun and their heart burns with the heat of a star so they're immune to cold, but then you say that if they melted your ice block they must be all wet, so you use your lightning powers to electrocute them, but then they say electricity shouldn't affect them because of their fire heart and you say yeah it should, and it should super affect them because they're wet, and they say that's not how fire hearts work and you say yes it is and then you both start yelling and until one of you says, "*You're not my friend anymore!*" and they storm off?

A roleplaying game is like that, except it has rules to settle the arguments. After all, this isn't **My Little Pony: Roleplaying Is Chaos** (well, most of the time anyway!). Rules are what makes a game a game.

It's like when everyone sits in a circle and tells a story one line at a time. If you say that no one can undo what someone else said, it's a rule that makes the game better!

MAKING YOUR PONY

Wait, “Making Your Pony”? Who are you, Dr Frankenstag?

Oh, wait, “*roleplaying*.” Right. Like my pa, Igneous Rock Pie, always said, “If you want to roleplay a pony, you got a pony to make.”

The **My Little Pony Roleplaying Game** lets you play anypony you want to. Do you want to be a tough-as-nails Earth Pony, a third generation Ponyville farmer who learned the value of honesty? A super confident (maybe a little overconfident) Pegasus speedster who cares as much about her friends as she does her racing records? A fashionista Unicorn who loves style so much that she wants to share it with all of Equestria? You totally can! And you can also play a character that isn’t based on one of my best friends.

When you’re ready, you can make your first Player Character, which is also called a PC for short. Your PC is your persona throughout the game. Character creation means defining four character elements:

- **Origin:** What sort of pony are you? A Unicorn, a Pegasus, an Earth Pony or even a Filly or Colt?
- **Influences and Hang-Ups:** What special talents do you have? What are you scared of or not very good at?
- **Role:** Which Element of Harmony are you most connected to? Generosity, Honesty, Kindness, Laughter, Loyalty, or Magic?
- **Essences and Skills:** How strong, fast, clever or charming are you? What do you know how to do? This is where the rules and numbers come in. They help you decide if an action your pony takes is successful.

We’ll get into the details of how you create a character in the next chapter, **Chapter 2: Character Creation**. That tells you pretty much everything. The chapters after that go into more detail on the Origins, Influences and Roles. Then you’ll see the other chapters explain all kinds of things, from rules or magic to equipment (we’ve summarized them at the end of this chapter). It may seem a lot, but it’s all there to help you

create and play amazing stories in Equestria, and only the Game Master needs to (ideally) read everything.

THE GAME MASTER

Here’s a riddle: Who plays a game by not playing it, but if they don’t play the game, no one does?

The Game Master!

A Game Master (or GM) is a super duper generous and creative person who tells the story so everyone else knows where they are and what they can do! If there isn’t a Game Master telling the players, “*You all meet in Sugarcube Corner*,” then how are the players supposed to know there’s a mysterious mare in the shadows looking for a ragtag band of heroes to help them with a quest?

Being a Game Master can be a tough job, but it’s a very rewarding one. You get to set the scene

LET’S JUST GET STARTED!

You may be looking at this big book of rules and wondering when you can just get playing! Well, as long as your Game Master has an adventure ready and read how to make a basic roll (just read ‘**Rolling the Dice**’ on page 11), you know all the rules you really need. If you don’t want to create a pony of your own, you can just pick your favorite from the characters in the Appendix (the ‘Renegade Six’) and you are good to go.

But it is worth everyone getting to grips with the rules, as they are there to help you. They give you a way to resolve everything fairly and make sure you know what to do in any circumstance. You don’t have to use everything on your first game, start with the basics and add more as you get used to everything. The same goes for creating your own pony character. While playing one of the Mane Six is a lot of fun, creating your very own pony is an amazing way to build your very own part of Equestria!

and judge how the rules apply as fairly as you can. While you don't play a pony of your own, you get to play everyone the player characters ever meet! Only one person can be the Game Master, and they should be the one who knows the rules best so they can make the right decisions. But anyone (everyone, even!) should try it out at least once, if they can.

To find out more about Game Masters and what they do to run the game, see **Chapter 14: Running an Adventure**.

QUESTING IN EQUESTRIA

The setting of the *My Little Pony Roleplaying Game* is the world of Equestria, the same one you know from the *My Little Pony: Friendship Is Magic* animated series, comics, and novels.

This magical land is inhabited by fantasy creatures of all kinds. In addition to Earth Ponies, Pegasi, and Unicorns, you can find Equestrian dragons, manticores, sea serpents, and more.

I love Equestria! Some of my favorite creatures are from there. In fact, ALL of my favorite creatures are from there!

There's so much to do in Equestria. If you want to spend a pleasant afternoon with quaint shops and friendly ponies, visit Ponyville. If you want to try to make it in the big city, there's Manehattan. If you want to face horrors you have only imagined in your most terrifying nightmares, there's Ghastly Gorge. Ooh, and Vanhoover's nice this time of year.

You can play the game as individual adventures, just like an episode of a television show. But by linking all the adventures together with some sort of theme, you can make a 'campaign.' That would be like an entire season, with a big climax adventure at the end. Over the course of the campaign, your PC will grow as a character, build relationships with the other PCs and NPCs (that's non-player characters), and improve their abilities.

There is no winner in a roleplaying game. The object of the game is to have fun while telling a story and trying to meet your group's goals. The GM puts obstacles in your group's way, and you use your PC's abilities and your wits to overcome them. The GM isn't against the players, but they will often make the ponies' lives harder and more difficult, because the most fun and exciting adventures are never easy.

If you want to know more about getting around Equestria, see **Chapter 11: Exploration** and **Chapter 12: Equestria and Beyond**.

EVERYBODY ELSE

Each player plays one role, their player character, but Equestria is full of other ponies and creatures. So it's up to the Game Master to play every other creature in the game. To help our GMs out, we've included summaries and statistics (or stat blocks) for many of the

WHAT WAS THAT AGAIN?

Player: That's probably you! You are the player of a Player Character, which we will get to. There are usually between three and six players in a typical game, but sometimes there is only one player and also sometimes a lot more!

Game Master: That could also be you, if you choose to run the game for the other players. The Game Master is a player themselves, just with a different responsibility for the game. The nickname for a Game Master is "GM," and you'll see that acronym throughout this book.

Player Character: A Player Character is exactly what it sounds like, the character of a player! The acronym for Player Character is "PC."

Non-Player Character: The nickname for a Non-Player Character is "NPC," and they are controlled by the Game Master. NPCs can be allies, Threats, or any creatures that interact with the PCs. The Game Master keeps track of and plays all of them!

important ponies in Equestria, as well as some of the other creatures you'll encounter on your adventures.

If you ask me, the best adventures are in the kitchen. And if I encounter any creatures in my kitchen, you know what I'd do to them? Get them to taste test my baked goods! You never know how different palates will handle my latest cupcake experiment. Maybe some of them will actually like it!

If you want to know more about creatures in Equestria, see **Chapter 13: Friends and Foes**.

ROLLING THE DICE

Shiny clicky magical math rocks! The bigger the rock, the louder the roll!

If you love clickety dice like me, then have I got good news for you! In the *My Little Pony Roleplaying Game*, we use all manner of cool looking dice, most of which have a lot more than just six sides!

When you want to perform an action, you roll dice to see if you succeed. What dice you roll and what number you need to get depends on how skilled or talented your character is at what you are trying to do.

As we use a lot of different dice in this game, we need to be specific about which one we mean. So each die is named *d* (for die or dice) followed by the number of sides it has. For example: The roundest die has 20 sides and is called the d20; the standard six-sided cube die is called a d6. The *My Little Pony Roleplaying Game* uses the following dice: d20, d12, d10, d8, d6, d4, and d2 (the d2 is usually a coin you can flip or something similar). You can usually find sets of these dice wherever you picked up this game. Sometimes you're asked to roll two or more of the same dice and add them together. You'll see a number written before the *d* in this instance. So *2d8* means roll two eight-sided dice and add the two together, or *3d6* means roll three six-sided dice and add them up. Its easy!

ADVANCED RULES

As your players may be a little younger than those playing other *ESSENCE20* games, we've made the rules a little simpler. After all, ponies tend not to need the full tactical combat options a giant robot or an elite soldier might need. Throughout the book you'll find a number of 'Advanced Rule' options to bring back some of the core *ESSENCE20* system that we've adapted. When you have the hang of things, or if you just want to explore more options for exciting adventure, just add whichever Advanced Rules you like. You can include any, some, most, all or none, it's entirely up to you, but make sure everyone is aware of any rules changes. Once you are using them all you'll find crossing over into other *ESSENCE20* games much easier.



MY LITTLE PONY ROLEPLAYING GAME

But why do you need to roll dice? Good question, my fine feathered friends! Featherless friends, you could learn a thing or two too.

You will get tested to see if you have what it takes to rise to challenges. Like, let's say you need to bake a cake. And not just any cake: a rainbow dream cake with confetti icing for your best friend's birthday! You've made a lot of birthday cakes in your day, but this is the biggest challenge yet! Can you succeed?

But you only succeed if the dice say you do. Your Game Master (♥♥♥♥ you GM!) decides on a number to represent how difficult the task is, and which Skill you should use for the roll. Sometimes they keep that number a secret, because they want the outcome to be a surprise, which is OK because surprises are FUN! Anyway, that number is the Difficulty (DIF) of the Skill Test you need to roll, and the higher the number, the harder the challenge.

MAKING A TEST

So, let's imagine your character wants to make that rainbow dream cake with confetti icing for their best friend's birthday. It's quite a hard challenge, way harder than your average cake, especially as you've not tried it before, so you

should make a Skill test to see if you succeed. The Game Master decides how difficult that will be by setting the Difficulty (DIF) number. Normally a cake like that would be DIF 15, but as you've not done it before the Game Master makes it DIF 20! Time to roll some dice.

First, get your hooves on your d20, because you always need a d20 for a Skill Test. But you also need a Skill Die, which is another die that you'll have listed for the skill you're using. Your Skill Die shows how good you are at what you're trying to do. As whipping the cream and stirring the cake mix will take dexterity, the Skill to use is Finesse (a Speed skill). If you're very good at baking, you might have a d8. Someone who bakes every day, like Mrs. Cake, probably has a d10 or a d12, (which is the highest a pony's Skill can get). Let's say you're very good and have a d8. You roll your d20 and d8 together and hope for the best.

To succeed, both dice need to add up to the same number as the DIF or more. So if you're going to succeed at a DIF 20, you need above average rolls on both dice. A roll of 16 and 5 would be 21, a success. But a roll of 10 and 8 would be 18, a fail. If you roll poorly, or even average, you'll burn your rainbow dream cake with confetti icing and maybe ruin your best friend's birthday!

How can fate be so cruel? All I ever did was love you, my shiny clicky magical math rocks!

Luckily, you're not alone to wallow in your misery. You have friends! So there is no need to worry. Even when you are alone in a broken kitchen, covered in cake mix with cream all over the walls, they'll always help you out.

FAILING

It's easy to think you might not be very good at the game or 'losing' if you fail a lot of rolls. But we'll let you in on a secret that's unique to roleplaying games: failing is often more fun! Sure it may look cool to be good at stuff, but that just makes you lucky. When you fail a dice roll, your character is often in a funnier or more exciting position. The stakes just got raised, and how are you going to get out of the situation now?

Once you've played a few games, you'll find your favorite and funniest moments came when your character failed a roll. So embrace the randomness of the dice and enjoy the bad results as much as the good ones. It's all part of the story.

FRIENDSHIP POINTS

The *My Little Pony Roleplaying Game* features a resource pool called Friendship Points. In other *ESSENCE20* roleplaying system games they are called Story Points and work in just the same way. Player Characters earn Friendship Points by exemplifying the Spirit of Harmony associated with their Role, being good players,

and from specific in-game events. Friendship Points can be spent to support your allies, such as by upgrading their Skill Die or improving their defenses.

Many hooves make light work. Teamwork makes the dream work. Companionship is enchanting! So many popular expressions say that if you're there for your friends, and your friends are there for you, everything is better for everypony.

That's enough from me, for now. Time to get your group together and start adventuring. You know what this calls for? A party!

Get it? Because a group of adventurers is a party!

Wait, maybe you didn't know that. Well, now you know! And knowing is half the friendship. Go go power ponies, roll out!

KEEPING THE FRIENDSHIP AND MAGIC

The world of Equestria is a place of adventure and magic, with magnificent vistas giving way to vast plains of towering mountains, and marvelous, fantastical creatures living alongside each other. It's not uncommon to see a group of Pegasi flying through the air, performing daring feats of aerial acrobatics while a crowd of small dragons and dogs cheer them on. Ancient books teach their readers powerful spells or hint at the deeper mysteries of the sun and the moon, while some ponies use their skills and abilities to craft magnificent works of art, delicious desserts, or build homes for their friends.



But while all of this is fantastic, it's important to keep in mind the tone of the game. **My Little Pony: Friendship is Magic** is meant to tell a story of working together to solve problems and to explore this world just as you would if you were going on an adventure with your friends. There are beings in this world that will work against you, but not every creature you encounter is going to be stereotypically evil and live up to the worst examples of what a villain could be. Some Diamond Dogs are bad, so greedy they are consumed by acquiring more diamonds to satiate their desire for more wealth. That doesn't mean that all Diamond Dogs are going to be that way. By the same token, some threats the players encounter may only oppose them for now but have the chance to become their allies or even their friends later on in the adventure.

For players new to the setting, it may be important to sit down before playing the game and discuss what each player hopes to get from the game. Not all of the players may expect the same things, and a player whose pony is focused on recovering lost texts may grow frustrated if the rest of the party just wants to host apple festivals and race each other through the valley.

If someone's feelings are hurt in the game, it is OK to call a time-out to discuss what happened. The game is meant to be fun for everyone and it could be that a problem has occurred that just needs to be talked out. Once these problems are resolved, all of the players can resume exploring the lands of Equestria together and have fun racing Pegasi in sky races across Ponyville or settling disputes between phoenixes and dragons.

WHAT'S IN THE BOOK?

You might be looking at this big book and wondering where to start, or if there is anything you can skip past so you can get playing as soon as possible. So here is a quick guide to what every chapter is all about.

Chapter 1: Introduction. Well, you're at the end of it now, so you know all about this one!

Chapter 2: Character Creation. This tells you all about creating a pony character of your own. If you are going to be a player, you should start here. The Game Master can skip past this one if they want to learn more about the rules first. If you choose to start playing using the Renegade Six in the Appendix you can skip this chapter, but you should at least read enough so you know what all the numbers on the character sheet mean.

Chapters 3, 4, & 5: Origin, Influences, and Roles. These three chapters give you all the fine details about what each of these things do. You'll want to take a look at what they have to offer when you get to creating your character and picking cool abilities, or you can skip past them for now.

Chapter 6: Essence Scores and Skills. This chapter is the heart of the rules system. The Game Master should make sure they are very familiar with it, and the more the players know the better.

Chapter 7: General Perks. Like the chapters on Origins, Influences, and Roles, this chapter details all the available special abilities available to anypony. You don't need to worry about these until you have an option to pick a General Perk for your character.

Chapter 8: Magic. This is the chapter for Unicorns and other magicians! So you should have a good look at it if Starswirl the Bearded is your idol! The Game Master should know all about magic if it features in the adventure (which it often will) or one of the player characters is a magician.

Chapter 9: Equipment and Resources. If you like 'stuff,' this is the chapter for you. You may not want to pick any gear for your character, but if you do, here is where you'll find all the details and descriptions. Remember this isn't just arrows, ten foot poles and coils of rope. It has information on style, fashion and animal companions.

Chapter 10: Conflict. This is another useful rules chapter detailing how you resolve any sort of conflict. This might be a duel with swords



against pirates, a war of words with a stylish courtier of Princess Celestia's court or a magical duel of willpower. If you are a peace-loving pony, you might want to avoid any sort of fight. But some conflict is inevitable, so the Game Master should be familiar with it.

Chapter 11: Exploration. If you are going out and about adventuring, you need a few more rules to govern climbing, falling and setting things on fire. The Game Master should read this chapter but can dip into it if any of the situations it details come up.

Chapter 12: Equestria and Beyond. Here we take a look at the world of Equestria in more detail. If you already know all about Ponyville, Canterlot and beyond, you can come back to this chapter later. But you may find a few ideas to inspire your character or whole new adventures!

Chapter 13: Friends and Foes. There are more creatures and ponies in the world than just the player characters. This chapter is all about the strange, dangerous, charming and mysterious

characters you will meet in your adventures. It's one only the Game Master should look at, as they will want to surprise the players with all the strange creatures and characters found here.

Chapter 14: Running the Game. This chapter is also just for the Game Master, detailing how to manage the game and create adventures of their own. It also contains an example adventure ready to play called "Stealing Thunder."

Appendix: The Renegade Six. Finally we offer a group of ready-made player characters, the Renegade Six. You can copy them out and start playing using them right away if you don't want to create characters of your own. You can change a few things about them to personalize them, or just use them as examples of the sort of characters you can create. You might even run into them in your travels across Equestria.

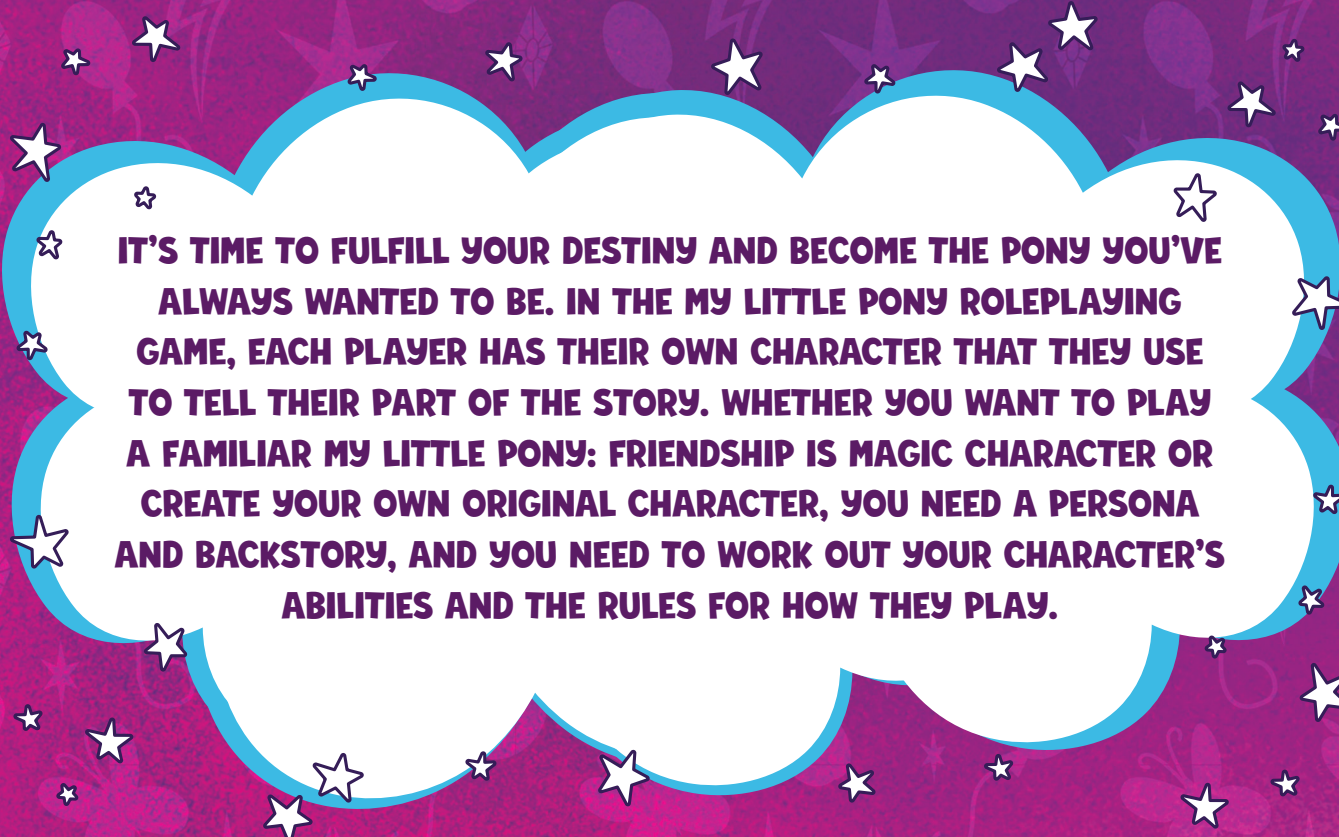
So, now you know the basics, you're ready to take your first steps into Equestria!





CHAPTER 2

CHARACTER CREATION



IT'S TIME TO FULFILL YOUR DESTINY AND BECOME THE PONY YOU'VE ALWAYS WANTED TO BE. IN THE MY LITTLE PONY ROLEPLAYING GAME, EACH PLAYER HAS THEIR OWN CHARACTER THAT THEY USE TO TELL THEIR PART OF THE STORY. WHETHER YOU WANT TO PLAY A FAMILIAR MY LITTLE PONY: FRIENDSHIP IS MAGIC CHARACTER OR CREATE YOUR OWN ORIGINAL CHARACTER, YOU NEED A PERSONA AND BACKSTORY, AND YOU NEED TO WORK OUT YOUR CHARACTER'S ABILITIES AND THE RULES FOR HOW THEY PLAY.

MY LITTLE PONY ROLEPLAYING GAME



CREATING A CHARACTER

Step 1: Character Concept – Who is your pony?

Step 2: Origin, Influences and Role – Choose one Origin, up to 3 Influences (and possibly Hang-Ups) and a Role. Choose Background traits (one for each Influence). Record the bonuses you get from each and record your Role level as 1.

Step 3: Essence Scores – Assign 12 points across your Essence Scores, and remember any bonuses you got from Influences, Origin or Role.

Step 4: Defenses – Add 10 to each Essence and record that as the appropriate Defense (Toughness, Evasion, Willpower, and Cleverness).

Step 5: Skills – Increase the rank of any Skills under each Essence by the total of Essence increases in that Essence. Skill ranks are: d2, d4, d6, d8, d10, and d12.

Step 6: Describe Your Character – Add some final touches, like a name and what your character looks like. You also begin the game with a pool of Friendship points (1 per player) between you (see page 118).

Character creation is where your imagination meets the game's tools. Maybe you have an idea for your character and want to find an option that matches. Or you may see a rule and be inspired to take your character in a new direction. As long as you end up with a character ready to play, there's no wrong way to get there.

This chapter is a step-by-step character creation guide to help you design the **My Little Pony** character you want to play. As you complete each step, record the information on your character sheet, found at the back of this book. You will use it to reference all of the details of your character in the future, both while playing the game and when advancing your character after you level up.

If you want to just dive into playing right now, you can use one of the characters from the Appendix at the end of the book. Just check with the Game Master that's ok, take a copy of the page and start playing. You can even make a couple of changes, just to make it your own (as long as the Game Master agrees). But while character creation can take some time, creating a character of your own that you can watch grow and develop is one of the best and most rewarding parts of roleplaying.

STEP 1: CHARACTER CONCEPT

Creating a character is each player's opportunity to create a brand new pony and enter the world of Equestria with them. Some of the rules and numbers might seem daunting at first, but they are not the heart of your character. Once you know what you are doing you will find picking all the skills, options and abilities for your very own pony to be lots of fun. Creating a character starts with an idea. Who is your character? What are they like? What can they do?

You can create something completely original, or base your initial idea on one of the Mane Six or another character you already know. Whatever you think would be cool and fun to play is what matters. The character will change and grow as you play, so character creation is just the beginning of your pony's journey.

So you might start with, "My pony is like *Fluttershy meets Rarity*." Oh, are you really interested in fashion but hesitate to share your designs? Do you love animals and design them little outfits to wear? Do your tea parties with the local wildlife look more like the Grand Galloping Gala?

You might think, "My pony is like *Applejack*, except..." What about your pony do you want to have in common with Applejack? What about your pony is different from Applejack? Maybe you are a Pegasus who takes cloud toiling as seriously as Applejack takes farming. Maybe you're as honest as Applejack, but where her honesty comes off as wise, yours comes in the form of riddles.

Once you have a basic idea, you can ask more involved questions. What kind of character feels like it would be fun to play? Do you want to focus on your pony's job in Ponyville? Their hobbies? Maybe you know what their Cutie Mark looks like but not what it means. It can be helpful to start with the familiar and then work towards the original. It can also be helpful to think about the character creation choices you have to make and ask how different options impact your character.

CUTIE MARKS

All adult pony types have a Cutie Mark. It is a symbol on the flank unique to that character. It shows their nature, talents or even their destiny. As part of character creation, you should decide what your pony's Cutie Mark looks like, remembering that it gives you a bonus to a particular skill (your Cutie Mark Perk). It might be inspired by your character's special Skills, Role or Influences. More detail on Cutie Marks can be found in the next chapter on pages 30-31.

You don't need to figure everything out straight away. It's OK to pick some random things you think are cool as you go and make sense of it all at the end, just as you might have a strong idea from the very start. Every step in the process is a way to develop your character, so feel free to adapt and change as you go, just go back a few steps and pick a different option.

When you have a grasp of the character you want to create, making character building choices gets easier. When you feel confident in your concept, you're ready to move on.

Example: *Claire is creating a pony character and fancies something mysterious and gothic. She decides to call her character Raven Shadow.*

STEP 2: CHOOSE ORIGIN, INFLUENCES, AND A ROLE

You can choose your Origin, Influences, and Role in any order. It really doesn't matter which choices you make first, as long as you remember to do all three and write down all of the benefits your character gets from each step. Each option has its own chapter (right after this one) so you can refer to each of those for more detail on what they mean.

ORIGIN

Your Origin is the type of pony your character is: Earth Pony, Pegasus, or Unicorn (but not Alicorn, at least not yet). If you are a visual person, you probably already know whether your pony has wings, a horn, or a smoother silhouette. It's OK to choose an Origin based on the look of your pony. That's how a lot of us chose which Pony we left the toy store with!

If you choose to play an **Earth Pony** you'll be better at the basics. They start with more Health, and move as fast on the ground as any Pegasus can move in the air. They also start with a General Perk, something everypony else has to wait until level 4 for. They may not have flashy horns and majestic wings, but they have a solid core.

If you choose to play a **Pegasus**, the sky's your limit. Other ponies see chasms as obstacles, cliffs as journeys, and the world in front of them as the only world they know. Your wings let you see the world from different angles, and interact with it in the same way.

If you choose a **Unicorn**, your Telekinesis ability simplifies tasks that other ponies might struggle with. You can reach what you can see. Where other ponies can only hold things in one hoof and their snout, you can hold items in the air around you. Your connection to magic also makes it easier for you to learn spellcasting, if that interests you.

Your Origin gives you many benefits and abilities. It defines your starting Health, Movement rate and Cutie Mark Perk – a skill you have special aptitude with. You also gain an Essence increase (more on that later) and a few special abilities or 'Perks.'

Example: Claire decides that Raven Shadow will be an Earth Pony who focuses on her poetry rather than magic or flying about. Looking at the bonuses for Earth Ponies, she gains a +1 Essence Increase for either Strength, Social, or an Essence tied to an Influence Skill (she can pick which later). She begins with 3 Health and a ground Movement of 45 feet. Claire also records that Raven Shadow has the Adaptable Perk (which she assigns to Smarts) and she also picks Quick Thinker as the General Perk she gets from her 'Grounded' ability.



CHARACTER CREATION

INFLUENCES

Influences are experiences that have affected your character either in the past or present, and you may choose up to three of them. **Chapter 3: Influences** introduces several Influences you can choose from. Each Influence has a description, a Perk, and a Hang-Up. The Perk is a bonus, the Hang-Up is a penalty.

If you decide to have only one Influence, you don't need to worry about Hang-Ups. You only get Hang-Ups on your second and third Influence choices. If you pick a second Influence, you must also take the Hang-Up from one of your chosen Influences. If you pick a third Influence you must also pick two of the Hang-Ups from your chosen Influences. But the good news is that you always get the Perks of all the Influences you pick.

Each Influence also has a list of Background Bonds. These are quirks, habits, experiences and personality traits a pony with that Influence might have. You can pick a Background Bond for each Influence you have to build your character and their backstory. But you can make up your own,

or pick one from a different Influence if it's more suitable. For more detail on Background Bonds, see page 40.

Example: As *Raven Shadow* is a fan of poetry and gothic romances, *Claire* picks *Bookworm* as her first Influence. She also wants to take *Artisan* to represent *Raven Shadow's* poetry skills. As she has taken two Influences, one of them must also have a Hang-Up and *Claire* decides it should be the *Bookworm* Hang-Up as *Raven Shadow* can easily get lost in a book. *Claire* decides not to take a third Influence, but seeing *Business Savvy* gives her an idea. She decides *Raven Shadow* owns a small gothic jewelry shop in *Ponyville* full of designs she makes herself. However, as *Claire* hasn't taken the *Business Savvy* Influence, it's not a shop that is making a lot of money. Maybe later she might even take the *Artisan* ability again (some Influences can be taken twice) if her talent with jewelry design improves.

Claire can also pick Background Bonds for the Influences she has taken for *Raven Shadow*. From *Bookworm* she picks, "I often fail to pay attention to the tasks at hand because I'm secretly reading a book under the table instead." She can pick

FILLIES AND COLTS

If you want to create a simpler character, you might choose to play one who hasn't gained their Cutie Mark yet, just like the Cutie Mark Crusaders. As Fillies and Colts are much younger than a usual starting character, they don't have to complete all the same steps. Creating a filly or a colt is the same as creating any other character except for the following:

Origin: While they should pick an Origin, Fillies and Colts do not get a Cutie Mark Perk. They do get all the other benefits of an Origin, though.

Influences: Fillies and colts may only pick one Influence and cannot pick any more (so have no Hang-Ups).

Role: Some Fillies and Colts do have a connection to the Elements of Harmony at an early age, but many don't until they get their Cutie Mark. So fillies and colts do not usually begin the game with a Role (or the Essence bonuses, etc. that come with it) until they have a Cutie Mark. However, if your character is the only filly or colt in the group, or the GM plans to run a lot of adventures before allowing the characters to gain a Cutie Mark, the Game Master may allow a foal to pick a Role. For game purposes fillies and colts are still considered 'level 1' even without a Role.

Once your character gains their Cutie Mark, they may complete all the steps they missed (gaining a Cutie Mark Perk, potentially more Influences and a Role). How you gain a Cutie Mark is up to the Game Master and the story, as it only appears when your character truly comes to understand who they are and what their talents are.

another for Artisan, but notices one of the Bonds under Intense suits Raven Shadow better and so takes “I often feel like nobody understands me.”

ROLE

When Twilight Sparkle needed to end the eternal darkness Nightmare Moon cast across Equestria, she needed the help of Rarity, Applejack, Fluttershy, Pinkie Pie, and Rainbow Dash. Each embodied a Spirit of Harmony, and the friendship they forged sparked the element inside of them. This was their first of many victories they won through the magic of friendship.

Now it's your turn. Does your Generosity help others fulfill their needs at the expense of your wants? Do you enlighten others through your Honesty and the perspective it gives you? Is your heart filled with so much Kindness it overflows? Do you raise spirits and make the bad times not so bad through Laughter? Is your Loyalty to your friends so deep rooted that they always feel supported? Or have you unlocked the mysteries of the universe through the Magic of friendship?

Each Role has almost two dozen rules tied to it, including eventually turning your Pony into a Princess (or other Royalty of your choosing) of the Spirit of Harmony you embody at level 20. If you're intimidated by the rules and worried you have to read over 100 rules before you decide which Role is right for you, you don't. A new character only needs to know how their Role works at level 1. And even then, you can choose your Role based on the Element of Harmony it's tied to and go from there.

At level 1, your Role grants you two Essence increases (+2 and +1) and as many as three new abilities based on the Element of Harmony your Role aligns with.

LEVELS

Your character's level defines how experienced they are as a pony adventurer. As they gain experience from adventuring, they get to increase their level. Each new level brings more abilities, resilience and skill. Your character has 20 levels to grow, so you don't need to be your best self right away. Rainbow Dash talks about wanting to fly with the Wonderbolts in her first scene in the first episode of **My Little Pony: Friendship is Magic**, but she doesn't start training with them until the

third season and isn't a full member of the team until season 6. Before Rarity owned a fashion store franchise in major cities and was a pony everypony should know, she owned one shop in a small town.

It's good to have goals for where your character will be later on in the campaign. Not only does it give you something to work towards, it gives your Game Master ideas about what's important to you.

Example: *Claire decides that Raven Shadow likes to tell it like it is, and so her Role should be Honesty. As Raven Shadow is something of an academic, Claire chooses Smarts as her Diamond Essence (which gains +2). But her honesty can sometimes be taken the wrong way, so she picks Social as her Gold Essence (which gains +1) so she can stay out of trouble! Claire also records the abilities Raven Shadow gets at first level: A Talent for Honesty, Honesty is Magic, Friendship Circle and Speak your Truth.*

STEP 3: ESSENCE SCORES

Your character has four Essence Scores – Strength, Speed, Smarts, and Social – which reflect your pony's body and mind and how you've trained them and put them to use. At a glance, you know what your character is best at based on which Essence Score is highest. Your Essence Scores tell you how advanced your character is in each trait, and those numbers translate into your Defenses and Skills. Each Essence Score generally ranges between 1–10, with 5 being the average. But some exceptional ponies and creatures can have Essence Scores as high as 15.

When you choose your Origin and Role, you gain Essence Score Increases. Whether you increase your Essence Score as you go or you note your Essence Score Increases to increase them all at once is up to you. Either way works.

Additionally, you have 12 Essence Score Increases to apply as you see fit between all your Essences. It's recommended you either spread them evenly across your four Essence Scores (3, 3, 3, 3) or with one high Essence Score and one low Essence Score (4, 3, 3, 2). If you want to spread them out differently, talk to your Game Master to make sure you don't make a character that's too

CHARACTER CREATION



narrowly focused. All your Essences must have at least 1 point, ideally 2, as a minimum.

Here's a closer look at each Essence Score, to help you decide how much to increase each:

- **Strength** measures physical power, athleticism, and physical fitness. This Essence Score helps you hit harder, lift heavy things, or tough out physical attacks.
- **Speed** measures agility and reflexes. This Essence Score helps you avoid attacks, target threats at a distance, sneak into secret locations, and spring about gracefully.
- **Smarts** measures awareness, reasoning, memory, and knowledge. It also helps you resist being manipulated.
- **Social** measures diplomacy, personality, confidence, and ability to perform. It helps you negotiate, and avoid being taken advantage of.

Your character sheet has space reserved for each Essence Score. You should find they all add up to 16 after all of your Essence Score Increases: 12 base Essence Score Increases, 1 Essence Score Increase from your Origin, and 3 Essence Score Increases from your Role.

Your Role Essence Score Increases are important to keep track of, one will have gained +2 and another +1. The Essence Score that gets a +2

increase from your Role is your Diamond Essence. Your Role gives you another Essence Score Increase every level, and your Diamond Essence increases the fastest. The Essence Score that gets a +1 increase from your Role at level 1 is your Gold Essence. It goes up the second fastest. You can wait until your Silver Essence Score Increase at 3rd level to decide which Essence Score is Silver and which is Bronze.

Once all of your Essence Score Increases are added and you're happy with your Essence Scores, you can calculate your Defenses.

Example: Claire wants Raven Shadow to have a broad range of abilities so initially assigns 3 of her 12 points to each Essence. But she decides Strength isn't so important and drops it by a point (to 2) to add one more to Smarts (taking it to 4). As Smarts is her Diamond Essence, it gains another 2 points (to make it 6) and she gains +1 to Social as her Gold Essence (making it 4). Finally, she has another point to add from her Origin and she picks Smarts (which she can do as the Bookworm Influence skill is Science, which is Smarts based). This means her final Essence Scores are Strength: 2, Speed: 3, Smarts: 7, Social: 4 which adds up to 16.

EDGE, SNAGS AND SHIFTS

Some rules you see come up in Skill Tests are Edge, Snag and Shifts. We'll take a proper look at them in **Chapter 6: Essences and Skills** (see pages 112 and 114), but here is some basic detail in the meantime.

Edges and **Snags** come up when circumstances are exceptionally favorable or unfavorable. If an Edge or Snag applies, you roll the d20 twice. If you have an Edge, you take the better of the two numbers for your test; if you have a Snag, you have to use the worst.

A **shift** is when you are allowed to step the dice you are using for your Skill up or down one size. So if you have a d6 for your Skill and you gain an upshift of one (or ↑1) your d6 becomes a d8 instead. If you suffered a downshift of one (or ↓1) your d6 becomes a d4 instead.

STEP 4: DEFENSES

Defenses usually form the base Difficulty (DIF) for your opponent's tests when they enter a conflict with your character. Each Essence Score is tied to a particular Defense. Strength has Toughness, Speed has Evasion, Smarts has Willpower, and Social has Cleverness. When some creature does something that might affect you, they usually roll a Skill Test and try to match or beat one of your Defenses. Which Defense will apply depends on how your opponent is trying to affect you and how you react to it.

Your character sheet has space to write down your Defenses. Each of your Defense Scores is equal to its Essence Score + 10. If you have Social 5, then your Cleverness is 15. If Discord thinks he can fool you, he'll have to get 15 or higher on a Deception Skill Test. Which, let's be honest, he probably will. It's Discord! He's so tricky!

Example: Adding 10 to each of her Essences means Raven Shadow's Defenses are Toughness: 12, Evasion: 13, Willpower: 17, and Cleverness: 14.

STEP 5: SKILLS

It's one thing to say you're Strong, Speedy, Smart, or Sociable, but your Skills show *how*. There are several skills, and each one is grouped under a specific Essence Score. Your Essence Scores give you that many Skill Points. So if you have Strength 6, you have 6 Skill Points to invest in any of the Strength Skills (Athletics, Brawn, Conditioning, Intimidation, and Might).

When you invest Skill Points into a Skill, it increases its Rank. Ranks are recorded as dice, and the bigger the die you roll for that Skill, the better you usually are with it. A Skill's possible Ranks are, from lowest to highest: d2, d4, d6, d8, d10, and d12. Your rank goes up by 1 for every Skill Point you invest in it. So if you invest 4 Skill Points into a Skill (which is a lot), your rank is d8. That's very good. If you don't invest any Skill Points into a Skill, you are considered 'untrained' and you gain no extra die bonus (but you can still roll the d20 to attempt the action).

Additionally, instead of spending a Skill Point to improve the die of a Skill, you can instead buy a Specialization. A Specialization makes you very good at a particular aspect of that skill. You can read more about skill Specializations and what they do on page 100. You can buy multiple Specializations for the same (or different) Skills. But it is not usually worthwhile buying a Specialization until that skill is at least rated at d4.

The *My Little Pony Roleplaying Game* also has a special Skill called Spellcasting. Unlike other Skills, Spellcasting isn't tied to an Essence. You can spend Skill Points from any Essence on Spellcasting. However, while anyone can learn about magic, you need the Magical General Perk (see page 124) to be able to cast spells. Unicorns begin the game with this Perk and Earth Ponies might choose it as their starting General Perk.

When you're choosing which Skills to invest your Skill Points into, remember the Skills you're already good at. Your Cutie Mark Perk (as defined by your Origin) is something you are more adept in, so it's a good Skill to have a high Rank in. If you aren't sure what Skills to invest some of your Skill Points into, ask the other players what Skills they have Ranks in. If you have 2 Speed Skill Points left and there are already two ponies in your party with Acrobatics but no one with

CHARACTER CREATION



BEGINNING SPELLS

If you begin the game with any ranks in the Spellcasting skill you will have been able to Master a few spells (see **Chapter 8: Magic**). You begin the game with 1 spell Mastered for every rank you have in the Spellcasting skill. So if you have d4 in Spellcasting, you have already Mastered 2 spells. This works in just the same way as when you Master a new spell when you increase your Spellcasting skill (see page 131). So you can only Master a Superior spell when you have a d6 in Spellcasting and a Virtuoso spell when you have a d10. Otherwise you can choose any spell you like.

Finesse, that gives you an idea where your Skill Points would help the most to round out the group's abilities. A good range of Skills among the group will make sure everyone gets the chance to shine during the adventure.

Example: Claire can now spend the Skill Points from Raven Shadow's Essence Scores on the Skills for each Essence.

For Strength she has 2 points, so she makes Athletics and Intimidation each d2.

For Speed she has 3 points, so she makes Finesse, Infiltration, and Initiative each d2.

For Smarts she has 7 points, so she makes Alertness d2, Culture d6, Science d4 and Technology d2.

For Social she has 4 points, so she makes Performance d4 with a Specialization in Poetry (Literary Arts) and Streetwise d2.

STEP 6: DESCRIBE YOUR CHARACTER

Now that your character's concept and rules are tied up in a cute little package, it's time to brag about how cute that packaging is!

What does your pony look like? What colors are their eyes, coat, and mane? What's their mane-do like? Do they wear make-up, accessories, or clothes? And what does their Cutie Mark actually look like?

How you picture your pony doesn't need to stay in your imagination. Your character sheet has space for you to illustrate

your pony! You might want to make a copy (or a few copies) of your character sheet now that it's filled out before you start drawing. You wouldn't want to have to rewrite everything by hand because a marker slipped!

Example: Raven Shadow is a stylish and gothic pony who wears black most of the time and occasionally a veil when her mane doesn't fall over her face. She owns a jewelry store in Ponyville called 'Mysteries' and some people say it might be haunted, not that Raven Shadow would mind. She sometimes gives poetry readings in the shop, which are always well attended, even if the poems aren't especially upbeat. People often come to her for academic advice too, as she is very well read. Her Cutie Mark is a quill.



IS MY PONY READY?

Time to double check your character sheet:

- Do you have at least one Influence?
- If you have more than one Influence, do you have Hang-Ups for the second and third Influence?
- Did you write down all of your Origin Perks?
- If you aren't a Filly or Colt, what is your Cutie Mark Perk?
- Did you write down all of your level 1 Role Perks?
- Did you use all of your Essence Score Increases? Your Essence Scores should add up to 16.
- Did you note your Diamond and Gold Essence Scores (Role)?
- Do your Skill Ranks (including Spellcasting) and Specializations add up to 16 in total (equal to the Essence they group under)?
- Are all of your Defenses equal to 10 + their Essence Score (before you add any defensive bonuses from Perks)?
- Did you design your Cutie Mark, or at least describe it?
- Did you illustrate your pony if you want to?
- Finally, did you name your pony?

If you are not sure what to name your pony, we've got you covered. Pick a word from each of the two lists below (or even the same list if you like) and put them together. If you don't like that combination, pick until you find one you do.

List A: Ace, Apple, Big, Daring, Diamond, Doctor, Flash, Flutter, Granny, Moon, Pinkie, Rainbow, Sapphire, Shining, Sky, Stormy, Sunset, Sweetie, Tempest, Twilight, Zephyr.

List B: Armor, Belle, Bloom, Breeze, Dancer, Dash, Hooves, Melody, Night, Pie, Sentry, Serenade, Shadow, Shimmer, Shores, Shy, Song, Sparkle, Star, Tiara, Trick.

Your GM might ask you to make other choices (like making up some friends and family members or deciding where you live and work), but as far as the game is concerned, your pony character is ready to play!

LAST QUESTIONS

If you want to round out a little more about your pony, you might also like to think about or answer some of the follow questions:

LEVELING UP

Level 1 is done, but what about levels 2–20? After your character achieves certain goals, completes adventures, and gains experience, your GM will eventually tell you to gain a level or “level up.” At each new level, your character gains a new Perk from their Role and an Essence Score Increase. Just like during character creation, when you increase an Essence Score from leveling up, your Defense goes up and you get a Skill Point. If you're ever unsure if you leveled up, count your Essence Scores. Your level is equal to your Essence Score total, minus 15.

Sometimes a new character starts above 1st level. Maybe you're a new player in a group that's already reached 5th level. Maybe the GM wants to run an adventure for 10th level Ponies. Maybe you've played a few campaigns and your group wants to skip the “learning about your new powers” phase and start at 3rd level. Whatever the reason, character creation is about the same. If you find the extra Perks and Essence Score Increases hard to keep track of, you might find it easier to stick to a few familiar options, like taking the same Influence and Origin as a past character, so the additional options don't overwhelm you.

- Where does your pony live?
- Does your pony have some sort of job or career?
- Who is your pony's best friend?
- Who does your pony look up to?
- How does your pony dress, do they try to be fashionable?
- What is your pony's favorite activity, hobby or sport?
- What is your pony's favorite food or drink?
- What is your pony's favorite (and least favorite) thing about each of the other characters?

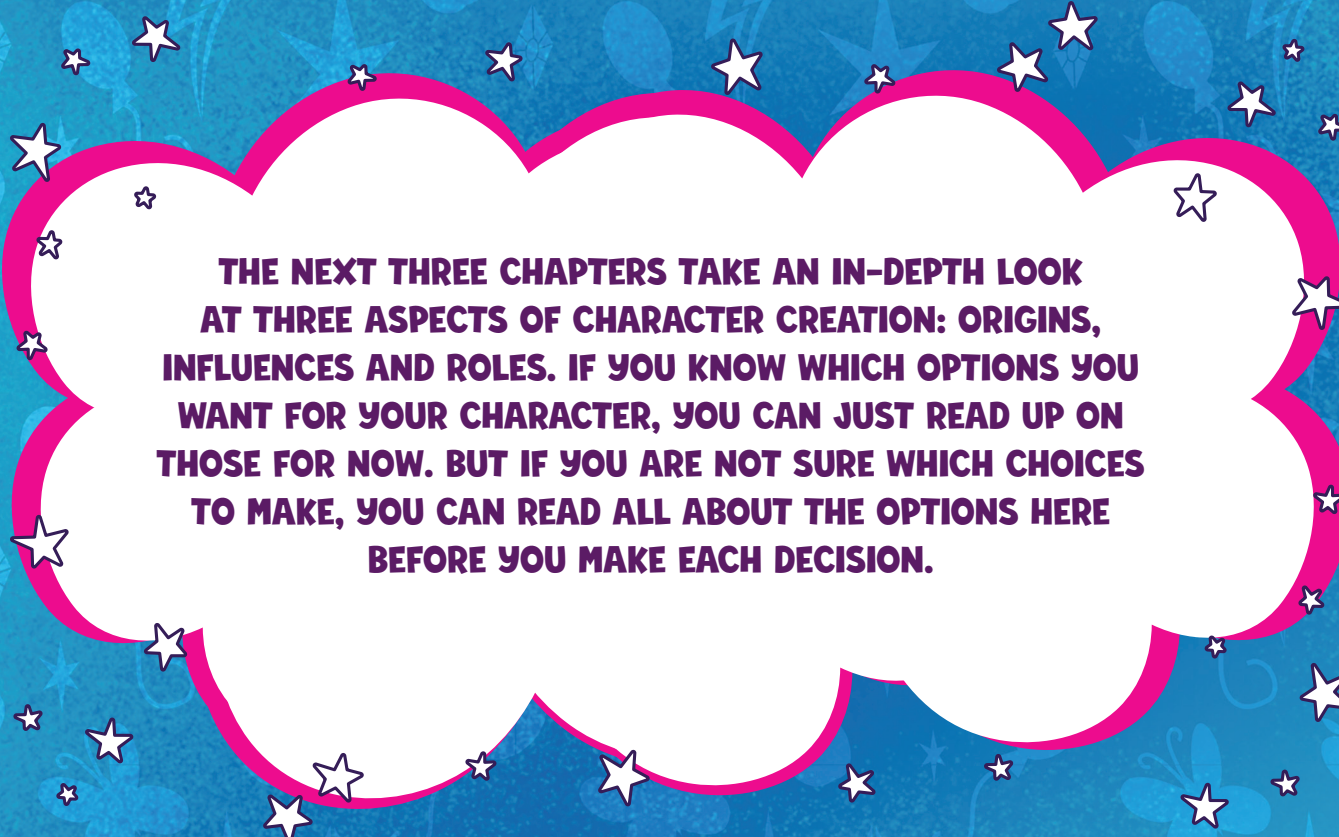
Keep in mind that no choice you make is frozen in crystal. Your character's personality, goals, and build can change as the game goes on. And if you do end up with a character you're really not enjoying, talk to your GM. You can change your build or start a whole new character if you want to.





CHAPTER 3

ORIGINS



THE NEXT THREE CHAPTERS TAKE AN IN-DEPTH LOOK AT THREE ASPECTS OF CHARACTER CREATION: ORIGINS, INFLUENCES AND ROLES. IF YOU KNOW WHICH OPTIONS YOU WANT FOR YOUR CHARACTER, YOU CAN JUST READ UP ON THOSE FOR NOW. BUT IF YOU ARE NOT SURE WHICH CHOICES TO MAKE, YOU CAN READ ALL ABOUT THE OPTIONS HERE BEFORE YOU MAKE EACH DECISION.

CHOOSING YOUR ORIGIN

There are lots of different ponies and creatures in Equestria, and your Origin represents which of those your character is. In this book we'll just be looking at Earth Ponies, Pegasi, and Unicorns, and just like every creature in Equestria, each has their own special abilities and talents. In later books, we'll be introducing more Origin options to allow you to play Bison, Zebra, Yaks, and even Changelings and Crystal Ponies.

For now, you have plenty of options with just Earth Ponies, Pegasi and Unicorns. Are you tough, tenacious, and in touch with the natural world? Can you fly and use your wings to perform amazing aerial maneuvers? Are you naturally tuned into magic in a way that helps you with your hobbies and other talents? Are you a giant robot who turns into a truck? Oh, wait, no, sorry. Ignore that last one. Wrong game.

You get to pick one Origin: Earth Pony, Pegasus or Unicorn. They each share the following rules and bonuses attached:

- An Essence Score Increase. You can apply this increase to the listed Essence score (or scores for Earth Ponies) or to the Essence score that covers one of your Influence Skills.
- Your starting Health and Movement rate (we'll come back to what they mean later, just record them for now).
- Three Origin perks – two Perks that are specific to that Origin, and your Cutie Mark Perk (a Perk everypony has).

CUTIE MARKS AND CUTIE MARK PERKS

At some point in their lives, most Earth Ponies, Pegasi, and Unicorns experience a magical moment and a symbol unique to that pony manifests on their flank. These colorful icons,

ADAPTING THE ORIGIN TEMPLATES

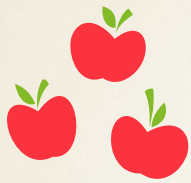
If you can't wait to play a Zebra, a Yak, or another non-pony, you can always adapt one of the pony Origin options to suit something a little different. For instance, Zebras have their own unique culture, but from a purely statistical basis, their skill with magic makes them well suited to using the Unicorn Origin. Just because they don't have horns, it doesn't mean all the same Perks and Abilities won't match. Yaks and Bison can suit the Earth Pony Origin too. A Dragon might use the Pegasus Origin and add some fire breathing, but that's probably pushing it!

In fact, the character you have in mind might fit more than one Origin. While a magical Zebra will suit the Unicorn Origin, a non-spellcasting one might just as easily suit the Earth Pony Origin. So take a look at all the Origins available and see what's right for your character as much as the species they are part of. You'll also need to make your choices in character creation with more care. For instance, a Yak character should put a decent amount of points into their Strength Essence.

The biggest change is that few non-ponies get Cutie Marks. The Game Master should be the one to decide if your non-pony character is allowed one. If not, you don't get that ability, but the Game Master might allow you to pick a bonus General Perk to make up for it.

If you want to play a non-pony character in this way, you should talk to the Game Master about it first and make sure it's OK. While best friends can come in all shapes and sizes, you'll need a reason for how they met up with and made a connection to a group of pony characters. However, that is something you can do in the game if you introduce them to the group as part of the adventure.

ORIGINS



APPLEJACK



FLUTTERSHY



PINKIE PIE



RAINBOW DASH



RARITY



TWILIGHT SPARKLE

called Cutie Marks, embody a pony's special interests and talents. Gaining a Cutie Mark is considered a rite of passage for fillies and colts; a message from the universe about their destiny leading them on their first steps towards adulthood.

At level 1 (unless they are still considered a foal) Earth Ponies, Pegasi, and Unicorns PCs gain a Cutie Mark Perk. This is more than just a new ability; your Cutie Mark is an important part of your character, representing anything from their lineage, personality, or what they hold dear. The design of your character's Cutie Mark is entirely up to you. There is space on the character sheet for your Cutie Mark illustration,

On top of tying into who your pony is, there are game benefits to having a Cutie Mark. Your Cutie Mark connects you to the magical energies of destiny and the universe, manifesting when you discover a unique gift or interest that ties you to your greater purpose. For your Cutie Mark Perk, you should pick a Skill that you think your character would be talented at, such as an Influence Skill. **Whenever you take an action that is covered by your Cutie Mark Perk Skill you gain a Skill die upshift (↑1) on the test.**

Alternatively, the Game Master might rule that everyone should pick a Skill Specialization instead of a Skill for their Cutie Mark Perk. This means the bonus only applies when the Specialization is used, not just the Skill. This makes the ability more particular and makes sure two characters can pick the same Skill and still be different.

Advanced Rule – Abstract Cutie Marks: Even the complete list of Skills and Specializations doesn't cover every possible destiny and trait a pony character could have. You might want to be talented at Baking, or even something highly specific like 'cheering up animals who are your friends' it might even be something very weird like 'I'm good with moths'. In such a case you get the bonus shift (↑1) to any action that Cutie Mark might apply to. So if you were attuned to moths, any action to catch one,

fight one, or even dance with one would get the bonus, regardless of the Skill involved.

With abstract Cutie Marks it is tempting to try and pick as broad a range as possible, but you cannot pick an area potentially wider than a Skill. So you can't pick 'fighting' when there are several different Skills covering combat. Your Game Master has the last word (the very last word) on whether a Cutie Mark is too powerful or non-specific for the game. But you shouldn't be picking a Cutie Mark for the power it offers or as a way to 'win'. Your Cutie Mark says something about who your pony is. Smaller and more specific talents and abilities tend to make their personality a lot clearer. Being good at Magic might be cool, but being good at mending broken toys makes your character stand out.

But, and this is a big but, the Game Master always gets to decide if your Cutie Mark is acceptable in the game, and when it applies to a Skill Test. Their decision is final. You are welcome to ask if your Cutie Mark might apply to a Skill Test, and offer a good reason. But if the Game Master doesn't agree then it cannot apply and the argument is over. Having said that, the Game Master should be mindful of how often the Cutie Mark has been used and if the player is just trying to play their character rather than get a spurious bonus.

If you want to pick an abstract Cutie Mark here are some ideas (you can also draw inspiration from your favorite characters in the series). We've listed 20 so you can roll a d20 if you can't decide: Animal Friendship, Baking, Book-keeping, Building Houses, Cheering Up Others, Cleaning, Fashion, Growing Flowers, Hard Stares, Keeping Time, Nursing, Party Planning, Photography, Solving Mysteries, Sport (a particular one), Style and Grooming, Surprises, Swordfighting, Teaching, Tracking.

EARTH PONY

Tough and resourceful, Earth Ponies keep their hooves on the ground. They rarely develop spellcasting powers, but make up for it with hardiness and persistence. When an Earth Pony needs to get something done, they rely on their grit and wit.

Earth Ponies have a special connection to nature. Historically, they use this natural

connection to tend to the planet. Earth Ponies garden and gather with the renewal of resources and the growth of the natural world in mind.

Of the three types of Ponies, Earth Ponies are the most into collaboration between the different types of pony. Being overlooked for their lack of spellcasting and flight makes many Earth Ponies fiercely proud, while others can be self-conscious. Still, many Earth Ponies ignore the criticism and set out to be the best Earth Pony they can be.



EXAMPLE EARTH PONIES

- **Applejack:** Good hearted and hard working, Applejack is one of the most dependable ponies you could meet.
- **Pinkie Pie:** Committed to a good time, Pinkie Pie puts her baking and social skills to the test as Ponyville's preeminent party planner.
- **Apple Bloom:** Naturally organized, Apple Bloom is the de facto leader of the Cutie Mark Crusaders, tracking the group's progress and coming up with the majority of their plans to earn Cutie Marks.
- **Trouble Shoes:** Unlucky and unhappy because of it, Trouble Shoes turned his tendency for catastrophe into his true calling as a rodeo clown.

ORIGIN BONUSES

Essence Score Increase: Increase your Strength or Social Essence, or the Essence tied to an Influence Skill, by 1.

Starting Health: You begin play with 3 Health.

Movement: Your base ground movement is 45 feet.

ORIGIN PERKS

Adaptable: Pick one of your Essence Scores for this Perk to apply to. Once per scene, when using a Skill from that Essence Score, you can make the roll as though you have a Specialization. If you already have a Specialization for that skill, you get no bonus, so you'd best save it for later!

Grounded: At level 1, you gain a General Perk that you meet the prerequisites for.

Cutie Mark Perk: Pick a Skill, Specialization or abstract area you are especially talented with (see pages 30–31) as guided by your GM. You get a ↑1 shift on any action that area might apply to.



PEGASUS

Gifted with wings, Pegasi own the skies, as comfortable living in Pegasus cloud villages as they are in homes on the ground among the Earth Ponies and Unicorns. Even on the ground, their wings give them greater speed than the average Pony. Some Pegasi prefer to hover than walk, their hooves getting tired faster than their wings.

Pegasi manage the weather, a responsibility they take seriously. They know that less popular

weather like cold snaps and rain play an important role in Equestria's environment, and they work with the Princesses to ensure a balance between weather needs and weather wants.

Some Pegasi base their entire personalities around their wings, celebrating the thrill of cutting through the air and freedom of the sky. Some even see flying as their duty, protecting the skies from aerial threats. Others enjoy the convenience of being able to fly, but don't feel it makes them much different from any other pony.



EXAMPLE PEGASI

- **Rainbow Dash:** A consummate flier who spends more time in the air than on the ground. When she can't fly – like when her wing was in a cast – her world comes crashing down.
- **Fluttershy:** Naturally reserved, Fluttershy didn't take to the competitive Pegasus fillies at flight school, and moved away from Cloudsdale to live a more grounded life in Ponyville.
- **Scootaloo:** A filly who struggles to fly, Scootaloo takes to the skies her own way: riding her scooter off ramps.
- **Thunderlane:** A Wonderbolts Academy recruit who earned his flight suit and made the team.

ORIGIN BONUSES

Essence Score Increase: Increase your Speed, or the Essence tied to an Influence Skill, by 1.

Starting Health: You begin play with 2 Health.

Movement: Your base movements depend on how often you use your wings and your legs. See Air Born, below.

ORIGIN PERKS

Air Born: You were born with wings but without the strength to use them. How fast you fly depends on how well you took to it, and how much your training paid off. Choose one of the following as your starting Movement:

- 15ft ground and 45ft aerial
- 30ft ground and 30ft aerial
- 45ft ground and 15ft aerial.

Lighter Than Air: Aerial acrobatics are in your hollow bones. You get $\uparrow 1$ on Acrobatics Skill Tests. Additionally, you can land on clouds and walk around Pegasus sky cities.

Cutie Mark Perk: Pick a Skill, Specialization or abstract area you are especially talented with (see pages 30–31) as guided by your GM. You get a $\uparrow 1$ shift on any action that area might apply to.



UNICORN

Although named for the single horn on their foreheads, unicorns are best known for their knack with magic. Unicorns are generally born with their full magical potential. Unicorn foals unleash dangerous surges with the same power of an adult unicorn's power. To minimize the chaos their magic could cause, most unicorn fillies learn to focus their magic from a very young age.

Before Princess Celestia and Princess Luna, it was the Unicorns' responsibility to raise the sun and moon. When the Alicorn Princesses took over the transition from day to night, Unicorns became the keepers of magic. Though Unicorns have a reputation for being aloof and slight because of this, gregarious unicorns like Rarity certainly exist,

as do doughty Unicorns, like Shining Armor and other unicorns on the Royal Guard.

Unicorns are largely defined by their relationship to magic. Do they use magic to enhance the use of their talents, or do their talents help them further their use of magic? Also, how do they relate to other kinds of ponies? While Earth Ponies and Pegasi split their time working on themselves and their responsibilities, Unicorns have more freedom with how they spend their time. Granted, they need to invest more time into their gift than Earth Ponies and Pegasi, but once they can reliably control their magical powers, they don't have the same responsibilities as other ponies. They are often judged for how they use this time.



EXAMPLE UNICORNS

- **Twilight Sparkle:** Before unlocking the magic of friendship within herself and transforming into an Alicorn as the Princess of Friendship, Twilight Sparkle was “a regular old Unicorn.” Which just shows that inside anypony is the potential for great things.
- **Rarity:** Rarity’s telekinetic needlework allows her to actualize fashion ideas in a fraction of the time of a pony who had to sew by hoof.
- **Sweetie Belle:** Sweetie Belle exhibits the transition period in a Unicorn’s learning to control their magic. She keeps wild surges in check, but can’t reliably use magic at will.
- **Shining Armor:** A protector at heart, Shining Armor uses his magic to fend off enemies, protecting the Ponies of Equestria.

ORIGIN BONUSES

Essence Score Increase: Increase your Smarts, or the Essence tied to an Influence Skill, by 1.

Starting Health: You begin play with 2 Health.

Movement: Your base ground movement is 30 feet.

ORIGIN PERKS

Magical: You gain Magical as a free General Perk.

Telekinesis: Unicorns learn to use their telekinetic abilities to manipulate objects at a distance, which makes their horn glow with magical power. They can maneuver any object as if picking it up themselves up to a distance of 10 feet away from you. However, this power uses their Smarts not their Strength to move the object. So any Skill Test they make to manipulate the object uses their Alertness Skill instead of their Might or Brawn Skill.

Cutie Mark Perk: Pick a Skill, Specialization or abstract area you are especially talented with (see pages 30–31) as guided by your GM. You get a ↑1 shift on any action that area might apply to.

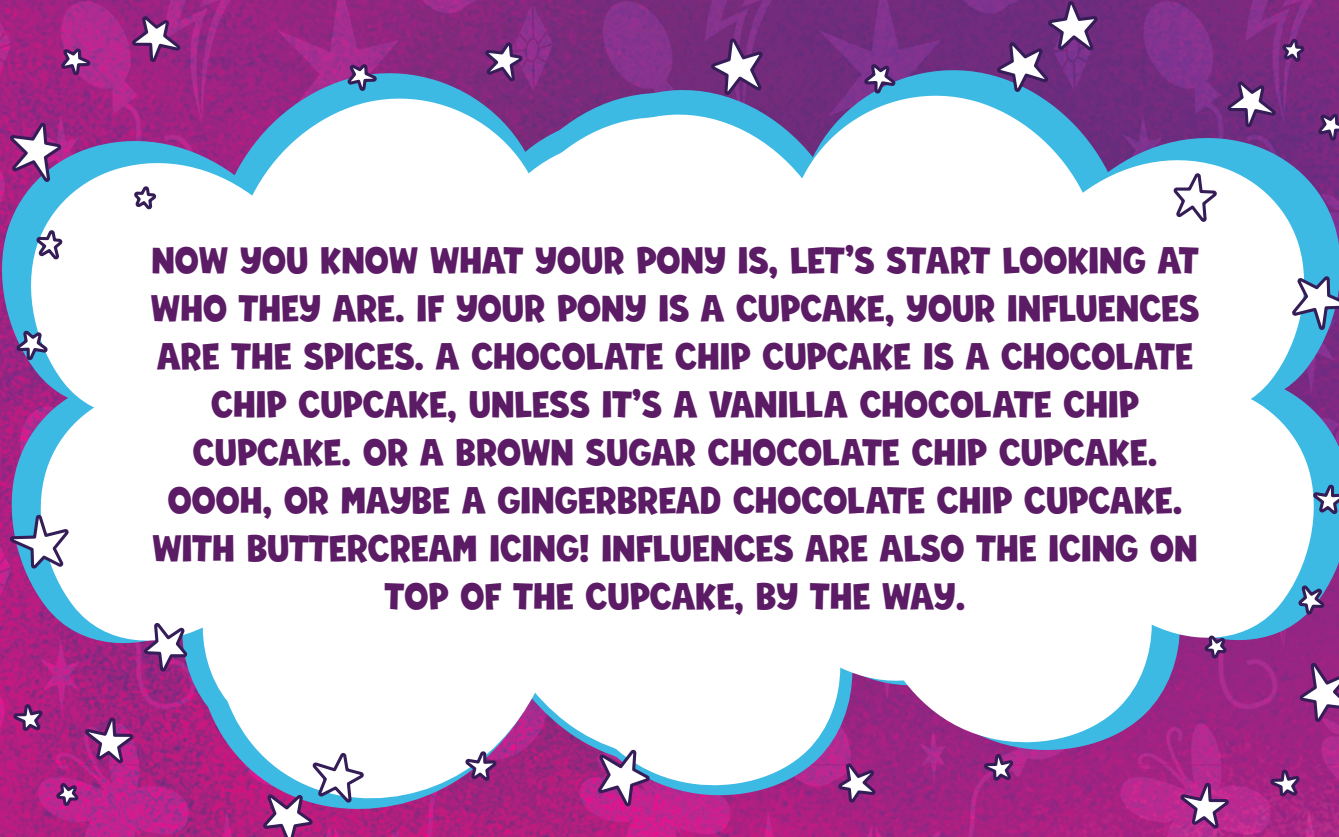






CHAPTER 4

INFLUENCES



NOW YOU KNOW WHAT YOUR PONY IS, LET'S START LOOKING AT WHO THEY ARE. IF YOUR PONY IS A CUPCAKE, YOUR INFLUENCES ARE THE SPICES. A CHOCOLATE CHIP CUPCAKE IS A CHOCOLATE CHIP CUPCAKE, UNLESS IT'S A VANILLA CHOCOLATE CHIP CUPCAKE. OR A BROWN SUGAR CHOCOLATE CHIP CUPCAKE. OOOH, OR MAYBE A GINGERBREAD CHOCOLATE CHIP CUPCAKE. WITH BUTTERCREAM ICING! INFLUENCES ARE ALSO THE ICING ON TOP OF THE CUPCAKE, BY THE WAY.

CHOOSING INFLUENCES

You choose up to three Influences for your pony at character creation. You can gain more later, but you can only ever have up to three Influences in total.

Influences are the parts of a pony's personality and moments in a pony's life that stand out and set them on the path to being who they are. You really want to think about who your pony is when you're picking their Influences, because it impacts how you roleplay them more than any other choice you make.

Take Twilight Sparkle and Starlight Glimmer, for example. Both unicorns. Both tied to the Element of Magic. They're even both Bookworms! But Twilight is a Mentor, and Starlight Glimmer is Shrewd. And hey, Starlight Glimmer has come a long way from when she tricked a whole town into giving up their Cutie Marks. But the nicer and more caring she became, the more hung up she was about her Shrewd phase. This brings us to Hang-Ups.

HANG-UPS

Something that influences your life can have a positive impact or a negative impact! Which I think makes it a hill... Yes! The impact of an Influence can be an uphill struggle, and that struggle is a real Hang-Up.

Let's look at Twilight again. She's a Bookworm, for sure. That helped her be the top student in Princess Celestia's class. But she was such a Bookworm, she passed up making friends and getting to know

other ponies. If Princess Celestia didn't turn making friends into schoolwork, Twilight would never have become the Princess of Friendship.

When you pick your first Influence, you get it without a Hang-Up. But the more Influences you pick, the more Hang-Ups your pony gets. If you pick two Influences, one of them comes with a Hang-Up. If you pick three Influences, two of them come with Hang-Ups. You can't pick more than three Influences, as that is the limit!

Don't be afraid of your Hang-Ups! They're a great way to add dimensions to your stories. Everypony has them! Rainbow Dash is so competitive, she can be self-conscious that she isn't the best at everything. Rarity loves fashion so much, it's an obsession. A lot of their stories are about overcoming and accepting their Hang-Ups.

BACKGROUND BONDS

Each Influence also has a list of Background Bonds. These are personality traits, quirks or experiences which a pony with that Influence may have as part of their background. Each time you take an Influence, you can roll or pick from the table for that Influence to gain a new Background Bond. You can even create completely new ones, or decide not to take an additional one if you feel you have enough. Beyond those Background Bonds, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

BONDS FOR FILLIES AND COLTS

Life experiences nurture influences, but what if somepony is too young for life changing experiences? If you are playing a filly or a colt, you can only pick one Influence. But you can pick an additional Background Bond for being a filly or colt from the list below. It's a Bond you usually lose when you gain a Cutie Mark and suggests the aspect of yourself you may need to grow out of to move forward.

ROUNDS AND TURNS

Some Influence abilities last a certain amount of time. This is often a 'round' or 'until your next turn'. A round is the time it takes for everyone to have an action. Your turn is the moment your character acts, and so 'until your next turn' is until you get to take another action. We'll take a more detailed look at time in **Chapter 10: Conflict** and **Chapter 11: Exploration**.

INFLUENCES

FILLY/COLT BONUS BACKGROUND BONDS

DI2	BOND
1	I never want to grow up.
2	I wish I looked older than I am so others would take me more seriously.
3	I am embarrassed that I can't discover my Cutie Mark.
4	I'm on the lookout for a mentor who can help me figure out the pony I want to be.
5	I enjoy learning new hobbies but can never stick with one.
6	I have trouble making friends with ponies my age.
7	I get bored easily at school.
8	I'm a fast learner and more intellectually advanced compared to other ponies in my age group.
9	I'm the youngest in a family of multiple siblings, and I often don't feel seen or heard.
10	I aspire to become a leader in my chosen field in a big-shot town like Manehattan or Fillydelphia.
11	I once painted a Cutie Mark on myself to look older.
12	I'm afraid that when I get my Cutie Mark, it will be the wrong one.

INFLUENCE SKILLS

Almost all of the Influences have a Skill listed as an Influence Skill (which works slightly differently from other *ESSENCE20* games). It mainly shows you the most useful skill for performing actions related to that Influence. So you should consider gaining some ranks in it when creating a character. But it also offers an opportunity to take a slightly different Essence Score increase than your Origin

usually offers. It can also be used as a suggestion for the sort of Skill you might like to link to as your Cutie Mark Perk.

Example: As a Pegasus, Fluttershy gains an *Essence Score Increase* with her Origin. Usually this would be added to her Speed. But she also has the *Animal Whisperer Influence*, which has *Animal Handling* as its Influence Skill, which is a Social Skill. So instead of adding a point to Speed, she could instead add the point to Social. She might also choose *Animal Handling* her Cutie Mark Perk Skill.

INFLUENCES LISTING

Adventurer	Futurist	Precise
Animal Whisperer	Heavy Hitter	Shrewd
Artisan	Intense	Sporty
Bookworm	Mentor	Spring into Action
Buckballer	Mountebank	Stylish
Business Savvy	Nimble	Tricky
Chatty	Party Maestro	Vigilant
Crowdpleaser	Powerhouse	Wheel Obsession

ADVENTURER



Cities and towns are fine and all, but nothing beats the great outdoors. The only thing better than heading out to the old woods is finding new woods to explore.

Influence Skill: Survival

EXAMPLE PONY

- **Dr. Caballeron:** An international archaeologist as infamous as he is ruthless.

PERK

Wild Tales: You're passionate about exploring new places, environments, and cultures, and have a deep wealth of stories about your adventures to draw from. Once per scene, when you tell a short story about your experiences, you gain Edge on a Smarts or Social Skill Test.

HANG-UP

Wanderlust: Laying down roots isn't for you. If you roll the same non-conflict Skill Test in the same location more than once in a day, you suffer Snag every other time.

SUGGESTED CHARACTERISTICS

Adventurers are always looking for the next excursion, making friends with ponies they meet

along the way. Your pony leads a life of adventure, packed full of action and sometimes danger. You live for the excitement of new discovery and the beauty of nature.

BACKGROUND BONDS

D12	BOND
1	I'm looking for unique artifacts of Equestria to gain a better understanding of the ponies who came before me.
2	I don't need fancy stuff to get by – just show me to a nice clearing to camp for the night!
3	I love meeting new ponies and finding common ground with those different from me.
4	I've had a life-long "friendly" rival who, for years, has been searching for the same rare item as me. I often wonder who will find it first.
5	My survival instinct and love of exploration inspires others to choose me as the leader during adventures outside of town.
6	Because of my travels, I know ponies in every town around Equestria, even if I don't know how to immediately get in touch with them.
7	When I see a pony or other creature in need of help, I will put everything aside to do so, even if it means derailing my own trip. After all, that's just a new adventure!
8	It angers me when other ponies treat nature with disrespect. Pick up your litter!
9	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.
10	I'll happily give somepony the small amounts of food I've managed to forage, but I'd rather teach them how to get some themselves so they know what to do when I'm not around.
11	I'm content on my own, but I'd rather share my travels with friends.
12	I love to share stories of my adventures, and I'll admit that sometimes I over exaggerate certain parts for a captive audience.

ANIMAL WHISPERER

You share a natural bond with animals that rivals your best friendships with other creatures.

Influence Skill: Animal Handling

EXAMPLE PONY

- **Cratus:** Cantankerous around his fellow ponies, Cratus gets along much better with the animals of Equestria. The more aggressive the beast, the more they have in common.

PERK

Empathic Communication: You speak to non-speaking animals as though you share a language and can communicate more complicated ideas with them when rolling Animal Handling Skill Tests.

HANG-UP

Bad with People: When communicating with non-animals you have only just met, you suffer a ↓1 penalty.

SUGGESTED CHARACTERISTICS

Consider why your pony has such a strong bond with animals, who or what your favorite animal is, and if you grew up with a pet or animal companion that was (or still is) a big part of your life.

BACKGROUND BONDS

D12	BOND
1	There is nothing I wouldn't do to help an animal in need.
2	Sometimes I feel that I have a closer bond with animals than I do other ponies.
3	I was separated from an animal friend years ago, and I hope one day to find them again.
4	Wild animals can sometimes seem scary, but they are really just misunderstood.
5	Anypony who mistreats a helpless animal instantly becomes my enemy.
6	I will always try to resolve a conflict with an animal with kindness and understanding instead of force.
7	I like to watch how animals accomplish tasks, from building nests to storing food. Ponies can learn a lot from animals.
8	The sound of a cat purring or a bird's tweet instantly puts a smile on my face, even when I'm in a sour mood.
9	No animal is insignificant, even down to the tiniest ant.
10	I sometimes wish I could escape everyday pony life and just live in the forest with my animal friends.
11	I got in trouble swiping food from our kitchen to feed a hungry animal that lived outside my home, and I'm still convinced I did the right thing.
12	I am drawn to animals that others usually are afraid of, such as snakes, spiders, and sharks. They need friends, too!



ARTISAN



You were made to create. Whether you have the hooves of a crafter, the hips of a dancer, or the voice of a singer, you are most comfortable when practicing your art.

It's important to note that even without this Influence, you can still create art or craft items, you're just not as talented without the Influence, or as deeply involved in it.

Influence Skill: Various (see below)

EXAMPLE PONY

Stellar Eclipse: This Pegasus artist splits his time between crafting designer draconequus lamps and selling his wares at trader exchanges across Equestria.

PERK

Express Yourself: You are passionate about your art style, and gain Edge on Social and Smarts Skill Tests where your art style applies.

HANG-UP

Artistic Blindness: You sometimes get absorbed by your work and miss what's going on around you. You suffer Snag on Smarts and Social Skill Tests unrelated to your art while you are actively involved with your art.

SUGGESTED CHARACTERISTICS

Think about what type of artisan you are and how you apply that art to your everyday life. If you

wish, roll a d12 for a random art form as your specialty from the table below, or use the list as inspiration to choose your own. You may take this Influence multiple times for different art styles. If you take the Hang-Up, it only applies to one of the styles you have taken each time to take it.

ARTISAN ART STYLES

D12	STYLES	D12	STYLES
1	Acting	7	Music
2	Architecture	8	Painting
3	Baking/Cooking	9	Interior Decorating
4	Dancing	10	Poetry
5	Drawing	11	Sculpture
6	Literature	12	Singing

BACKGROUND BONDS

D12	BOND
1	I love to make my own gifts to give to friends and new ponies I meet.
2	Sometimes I get jealous of other ponies when I think their art is better than mine.
3	I use my power of wordsmithing to recite stories and speeches that inspire others.
4	A piece of my art was auctioned off at an event by accident, and although the bits went to a good cause, I'm sad about not being able to keep it for my home.
5	A mean-spirited pony once told me my art wasn't good enough, and now I'm self-conscious about my work.
6	One of the highly respected citizens of Manehattan is a patron of my art, and I'm always working to make them their next piece.
7	I believe art should exist for its own beauty, and it doesn't need to serve a purpose or send a message.
8	I use tools given to me by a great artist, and one day I'll pass them down to a new aspiring artist.
9	I pump all of my feelings, good or bad, into my art.
10	It brings me great joy when my art makes people happy
11	I want ponies to look at my art on display and instantly recognize it as mine, so I try to be as unique as possible.
12	My muse strikes at the most inopportune times – usually in the middle of the night or while I am performing other important tasks!

BOOKWORM



You are happiest surrounded by books. The more books within reach, the better you feel.

Influence Skill: Culture or Science (pick one)

EXAMPLE PONY

Starlight Glimmer: When her fillyhood best friend Sunburst left for a Canterlot school of magic after getting his Cutie Mark, Starlight Glimmer committed herself to the study of magic. At first her studies were to join Sunburst at magic school, but later she just wanted to get rid of Cutie Marks.

PERK

Bibliophile: You know your way around a library. When researching a subject or searching for a book, whether looking for books on a certain topic, a specific title, or even based on an excerpt, you gain Edge on Skill Tests.

HANG-UP

Lost In a Good Book: Researching a subject or searching for a book takes you twice as long as expected, as you keep getting distracted by how much you love books.

BACKGROUND BONDS

D12	BOND
1	One of my biggest life goals is to meet my favorite author.
2	I've always wanted to write my own book, but I am scared other ponies may not love it as much as I love the books that I read.
3	I own so many books that other ponies joke that I could start my own library. Maybe someday I will!
4	My friend once told me about a secret library somewhere in Equestria, and it has always been a dream of mine to try to find it.
5	One of my biggest peeves is when people mistreat books. Don't fold down the corners – use a bookmark!
6	When I've recently read a new book, it's all I talk about for days on end.
7	Knowledge is the key to everything, so I read everything I can, you never know what will be useful.
8	I will always remember the teacher who taught me to read, and I want to teach others in the same way.
9	I don't often admit it, but I look down on ponies who don't like to read.
10	I often fail to pay attention to the tasks at hand because I'm secretly reading a book under the table instead.
11	My favorite rare book was damaged long ago, and I hope to someday find another copy.
12	Forget dogs – a book is a pony's best friend!

SUGGESTED CHARACTERISTICS

There are so many types of books out there, and it's fun to think about what types of books your pony loves the most. Maybe your pony loves fantasy stories and embodies the heroics of their favorite character. Perhaps they prefer instructional non-fiction or research papers, and they always want to learn more. The type of books your pony likes to read can help you define many of their personality traits that make them unique!

BUCKBALLER



Buckball is a popular game a little like Basketball with a particular position for each pony type. Each team is made of three players, one of each pony type. The Earth ponies challenge each other to control the ball. They try to kick into a basket being levitated by their Unicorn teammate on the other side of the field to gain points. Meanwhile the Pegasi on each team fly around trying to interfere with the opposing team's ball and stop them gaining points. It involves a lot of bucking (kicking), so whether by playing buckball, or through other experience, you've mastered kicking objects where you want them to go.

Influence Skill: Targeting

EXAMPLE PONY

Snails: Snails is a natural buckball talent, fielding the bucket as Rainbow Dash's team's catcher. Aiming a basket to catch incoming balls takes as much precision as bucking a ball towards a basket.

PERK

On Target: Once per round, you can spend a free action to use Targeting to perform a simple task from a distance of up to 60 feet. For example, if you need to place a basket of apples on a cart, you can buck the basket with a Targeting Skill Test as a Free action.

HANG-UP

Longshot: When you Fumble a Targeting Skill Test to kick an object, the object you kicked takes 1 Blunt Damage because you struck it so hard.

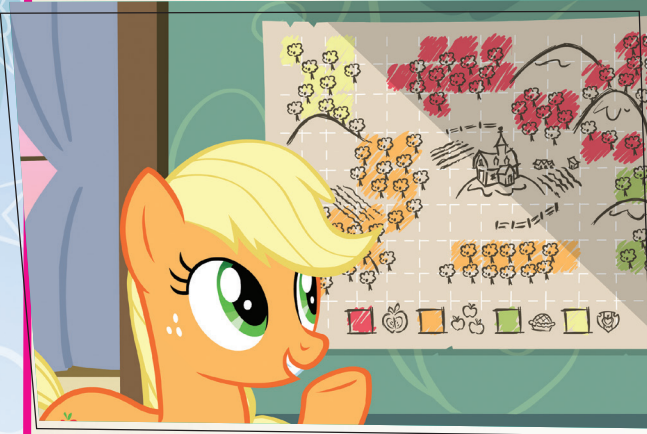
BACKGROUND BONDS

D12	BOND
1	I make a game out of everything, including housework!
2	When I miss a shot, I'm extremely hard on myself.
3	I'll stop whatever I'm doing to hit a target with a random object.
4	My older sibling taught me the proper way to take aim, and I'll always remember that.
5	When speaking to others, I always use buckballing terms such as "hitting a target" or "aiming to succeed."
6	I prefer to stand back and take a ranged approach vs. getting into the thick of a situation.
7	I like to show off and do fancy tricks with my bucking, even in serious situations.
8	I injured a family member once by not looking before I bucked, and now I always take the time to aim and be sure of my target.
9	I made up my own game that requires bucking apples into pails set up in different configurations, and I try to teach it to everyone I meet.
10	Sometimes I'll miss on purpose to make my fellow ponies feel less intimidated by my skills.
11	I blame my misses on other ponies, distractions, or whatever I can to distract from my embarrassment.
12	I'll use my bucking ability over any other way to take care of a situation.

SUGGESTED CHARACTERISTICS

Your history as a buckballer makes you great at kicking, sure, but it has also enforced a drive to always take aim for what you want to accomplish, both literally and figuratively.

BUSINESS SAVVY



Business is your life, and life is good. You have an eye for opportunity – usually bits-making opportunities – and the follow-through to make them happen.

Influence Skill: Various (see below)

EXAMPLE PONY

Filthy Rich: An affluent business pony, Filthy Rich comes from a line of entrepreneurs that stretches back to the founding of Ponyville.

PERK

Career: Choose a profession. It could be personal (like a shop owner or farmer) or part of a larger company (like a corporate president or talent agent). Then, choose an appropriate Skill related to that profession, such as Culture, Persuasion, Technology, or Streetwise. If a Skill Test applies to your career, you can substitute the required Skill with your chosen career-appropriate Skill.

HANG-UP

Spend Money to Make Money: You suffer Snag on Wealth checks as your resources are tied up in your business.

SUGGESTED CHARACTERISTICS

Being savvy in business can lend itself to other personality traits and quirks. For some ponies, the goal of success and wealth is a priority, and

even if they aren't greedy, that desire creeps into the decisions they make. For other ponies, the knowledge of how a great business is run helps them see how good teams are formed, giving them insight into problem-solving and finding the right task for the right pony. Think about how your career has impacted how you act outside your job.

BACKGROUND BONDS

DI2	BOND
1	The secret to success is hard work and preparation.
2	I love to invest in and help with my friends' endeavors.
3	My dream is to open franchised locations of my business all over Equestria.
4	I feel most empowered when I can make the decisions for my team.
5	Solving problems in a business takes teamwork and communication, and the same can be said about problems outside of business as well.
6	I celebrate the ideas of my employees and co-workers, often with cake!
7	My business is a dream I've had since I was a foal, and I take great pride in it.
8	Keeping my business running and profitable is of high priority to me.
9	I donate 25% of the bits I make with my business to local charities.
10	I take pride in being the best in my line of work.
11	Sometimes I let work take too much time from my friends and family.
12	I get grumpy when others don't appreciate how much hard work I put into any job, both in and outside my career.

CHATTY



Never at a loss for words, you have a lot to say about a lot of topics.

Influence Skill: Persuasion

EXAMPLE PONY

Mayor Mare: Mayor Mare owes her political position as much to her policies as she does to her gift of the gab.

PERK

Chatter Flashback: You remember something interesting someone said once. Three times per day, you can substitute a Smarts Skill with Persuasion for a Skill Test.

HANG-UP

Chatterbox: You suffer Snag on Infiltration Skill Tests that involve stealth as you can never quite stay quiet enough, even talking to yourself if no one is around.

SUGGESTED CHARACTERISTICS

You love sharing your gift of gab with anyone who cares to listen. Do you enjoy gossiping about other ponies? Or do you just enjoy making new

BACKGROUND BONDS

D12	BOND
1	I have a hard time keeping secrets.
2	I'm often afraid that people judge me for talking too much.
3	I love gossip – the juicier the better! I always want somepony to spill the tea with me!
4	I find myself constantly jumping from one topic to another.
5	A great story told by a friend is better than any book or production you'll see at Ponyville Theater!
6	Sometimes I feel that there are too many things to say and too little time to say it without leaving out something important!
7	I often interrupt others, usually realizing I've done so way too late.
8	Just because I'm a talker, doesn't mean I'm not a good listener. And I am great at remembering details about conversations I've had.
9	I once talked my way out of a very scary situation.
10	My friends know that if they ever need somepony to talk to, I'm always here for them.
11	I get impatient with ponies who don't seem to pay attention to what I'm talking about.
12	My nickname in school was "Filly-buster," because I never let my teachers get through a sentence without interrupting with additional facts on the topic.

friends and having long conversations? For some ponies, talking a lot is a nervous habit, while for others, it just is a way to share the things they're interested in with others. Think about the motivations for why your pony character is particularly chatty and how that comes into play in daily activities!

INFLUENCES

CROWDPLEASER



A natural performer, you tap into a creative well deep inside you and share it with others.

Influence Skill: Performance

EXAMPLE PONY

DJ Pon-3: Never without a song in her ears and her head bobbing to the beat, DJ Pon-3 lives to share the thrill of music with her fans.

PERK

Wow the Audience: You gain $\uparrow 1$ on Performance Skill Tests if 10 or more creatures are present and observing you. You gain an additional $\uparrow 1$ if 100 or more creatures are present and observing you, and another $\uparrow 1$ if 1000 or more creatures are present and observing you.

HANG-UP

Out of Touch: You filter reality through the lens of your art, obscuring your perception of the way things actually work. You suffer Snag on your first non-Performance Skill Test of each day.

SUGGESTED CHARACTERISTICS

A Crowdpleaser can be anypony who enjoys

BACKGROUND BONDS

D12	BOND
1	I am too impulsive when trying to show off or impress others.
2	Positive affirmation and feedback from others makes me feel like I can accomplish anything.
3	I'm always performing in some way when around others, I'm not comfortable being myself unless I'm alone.
4	I suffer from imposter syndrome and sometimes wonder why people think I'm good at what I do.
5	I was very unpopular growing up, so I use my newfound stardom to include others who are often ignored.
6	If I did something awesome and nopony was around to see it, did I make a sound?
7	I often need to be the center of attention, even when it isn't my place or turn.
8	I can be on stage all day long, but I'm very shy in one-on-one conversations.
9	I once met a celebrity who gave me some great advice. My goal is to perform on stage with them someday!
10	I secretly have major stage fright, but I always fight through it and have never let anypony but my closest friends know.
11	While I love to perform, when I'm not performing in my main medium, I feel uncomfortable and like I'm not good enough.
12	I'm looking to get my big break to become a superstar!

being in front of an audience. Are you a member of a dance troupe or a choir? Maybe you aren't in entertainment but instead give educational lectures or are on political or press tours, where giving speeches in front of large crowds is common. Thinking about how the cheers of an audience motivate your character will help integrate their love for their performance abilities into their decisions and actions.

FUTURIST



Carts and books are all fine and good, but you know that the carts of tomorrow drive themselves, and the books of tomorrow read themselves.

Influence Skill: Technology

EXAMPLE PONY

Dr. Hooves: A firm believer that magic is science, Dr. Hooves plies his passion as a reclusive inventor in Ponyville.

PERK

Reverse Engineer: Three times per day, when you need to roll a Skill Test outside of a conflict, you can take twice the time and substitute the Skill Test for Technology instead.

HANG-UP

Laypony Terms: Other ponies find you hard to understand. When you use Technology instead of a Social Essence Skill, you suffer Snag.

SUGGESTED CHARACTERISTICS

As different cities around Equestria grow and change with new technology, you find yourself at the forefront of it all. Whether you just enjoy new gadgets and gear, have a deeper understanding of how things work, or are an inventor or engineer yourself, being a part of what's new and progressive in technology permeates your everyday life.

BACKGROUND BONDS

DIZ	BOND
1	I have a habit of looking at an object and getting lost in ideas of how to improve it using the latest scientific and technological findings.
2	While I love the idea of machines helping us accomplish our daily tasks in a more efficient manner, I still believe we can't rely on them to do our thinking for us.
3	My speech is loaded with jargon that many other ponies don't understand.
4	It is important to look to past mistakes in order to better prepare for future challenges.
5	I worry about the future and how ponies with less-than-generous motivations will use technology for their own greed.
6	I use my futurist ideas to help think of ways to maintain a sustainable future for all of Equestria, without the need to worry about the quality of our food, water, or resources.
7	My ability to make future projections allows me to help my friends be ready for the unexpected, determine strategic actions, and build long-range plans of action, when needed.
8	Whatever happens today, good or bad, will be ok. There is always a tomorrow.
9	I tend to flip-flop between being optimistic about a future utopia, highlighting ways to perfect society, and an anxious doomsday prophet, pointing out what could go wrong.
10	I get upset when I think about any creature who would damage our natural resources or pollute Equestria, as I see that abuse leading to detrimental environmental consequences in the future.
11	I don't care about the academic side of futurism; I just want to wear the trendiest clothes, listen to the coolest music, and eat the now-est food.
12	When I'm working on a new idea, philosophy, or gadget, I sometimes don't leave my home for days. Some ponies have called me a hermit, but I just get into a "zone" that I can't shut off.

HEAVY HITTER



If power is to put something in its place, everypony knows who to call. You. They call you.

Influence Skill: Might

EXAMPLE PONY

Big McIntosh: The hauler of the Apple family, Big Mac lets his powerful actions speak for him.

PERK

Force: If you make a successful unarmed attack using Might, you may do an additional point of Health damage. But using this ability is exhausting so you may only use it once per scene.

HANG-UP

Fleeting Energy: When you push yourself to your limit, you need a break to recover. After you use the Heavy Hitter Influence's Force Perk, you suffer ↓1 on Strength based Skill Tests until the end of your next turn.

SUGGESTED CHARACTERISTICS

Some Heavy Hitters punch first and ask questions later. Some take careful consideration of their own might and think things through before using it. Anypony as strong as you are knows that there is a great responsibility that comes with being so strong, but used at the correct time, that strength can help others and even save lives! Consider how your strength is both a help and a hindrance in your life and how it affects your actions.

BACKGROUND BONDS

D12	BOND
1	Sometimes I have the impulse to use my hooves to get past a problem, when I really should be using my brain.
2	Training and building my muscles is an important priority for me, and the endorphin rush gets me pumped up for action!
3	Despite my ability to do so, fighting is always a last resort when I'm trying to solve a conflict.
4	Sometimes I forget my own strength and am too rough with others.
5	Hoof wrestling is one of my favorite pastimes, and I often challenge others to a match to solve disagreements. Who gets to decide what's for dinner? Let's hoof wrestle for it!
6	My strong frame may look intimidating, but on the inside, I'm friendly, helpful, and kind.
7	I've acted as a personal bodyguard to a few celebrities in Equestria.
8	When I was younger and not as even-tempered, I got in trouble at school for hoof fighting.
9	I broke my friend's favorite household object by accident due to my overexertion of strength, and I vow to find them a replacement.
10	Sometimes I feel guilty or anxious if I haven't exercised that day.
11	For years, everypony has been telling me I should become a buckballer, since my kicks are so strong, but I'm just not that interested in sports.
12	I once kicked somepony in the face by accident, and they lost a permanent tooth. I'll never forgive myself for not paying attention to my surroundings.

INTENSE



Whether it's something you intentionally call upon, or just your natural state, everypony is worried about crossing you. And like it or not, this works to your advantage.

Influence Skill: Intimidation

EXAMPLE PONY

Spitfire: You don't rise to the rank of Captain of the Wonderbolts unless you have the force of personality to keep a bunch of overconfident hot shots in check.

PERK

Focus: You can dedicate your mind to a single task and let nothing disturb you. You may add +2 to your Willpower against an attempt to stop you performing an action or stopping your plans.

BACKGROUND BONDS

D12	BOND
1	I often feel like nobody understands me.
2	My physical appearance gives an impression that is different than who I am inside.
3	I have trouble explaining how I really feel, and everything I say comes out as if I'm angry.
4	Other ponies think I'm arrogant, but I'm really just trying to be helpful with my knowledge.
5	I enjoy when other creatures are intimidated by me.
6	I use my intensity to manipulate situations to my advantage.
7	I grew up alone for the most part, so I tend to push people away until I learn to trust them.
8	I express my intensity through the music I listen to.
9	I enjoy engaging in physical activity to relieve my stress.
10	A fun day with friends helps to subdue my intense feelings.
11	When I get frustrated, my intense nature expresses that frustration as anger.
12	I meditate each morning to help feel less intense and intimidating.

HANG-UP

Jarring: Your natural scowl leaves a bad first impression. You suffer Snag on Deception and Persuasion Skill Tests on anypony you haven't met before the current scene.

SUGGESTED CHARACTERISTICS

Your intensity can come across in different ways, from intellectually intimidating to downright threatening. Think about how you want your pony to be viewed by others.

INFLUENCES

MENTOR

You love bringing out the best in others, and helping them understand what normally confuses and frustrates them.

Influence Skill: Culture

EXAMPLE PONY

Cheerilee: Warm and caring, Miss Cheerilee shapes filly minds as a teacher at the Ponyville Schoolhouse.

PERK

Those Who Know, Teach: Three times per day, when you Lend Assistance, the creature you assist gains the benefits of your help for the rest of the scene/encounter instead of 1 Skill Test.

HANG-UP

Misled: When you Lend Assistance to a creature and they fail at the Skill Test, they suffer ↓1 on their next Skill Test.

SUGGESTED CHARACTERISTICS

You have learned patience and understanding by dealing with the repetitive nature of teaching and mentoring others. Mentors often take pride in their students or mentees, as well as their own understanding of the knowledge they impart to them.

BACKGROUND BONDS

DIZ	BOND
1	Mentoring others about the things I'm passionate about is truly fulfilling.
2	I have trouble saying no when ponies ask me for help.
3	Some ponies think I'm bossy, but I am just trying to help them do things the right way.
4	I value being a confident mentor to others.
5	I often give unsolicited advice.
6	I will always take the time to teach others anything I've learned that they also want to know.
7	The best mentor creates students that surpass them in skill.
8	Only those who are well-educated have the ability to make an informed choice.
9	I am secretly jealous of one of my mentees.
10	I feel resentful when a mentee doesn't appreciate my time.
11	While I have knowledge in certain areas, I still feel like I have a lot to learn.
12	I feel better when teaching a group of friends than hoarding knowledge to myself.



MOUNTEBANK

Your life experiences taught you that not everypony can be trusted, a lesson you now teach others. It's not a lie if you wrap it up with enough razzle dazzle that everypony wants to believe. OK, it is still a lie, but I bet you wanted to believe it because "razzle dazzle" is fun to say.

Influence Skill: Deception

EXAMPLE PONY

Flim and Flam: The world famous Flim Flam Brothers put the art in con artists, tricking ponies with choreographed routines.

PERK

Fresh Marks: You gain Edge on Deception Skill Tests the first time you target a specific creature.

HANG-UP

Fool Me Twice: You suffer ↓1 on Deception Skill Tests that target a creature you already targeted with a Deception Skill Test.

SUGGESTED CHARACTERISTICS

A life of trickery and deception can get to a pony's psyche. Does your pony feel bad about their deceptive actions? Or do they feel like what they do is fair in the name of getting ahead?

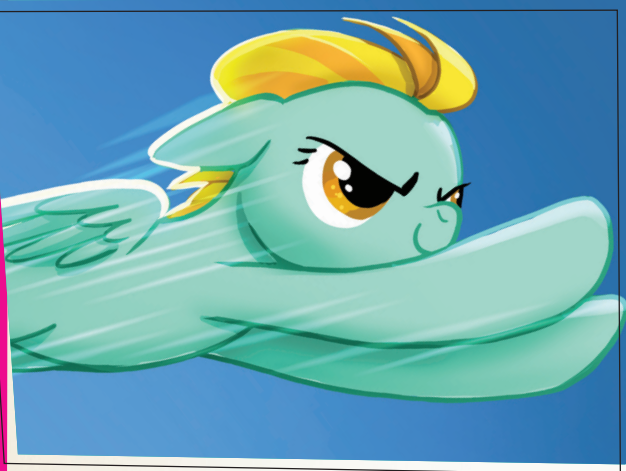
BACKGROUND BONDS

D12	BOND
1	I'm slippery with the truth, except when speaking with my best friends and family.
2	I'll do what I have to in order to be successful.
3	I was tricked out of my family fortune, and now I'll use those same tricks to get it back.
4	I love to gamble and will make impulsive bets, relying on my sleight of hoof to cheat my way into a win.
5	Who can say that Snake Oil doesn't really work?
6	When caught in a lie, my first instinct is to run away.
7	I once put the blame on my best friend, and I will never forgive myself.
8	I was forced into a life of hardship at a young age.
9	I like to "game the system" to get what I want.
10	I can talk my way out of almost any sticky situation.
11	I once sold a product under false pretenses that made another pony sick. After that, I draw the line at selling counterfeit goods.
12	My biggest enemy forgave me for tricking them, and I've learned the value of forgiveness.



INFLUENCES

NIMBLE



Whether on land, through the air, or in water, your impressive agility lets you move about any way you want.

Influence Skill: Acrobatics

EXAMPLE PONY

Lightning Dust: All about acrobatics, but not so much about rules, Lightning Dust took her Wonderbolts rejection as motivation to found the Washouts.

PERK

Acrobatic Reaction: Once per day, when an effect successfully targets your Evasion, you can immediately make an Acrobatics Skill Test against a DIF set by the results of the effect's Skill Test. If you succeed, the effect fails. For example, if a snare trap successfully hooks your hoof, you can use Acrobatic Reaction to see if your natural nimbleness saved you at the last second.

HANG-UP

Acrobatic Outlook: You don't see as many obstacles in your path as others and have trouble remembering not everycreature sees the world the same way. You cannot Lend Assistance on Speed based Skill Tests.

SUGGESTED CHARACTERISTICS

Nimble ponies take their training seriously to remain so. Without daily exercise, the agility and flexibility you exhibit in your acrobatics can go away. Your pony may include exercise as a focus of their day or just get it out of the way each morning.

BACKGROUND BONDS

D12	BOND
1	I am so flexible that I can move my body like a contortionist, which freaks some ponies out.
2	Some day, I want to compete in gymnastics in the Equestria Games.
3	I'm very athletic but I don't like to show off my skills, competition and athletic displays just seem a bit silly to me.
4	My family comes from a long line of circus performers.
5	Why walk when you can cartwheel?
6	Acrobatics seems like a solo talent, but so much relies on a good partner who understands balance.
7	I'll bend over backwards for a friend. Get it?
8	I broke my leg while trying an acrobatic trick, and every once in a while, it acts up on me.
9	I'm quick to tumble both into and out of trouble.
10	I want to take my talents to Las Pegasus and join one of the shows.
11	I know I've tried my hardest when my muscles ache.
12	I always strive to put my skills to the best use for my whole team.

PARTY MAESTRO



You can start a party, anywhere, anytime, and with anyone. Usually it lifts the spirits of your group and improves morale to no end, but you have a tendency to get overexcited and it can start to get very wearing.

Influence Skill: Persuasion

EXAMPLE PONY

Cheese Sandwich: Excitable and outgoing, Cheese Sandwich is never shy about firing off a party cannon or throwing a rubber chicken into the mix!

PERK

Party Power: You have an almost magical ability to get a party started with a loud and exciting signature move. It may be firing a confetti cannon from nowhere, conjuring a few crates of bubbly fizzy drink, spontaneously covering an area in decorations or even getting everyone in the area dancing. You can use this ability three times a day, and when you do, not only does the party begin, but the group gains a Friendship Point.

HANG-UP

Fun Exhaustion: Too much noise and excitement can get very wearing. Once you have used your Party Power Perk once in the day, any subsequent uses annoy everyone. You still gain the Friendship Point, but you cannot assist or be assisted by anyone else for the rest of the scene/encounter.

SUGGESTED CHARACTERISTICS

Party characters are social characters! However, all that effervescence can become grating if they don't know when to take it down a notch. It is important to note they can only start a party, not force it on anyone. People might start dancing, but they can stop as soon as they like.

BACKGROUND BONDS

D12	BOND
1	I just want everyone to have fun!
2	Life is better when it's loud.
3	I love a party but no one else seems to want them.
4	I wish someone would throw a party for me one day.
5	The best thing about parties is meeting new people.
6	It's not a party without games and challenges.
7	A party can happen at any time, so I must always be ready.
8	It's not a real party unless all my friends are there.
9	A party is a great way to avoid thinking about things that upset you.
10	I like to make every party memorable in some way.
11	Everyone loves a good party (even when they say they don't...)
12	No one throws a better party than me!

POWERHOUSE



Everything you do, you do it full strength. Who needs a cart when you carry your groceries? Who needs to be fast when you can power through? While a Heavy Hitter knows how to focus their Strength in combat, you know how to use your strength when it comes to lifting and carrying and using the raw power of your physique.

Influence Skill: Brawn

EXAMPLE PONY

Bulk Biceps: Even though he's a licensed masseur and the owner and operator of a cinnamon nut stall, most people see Bulk Biceps' extraordinary musculature and assume he's all bulk, no brains. But this pony has range!

PERK

Muscle Over Panache: Three times per day, you can use Brawn in place of a Speed skill on a Skill Test.

HANG-UP

Don't Know Your Own Strength: You are super strong, even when you don't want to be. You suffer ↓1 on Speed skills when you try to do something delicate.

SUGGESTED CHARACTERISTICS

Whether you are a muscle-bound pony who works out all the time or just have innate strength from within, your reputation for being a Powerhouse precedes you. From something as

simple as a pony needing a jar to be opened to lifting or hauling huge loads of cargo, you're the first pony that everypony thinks of to get the job done. This is both good and bad, and it's helpful to consider how being physically strong affects you and your personality.

BACKGROUND BONDS

D12	BOND
1	Sometimes I feel bad that ponies only look to me when they need me to help them with my strength and not my good ideas.
2	I like to use my brawn to build houses and other large projects as a creative outlet.
3	I'm eager to help other ponies who are not as big and strong as I am, just as I'm glad when they help me with things I'm not as good at doing. That's what friendship is all about!
4	I come from a long line of haulers and lifters, and it's a family tradition to continue that type of work.
5	My size and strength cause me to be hungry all the time!
6	I prefer to walk than to take a carriage or train to my destination.
7	I enjoy putting in a hard day's work of heavy labor, and it makes me feel accomplished that my own hooves can get things done.
8	I was the smallest in my family when I was young, and my siblings made fun of me for it. Even though I'm big and strong now, I can't forget how they teased me.
9	I will use my physical form to block or protect an innocent creature from danger. I can take it.
10	I often think about how I wish I was as strong on the inside as I am on the outside.
11	If I had a bit for everypony who has told me that they owe me a favor for helping them with my strength, well...I'd have a lot of bits!
12	I won a weightlifting trophy at the Iron Pony competition a few years ago, and nopony has broken my record yet!

MY LITTLE PONY ROLEPLAYING GAME

PRECISE

You are in touch with the details of the world, better skilled at threading a needle than hauling a box of dresses.

Influence Skill: Finesse

EXAMPLE PONY

Sassy Saddles: A fashionista with a head for business, Sassy Saddles earned Rarity's trust enough to manage her Canterlot Carousel boutique.

PERK

Detail Oriented: When you make a Finesse Skill Test you may choose to use either a Move or a Standard Action for the Test. You may use this Perk three times/day.

HANG-UP

Sensitive: You're more aware than most of the strain on your hooves. When you take Damage, you also suffer Snag on Skill Tests for the next round. You can expend one of your daily uses of Detail Oriented to ignore this effect for one round.

SUGGESTED CHARACTERISTICS

Precise ponies have tendencies of also being perfectionists. Others may be fearful of doing something wrong. Consider how your preciseness reflects in your actions and personality.

BACKGROUND BONDS

D12	BOND
1	Conformity is important to me.
2	If I don't do something perfectly right, I try again and again until I do.
3	I never feel like I am good enough at what I do.
4	I love when everything works out as I planned.
5	Messy environments give me anxiety.
6	My parent always said I should be a surgeon, since I have such a steady hoof.
7	I enjoy crafts that require fine details.
8	Other ponies look to me when they need help hanging pictures straight and the like.
9	I have excellent penmanship.
10	I pamper my hooves whenever possible, since I rely on them for my excellent fine motor skills.
11	"Good from far, but far from good" is a phrase I will never agree with.
12	I love to learn new skills that showcase my talent with precision.



INFLUENCES

SHREWD



You've lived a life of hard knocks and learned from your past experiences. While you may not be short on formal education, you have gained a knack for deciphering others' intentions and figuring out problems from lessons learned on the street. Sometimes that means using whatever tools you have to get by, even if you have to cheat the system to do so.

Influence Skill: Streetwise

EXAMPLE PONY

Trixie: The great and powerful Trixie is the greatest, most powerful, and most magical unicorn in all of Equestria, and if no one believes that she knows just how to convince them.

PERK

Street Smarts: Once per day, when performing a Skill Test you can try to cheat or make the Test in an underhanded way. You should describe how this deceitful action helps your Skill Test to the GM. If the GM agrees the subterfuge will help, you may use Edge on the Test. But if the Test fails your duplicity is revealed and you may not gain a Friendship point for the rest of the scene.

HANG-UP

Betrayal: If you Lend Assistance to a creature and they fail their Skill Test, you are no longer considered an ally for the purpose of using Perks and other abilities with the rest of the PCs. This

lasts for the rest of the scene/encounter, or until one of the other PCs spends a Friendship Point to heal the breach of trust.

SUGGESTED CHARACTERISTICS

Your ability to read situations and judge others' actions is superior to most, based on your many experiences. As a result of those experiences, you have many stories to tell.

BACKGROUND BONDS

D12	BOND
1	I'm an excellent judge of character, but it is difficult for others to "read" me.
2	While I'm usually great at making decisions, if I can't quite choose, I'll flip a coin.
3	I always trust my gut.
4	I take a long time to analyze a situation and determine what action to take.
5	Others turn to me for advice, and I enjoy giving it to them.
6	My mentor taught me that one wrong choice can impact many lives, so I strive to always think how my actions will affect others.
7	I get frustrated with ponies who can't make a decision.
8	I'm shrewd as a serpent, innocent as a dove.
9	I pride myself on being able to assess a situation quickly and to use this understanding to my advantage.
10	I'm shrewd in business but a sucker when it comes to my friends.
11	I have a tactical mind for negotiation and strategy.
12	I'm not above using deceit or deviousness to get my own way.

SPORTY

You love athletic competition. Whether it's on your own, like in a race or at the bowling alley, or a team sport like buckball or horse hockey, you are at your best proving what you can do.

Influence Skill: Athletics

EXAMPLE PONY

Ace Point: Ponies like Ace Point are always ready to play, wearing a sweatband and carry a racket wherever he goes.

PERK

Shoots and Scores: When you achieve Critical Success at an Athletics Skill Test, you gain a Friendship point.

HANG-UP

Competitive: When you and an ally roll the same Skill Test, if your ally gets a higher result than you, you have Snag on your next Skill Test this scene.

SUGGESTED CHARACTERISTICS

Think about how being sporty has affected your personality. Do you have an overwhelming drive to win? Do you spend your days partaking in any type of physical activity that you can? Is buckball or another sport your main source of social interaction and friendship with other ponies? These aspects of being part of a team sport can be reflected in how your pony reacts to the world around them.

BACKGROUND BONDS

D12	BOND
1	Talent wins games, but teamwork wins championships.
2	I'm harder on myself when I make a mistake than I am on my teammates.
3	My competitive nature sometimes irks other ponies.
4	I often prioritize buckball ahead of other important parts of my life.
5	My former coach instilled a drive for perfection in me that sometimes seems impossible to obtain.
6	I don't care who wins the game, as long as everypony is having fun.
7	I'm always the first pony to suggest an after-practice hangout, with snacks!
8	I broke my leg playing buckball when I was just a foal, and it never quite healed right.
9	I was caught cheating in a buckball game once, and the pony who saw it has never spoken up about it.
10	I will make a game out of any minimal task, whether it is throwing away a piece of trash or cooking a meal.
11	Practice makes perfect, in buckball and everything else.
12	I know I'm good at sports, but sometimes I wish ponies would appreciate me for my other talents.



SPRING INTO ACTION



When adventure's ahead, you dive in hooves first! Where an adventurer takes their time to investigate, you prefer to act before anything has a chance to stop you.

Influence Skill: Initiative

EXAMPLE PONY

Daring Do: An adventurous Pegasus so legendary, tales of her exploits are sold as works of fiction and criticized for being unrealistic.

PERK

Springy: When you roll your first Initiative Skill Test in a Conflict, you can do so as if you have a specialty in Initiative.

HANG-UP

Ambush Prone: Enemy creatures targeting you when you're surprised get Edge on attacks.

SUGGESTED CHARACTERISTICS

A pony who is always ready to spring into action can be quite impulsive in other ways too. Perhaps you make quick decisions without thinking. Maybe your words tumble from your mouth faster than you can think through what you are saying. Incorporating your fast-acting nature into your pony's behavior will add a layer of quirk to this otherwise powerful trait.

BACKGROUND BONDS

DIZ	BOND
1	I tend to run into action before a plan is fully formed.
2	I use my initiative to determine the course of action by my entire party.
3	I often speak before I think.
4	Even though I'm quicker than others, I'll always ask their opinion on what I should do before acting.
5	My mentor taught me that when you take initiative, you're responsible for modeling proper actions to others.
6	I get upset when I decide on a plan, and another pony does something to contradict it.
7	Even though I move quickly, I speak very slowly.
8	I'll never turn down a challenge to a race of any kind.
9	I once acted too impulsively and have a permanent scar as a reminder.
10	I beat my training partner in a race at the Equestria Games for the gold, and now they don't talk to me anymore.
11	The early bird gets the worm.
12	I never look before I leap.

STYLISH

Whether you know much about fashion and trends or not, you have a knack for looking good. Clothes just seem to hang on you better than anyone else, and you know what colors work best for you in everything. You also have an uncanny knack of wearing the right thing for the right occasion.

Influence Skill: Performance

EXAMPLE PONY

Hoity Toity: While she can look good in anything, Hoity Toity knows everything there is to know about pony fashion and style.

PERK

Natural Style: People can't help but be impressed with your style. When meeting anycreature for the first time you gain $\square 1$ on any Social Essence Skill Test you make involving them for that scene.



HANG-UP

Celebrity Overdrive: Looking this good tends to get you a lot of attention. At any social event, someone will always notice if you are about to leave and anything embarrassing you do will undoubtedly be noticed and commented on. You suffer $\downarrow 1$ to Stealth Skill Tests in social situations.

SUGGESTED CHARACTERISTICS

While looking good can be a big help at social occasions, it doesn't make it easy to blend in. Stealth is just not your forte, as in truth, you want people to see you, even people you don't like. Keeping up with fashion or trying to figure out new outfits can be time consuming though, and expensive. But people sometimes come to you for advice and you like helping people find their own style.

BACKGROUND BONDS

D12	BOND
1	Fashion is for everyone.
2	I don't have time for people who don't take time to look good.
3	Everyone can look beautiful.
4	If I'm not well dressed, I don't leave the house.
5	I love to discover new styles and clothing traditions.
6	Good fashion is all about the accessories.
7	There is no such thing as too much fashion!
8	I lead fashion, I don't follow it.
9	My style doesn't follow fashion; it is as timeless as I am.
10	Dark and mysterious colors are best.
11	Bright and exciting colors are best.
12	I can make anything look good.

TRICKY



Tricks are as much about sly hooves as they are about convincing onlookers where to look.

Influence Skill: Infiltration

EXAMPLE PONY

Bon Bon (aka Agent Sweetie Drops): Her deep cover identity as an agent of S.M.I.L.E. (the Secret Monster Intelligence League of Equestria) is so secretive, even her best friend Lyra had no idea for years.

PERK

Bait and Switch: You may spend a Friendship Point to get your allies to help you distract and confuse onlookers. If you do, you gain Edge on any Deception or Infiltration Skill Tests you make until your next turn.

HANG-UP

Outfoxed: When you fail an Infiltration Skill Test against another creature, that creature gains Edge on Skill Tests against you for the next round.

SUGGESTED CHARACTERISTICS

Being tricky can mean various things, but in the sense of infiltration, your pony is adept at blending in and making ponies see what you want them to see. How that affects your friendships and other relationships depends on how much you let on to the people you trust.

BACKGROUND BONDS

D12	BOND
1	I enjoy putting on disguises and pretending to be somepony else.
2	Diversions are just as important as stealth.
3	I like to speak in different accents to hide my identity, even if I'm not the best at it.
4	Even my closest friends don't know my real name.
5	I was once a member of a secret spy organization.
6	My biggest fear is slipping up when I'm supposed to be "somepony else."
7	I think I'm a lot sneakier than I really am.
8	My tricky nature has made me paranoid of others, and I always question the motives of strangers.
9	When one hoof is doing something in the open, the other is always hiding something.
10	Even though I'm good at it, it makes me feel bad to lie to anyone, even with good intentions.
11	I sometimes get so caught up in my own deceptions that I forget what the real truth is.
12	I will never deceive anyone who isn't evil.

VIGILANT



You remain ever aware of your situation, always watching, taking in your surroundings.

Influence Skill: Alertness

EXAMPLE PONY

Chancellor Neighsay: Although he comes off as domineering, Chancellor Neighsay of the Equestrian Education Association is harsh for the sake of the foals. Won't anypony think of the foals?

PERK

Take in a Scene: When you roll for Initiative, also roll an Alertness Skill Test to notice any creatures trying to Surprise you. If you succeed, you are not Surprised.

HANG-UP

Misplaced Confidence: When you Take in a Scene, if your Alertness Skill Test fails, you are Surprised for two rounds instead of one.

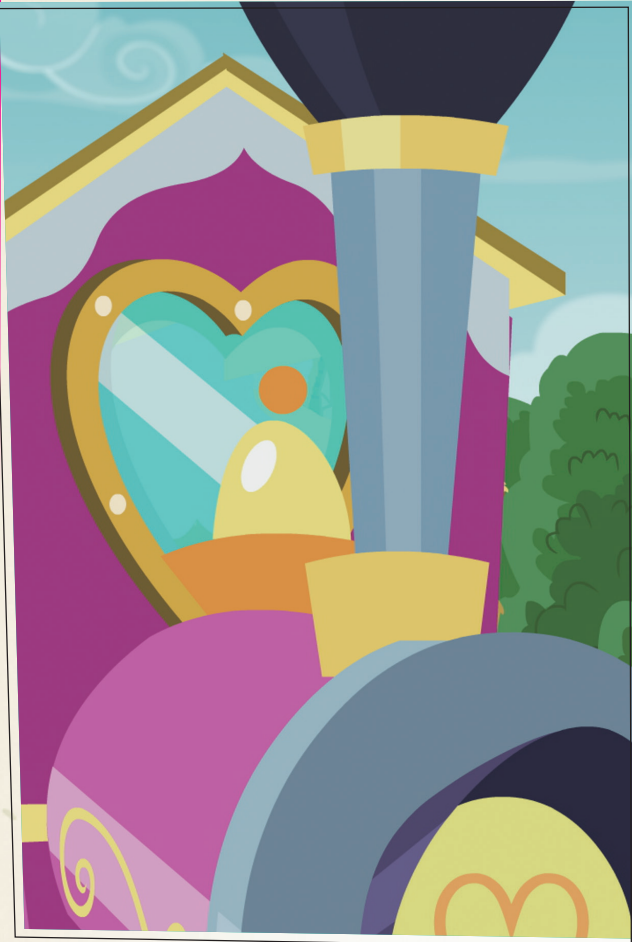
SUGGESTED CHARACTERISTICS

Staying vigilant is important, especially when on a scary adventure, but how does always being on the lookout affect your pony? Perhaps they check the windows every so often, or maybe they have a need to set up security protocols wherever they go. The level of vigilance your pony adopts will affect how they act around others.

BACKGROUND BONDS

D12	BOND
1	Trust nopony.
2	When out on an adventure, someone needs to keep watch at all times.
3	I hate surprises.
4	I get little sleep because I'm always worried something bad might happen.
5	I like to keep a record of the things that happen in my neighborhood, looking for patterns in other ponies' behaviors.
6	Staying alert to my surroundings is the key to subverting danger.
7	I'm extremely detail oriented and can recall the previous day's events perfectly.
8	I always look twice at anything, just in case I miss something the first time.
9	I'm always on the lookout for trouble that may be coming our way.
10	I falsely accused a foal of a wrongdoing that landed them in trouble, and ever since, I'm very careful to get my facts straight.
11	If assigned to be a lookout, I will remain at my post at all times until I am released from my duty.
12	Being alert means relying on more than just your eyes.

WHEEL OBSESSION



Whether you conduct a train, fly hot air balloons, or draw one of those newfangled carriages seen on the streets of Manehattan, you love operating a vehicle.

Influence Skill: Driving

EXAMPLE PONY

All Aboard: Even airborne Pegasi and teleporting Unicorns know the value of traveling long distance by chariot, by balloon, or All Aboard's favorite, by train.

PERK

Wheel Excited: You gain Edge on Skill Tests related to one type of vehicle (Land, Sea, or Air, which you pick when you gain this Perk). This might be an Acrobatics Skill Test to embark on a moving vehicle, a Technology Skill Test to fix a broken vehicle, and, of course, Driving tests to drive vehicles.

HANG-UP

Wheel Struggle: When you are in a vehicle and you are not the driver, you suffer Snag on all Skill Tests.

SUGGESTED CHARACTERISTICS

You are obsessed with vehicles, whether you own one or not. What is your favorite kind? Do you talk about them all the time? Have you given a name to one that you do own? These pieces of information give characteristics to your pony and show others how deep your obsession runs.

BACKGROUND BONDS

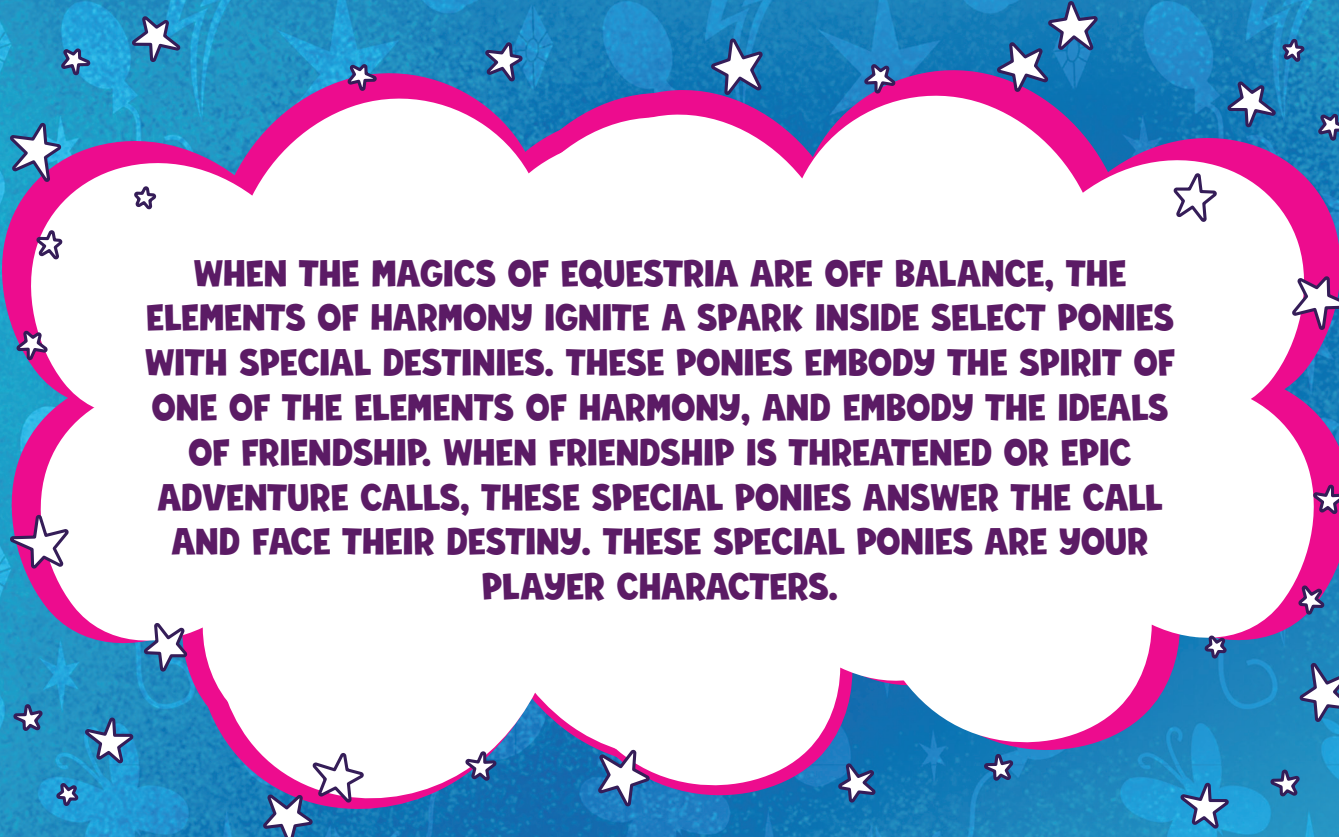
DIZ	BOND
1	I want to learn how to drive every type of vehicle that exists.
2	I'm secretly fearful of flying vehicles.
3	Why walk when you can drive?
4	I love trains so much that I have a miniature train collection set up in my cottage.
5	If I can't drive, I will always call "shotgun" to ride up front.
6	A few years ago, I crashed a carriage and ran from the scene. To this day, nopony knows.
7	I like to talk shop about vehicle mechanics and how they work.
8	I get nervous when somepony else is driving and feel like I will always do a better job.
9	Driving is soothing to me and a form of self-care.
10	One day I'll save up enough bits to buy the latest carriage model.
11	It bothers me when ponies don't take care of their vehicles.
12	I once spent a summer as a chariot driver for a famous pony, and it was the best summer of my life.





CHAPTER 5

ROLES



WHEN THE MAGICS OF EQUESTRIA ARE OFF BALANCE, THE ELEMENTS OF HARMONY IGNITE A SPARK INSIDE SELECT PONIES WITH SPECIAL DESTINIES. THESE PONIES EMBODY THE SPIRIT OF ONE OF THE ELEMENTS OF HARMONY, AND EMBODY THE IDEALS OF FRIENDSHIP. WHEN FRIENDSHIP IS THREATENED OR EPIC ADVENTURE CALLS, THESE SPECIAL PONIES ANSWER THE CALL AND FACE THEIR DESTINY. THESE SPECIAL PONIES ARE YOUR PLAYER CHARACTERS.

Your character's Role is a little like their career. It's the place they have chosen to take in service to Equestria and their friends. Like any career, the longer they work at it, the more they learn and the better they get, unlocking new talents and abilities as they progress. This progression is represented by levels; you begin at level 1 and after many adventures, you eventually reach level 20. At level 20 your character has become a paragon of Equestria and it's time to retire, possibly training new ponies with what they have learned. However, in times of crisis, the Princesses (or Prince) of Equestria may be called again to use their powers in defense against the most terrible threats.

CHOOSING YOUR ROLE: THE ELEMENTS OF HARMONY

Every player character in the *My Little Pony Roleplaying Game* picks a Role. Your Role is tied to the Element of Harmony you embody. The Elements of Harmony are:

- **Generosity** – In a world so plentiful, anything more than what you need is something that you can give. When somepony is in need, there is no greater act than helping them.
- **Honesty** – Although the truth can hurt in the moment, you know lies can be more painful down the road. You stay true to others by being true to yourself.
- **Kindness** – You believe that kindness spreads. If everypony waits until someone is kind to them before they are kind back, nopony will ever be kind. So you are always the first to offer kindness.
- **Laughter** – What even is a laugh? It's like a volcano of everything good inside you erupting out of your mouth. And volcanoes are the coolest things ever!
- **Loyalty** – Never in the history of Equestria has any one pony – even all of one type of pony working together – been enough. Without teamwork, nothing works.
- **Magic** – Friendship is the most magical gift. Without it, the world is out of harmony.

Your Role defines your character more than any other choice you make during character creation. Your Influences and Origin give you abilities and powers that you will use throughout your campaign, but your Role gives you new abilities and increases your Essence Scores every level. Take a moment to think about the most suitable Role for your character and how it fits in the group. You can't change your Role later, or take more than one, so make sure you have the right one for you.

ACTS OF HARMONY

Many of the abilities and Perks of each Role require your pony to act in the spirit of their Element of Harmony. But what does that actually mean? The short answer is that it's whatever the Game Master feels is right, but how can the Game Master make a judgment?

In general, by always remembering to follow the spirit of your Role and being mindful of it, you will gain a better understanding as opportunities present themselves in your adventures. You can even talk about the real meaning of each element as players and help each other develop their own understanding. But in the meantime, here is a quick guide for players and Game Masters.

One general guide is that an Act of Harmony must mean something, and involve you avoiding taking the easy option. It's not especially generous to give away something you don't want, or especially kind to do something you were going to do anyway. A true Act of Harmony is challenging and often difficult. It also involves understanding the person you help so you give them what they need. Each Act of Harmony should ideally help on a personal level, and show you care enough about the recipient to answer their particular needs.

Act of Generosity – These seem the easiest to understand, you just give something away. But it need not be a physical item; you can give away your time and energy to other creatures as well.

Acts of Honesty – You should ideally always tell the truth, but it's not always that easy. Acts of Honesty involve telling the truth when a lie would be easier, or sharing a hard truth that someone needs to hear with compassion.

Acts of Kindness – Being kind is about doing something for others and expecting no reward.

ROLES



If you can be kind to those you dislike, or those who have spurned your kindness, or seem unworthy of it, you are being most true to the spirit of Kindness.

Acts of Laughter – Making someone laugh is often quite simple, but an Act of Laughter is more than just a good joke. True laughter lightens the soul as much as it lightens the mood. It brings people together in a shared joy, with no one ever being the butt of the joke.

Acts of Loyalty – It is usually easy to team up with your friends, but even then, friction can appear. An Act of Loyalty is one that heals these problems and brings everyone together in a team, helping them truly forgive each other. But also, showing trust and team spirit to a stranger or even an enemy can be a greater Act of Loyalty.

Acts of Magic – Friendship is magic, and magic is friendship. They both bind Equestria together. So Acts of Magic heal rifts, create balance and harmony and reclaim what is lost. An Act of Magic reminds people of the spark of Harmony in everyone and inspires them to follow the path of the various Elements. So one way to see it is an Act of Magic is one that inspires someone to perform any other Act of Harmony

While true Acts of Harmony can be hard to do, the Game Master should also reward a general dedication to each character's Role. For example, if a PC hasn't performed a true Act of Kindness, but have been kind and caring to everyone they meet, that might all add up to an Act of Kindness now and again.

GAINING LEVELS

You start at level 1, a Pony answering a call. As you solve problems, help ponies in need, and face threats to Equestria, you level up. By level 10, you can stand among the Pillars of Equestria. At this level, you have a reputation and something of a celebrity status among your peers as an example of truly living up to the Spirits of Harmony. Maybe one day, you will reach 20th level and transform into a Princess of Harmony and become an Alicorn.

Your Game Master will tell you when you gain a new level. This is based on how many adventures you have done and what you have learned. You only ever increase your levels one at a time, and usually between adventures.

When you gain a new level, take a look at the table for your Role; it tells you if you gain any

new abilities at that level. If you do, record all of them on your sheet and you can use them according to their description. You may also gain an Essence score increase. This will be for your Diamond, Gold, Silver or Bronze Essence as you've already defined. You can add the point to that Essence and gain a new Skill Point to increase a Skill under than Essence.

GAINING HEALTH

While they may be small and cute, ponies and other creatures who take on a Role are tougher than they look. While they can increase their Health with the Conditioning Skill and with certain Perks, they also get a bonus to the Health at certain levels. So everypony may add 1 to their Health at levels 5, 10 and 15. Then they can add 3 Health at level 20 when they become an Alicorn. These bonuses are noted in the table for each Role.

INCREASING ESSENCE AND SKILLS

Quick, name a Strong Pony! Name a Speedy Pony! A Smart Pony! A Social Pony! The faster a Pony came to mind, the more that Pony exemplifies that Essences. As you know, four stats, called Essences, define PCs and NPCs:

- **Strength:** How mighty, intimidating, and tough you are
- **Speed:** How agile, reflexive, and dodgy you are
- **Smarts:** How studious, cultured, and willful you are
- **Social:** How likable, instinctive, and clever you are

HARMONY AND BALANCE

Harmony and balance go hand in hand. But what if your group is off balance?

In **My Little Pony: Friendship is Magic**, each of the Mane 6 represents one of the six Elements of Harmony and so between them, there's a character for every Role. They face a lot of the biggest threats to Equestria by working together, unlocking new powers by combining all six Elements of Harmony. So what if you don't have six PCs or in your group? Or what if more than one player wants to play the same role?

That's totally fine! While a good mixture of Roles is advisable, it doesn't matter if you don't have one of them covered, or if everyone wants to play the same Role. Who are we to question the mysterious, mystical magic that controls harmony on Equestria? If the universe itself decides that what the world needs most is Kindness, lots of Kindness, then a group with two, three, or more Spirits of the Element of Kindness is what the universe gets.

Now, having more than one Role in your group does mean you'll be extra good at handling that kind of problem, just like not having one or more of the Roles in your group will mean you have more trouble handling that kind of problem. When that doesn't balance itself out, remember that you get Friendship Points for playing your Role, and you can spend them when you're in trouble. If your group is six Honest ponies, the more Friendship Points you'll get when you're all being truthful and trustworthy, that you can spend on problems that Honesty alone can't solve.

Also, your Role is not the only way you solve problems. Your Origin could give you flight, magical powers, or adaptability. Your Influences teach you lessons that apply to the rest of your life. And your Essence Scores and Skills show what you're the best at, Spirit of Harmony or no Spirit of Harmony.

Whenever you increase your level in your Role, one or more of your Essences Scores Increases. They go up at different speeds, so you end up with one very high Essence (Diamond), one pretty high Essence (Gold), one pretty average Essence (Silver), and one low Essence (Bronze) by 20th level. Although by the time you reach 20th level, they'll all be pretty good!

At level 1, you should define which of your Essences are your Diamond and Gold Essences. You can also determine which of the remaining two are your Silver and Bronze Essences if you like, but you don't need to make a final decision on those for a few more levels. Once these are finally decided they are locked in, so take your time to pick what you think will be most useful for your pony in the long run. You get to choose how fast each of your Ponies Essences Scores goes up, by ranking them:

- **Diamond Essence:** Your fastest growing Essence Score. If there's an Essence that ponies think of before the other three when you come to mind, it's your Diamond Essence. Like Apple Jack's Strength.
- **Gold Essence:** Your second fastest growing Essence. Almost as much a part of who you are as your Diamond Essence. Rainbow Dash's Diamond Essence is her Speed, so her Gold Essence is Strength.
- **Silver Essence:** Your second slowest growing Essence. Not good, not bad, the Essence least associated with who you are. Twilight Sparkle's Silver Essence is Speed.
- **Bronze Essence:** Your slowest growing Essence. This Essence is known for being a weakness of yours. Fluttershy's Bronze Essence is Strength.

Remember, to get better at a Skill, you have to get better at that Skill's Essence. If you want to be good at Animal Handling, you need a high Social Essence. Think about the Skills you want to improve, and the challenges you expect to face, when you set your Essence Ratings.

If you're overwhelmed ranking your Essence Scores, don't fret! Each role has two or more sample ponies that show different ways you can rank them in comparison.

When you get your increase in Essence Scores, remember to assign those Essence points as Skill Ranks in Skills related to that Essence. For example, if your Role allows you

ESSENCE RANKINGS?

If you're familiar with other games that run on the *ESSENCE20 Roleplaying System*, you might be confused. Roles in other *ESSENCE20* RPGs determine exactly which Essence Scores get improved at each level. But in the **My Little Pony Roleplaying Game**, two characters with the same Role might pick different Diamond (or Gold, Silver, and Bronze) Essences and improve completely different ones as they progress.

Unlike in other *ESSENCE20* games where the theme of Roles ties into Essences (Scientist = a Smarts Role, Commando = a Speed Role, Leader = a Social Essence, etc.), it's not obvious how Generosity, Honesty, Kindness, Laughter, Loyalty, and Magic tie into a pony's Strength, Speed, Smarts, and Social skills.

That's not all. Many **My Little Pony: Friendship is Magic** characters buck expectations. Rarity, with her love of fashion and the fancy way she carries herself, might seem superficial, but she embodies Generosity. Rainbow Dash can be flighty and selfish, but she embodies Loyalty. Twilight Sparkle didn't have one friend unless you count Spike or her library, but she went on to be the leader of the Mane Six. Pinkie Pie... unquestionably embodies Laughter. Some ponies meet expectations!

By ranking your Essence Scores, you get to build the Pony you want, whether that meets or bucks expectations.

to gain 2 Essence Points in your Diamond Essence, and you've chosen Strength for that, you then put 2 Ranks in Strength-based Skills such as Brawn or Might. In the **My Little Pony Roleplaying Game**, you may choose whatever Skills you want to assign your Essence points to, as long as they are related to the same Essence. The only exception to this is Spellcasting, where you can assign Skill Points gained from any Essence Score.

SPIRIT OF GENEROSITY

You put others before yourself. It's true that this makes you feel good about yourself, and you share in the joy of others benefiting from your giving nature, but that's not why you do it. You sincerely feel that others' needs are more important than your wants. You would still feel helping those in need was the right thing to do, even if you knew they wouldn't help you in the same situation. You believe the world needs less *what's in it for me?* and more *how can I help?*

SHARING IS CARING

The old adage is true. You share with friends, family, strangers, and even enemies because your heart overflows with care for those in your life. Whether it's bits, time, expertise, or a shoulder to cry on, you are willing to give what you have to help others.



SEEING A NEED

Being generous isn't just about giving stuff away; you have to know what to give, and to who. A hug will often help a friend that is upset, but if they are hungry, what they really need is something to eat. Just handing out gifts might seem generous, but if they aren't what people really need or want, it's more performative than helpful. Understanding what someone really needs, even if they're too embarrassed or shy to say, is a key part of the Spirit of Generosity.

GENEROSITY PONIES

Here are a few examples of ponies that embody generosity, and how they rank their Essence Scores.

- **Rarity:** An understanding of Haute Couture requires an understanding of current culture, which is why Rarity spends so much of her time keeping up with fashion trends and studying her craft. As a retailer in the business of making ponies' fashion dreams come true, she also spends a lot of time interacting with customers and politely persuading them to express their ideas more clearly. Although her telekinesis handles most of her seam work, some details require a touch of finesse.
 - Rarity's Essence Ranks are Diamond Smarts, Gold Social, Silver Speed, and Bronze Strength.
- **Cheerilee:** As a schoolteacher, Cheerilee knows better than most ponies that foals need to be engaged to learn. Engaging students is a performance. Once she has their attention, she can share her knowledge. But teaching is more than just a mental profession. She spends most of her time walking from student to student, giving her some of the strongest hooves in Ponyville.
 - Cheerilee's Essence Ranks are Diamond Social, Gold Smarts, Silver Strength, and Bronze Speed.
- **Ditty Riffs:** 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 is an improviser and doesn't care too much about learning specific songs or studying music – the music is in his heart!
 - Ditty Riffs Essence Ranks are Diamond Social, Gold Strength, Silver Speed, and Bronze Smarts.

ROLES

SPIRIT OF GENEROSITY

LEVEL	ROLE PERKS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent For Generosity, Generosity is Magic, Friendship Circle, Generosity of Spirit	2	1	—	—
2	Bits To Spare	—	1	—	—
3	Secret Helper	—	—	1	—
4	General Perk	—	—	—	1
5	Putting Others Before Yourself, +1 Health	1	—	—	—
6	After You	—	1	—	—
7	Personal Sacrifice	—	—	1	—
8	General Perk	—	—	—	1
9	Here, Let Me	1	—	—	—
10	Pillar of Generosity, +1 Health	—	1	—	—
11	Subtle Helper	—	—	1	—
12	General Perk	—	—	—	1
13	Take Mine	1	—	—	—
14	Whatever Helps	—	1	—	—
15	Desperate Times, +1 Health	—	—	1	—
16	General Perk	1	—	—	—
17	No, I Insist	—	1	—	—
18	Stealth Helper	1	—	—	—
19	General Perk	—	1	—	—
20	Princess of Generosity, +3 Health	1	—	—	—

SPIRIT OF GENEROSITY
ROLE FEATURES

As a pony who embodies the Spirit of Generosity, you gain the following Role Perks:

A TALENT FOR GENEROSITY
(1ST LEVEL)

Embodying the Spirit of Generosity makes you a talented pony. You can perform actions related to Generosity (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Generosity as a Move action, or a Move action as a Free action. Free actions related to your Generosity cost no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Generosity can apply to any Skill Test that relates to Generosity.

GENEROSITY IS MAGIC (1ST LEVEL)

Once per scene, when you act in the spirit of Generosity, you gain a Friendship point. See

Friendship Points on page 118 and Friendship Circles, below, for ways you can use your Friendship Points.

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30 feet of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

- ↑1 on a Skill Test per Pony in the Friendship Circle
- Heal 1 damage per Pony in the Friendship Circle
- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

MY LITTLE PONY ROLEPLAYING GAME

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three $\uparrow 1$ on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their $\uparrow 1$ on Skill Tests, letting Rarity gain $\uparrow 3$ on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another $\uparrow 1$ and Edge. That's a huge bonus for Rarity, but that's what friends are for!

GENEROSITY OF SPIRIT (1ST LEVEL)

You can grant another player character an upshift $\uparrow 1$ to any Skill Test, but you must declare you are using the ability before they roll the dice. On the next Skill Test you make (whatever it is), you suffer a downshift $\downarrow 1$ on that Skill Test. You cannot use this ability again until you have made a Skill Test and suffered the penalty.

BITS TO SPARE (2ND LEVEL)

You know you have some spare change around here somewhere. At 2nd level, you gain Edge on Wealth checks to buy items for friends.

SECRET HELPER (3RD LEVEL)

Some of your friends are too embarrassed to accept your offers to help. That doesn't mean you're going to stop helping, you're just not going to offer so obviously. At 3rd level, if a friend fails a Skill Test, you can roll your Skill Die (for the Skill they were using) and add it to their total. On your next turn, you can't take a Standard action.

GENERAL PERK

(4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

PUTTING OTHERS BEFORE YOURSELF (5TH LEVEL)

At 5th level, when you Lend Assistance to a friend, they gain $\uparrow 2$ instead of $\uparrow 1$.

AFTER YOU (6TH LEVEL)

It's rude to go first. Luckily, it's also rude not to accept going first. Otherwise everycreature would be waiting to go second. At 6th level, when you roll for Initiative, you can swap places in the Initiative order with a friend who rolled lower than you.

PERSONAL SACRIFICE (7TH LEVEL)

Generosity is about giving something up, even when you don't have to. At 7th level, if a friend is attempting a Skill Test with a negative consequence for failing, you can offer to take the negative effect for them. If they accept, they gain $\uparrow 1$ on the roll. A negative consequence can include damage, a condition, condescending mockery, a pie in the face, or an embarrassing nickname that you just know is going to catch on.

HERE, LET ME (9TH LEVEL)

At 9th level, as a Standard action, you can Lend Assistance to give a friend an extra Move action on their next turn.

PILLAR OF GENEROSITY (10TH LEVEL)

One day, future generations will tell stories of your generosity. At 10th level, you can spend a Friendship Point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to generosity.

Example: It's a hot Manehattan weekend, and the foals too warm to move. You convince a passing firefighter to open a fire hydrant to let the foals play in the water. Normally the firefighter wouldn't, but you promise to take full responsibility for it (and spend a Friendship point), so they agree.

SUBTLE HELPER (11TH LEVEL)

At 11th level, when you use your Secret Helper perk, you can take a Standard action on your next turn, but you can't take a Move action.

TAKE MINE (13TH LEVEL)

At 13th level, when a friend uses one of your consumable items, the item's effect doubles if they use it this round. It must be an item you bought for yourself with a Wealth Check, was your share of a reward, or you earned in some other way. You can't just pass Pinkie Pie Applejack's Healing Salve and act like you were the generous one.

WHATEVER HELPS (14TH LEVEL)

At 14th level, as a Standard action, you can inflict 1 Damage to yourself in order to heal 2 Health to an adjacent creature.

DESPERATE TIMES (15TH LEVEL)

You learned to rush more effectively to give yourself time for your friends' needs as well as your own. At 15th level, you can use a Move action instead of a Standard action to Lend Assistance, but only if you have already used your Standard action to Lend Assistance this round.

NO, I INSIST (17TH LEVEL)

At 17th level, as a Standard action, you can Lend Assistance to give a friend an extra Standard action on their next turn (instead of the normal effect).

STEALTH HELPER (18TH LEVEL)

At 18th level, when you use your Secret Helper perk, you can take a Standard action and a Move action on your next turn, but one of your free actions is used up.

PRINCESS OF GENEROSITY (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title of Princess of Generosity. You gain the Origin Perks of Earth Ponies (Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing $\uparrow 1$ to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.



SPIRIT OF HONESTY

Honesty is the element of harmony that most ponies will agree is important, think they mean it, but do the opposite when it matters. The truth can be hard to hear. And honestly, the more important it is for somepony to hear the truth, the harder it is to say. That's why ponies who embody Honesty tend to be the toughest Spirits of Harmony.

THE TRUTH HELPS

They say the truth hurts. It can. The truth can even be used to hurt on purpose, like when Diamond Tiara kept reminding the Cutie Mark Crusaders about their blank flanks. But even when a pony

is honest for the sake of somepony else, it can still hurt, but that pain is more like tearing off a bandage. You can't leave the bandage on forever, and peeling it off slowly hurts too, it just hurts less for longer. Sometimes the best way to help a pony being lied to or lying to themselves is to tear that bandage off.

TOUGH LESSONS

Sticking to the truth can be exhausting at first, but before long, you become stronger for it. Your feelings aren't as likely to be hurt by a pony telling you something honest, even if you're sensitive about it. And not lying when you assume somepony can't handle the truth teaches you that a lot of ponies do prefer honesty as much as they say they do.

HONEST PONIES

Here are a few examples of ponies that embody Honesty, and how they rank their Essence Scores.

- **Applejack:** Tough as the nails, Applejack knows trust is a muscle. She exercises it by pumping truths and pressing wisdom. As the mouthpiece of the Apple Family, Applejack loves to chat up ponies and throw modest shindigs.
 - Apple Jack's Essence Ranks are Diamond Strength, Gold Smarts, Silver Social, and Bronze Speed.
- **Maud Pie:** Pinkie Pie's dry witted sister always says what's on her mind. What's on her mind is mostly rocks, but you know any geological information she shares is a rock-solid fact. Not only does she owe her knowledge of rocks to growing up on a rock farm, she owes her physical fitness to it as well.
 - Maud Pie's Essence Ranks are Diamond Smarts, Gold Strength, Silver Speed, and Bronze Social.
- **Aurora Glow:** As a filly, Aurora Glow watched her family get taken on a ride by hucksters Flim and Flam. Now that she's a mare, she considers it her duty to shine a light on the darkness and uncover shady dealings. She does this as an investigative journalist, ready to print the truth wherever it leads.
 - Aurora's Essence Ranks are Diamond Social, Gold Smarts, Silver Speed, Bronze Strength



ROLES

SPIRIT OF HONESTY

LEVEL	ROLE PERKS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent for Honesty, Honesty is Magic, Friendship Circle, Speak Your Truth	2	1	—	—
2	Trustworthy	—	1	—	—
3	Honest Compassion	—	—	1	—
4	General Perk	—	—	—	1
5	Truthseeker, +1 Health	1	—	—	—
6	Ring True	—	1	—	—
7	Thick Skin	—	—	1	—
8	General Perk	—	—	—	1
9	Stay Humble	1	—	—	—
10	Pillar of Honesty, +1 Health	—	1	—	—
11	Honest Compassion	—	—	1	—
12	General Perk	—	—	—	1
13	Good Example	1	—	—	—
14	Honest Assessment	—	1	—	—
15	Thick Skin, +1 Health	—	—	1	—
16	General Perk	1	—	—	—
17	True Self	—	1	—	—
18	Hardened Trust	1	—	—	—
19	General Perk	—	1	—	—
20	Princess of Honesty, +3 Health	1	—	—	—

SPIRIT OF HONESTY ROLE FEATURES

As a pony who embodies the Spirit of Honesty, you gain the following Role Perks:

A TALENT FOR HONESTY (1ST LEVEL)

Embodying the Spirit of Honesty makes you a talented pony. You can perform actions related to Honesty (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Honesty as a Move action, or a Move action as a Free action. Free actions related to Honesty take no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Honesty can apply to any Skill Test that relates to Honesty.

HONESTY IS MAGIC (1ST LEVEL)

Once per scene, when you act in the spirit of Honesty, you gain a Friendship point. See Friendship Points on page XX and Friendship Circles, below, for ways you can use your Friendship Points.

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30 feet of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

MY LITTLE PONY ROLEPLAYING GAME

- ↑1 on a Skill Test per Pony in the Friendship Circle
- Heal 1 damage per Pony in the Friendship Circle
- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: *Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three ↑1 on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their ↑1 on Skill Tests, letting Rarity gain ↑3 on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another ↑1 and Edge. That's a huge bonus for Rarity, but that's what friends are for!*

SPEAK YOUR TRUTH (1ST LEVEL)

Ponies tend to focus on your words and not your tone or theatrics. At 1st level, choose an Essence other than Social. When you increase that Essence Score, you can spend the skill point on Persuasion, as though it was that Essence's Skill.

TRUSTWORTHY (2ND LEVEL)

At 2nd level, you automatically fail Deception Skill Tests. If you have any ranks in the Deception skill, you can reinvest those Skill Points in another Social Skill. The Game Master may allow you to use Persuasion instead of Deception to get what you need from someone in some cases. However, as your sense of honesty is so well-honed, your Cleverness Defense is considered 4 points higher when resisting and uses of Deception from others.

HONEST COMPASSION

(3RD LEVEL – ALSO 11TH)

Knowing they can trust you puts your friends' minds at ease. At 3rd level, once per day, as a Standard action, you can heal 1 Stress without needing to make a Skill Test. At 11th level, you can use Honest Compassion three times per day.

THICK SKIN (7TH LEVEL- ALSO 15TH LEVEL)

Your willingness to 'say it like it is' and not 'sugar the pill' has made you more resistant. At 7th, and 15th level, you gain +1 Health, and a +1 bonus to a Defense. Your Thick Skin bonus to Defense must go to a different Defense every time.

GENERAL PERK

(4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

TRUTHSEEKER (5TH LEVEL)

Some ponies just give off a bad vibe. At 5th level, you get Edge on Awareness Skill Tests to figure out if a creature is lying.

RING TRUE (6TH LEVEL)

Even when a creature can't understand you, they believe they can trust you. At 6th level, you can make Persuasion Skill Tests on creatures even if you don't share a language.

STAY HUMBLE (9TH LEVEL)

Sometimes you need a reminder that always telling the truth doesn't mean always being right. At 9th level, when you fail a Persuasion Skill Test, you gain a Friendship Point.

PILLAR OF HONESTY (10TH LEVEL)

One day, future generations will tell stories of your Honesty. At 10th level, you can spend a Friendship point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to Honesty.

ROLES

Example: *Discord's causing chaos, as he does. You put your hoof down, frankly calling him out on his nonsense. Instead of trying to beat Discord's impressive Cleverness defense, you spend a Friendship Point and ask the GM if you can pass automatically. Your GM agrees, and Discord's spell stops working for a few minutes.*

GOOD EXAMPLE (13TH LEVEL)

At 13th level, you can Lend Assistance on Persuasion Skill Tests to your friends as a Free action.

HONEST ASSESSMENT (14TH LEVEL)

You're extra confident when you figure out how something unfamiliar works, because you would never lie to yourself. At 14th level, as a Free action, you can give yourself a downshift $\downarrow 2$ penalty on both Deception and Persuasion to give yourself an upshift $\uparrow 2$ on any other one Skill. This lasts until the end of the scene.

TRUE SELF (17TH LEVEL)

You know who you are and no silver tongue or supernatural force can convince you otherwise. At 17th level, you become immune to effects that try to affect your behavior, like the Mind Blast spell.

HARDENED TRUST (18TH LEVEL)

At 18th level, you gain +1 Health, and +1 bonus to all four Defenses. This is in addition to the bonuses from Thick Skin.

PRINCESS OF HONESTY (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title Princess of Honesty. You gain the Origin Perks of Earth Ponies (Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing $\uparrow 1$ to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.



SPIRIT OF KINDNESS

A little kindness goes a long way, and it costs nothing to be kind. So why aren't more ponies kind? Because kindness takes trust. To be kind is to be vulnerable, and too many creatures think of vulnerability as weakness. The ponies who embody the Element of Kindness see it differently, living their lives showing how being vulnerable takes endurance. It's worth it in the end, they believe, because an Equestria with more kindness in it is a better world.

EMPATHETIC

Kindness comes from understanding what other creatures are going through, and feeling how they feel. Once you see another creature's perspective on what they're going through, you understand what kind of support they need, and how to be kind to them.

TAKING CARE

You are there for other creatures, friends and non-friends. Some ponies might say "friends or foes," but you like to think a foe is just a friend you haven't properly connected with. Others might call you naive for letting creatures that don't seem to care about you take advantage of you as you try to connect with them again and again, but the more they resist your kindness, the more you see them as a creature who hasn't experienced enough kindness to understand why you're being kind to them.

KIND PONIES

Here are a few examples of ponies that embody Kindness, and how they rank their Essence Scores.

- **Fluttershy:** Fluttershy spends most of her time caring for her animal friends. Even if she's squirrely with strangers and in crowds, she can show the same compassion for her pony friends when the circumstances are right. Even with her instincts for animals, keeping track of each animal's needs and personalities takes a keen mind. And even though Fluttershy left flight school early, she's hung out with Rainbow

Dash all her life, so some sportiness has rubbed off on her.

- Fluttershy's Essence Ranks are Diamond Social, Gold Smarts, Silver Strength, and Bronze Speed.
- **Pip:** After moving to Ponyville from Trottingham, the little foal learned a lesson in kindness when he thanked Princess Luna for a wonderful Nightmare Night, even though he was afraid she might still be Nightmare Moon. He's learning to be more forward, socially, and more physically active.
 - Pip's Essence Ranks are Diamond Smarts, Gold Social, Silver Speed, and Bronze Strength.
- **Feather Fall:** Hailing from Cloudsdale, Featherfall is a helpful pony who splits his time between Ponyville and his pegasus hometown. 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.
 - Featherfall's Essence Ranks are: Diamond Social, Gold Strength, Silver Smarts, Bronze Speed.

SPIRIT OF KINDNESS ROLE FEATURES

As a pony who embodies the Spirit of Kindness, you gain the following Role Perks:

A TALENT FOR KINDNESS (1ST LEVEL)

Embodying the Spirit of Kindness makes you a talented pony. You can perform actions related to Kindness (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Kindness as a Move action, or a Move action as a Free action. Free actions related to Kindness take no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Kindness can apply to any Skill Test that relates to Kindness.

ROLES

SPIRIT OF KINDNESS

LEVEL	ROLE PERKS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent for Kindness, Kindness is Magic, Friendship Circle, Empathy	2	1	—	—
2	Cure Them with Kindness	—	1	—	—
3	Vulnerability	—	—	1	—
4	General Perk	—	—	—	1
5	Counselor, +1 Health	1	—	—	—
6	Tender	—	1	—	—
7	Supportive Friend	—	—	1	—
8	General Perk	—	—	—	1
9	The Bigger the Heart	1	—	—	—
10	Pillar of Kindness, +1 Health	—	1	—	—
11	Support Yourself	—	—	1	—
12	General Perk	—	—	—	1
13	Extra Supportive Friend	1	—	—	—
14	Forgiving	—	1	—	—
15	Return In Kind, +1 Health	—	—	1	—
16	General Perk	1	—	—	—
17	Kind but Firm	—	1	—	—
18	Super Supportive Friend	1	—	—	—
19	General Perk	—	1	—	—
20	Princess of Kindness, +3 Health	1	—	—	—

KINDNESS IS MAGIC (1ST LEVEL)

Once per scene when you act in the spirit of Kindness, you gain a Friendship point. See Friendship Points on page 118 and Friendship Circles, later, for ways you can use your Friendship Points.

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30 feet of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

- ↑1 on a Skill Test per Pony in the Friendship Circle
- Heal 1 damage per Pony in the Friendship Circle

- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three ↑1 on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their ↑1 on Skill Tests, letting Rarity gain ↑3 on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another ↑1 and Edge. That's a huge bonus for Rarity, but that's what friends are for!

EMPATHY (1ST LEVEL)

Your greatest skill is understanding how other creatures feel. At 1st level, choose either Alertness, Animal Handling, or Persuasion as your Empathy Skill. When one of your Spirit of Kindness Role Perks mentions making an Empathy Skill Test, this is the Skill Test you roll. Even if your Empathy Skill is Animal Handling, you can still use it on ponies and other creatures. Think of it as learning empathy from handling animals, and applying those lessons to interacting with other creatures.

CURE THEM WITH KINDNESS (2ND LEVEL)

Like the mouse who helped the manticore by pulling a thorn from his paw, understanding other creature's pain helps you heal them. At 2nd level, you can use your Empathy Skill to heal damage and remove conditions from a friend in the same way as using Science (Medicine) as detailed on page 188.

VULNERABILITY (3RD LEVEL)

Being kind means putting yourself out there. At 3rd level, as a Free action, you can suffer a -1 Penalty to all your Defenses until the beginning of your next turn to gain ↑1 on a Skill Test this turn.

GENERAL PERK (4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

COUNSELOR (5TH LEVEL)

Your vulnerability makes others comfortable being vulnerable with you. At 5th level, you can use your Empathy skill with any creature, even if you don't share a language.

TENDER (6TH LEVEL)

You try to get through to creatures, even when they're being aggressive towards you. At 6th level, you can make an Empathy Skill Test targeting a creature's Willpower. On a success, the creature gets ↓1 on all Skill Tests for aggressive actions. This penalty lasts until you or

one of your friends acts aggressively towards the creature or the scene ends.

SUPPORTIVE FRIEND (7TH LEVEL)

At 7th level, your words encourage your friends to greatness. When you succeed at an Empathy Skill Test, your nearby friends gain ↑1 on a Skill Test this turn. For example, if you successfully use Tender on a rampaging Ursa Major, your friends gain ↑1 on a Skill Test this turn.

THE BIGGER THE HEART (9TH LEVEL)

At 9th level, when making an Empathy Skill Test against a larger creature, you get ↑1 for each size class the creature is larger than you.

PILLAR OF KINDNESS (10TH LEVEL)

One day, future generations will tell stories of your Kindness. At 10th level, you can spend a Friendship Point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to Kindness.

***Example:** Dr. Hooves brought a giant mechanical lizard back from one of his adventures and, wouldn't you know it, it's trying to destroy Ponyville. It's supposed to be immune to mind affecting effects, which your Empathy certainly counts as, but you spend a Friendship Point and remind your GM that engineers often personify machines to understand their problems better. Your GM allows you to try to empathize with the giant mechanical lizard.*

SUPPORT YOURSELF (11TH LEVEL)

Don't forget to be kind to yourself. At 11th level, when you use an ability that benefits one or more of your friends, you enjoy the same benefit as your friends.

EXTRA SUPPORTIVE FRIEND (13TH LEVEL)

At 13th level, when you succeed at an Empathy Skill Test (as a standard or move action) your friends gain ↑2 on a Skill Test this turn.

FORGIVING (14TH LEVEL)

A creature returning your kindness meanly is no reason for you to stop being kind to them. At 14th level, if you attempt an Empathy Skill Test against

a creature who acted aggressively towards you since the last time you attempted an Empathy Skill Test against them, you get Edge on your roll.

RETURN IN KIND (15TH LEVEL)

At 15th level, when a friend uses an ability that gives you a benefit, you can give them the same benefit a Free action on your next turn. For example, if a friend Lends Assistance, you can Lend Assistance back as a Free Action on your next turn. Don't take it personally if Spirit of Generosity ponies refuse what you Return in Kind.

KIND, BUT FIRM (17TH LEVEL)

Just like you know when a creature needs gentle support, you know when a creature needs a stern talking to. At 17th level, you can use your Empathy Skill for Intimidation Skill Tests, as long as no harm comes to the creature you're targeting.

SUPER SUPPORTIVE FRIEND (18TH LEVEL)

At 18th level, when you succeed at an Empathy Skill Test, your friends gain Edge on a Skill Test this round.

PRINCESS OF KINDNESS (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title Princess of Kindness. You gain the Origin Perks of Earth Ponies (Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing $\uparrow 1$ to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.



SPIRIT OF LAUGHTER

Laughter's the best! It's like your smile takes over your whole body. You can't move. Your belly shakes. You might even laugh until you cry. And you love it! Every second of it fills you with joy, and you literally couldn't be happier. And it's contagious. Have you ever laughed at how much somepony else is laughing? Or laughed at how much you're laughing? You're not even laughing at what you thought was funny anymore, you've moved on to laughing at how funny you thought it was!

SPREADING CHEER

A good joke sticks with you. You could be lying in bed when you remember a good joke, and you chuckle yourself to sleep. Or maybe you're having a really grumpy day, when what's that coming to mind? Oh right, that good joke you heard. *gasp* Are you smiling? You know you are. You're pretending you're not, but I know a smile when I see one.

GOOD FOR THE SOUL

Laughter is not just an expression of something positive, it's a release of everything negative. A bad day is one comedy away from being not as

bad. Two friends fighting are one funny moment away from forgetting why they were mad at each other. And strangers connect to each other when they share a laugh.

LAUGHTER PONIES

Here are a few examples of ponies that embody laughter, and how they rank their Essence Scores.

- **Pinkie Pie:** Ponyville's perennial party planner, Pinkie Pie spreads joy (and confetti) wherever she goes. She leaps from party to party, firing her confetti cannon before zipping off to the next celebration. Party planning takes foresight, though, so Pinkie Pie catalogs everypony's important dates and special interests.
 - Pinkie Pie's Essence Ranks are Diamond Social, Gold Speed, Silver Smarts, and Bronze Strength.
- **Cheese Sandwich:** The super duper party pony follows his instincts, and his Cheesy Sense, to ponies in need of some fun. Life on the road, wandering from town to town, wears on a pony, but Cheese Sandwich toughs it out.
 - Cheese Sandwich's Essence Ranks are Diamond Social, Gold Speed, Silver Strength, and Bronze Smarts.
- **Stormy Night:** Two things happen when Stormy Night tells you a scary story. First, you scream. Then, you laugh at yourself for screaming. An intimidating presence helps set the tone for her stories and helps her keep her cool when she visits haunted sites looking for story ideas.
 - Stormy Night's Essence Ranks are Diamond Strength, Gold Social, Silver Smarts, and Bronze Speed.

SPIRIT OF LAUGHTER ROLE FEATURES

As a pony who embodies the Spirit of Laughter, you gain the following Role Perks:

A TALENT FOR LAUGHTER (1ST LEVEL)

Embodying the Spirit of Laughter makes you a talented pony. You can perform actions related to Laughter (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Laughter as a Move action, or a Move action as a Free



ROLES

SPIRIT OF LAUGHTER

LEVEL	ROLE PERKS	CHEER POINTS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent for Laughter, Laughter is Magic, Friendship Circle, Cheer	2	2	1	—	—
2	Laugh Tactic	2	—	1	—	—
3	Crack-Up The 4th Wall	2	—	—	1	—
4	General Perk	3	—	—	—	1
5	Laugh Tactic, +1 Health	3	1	—	—	—
6	Snortle at the Spooky	3	—	1	—	—
7	Hammer Space	4	—	—	1	—
8	General Perk, Laugh Tactic	4	—	—	—	1
9	Laughtracting	4	1	—	—	—
10	Pillar of Laughter, +1 Health	5	—	5	—	—
11	Laugh Tactic	5	—	—	1	—
12	General Perk	6	—	—	—	1
13	One Pony Show	6	1	—	—	—
14	Laugh Tactic	7	—	1	—	—
15	Distraughter, +1 Health	7	—	—	1	—
16	General Perk	8	1	—	—	—
17	Laugh Tactic	8	—	1	—	—
18	Play to the Crowd	9	1	—	—	—
19	General Perk	9	—	1	—	—
20	Princess of Laughter, +3 Health	10	1	—	—	—

action. Free actions related to Laughter take no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Laughter can apply to any Skill Test that makes others Laugh.

LAUGHTER IS MAGIC (1ST LEVEL)

Once per scene, when you act in the spirit of Laughter, you gain a Friendship point. See Friendship Points on page 118 and Friendship Circles, later, for ways you can use your Friendship Points.

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30 feet of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

- ↑1 on a Skill Test per pony in the Friendship Circle
- Heal 1 damage per pony in the Friendship Circle

- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: *Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three ↑1 on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their ↑1 on Skill Tests, letting Rarity gain ↑3 on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another ↑1 and Edge. That's a huge bonus for Rarity, but that's what friends are for!*

CHEER (1ST LEVEL)

You live to spread cheer, but tapping into your own cheer reserves can take a lot out of you. At 1st level, you gain a pool of Cheer Points. Cheer Points can be used as a Free Action to reroll a failed Performance Skill Test. As you level up, you also gain Laugh Tactics. Some of these Laugh Tactics take Cheer Points.

The more Cheer Points in your pool, the brighter your mane. Using Cheer Points desaturates your colors, to the point that you turn a grey shade of your usually exuberant self when your Cheer Points pool is empty. Your Cheer Point pool refreshes back to full each day after a good night's sleep.

LAUGH TACTIC

(2ND LEVEL- ALSO 5TH, 8TH, 11TH, 14TH, AND 17TH LEVEL)

Comedy is serious business. Luckily, your Laugh Tactics are laughstastic! At 2nd level, choose one of the Laugh Tactics listed below. You gain another Laugh Tactic at 5th, 8th, 11th, 14th, and 17th levels.

- **Acting!:** Spend 1 Cheer to use Performance in place of Persuasion, Deception, or Infiltration checks involving disguises.
- **Clever Mind:** Spend 1 Cheer to use Cleverness instead of one of your other defenses.
- **Comedy is Hard:** +1 Health. You can choose this Laugh Tactic up to 3 times.
- **Consummate Performer:** Roll a Performance Skill Test as a Standard action to regain 1 Cheer. The first time you use Consummate Performer, the DIF of the Performance Skill Test is 5. Every time you use Consummate Performer again on the same day, the DIF goes up by 5.
- **Horse Around:** Spend 1 Cheer to move up to your Movement as a Free action.
- **Rotten Tomatoes:** You're used to avoiding incoming projectiles. As a Move action, spend any amount of Cheer Points from your current pool to gain an equal increase to both your Toughness and Evasion Defenses for the rest of the scene.
- **Send in the Clown:** You can use Performance for Initiative tests.
- **Side Splitter:** As a standard action, you can make a Performance check against a target's Willpower or Cleverness. On a success, you deal 1 damage.

- **So Funny, It's Scary:** You can use Performance in place of Intimidation, or you can use Intimidation in place of Performance.
- **The Best Medicine:** You can use the Performance skill in place of Science skill to heal damage.
- **Tough Crowd:** You learned inner strength the first time you made a joke and no one laughed. As a Move action, spend any amount of Cheer Points from your current pool to gain an equal increase to both your Willpower and Cleverness Defenses for the rest of the scene.
- **Universal Language:** You can use your Laugh Tactic abilities on creatures who don't understand your language.

CRACK-UP THE 4TH WALL (3RD LEVEL)

At 3rd level, if you make the Game Master laugh, gain 1 Cheer Point (but no more than one per scene).

GENERAL PERK

(4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

SNORTLE AT THE SPOOKY (6TH LEVEL)

At 6th level, when a friend is targeted by an on-going mind-affecting condition, like Frightened, you can end the effect as a Standard action by spending a Cheer Point.

HAMMER SPACE (7TH LEVEL)

Where's that thing you need, you know you left it around here somewhere... Ah! Here it is. At 7th level, you can gain an item as a free action by making a Performance Skill Test against the item's Wealth Check DIF. The item disappears to wherever it came from at the end of the scene.

LAUGHTRACTING (9TH LEVEL)

Your laughter is distracting. At 9th level, as a Standard action, you roll a Performance Skill Test against a creature's Willpower. On a success, they can't use any Free actions on their next turn.

PILLAR OF LAUGHTER (10TH LEVEL)

One day, future generations will tell stories of

your laughter. At 10th level, you can spend a Friendship point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to laughter.

Example: A pack of invading Diamond Dogs is on your doorstep. There's no time to prepare, what do you do? The spotlight hits, and you go into a song and dance routine, with 15 costume changes, a 5-minute kazoo solo, and one pop culture reference you're surprised you got away with. Your GM is baffled, and he decides so are the Diamond Dogs. The rest of the PCs can use your captivating performance to gather supplies, evacuate Ponyville, or come up with a plan.

ONE PONY SHOW (13TH LEVEL)

Sometimes, you crack yourself up. At 13th level, you can Lend Assistance to yourself as a Move action.

DISTRAUGHTER (15TH LEVEL)

Your laughter is really distracting. At 15th level, when you use Laughtracting, the creature you targeted can't use a Move action this round.

PLAY TO THE CROWD (18TH LEVEL)

At 18th level, when you use an ability that usually targets one creature, you can instead target extra creatures equal to the number of Cheer points you spend. For example, something scary frightened three of your friends! Usually you can only Snortle at the Spooky to help one friend, but if you spend two Cheer Points, you can Snortle at the Spooky to help all three Frightened friends.

PRINCESS OF LAUGHTER (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title Princess of Laughter. You gain the Origin Perks of Earth Ponies (Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing $\uparrow 1$ to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.



SPIRIT OF LOYALTY

Nothing means more to you than your friends. If they're unhappy, you are there to cheer them up. If they're in danger, you swoop in to rescue them. If somecreature hurt them, you're about to get all up in that creature's face. Your instincts can be reactionary, and sometimes your friends hold you back. There's nothing worse that upsetting a friend by helping them the wrong way. The element of Loyalty may have sparked inside of you, but you're still learning what embodying loyalty means.

EVERYPONY'S BEST FRIEND

Once you click with somepony, you really click with them, wanting to get to know them, try out their hobbies, and join them when they do their favorite activities. It's not rare for you to make that connection to someone either. As great as it is to have so many strong connections, there's only one of you. If two of your best friends are throwing a party on the same day, which one do you go to? Both? If ten of your best friends are racing, who do you cheer for? All of them!



ENTHUSIASTIC

You aren't just loyal to your friends. You stage protests when your favorite series is canceled. You cry every time your favorite song plays. You would fly halfway across Equestria if you found out it was the only place that still served your favorite ice cream. Someponies describe your enthusiasm as "a lot" and suggest you "tone it down" because these things "shouldn't matter this much." And to think they were your best friend.

LOYAL PONIES

Here are a few examples of ponies that embody Loyalty, and how they rank their Essence Scores.

- **Rainbow Dash:** The fastest, fanciest flyer in Equestria would do anything to be the awesomest, except betray her friends. She's too busy being awesome at sports to always let her friends know how much they mean to her, but she believes her actions speak louder than her words. At least, she hopes they do.
 - Rainbow Dash's Essence Ranks are Diamond Speed, Gold Strength, Silver Social, and Bronze Smarts.
- **Shining Armor:** He is as loyal to Equestria, as the captain of the Canterlot Royal Guard, and now as Prince of Canterlot as he is to his family, his sister Twilight Sparkle, wife Princess Cadence, and daughter Flurry Heart. Shining Armor is ready to throw hooves in defense of what he loves, but just as ready to extend a hoof in the name of peace and friendship. His royal duties mean he must study many laws and keep track of a lot of relationships.
 - Shining Armor's Essence Ranks are Diamond Strength, Gold Social, Silver Smarts, and Bronze Speed.
- **Bubble Brew:** As a Unicorn potion-maker and alchemist she loves coming up with new concoctions to help her friends. She has an iron stomach after years of testing her own creations. She works in Canterlot on newfangled and experimental defense systems to protect Equestria.
 - Bubble Brew's Essence Ranks are Diamond Smarts, Gold Strength, Silver Social, and Bronze Speed.

ROLES

SPIRIT OF LOYALTY

LEVEL	ROLE PERKS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent for Loyalty, Loyalty is Magic, Friendship Circle, Reactionary	2	1	—	—
2	Stand By Me	—	1	—	—
3	BFF	—	—	1	—
4	General Perk	—	—	—	1
5	Curb Your Enthusiasm, +1 Health	1	—	—	—
6	To the Rescue	—	1	—	—
7	About Twenty-Percent Cooler	—	—	1	—
8	General Perk	—	—	—	1
9	Stubbornly Loyal	1	—	—	—
10	Pillar of Loyalty, +1 Health	—	1	—	—
11	That's What Best Friends Are For	—	—	1	—
12	General Perk	—	—	—	1
13	Leave it to Me	1	—	—	—
14	Awesome	—	1	—	—
15	Balance Your Enthusiasm, +1 Health	—	—	1	—
16	General Perk	1	—	—	—
17	Best Friendship Circle	—	1	—	—
18	Totally Awesome	1	—	—	—
19	General Perk	—	1	—	—
20	Princess of Loyalty, +3 Health	1	—	—	—

SPIRIT OF LOYALTY ROLE FEATURES

As a pony who embodies the Spirit of Loyalty, you gain the following Role Perks:

A TALENT FOR LOYALTY (1ST LEVEL)

Embodying the Spirit of Loyalty makes you a talented pony. You can perform actions related to Loyalty (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Loyalty as a Move action, or a Move action as a Free action. Free actions related to Loyalty take no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Loyalty can apply to any Skill Test that relates to Loyalty.

LOYALTY IS MAGIC (1ST LEVEL)

Once per scene, when you act in the spirit of Loyalty, you gain a Friendship point. See

Friendship Points on page 118 and Friendship Circles, later, for ways you can use your Friendship Points.

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30ft of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

- ↑1 on a Skill Test per Pony in the Friendship Circle
- Heal 1 damage per Pony in the Friendship Circle
- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

MY LITTLE PONY ROLEPLAYING GAME

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three $\uparrow 1$ on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their $\uparrow 1$ on Skill Tests, letting Rarity gain $\uparrow 3$ on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another $\uparrow 1$ and Edge. That's a huge bonus for Rarity, but that's what friends are for!

REACTIONARY (1ST LEVEL)

You're quick to Spring into Action. At 1st level, you get $\uparrow 1$ on Initiative Skill Tests. If you're not first in Initiative order, you can roll a new Initiative check as a Free action once per round to set your Initiative for the next round.

STAND BY ME (2ND LEVEL)

No one hurts your friends! When you're standing next to a friend, they gain a +1 bonus to their Defenses. If a friend you're standing next to gets targeted by an effect and you don't, you can spend a Friendship Point to be the target of the effect instead.

BFF (3RD LEVEL)

At 3rd level, designate a number of ponies equal to your Social Essence Score as your Best Friend Forever. When your Social Essence Score increases, you gain a new BFF. You can Lend Assistance to a BFF as a Free action once per round. If you aren't qualified to Lend Assistance, such as if you don't have any ranks in the skill being tested, you can spend a Friendship Point to Lend Assistance anyway. This is one of your BFFs, afterall!

GENERAL PERK

(4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

CURB YOUR ENTHUSIASM (5TH LEVEL)

You know you have a tendency to let your loyalty get out of hand, but you're working on it. At 5th level, you can gain a Friendship Point as a Standard action once per scene.

TO THE RESCUE (6TH LEVEL)

Here you come! At 6th level, you can spend a Friendship Point to take an extra move action on another player's turn, once per round.

ABOUT TWENTY-PERCENT COOLER (7TH LEVEL)

At 7th level, the awesomeness of your friends has worn off on you. Three times per day, you can take a free upshift $\uparrow 1$ to any Skill one of your BFFs has at d4 or higher (whether they are present or not).

STUBBORNLY LOYAL (9TH LEVEL)

You won't let anycreature talk bad about your friends. At 9th level, if somepony tries to convince you of something bad about one of your BFFs (such as with a Deception Skill Test) or tries to get you to turn on them (such as with a spell), they suffer Snag on the effect's Skill Test.

PILLAR OF LOYALTY (10TH LEVEL)

One day, future generations will tell stories of your Loyalty. At 10th level, you can spend a Friendship point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to Loyalty.

Example: The GM tries to convince you that one of your BFFs is Defeated just because they "took damage in excess of their current Health." You spend a Friendship Point and remind them that you would never let that happen, you definitely ran interference at the last second and saved them. Your GM sighs and says fine. Maybe get the GM a cookie after your next turn. Out of loyalty.

THAT'S WHAT BEST FRIENDS ARE FOR (11TH LEVEL)

At 11th level, if you Lend Assistance to a BFF as a Standard action, you gain a Friendship Point.

LEAVE IT TO ME (13TH LEVEL)

At 13th level, if one of your BFFs fails a Skill Test on their turn, you get Edge on a Skill Test to try the same action on your turn.

AWESOME (14TH LEVEL)

At 14th level, you get 100% cooler. Pick any Social Skill. You always apply an upshift of ↑1 whenever you use that Skill.

BALANCE YOUR ENTHUSIASM (15TH LEVEL)

You worked on it! At 15th level, you can use Curb Your Enthusiasm to gain a Friendship Point as a Move action instead of a Standard action.

BEST FRIENDSHIP CIRCLE (17TH LEVEL)

There are Friendship Circles, and then there are Best Friendship Circles. Which are better. At 17th level, your group can form a Friendship Circle twice per scene.

TOTALLY AWESOME (18TH LEVEL)

I don't know how you did it, but at 18th level, you got 200% cooler. You gain another permanent ↑1 to a (different) Social Skill of your choice. You also gain 1 Health.

PRINCESS OF LOYALTY (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title Princess of Loyalty. You gain the Origin Perks of Earth Ponies (Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing ↑1 to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.



SPIRIT OF MAGIC

The Elements of Harmony are the most powerful magic known to ponydom. Magic is both an Element of Harmony and the source of the bond between the other Elements of Harmony. It is also the most mysterious element. What is magic? In what ways does a pony who embodies magic also embody harmony? And what is magic's connection to friendship? Even Twilight Sparkle, the first Spirit of Magic, had more questions than answers. But that's OK. Spirits of Magic love questions.

AN ELEMENT APART

It's easy to see how being generous, honest, kind, loyal, and making people laugh creates friendships. Of course, you can make friends using magic, in the same way that you can make soup using magic. You have to figure out on your own what it is about magic you embody, and what friendship means to you.

GREAT RESPONSIBILITY

Everypony has witnessed magic and knows that casting a spell can change everything. Not everypony understands that you might not have the right spell for every situation. You might not even be a spellcaster. Even if you are a spellcaster and your spells would help your friends, that's a lot of pressure. Spellcasting takes a lot of time and energy. As much as you might love to spend all day using your magic to help others with their issues, that doesn't leave you any time to deal with your own issues. Or just relax, and not think about any issues at all!

MAGIC PONIES

Here are a few examples of ponies that embody Magic, and how they rank their Essence Scores.

- **Twilight Sparkle:** When Twilight Sparkle was in class or a library studying magic, she was getting from one to the other as fast as possible. Even though she was an experienced spellcaster and genius magical theorist, she didn't understand magic's full potential until she started making friends.

- Twilight Sparkle's Essence Ranks are Diamond Smarts, Gold Speed, Silver Social, and Bronze Strength.

- **Zecora:** Kind to her friends and an experienced shopkeep, Zecora spends most of her days interacting with other creatures. Not a spellcaster, Zecora uses her knowledge of magic to recreate spell effects as potions and elixirs. Living in the Everfree Forest is not easy, but she is tough enough to fend off the cragadiles and timberwolves even if she doesn't have a potion to avoid a confrontation.

- Zecora's Essence Ranks are Diamond Social, Gold Smarts, Silver Strength, and Bronze Speed.

- **Gillyam:** This colorful Unicorn filly found herself mastering magic even before getting her Cutie Mark. Just as how she just knows where to put colors when she's painting, she knows how to cast a spell by feeling and instinct.

- Gillyam's Essence Ranks are Diamond Social, Gold Speed, Silver Strength, and Bronze Smarts.

SPIRIT OF MAGIC ROLE FEATURES

As a pony who embodies the Spirit of Magic, you gain the following Role Perks:

A TALENT FOR MAGIC (1ST LEVEL)

Embodying the Spirit of Magic makes you a talented pony. You can perform actions related to Spellcasting (other than actions granted by Role Perks) more easily than most ponies. Once per round, treat a Standard action related to Spellcasting as a Move action or a Move action as a Free action. Free actions related to Spellcasting take no actions for you. Unlike most Talents, which apply to a Specialization, your Talent for Magic can apply to any Skill Test that relates to Spellcasting.

MAGIC IS MAGIC (1ST LEVEL)

Once per scene, when you act in the spirit of Magic, you gain a Friendship Point. See Friendship Points on page 118 and Friendship Circles, below, for ways you can use your Friendship Points.

ROLES

SPIRIT OF MAGIC

LEVEL	ROLE PERKS	MYSTICAL POINTS	DIAMOND	GOLD	SILVER	BRONZE
1	A Talent for Magic, Magic is Friendship, Friendship Circle, Mystical Understanding	2	2	1	—	—
2	Inner Magic	2	—	1	—	—
3	Time To Think	2	—	—	1	—
4	General Perk	3	—	—	—	1
5	Mind Palace (+1), +1 Health	3	1	—	—	—
6	Guidance (1/round)	3	—	1	—	—
7	Circle of Magical Friends	4	—	—	1	—
8	General Perk	4	—	—	—	1
9	Expanded Mysticism	4	1	—	—	—
10	Pillar of Spirit, +1 Health	5	—	1	—	—
11	Mind Palace (+2)	5	—	—	1	—
12	General Perk	6	—	—	—	1
13	Extensive Research	6	1	—	—	—
14	Guidance (2/round)	7	—	1	—	—
15	Friendship is Mystical, +1 Health	7	—	—	1	—
16	General Perk	8	1	—	—	—
17	Mind Palace (+3)	8	—	1	—	—
18	Guidance (unlimited)	9	1	—	—	—
19	General Perk	9	—	1	—	—
20	Princess of Magic, +3 Health	10	1	—	—	—

FRIENDSHIP CIRCLE (1ST LEVEL)

Once per scene, a pony in your group can spend a Friendship Point as a Standard action to form a Friendship Circle. All other ponies in your group can spend a Friendship Point to immediately move up to their current movement to get within 30 feet of the pony who formed the Friendship Circle. It's OK if the Friendship Circle isn't actually a circle. Everypony who spent a Friendship point to join the Friendship Circle shares the following pool of bonuses:

- ↑1 on a Skill Test per Pony in the Friendship Circle
- Heal 1 damage per Pony in the Friendship Circle
- Lend Assistance to anypony in the Friendship Circle as a Free action once per pony in the Friendship Circle.

Everypony can take from this pool of bonuses equally, or the bonuses can be split unevenly. These bonuses last until the end of the pony who formed the Friendship Circle's next turn.

Example: Rarity forms a Friendship Circle. Fluttershy and Rainbow Dash join in, making this a Friendship Circle of three. That means Rarity, Fluttershy, and Rainbow Dash have a pool of three ↑1 on Skill Tests, 3 damage of healing, and 3 chances to Lend Assistance as a Free action once. If Fluttershy hasn't taken any damage or just passes on the healing, Rarity and Rainbow Dash can choose how they divide up the 3 healing (2 for one and 1 for the other, or 3 for one). Rainbow Dash and Fluttershy both pass up their ↑1 on Skill Tests, letting Rarity gain ↑3 on a Skill Test on her turn. Rainbow Dash and Fluttershy both Lend Assistance to Rarity on that Skill Test, giving her another ↑1 and Edge. That's a huge bonus for Rarity, but that's what friends are for!

MYSTICAL UNDERSTANDING (1ST LEVEL)

You understand the magic of the universe, and can use it when you need it. At 1st level, you gain a pool of Mystical Points. You can spend these points to gain the following benefits:

- **Essential Research:** You can temporarily increase an Essence score related to where you are or who you're with by spending an hour there and spending a Mystical Point. Your Essence Score increases by 1 for the rest of the day. As usual, when you increase an Essence Score, your Defense increases as well, and you gain a Skill Point to invest in a Skill related to that Essence, or the Spellcasting skill. You lose these once you've had a night's sleep. This ability can be used only 3 times per day.
- **Magically Fit In:** You gain ranks in a skill related to where you are or who you're with. For example, if you are at a gym, you could spend Mystical Points to gain ranks in Athletics. The number of ranks you gain is equal to the amount of Mystical Points you spend. These ranks last for the rest of the scene.
- **Refocus:** Your Current Spellcasting Rank (see Spellcasting Rank, whatever it is, returns to your Total Spellcasting Rank. Refocus is a Standard action and costs 2 Mystical Points.
- **Spellcosting:** You can reduce the Cost to cast a spell you've mastered by the number of Mystical Points you spend as a Free action. For example, if you cast a spell with ↓1 Spellcasting Cost, and spend 1 Mystical Point, you cast the spell without downshifting your Spellcasting skill.
- **Spellcialize:** When you roll a Skill Test that you have at least one Rank in but you aren't Specialized, you can spend a Mystical Point as a Free action to roll as though you are Specialized.

Your pool of Mystical Points refills once per day after you sleep 6 hours. The Game Master might let you sleep and refresh your pool earlier, but only after an exhausting enough day to sleep that often.

INNER MAGIC (2ND LEVEL)

Although you understand the dangers, sometimes you need to tap into the magic deep inside of you. At 2nd level, as a Standard action, you can reduce your Willpower Defense by 1 until the end of the scene to upshift ↑1 your Spellcasting for your next action. You may do this multiple times in a scene as long as you have Willpower.

TIME TO THINK (3RD LEVEL)

You enjoy getting a chance to take in your situation. At 3rd level, when you go last in the Initiative Order, you gain Edge on your first Skill Test of the scene.

GENERAL PERK

(4TH LEVEL – ALSO 8TH, 12TH, 16TH, AND 19TH LEVEL)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a General Perk of your choice, as long as you meet the prerequisites.

MIND PALACE

(5TH LEVEL – ALSO 11TH AND 17TH LEVEL)

You fortify your mind. At 5th level, you gain +1 to Willpower. At 11th level, this bonus increases to +2. At 17th level, this bonus increases to +3.

GUIDANCE

(6TH LEVEL – ALSO 14TH AND 18TH LEVEL)

At 6th level, as a Move action, you can give a friend an extra Standard action on their next turn or, as a Free action, you can give a friend an extra Move action on their next turn. You can use Guidance only once per round until 14th level, when you can use Guidance twice per round. At 18th level, you can use Guidance at will, limited only by the number of Free actions you have. Guidance can only affect a target once per round.

CIRCLE OF MAGICAL FRIENDS

(7TH LEVEL)

At 7th level, when you participate in a Circle of Friends, you and all your friends become Magical. If anypony in the circle Mastered a spell, everypony in the circle treats the spell like they've mastered it.

Example: You join a Circle of Friends with two other ponies, making it a Circle of Magical Friends. You haven't Mastered any Spells, but one pony in the circle has Mastered Energy Beam, so all three of you are considered Masters of Energy Beam. If they don't have any ranks in Spellcasting, you can use one of the Circle of Friends 3 ↑1 to upshift your Spellcasting to a d2, just enough to pay the ↓1 Spellcasting Cost of Energy Beam.

ROLES

EXPANDED MYSTICISM (9TH LEVEL)

Your adventures have taught you additional uses of your mystical powers. At 9th level, you can spend Mystical Points to gain any of the following benefits, but each only once per scene:

- **Fortify:** Increase your Toughness or Evasion by 1 for the rest of the scene by spending 1 Mystical Point as a Free action.
- **Heal:** Regain any number of Health by spending 1 Mystical Point per Health regained as a Standard action.
- **Quicken:** Double one of your Movements until the end of your turn by spending 1 Mystical Point as a Free action.

PILLAR OF MAGIC (10TH LEVEL)

One day, future generations will tell stories of your Magic. At 10th level, you can spend a Friendship point to gain a benefit from your celebrity. The benefit is up to you, is subject to your GM's approval, and must relate to Magic.

Example: *You arrive in Canterlot late at night and all of the libraries are closed. That's not good, because you need to Research a Spell as soon as possible. By spending a Friendship Point, you not only convince the library security guard to let you in, but to Lend Assistance on your research too.*

EXTENSIVE RESEARCH (13TH LEVEL)

You get more out of your research. At 13th level, when you Research a Spell, you master it for a week instead of a day. You can only master one spell at a time through extensive research.

FRIENDSHIP IS MYSTICAL (15TH LEVEL)

At 15th level, you can spend Mystical Points to use your Mystical Understanding and Expanded Mysticism on friends, as long as they are no more than 50ft away.

PRINCESS OF MAGIC (20TH LEVEL)

You've fulfilled your destiny, and the magic of the universe rewards you. At 20th level, you become an Alicorn, and are bestowed the title Princess of Magic. You gain the Origin Perks of Earth Ponies

(Adaptable and Grounded), Pegasi (Air Born and Lighter Than Air), and Unicorns (Magical and Telekinesis). If you already have Magical, you gain an ongoing $\uparrow 1$ to Spellcasting. You don't learn a spell from this upshift, but it applies to your Spellcasting total.

Also, your Size increases to Large, and you gain 3 Health.

NON-MAGICAL SPIRITS OF MAGIC?

Is Zecora is an example of a Magical Pony, even though she's not a spellcaster? The Spirit of Magic pony in the Circle of Magical Friends example doesn't have any spells mastered? Why doesn't the Spirit of Magic get the Magical General Perk?

These are good questions, and if you're a GM who thinks the Spirit of Magic should get the Magical General Perk, the easiest solution is to give it as a 1st level Role Perk, and let any Spirit of Magic Unicorns (who already get the Magical General Perk at 1st level) pick a new General Perk they meet the prerequisite for. The downside to that is that Earth Ponies and Unicorns feel a little more similar (since both get Magical and a General Perk at 1st level if they take Spirit of Magic as their role). The upside is that a Spirit of Magic Pegasus doesn't have to wait until 4th level to take the Magical General Perk.

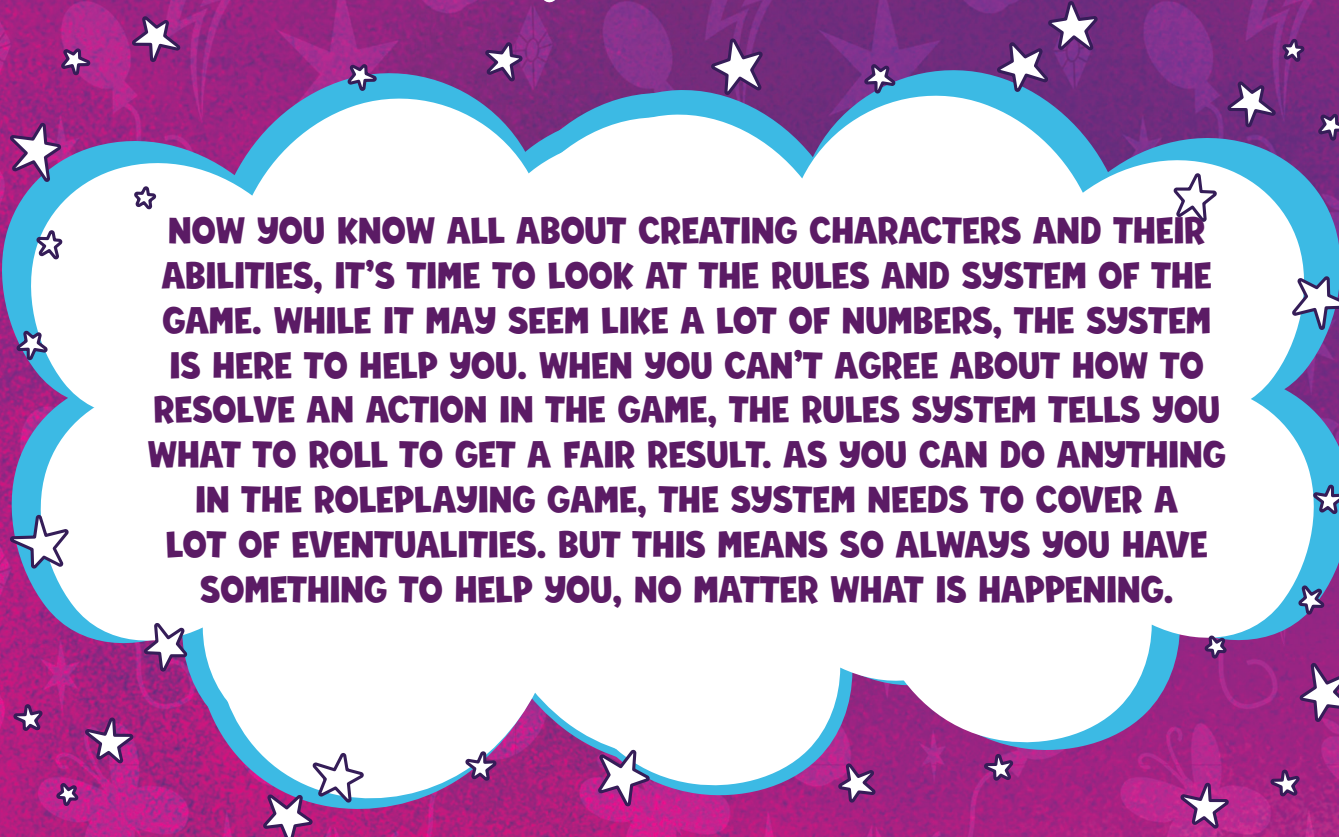
One of the reasons so many Spirit of Magic examples are about Spirit of Magic ponies who aren't spellcasters is to point out that this is an option. Spellcasting is the most complicated part of the **My Little Pony Roleplaying Game**. The Spirit of Magic lets players who want to play a magical character avoid Spellcasting if they're worried about those rules. If you're not worried about the Spellcasting rules, a Spirit of Magic Spellcaster gets to play with the Spellcasting rules more than anypony.





CHAPTER 6

ESSENCE SCORES AND SKILLS



NOW YOU KNOW ALL ABOUT CREATING CHARACTERS AND THEIR ABILITIES, IT'S TIME TO LOOK AT THE RULES AND SYSTEM OF THE GAME. WHILE IT MAY SEEM LIKE A LOT OF NUMBERS, THE SYSTEM IS HERE TO HELP YOU. WHEN YOU CAN'T AGREE ABOUT HOW TO RESOLVE AN ACTION IN THE GAME, THE RULES SYSTEM TELLS YOU WHAT TO ROLL TO GET A FAIR RESULT. AS YOU CAN DO ANYTHING IN THE ROLEPLAYING GAME, THE SYSTEM NEEDS TO COVER A LOT OF EVENTUALITIES. BUT THIS MEANS SO ALWAYS YOU HAVE SOMETHING TO HELP YOU, NO MATTER WHAT IS HAPPENING.

The only real rule of the game is to have fun. If everything seems too complex, just boil each situation down to a basic Skill Test with a Difficulty. You can ignore all the modifiers, edges and special abilities if they are getting in the way of telling a story you enjoy. But if you do choose to ignore certain rules, make sure everyone is aware of what the rules are and is happy using them in that way. The rules form a foundation to the game and they should always be applied transparently, consistently and universally.

Let's begin with the two most important statistics to keep track of: **Essence Scores** and **Skills**.

ESSENCE SCORES

The four Essence Scores are the same in every *ESSENCE20 Roleplaying System* game. They are the Four S's: Strength, Speed, Smarts, and Social. Your Essence Scores tell you what you're good at in general terms.

Is that pony Stronger than you? That depends on who has the higher Strength Essence Score. Are they Smarter than you? Well, who has the higher Smarts?

A standard Pony's Essence Scores average about 5 and typically range from 1 to 10. These are the Essence Scores of standard, unexceptional ponies. As a Spirit of Harmony, you are exceptional. Some of your Essence Scores will be average, but before long, you'll find even your weaker Essence Scores are above average. And your strongest Essence Scores can range all the way up to 15.

Of course, your Essence Scores will only get that high if you face exceptional challenges. If you make a name for yourself as the best singer in Ponyville, you'll attract the attention of talent scouts used to the best singers in all of Equestria. You thought you were hot stuff until you had a sing off against a pony with 15 Social!

Taken individually, the Four Essence Score's are:

STRENGTH

Strength is core physical power. It measures athletic prowess, raw physicality, stamina, ability to withstand damage, and the breadth of skills that make all of the above possible. Strength Essence is also how a character's Toughness Defense is calculated, as well as many aspects of melee combat and physical performance. The Skills governed by Strength are: Athletics, Brawn, Conditioning, Intimidation, and Might.

SPEED

Speed is a mix of agility, hand-eye coordination, manual dexterity, and physical acuity. How quickly a character can react to outside stimuli, their ability to move their body and its various parts with grace and dexterity is all tied to their Speed. Speed Essence is how a character's Evasion Defense is calculated, as well as aim, and precise combat and performance. The Skills governed by Speed are: Acrobatics, Driving, Finesse, Infiltration, Initiative, and Targeting.

SMARTS

Smarts is the capacity to learn, understanding, logic, and problem solving. The higher a creature's Smarts, the better their ability learn and retain information. Smarts determines the Willpower Defense, and how well you remain focused. The Skills governed by Smarts are: Alertness, Culture, Science, Survival, and Technology.

SOCIAL

Social indicates charm, force of personality, wit, and interpersonal skills. It is used to manipulate others, hide information, and turn up the animal magnetism. Social determines the Cleverness Defense, as well as how a character can wield their own reputation as a tool or even a weapon. The Skills governed by Social are: Animal Handling, Deception, Performance, Persuasion, and Streetwise.



ESSENCE SCORES OF 0

Spells, monsters, and certain types of damage can lower Essence Scores. Usually such losses are temporary, but often hard to heal from. When an Essence Score drops, it will also affect the Skills it governs as well (see below). That's bad enough, but if the Essence Scores measure core aspects of a creature's being, what happens if an effect lowers an Essence Score to 0?

- A creature with a Strength of 0 is comatose. They cannot take actions of any kind and are unaware of their surroundings.
- A creature with a Speed of 0 is paralyzed. They cannot move in any way and suffer $\downarrow 2$ on all actions they take.
- A creature with a Smarts of 0 is in a stupor. They can only take Move actions and suffer Snag on all Skill Tests.
- A creature with a Social of 0 is melancholy. Any Move or Standard actions they take costs an additional Free action and suffers $\downarrow 1$.

SKILLS AND SPECIALIZATIONS

If that pony over there is stronger than you, does that mean they'll always overpower you? If they're smarter than you, does that mean they'll always outsmart you? No. The Essence Scores set broad expectations, but it's Skills that go into the details. You may be a Social creature, but in what way? An elegant orator could philosophize on a topic unlike any other, but they might not be able to act in a play for the life of them. If Princess Celestia asks, please tell her that any similarities between her and that example are purely coincidental.

Unlike Essence Scores, your Skills aren't measured with a numeric value. They're given a dice Rank that shows approximately how good you are. Just because a creature has a higher Rank in a skill than you doesn't mean they're going to beat you in a contest, even if the odds are a bit in their favor. Everypony can have a good day or a bad one.

MY LITTLE PONY ROLEPLAYING GAME

Remember as well that **the total number of ranks and specializations (including Spellcasting) you have should always add up to the same number as your total Essence Scores.** So if you gain a point in an Essence, you always get to improve (or specialize in) a Skill under it. The only exception is Spellcasting, which can be improved by points from any Essence. The same happens in reverse though, and losing an Essence point means you need to reduce one of the Skills, or remove a specialization under it. However, if the loss is temporary, you need not reduce anything as that's a lot of paperwork and your character is only temporarily exhausted rather than forgot how to do something. The Game Master may decide to apply Snag or a downshift to using Skills under that Essence in the meantime though until you recover.

USING SKILLS

Whenever you want to attempt an action of measurable difficulty, your Skills come into play. This is called a Skill Test (see page 111). Essentially, you roll 1d20 (your base die) and the most appropriate Skill die (your rank) and add the results together to see if they equal or beat a Difficulty number (DIF). Because a higher DIF represents a greater challenge, and the base die is always 1d20, increasing your Skill die is the best way to improve your odds of succeeding.

SKILL SPECIALIZATIONS

Just like Skills are more specific than your Essence Score, Specializations are more specific than Skills. If you're good at Persuasion, a Skill that measures working together through disagreements to find solutions, then you're a good pony to call to settle an argument. But if you're good at Diplomacy, a Persuasion Specialization, then you're even better if the disagreement is over something official, like if a group of pegasi are blamed for a lightning bolt from their weather cloud.

If you have an idea for a Specialization other than the ones suggested in this chapter, work with your Game Master to make sure it's appropriate. A fair Specialization is one that comes up every few times that Skill is tested, and does everything that

the Skill does, but more so in one area. An unfair Specialization is a synonym for the Skill, where you'd gain the benefits the majority of the time the Skill was tested.

A Skill Specialization can be bought for a Skill any time you gain a new Skill Point from an Essence increase. You can use the Skill Point to buy any new specialization you don't already have for Skills within that group, instead of improving one of your Skills by one rank.

STRENGTH BASED SKILLS

Athletics	Climbing, Trotting, Sport (any), Swimming
Brawn	Carry, Drag, Lift
Conditioning	No Specializations
Intimidation	Distract, Frighten, Taunt
Might	Grappling, Shoving, Unarmed combat, Melee Weapon (any)

SPEED BASED SKILLS

Acrobatics	Balance, Flying, Gymnastics
Driving	Air vehicle, Land vehicle, Sea vehicle
Finesse	Coordination, Martial arts, Steady hoof
Infiltration	Burglary, Shadowing, Sleight of hoof, Stealth
Initiative	No Specialisations
Targeting	Kicking, Ranged weapon (any), Trajectory

SMARTS BASED SKILLS

Alertness	Insight, Investigation, Perception
Culture	Cuisine, Fashion, History, Linguistics, Specific culture (any)
Science	Medicine, Research, Specific subject (any)
Survival	Cartography, Foraging, Meteorology, Specific environment (any)
Technology	Engineering, Simple machines, Theoretical technology

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SOCIAL BASED SKILLS

Animal Handling	Domesticated pets, Mythical creatures, Wild animals
Deception	Bluffing, Disguise, Misdirect
Performance	Career art (any), Literary art (any), Performing art (any), Visual art (any)
Persuasion	Diplomacy, Etiquette, Understanding
Streetwise	Connections, Gossip, Underworld
Non Essence Based Skills	
Spellcasting	Circle, Dispelling, Magical Knowledge

STRENGTH-BASED SKILLS

The following details the Skills covered by Strength, with some Specialization suggestions based on the Strength Essence.

ATHLETICS

This is the combination of power, endurance, and reflexes athletes and sports hobbyists aim for. It governs using your whole body for things like running, jumping and climbing.

Suggested Specializations:

- **Climbing:** The grip strength to handle hoofholds, test the stability of a rockface by touch, and pull your whole body up vertical surfaces.
- **Trotting:** Maintaining a steady pace or long distances, and accelerating to great speeds in a short time.
- **Sport (Specific):** Choose a specific sport as your Specialization, like buckball. You see the world as one big game of that sport, and look for opportunities to ply your expertise.
- **Swimming:** Crossing and performing in water.

BRAWN

This Skill covers any prolonged physicality, your physical endurance. Unlike a burst of strength, Brawn is a general and constant level of physical prowess. This is the marathon effort of Strength-based Skills, and dictates how much weight a character can carry. Certain equipment takes a minimum amount of Brawn to use. If a





ESSENCE SCORES AND SKILLS

piece of equipment has a Brawn requirement, every Rank lower than the requirement imposes a $\downarrow 1$ on Skill Tests when using the equipment.

Suggested Specializations:

- **Carry:** Picking up significant weight and moving with it. It is a **DIF 18 Skill Test** to carry double your Carrying Weight for 1 minute; DIF 28 to triple, etc.
- **Drag:** Pulling significant weight behind you while moving, most often using rope, ties, a yoke, etc. It is a **DIF 10 Skill Test** to drag double your Carrying Weight at half Movement rate for one minute; DIF 20 to triple, 30 to quadruple, etc.
- **Lift:** Picking up significant weight while stationary. It is a **DIF 14 Skill Test** to lift double your Carrying Weight for 1 minute; DIF 28 to triple, etc.

CARRYING WEIGHT

Brawn also covers how much your character can reasonably carry. The size of your character is also relative, since a small filly with Brawn d6 can't carry as much as a large dragon with the same Rank in Brawn. Unless noted in a creature's special rules, the following skill levels in Brawn allow the creature to have the listed Carrying Weight based upon their own body's physical weight. But if you want to skip the numbers, you can use this as a rough rule of thumb and leave it to the Game Master to decide if you are trying to carry too much to move.

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 $\downarrow 3$ to all physical tests.

TABLE: CARRYING WEIGHT

RANK	CAPACITY
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

CONDITIONING

How much additional physical harm you can endure is covered by Conditioning. For each Skill Rank you invest in this Skill, you gain 1 Health. Unlike other Skills, you do not roll Conditioning Skill Tests, and may not specialize in this Skill. Like other Skills, you can invest up to six Skill ranks into Conditioning.

INTIMIDATION

With this Skill, you know how to use your size to impose yourself, playing on the natural instincts of a larger figure to trigger the fight or flight response in smaller creatures. If you are not very large, you might rely more on a hard stare (which might use Social Skills like Persuasion).

Suggested Specializations:

- **Distract:** Pull focus away from anything that is not you.
- **Frighten:** Imply a threat through body language and posturing.
- **Taunt:** Put your physical presence on display in a condescending way.

MIGHT

Might allows you to make bursts of power. This is not a careful skill, but rather a fast use of raw power. Brawlers, boxers, and wrestlers use this skill with great success in close combat, but it is also used to proficiently wield unsubtle weapons like hammers, clubs, and even boulders!

Suggested Specializations:

- **Grappling:** Restraining a target by overpowering them and limiting how they can move.
- **Shoving:** Pushing a creature back against their will.
- **Unarmed Combat:** Directed force meant to cause harm.
- **Melee Weapon (specific):** You might also specialize in a particular close combat weapon, like a sword or club.



SHOVING

Might can also be used to push or move a character against their will as a Standard action. Your target must be within reach, and you roll a Might (Shoving) Skill Test, with the following modifiers:

- ↑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.

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.

SPEED-BASED SKILLS

The following details the Skills covered by Speed, with some Specialization suggestions based on the Speed Essence.

ACROBATICS

While Athletics covers moving your body about, this Skill lets you do it with style and precision. It is especially useful for using quick reflexes to maintain one's equilibrium and balance while in motion.

Suggested Specializations:

- **Balance:** Maintaining footing regardless of circumstances.
- **Flying:** Turning, diving, and flipping in three-dimensional space using air movement.
- **Gymnastics:** Graceful, often performative movements.

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DRIVING

There are plenty of things in the world with wheels, wings or sails and this covers all of them. Whether operating a train, air balloon, or chariot, if you're in the driver's seat, you're driving.

Suggested Specializations:

- **Air Vehicle:** Navigating the open air, including take-off, and, especially, landing.
- **Land Vehicle:** You understand how to navigate a bumpy road, maintain your speed going uphill or down, and keeping your passengers comfortable for the ride.
- **Sea Vehicle:** Piloting a seacraft across the surface of a water, and watching for telltale signs of shallow pools.

FINESSE

Where acrobatics is about your whole body, Finesse governs more precise work with just your hooves or precise applied force, from threading a needle to martial arts throws. This is the ability to perform careful or dangerous actions that require precise, tiny movements and as little ambient body shaking as possible.

Suggested Specializations:

- **Coordination:** When the order of a series of complex movements matters.
- **Martial Arts:** Strikes, throws, and weapon attacks that need a measured hoof rather than unbridled power. You might even develop your own style, like Hoof-Jutsu, Mane-Fu or Fetlock-Maga.
- **Steady Hoof:** The more precise the movement, the more comfortable you are executing it.

INFILTRATION

This Skill is all about stealth and sneaking about. You might be using it to infiltrate a secret Yak military facility, or just get away with more cupcakes that you should at a baking competition. It covers moving without being seen, camouflage and hiding in plain sight. It also covers a little crime, like picking locks, not that you'd ever need to do anything like that...

Suggested Specializations:

- **Burglary:** Picking locks, moving around undetected, and leaving without a trace.
- **Shadowing:** Watching and following a target unnoticed.
- **Sleight of Hoof:** Hiding small objects while being observed, sometimes as a performance like in a stage magic act.
- **Stealth:** Moving and acting unusually quietly.

INITIATIVE

This Skill is highly useful in conflict, governing how quickly you react. Initiative Skill Tests are rolled when the order creatures act in is important and out of the creatures' control. Unlike other Skills, Initiative does not have Specializations.

TARGETING

Targeting is about judging distance, arcs, wind-drag, and other factors impeding hitting a target at range. Targeting is the skill normally used for Ranged Attacks, but can also be used to estimate range, compare lines of fire, etc.

Suggested Specializations:

- **Kicking:** Directing the force of your kick to launch a projectile, such as to knock a ball through a hoop. Often called Bucking.
- **Ranged Weapon (Specific):** Firing a ranged weapon, such as a bow or a catapult.
- **Trajectory:** Calculating the verticals and horizontals, and where incoming fire came from.

SMARTS-BASED SKILLS

The following details the Skills covered by Smarts, with some Specialization suggestions based on the Smarts Essence.

ALERTNESS

This Skill is all about awareness, intuition, and perceptiveness. It is your ability to not only see, hear, or otherwise notice things, but also to decipher clues, spot ambushes, and find secrets.

Suggested Specializations:

- **Insight:** Judging another's intentions, noticing patterns in speech or behavior, and otherwise determining what a creature believes to be true or false.
- **Investigation:** Search for clues, details, hidden images, or other secrets.
- **Perception:** Taking in a scene with a quick pass. Not a deep search for specifics, but rather the general makeup of a situation.

CULTURE

Culture allows you to try and understand behavior and cultural influences, both outside and from within. It might be about understanding how things like regional food is based on factors like locally available spices, or how what's exotic to some is normal to others. It also covers history and a general understanding of how creatures can be different but just as valuable as each other.

Suggested Specializations:

- **Cuisine:** Understanding cooking traditions from around the world, tracing a plate's origin by its flavor, and the preparation of cuisine.
- **Fashion:** Intimate familiarity with the origins – both historic and geographical – of different materials, cuts, and styles, and the techniques of haute couture.
- **History:** The order of events, and how time connects seemingly unrelated events in surprising way.
- **Linguistics:** Understanding other languages (see below).
- **Specific Culture:** The cuisine, fashion, and history of a specific culture, from that culture's perspective, such as the holidays of Yakyakistan or the trading culture of Klugetown.

SCIENCE

This Skill governs the vast subject of science, understanding of the scientific method, how hypotheses work, and how to calculate logical paths. Some Science Skill Tests might call on Specializations, or at least a justification that a character who is good at studying has working knowledge of every subject from dentistry to neurology.

DEALING WITH LANGUAGES

For the most part, creatures in Equestria with the ability to speak use broadly the same language. This certainly makes things much easier when moving from place to place, but there are some creatures that don't have much language at all, or are from so far away they speak a different language. When encountering some creature you do not have a common language with, you need to make a Culture Skill Test to see if you have been able to get your point across, or understand theirs. Success doesn't mean you have learned their language; just that you have managed to make the right gestures and noises to communicate together.

If you spend some time with the new culture, the Game Master may decide you now understand their language (or they have learned yours) and can communicate normally. Until then, Culture Skill Tests have to be made each time you want to discuss something new. The DIF of the test should be based on how different the language and culture are from your own.

Suggested Specializations:

- **Medicine:** Knowledge of anatomy, diagnosis, care, and treatment.
- **Research:** The science of study, because they say intelligence isn't knowing all the answers, it's knowing how to find any answer.
- **Specific Subject:** A specific scientific discipline, like Biology, Chemistry, or Mathematics.

SURVIVAL

It can be dangerous out in the wild. This Skill grants you an understanding and instinct about making your way through environments outside the influence of civilization.

Suggested Specializations:

- **Cartography:** Drawing maps and reading the terrain.

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- **Foraging:** Gathering food and drink from the wild.
- **Meteorology:** Noticing and predicting weather patterns.
- **Specific Environment:** Navigating and living comfortably in a specific environment, such as deserts, forests, or at sea.

TECHNOLOGY

Machines and technological constructions are everywhere. Technology covers the understanding and application of invention. This includes engineering and reverse engineering contraptions, and using technology, although you might still be baffled by significantly advanced technology.

Suggested Specializations:

- **Engineering:** Building and repairing technology.
- **Simple Machines:** Deep understanding of the basics of technology: the lever, inclined plane, pulley, screw, wedge, and wheel and axle.
- **Theoretical Technology:** When you let your imagination run wild, you can picture a self-

driving cart at every home, and aircrafts that fly faster than hot air balloons.

SOCIAL-BASED SKILLS

The following details the Skills covered by Social, with some Specialization suggestions based on the Social Essence.

ANIMAL HANDLING

All creatures are animals, of course, but handling certain creatures, like dogs, cats, turtles, bugbears, manticores, and winterchillas/ winterzillas, is different than interacting with a pony. Basically this Skill covers creatures that aren't 'sentient' or 'don't talk' (but only as a rule of thumb), such as animals in Equestria that don't speak like ponies and other creatures, and any Threats or NPCs that have the 'Animal' trait in their rules statistics.

Suggested Specializations:

- **Domesticated Pets:** Small creatures who can be taught to be calm enough to join the family, such as rabbits and dogs.
- **Mythical Creatures:** Creatures with a touch of magic to their origins, such as star spiders and phoenixes.
- **Wild Animals:** Aggressive animals that live by rules most ponies misunderstand, such as hydras and tatzlwurms.

DECEPTION

You can use Deception to create believable dishonesty, from downright lies, to omitting integral truths, to controlled body language that speaks without words. It need not always be used to confuse or hide things, but it isn't usually something you should be using on your friends.

Suggested Specializations:

- **Bluffing:** Lying without raising suspicion or accidentally revealing a truth.
- **Disguise:** Alter appearance or how you carry yourself to come off as somepony different.
- **Misdirect:** Planting an idea in a way that makes somepony believe they thought it up.

PERFORMANCE

This covers your ability at artistic expression, be it a live performance, like song, dance, comedy, or acting, or a channeled performance, like a poem, story, painting, or lyrics. It doesn't always govern how good you are at creating art (for that you need the Artisan Influence see page 44), just performing it. So you can use it for baking a cake, but not usually for making a recipe; it is great for dance, but not choreography, etc.

Suggested Specializations:

- **Career Art:** A practical career infused with such creativity, it becomes art, like cuisine, fashion, and influencer.
- **Literary Art:** Writing meant to be read, either by a performer or the audience, such as a comic, novel, poem, or script.
- **Performing Art:** A performance viewed as it is created, although usually after much practice, such as acting, dancing, and music.

- **Visual Art:** A performance meant to be regarded after it is completed, such as architecture, ceramics, drawing, painting, photography, and sculpting.

PERSUASION

Persuasion is the ability to convince others to take action for their own benefit or the benefit of others. It's for talking people round to your point of view, using reasoned argument instead of threats.

Suggested Specializations:

- **Diplomacy:** Formal interaction with official intent, like peacemaking or trade negotiations.
- **Etiquette:** Social interaction with specific rules of behavior, like how to address a princess.
- **Understanding:** Active listening and perspective-taking.

STREETWISE

While Equestria doesn't have much of an underground street culture, it does have plenty of ordinary ponies getting along together. As such, streetwise connects you to ordinary people, what they think and feel, what they are gossiping about, and what community festivals and projects are going on.

Suggested Specializations:

- **Connections:** Using family, friends, and associates that you trust at least a little to find out what you want to know.
- **Gossip:** Tapping into public opinion and listening in on whispers that shouldn't be spoken out loud.
- **Underworld:** While Equestria is a nice place, there are a few bad apples; you know who they are and where to find them.

NON ESSENCE BASED SKILLS

One Skill that sits outside the standard Essence groupings: Spellcasting. The Spellcasting Skill can be improved using points from any Essence. Remember this when you add up points under

ESSENCE SCORES AND SKILLS



a single group and find you are missing one or two, you may have spent them on Spellcasting. Otherwise, Spellcasting functions exactly like any other skill in terms of making tests and Specialization.

SPELLCASING

While magic is all around in Equestria, those with Spellcasting have learned to manipulate the raw force of it, rather than naturally channeling it into one of the many magical abilities ponies might have. It represents the magician's ability to cast spells and manipulate magic. But it also grants them a certain amount of magical lore and an understanding of the magical nature of the universe. You can learn more about casting spells and using magic in **Chapter 8: Magic**.

Suggested Specializations:

- **Circle:** When you master a spell, you gain a Specialization in the group that spell comes under or its 'circle'. You can read more about circles on page 128.

- **Dispelling:** With this Specialization you are good at shutting down magic and draining the power from other people's spells. See page 130 for more about Dispelling.
- **Magical Knowledge:** Magic is not all about casting spells. You might be more adept at the academic pursuit of the craft, understanding the history, nature and effects of magic. For more detail, see page 130.

GAINING SKILLS AND SPECIALIZATIONS

Several times during character creation, and once every level after that, *My Little Pony Roleplaying Game* characters increase their Essence Scores. When you do, you gain a Skill Point to invest into a Skill based on that Essence Score. You can invest a Skill Point in one of two ways:

Increase A Skill's Rank: Your Skill die increases, based on your Rank in a Skill. The six Skill Ranks are: d2, d4, d6, d8, d10, and d12. Whenever you increase a Skill's Rank, you use the next higher die as your Skill die.

MY LITTLE PONY ROLEPLAYING GAME

TABLE: TYPICAL SKILL TEST DIFFICULTIES

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.



ESSENCE SCORES AND SKILLS

Learn a Specialization: Instead of increasing your Rank in a Skill, you can choose a Skill Specialization. You must have at least a d2 in a Skill before you can specialize in it. Choose either a Specialization suggested in the Skill's description, or work with your Game Master to come up with a Specialization that lines up with your idea and is fair.

You can have multiple Specializations in the same Skill. For example, Fluttershy Specializes in Domesticated Pets, Mythical Creatures, and Wild Animals, all Animal Handling Specializations.

Specialized Skills allow you to roll your Skill Die and every other die for the Skill Ranks below it, adding the best result to your d20 roll, often referred to as a Specialization Staircase. This not only provides a better chance at succeeding on the roll, but it also gives more opportunities for a Critical Success.

Example: You might have an *Acrobatics Skill* of d6 (rank 3) with a *Specialization in Flying*. When performing feats of gymnastics, you usually roll a d6 as your Skill die. But if you are flying and doing gymnastics, you can apply your Specialization. This means you roll a d20 as normal and also a d2, d4 and a d6 for your Skill die and take the best result. Let's say the results are a 2 on the d2, a 4 on the d4 and a 3 on the d6, you add the 4 to your d20 result for your final score to see if you achieved the DIF.

MAKING TESTS AND USING SKILLS

We've talked a lot about making Skill Tests in general terms. Now it's time to take a really deep look at all the options and possibilities you can apply to a Skill Test. But you can keep things simple and not use Shifts and Edges, etc., until you are used to basic rules. As we mentioned in the **Introduction**, we've taken out a few rules to simplify things already that you can gradually add in as Advanced Rules.

So, to look at how a Skill Test works, let's really break it right down into a few steps:

SPECIALIZATION WITH A D2

In general, you should probably wait until you have at least d4 Rank in a Skill before Specializing. After all, just having a d2 means you roll, well, just a d2. However, if you have a Skill at Rank d2 with a Specialization, and you get ↑ on a roll, you can roll the Staircase based on your upshifted Rank (rolling a d4 and a d2 for a ↑1). So if you have reliable access to ↑ your Skills, such as another PC who loves to Lend Assistance or the Enchant spell, you might try to Specialize in a lot of d2s and try to tie those upshift abilities in when your Specialization comes into play.

STEPS OF A SKILL TEST

1. Choose Skill: Which one?
2. Modifiers: Shifts, Edge and Snag, Lend Assistance, Friendship Points.
3. Determine Difficulty: How hard is it?
4. Roll the Dice: Roll a d20 and your Skill Die
5. Determine Results: Did you succeed?

STEP ONE: CHOOSE SKILL

Based on the situation, you first need to determine the best Skill to accomplish your goal. The player should first describe what they are trying to actually do, such as make a jump or talk someone into helping them. Then either the player can propose a Skill to use or the Game Master can make that decision. It is also up to the Game Master if a Specialization might be applicable.

In some cases, multiple Skills might be valid. Searching a room for a hidden wall safe could be accomplished by Alertness to search, Technology to narrow your search down to areas that could fit all the mechanisms of the safe, or Infiltration to burgle. Since you can only ever use one Skill and one Specialization on a single Skill Test, it's fair to use your highest one.

When deciding on the Skill being tested, the player and Game Master should work together to come to an agreement. If the player proposes a Skill for a situation that surprises and confuses the Game Master, talk it out. Build the story. Let's say you want to use Deception for a dance recital instead of Performance. You might explain that your character is self-conscious about their creativity, so you want to copy a famous dance you remember seeing, changing just enough to make it different.

The Game Master is encouraged to let the players be creative, and lean into the story being told. In the case of using Deception to dance, the Game Master could say yes, but if you fail the check, it's not like failing a Performance check. Your audience won't just be disappointed. You might be in trouble for cheating.

In the discussion about which Skill to test, you can also bring up which Specializations apply. Some Specializations are straightforward (is this about shapes? No? Then you can't use your Geometry Specialization). Others are more abstract.

Even though the Game Master is encouraged to hear you out, players have to be considerate of their GM as well. A Game Master is juggling a lot of information in their brain while you're playing. Sometimes they're saying no to your idea based on something they know but you don't, and even hinting at it could ruin a surprise. GMs also have their instincts questioned five times more than any of the players at the table. If your Game Master usually says yes but said no this time, trust them and move on.

GROUP TESTS

When the whole team works together as a group (such as trying to sneak by a sleeping cockatrice) the more skilled ponies help their friends. Everypony attempts the Skill Test (each rolling an appropriate Skill, not necessarily all the same one) against the DIF. If half or more succeed, the whole group succeeds. Group Skill Tests should be announced before anyone starts rolling dice, and only if everypony agrees to do the action together.

STEP TWO: MODIFIERS

If Skill alone factored into your success, you'd be ready to roll. That's not always the case. Outside forces can work in your favor or against you in two ways: Shifts, and Edge/Snag.

Perks from your Influences, Origins, Role, and General Perks can all impact your Rank. So can other players. In the *My Little Pony Roleplaying Game*, it's common for Perks to have effects that help other player characters. Finally, the situation you're in can affect your odds. It's easier to sing a song in an auditorium than in a wind tunnel.

SHIFTS

An upshift or downshift occurs when something out of the ordinary affects the action, or if the character has a particular aptitude or penalty. Shifts are usually for minor bonuses, like being familiar with the environment or having a particular ability. Shifts always apply to the Skill die and are always about something affecting the character negatively or positively.

When a shift is applied, the Skill die is improved or reduced by one rank for each shift. So an upshift of 2 (or ↑2) means you would increase a d4 to a d8 and then roll as normal.

It is possible that several different shifts, negative and positive might apply. In that case, just add them up and apply the final result as the actual shift. If it comes out to zero, nothing applies.

If the Skill Test doesn't seem too difficult, or the consequences aren't that bad, don't worry about looking for every available upshift or downshift. Save that for the pivotal rolls, where you need all the help you can get, or you don't think you can afford to fail.

Sometimes a shift can take a die above d12 or below d2. If this is the case the results of the shift are detailed on the Dice Shift table.


Critical Success: You automatically succeed without needing to roll the dice, but you may instead roll anyway but with 3d6 as the Skill dice. If that roll succeeds, it's not just a success but a Critical Success.


ESSENCE SCORES AND SKILLS



TABLE: DICE SHIFTS LADDER

Auto Success: You succeed without having to roll the Skill Test.

 **(3d6):** You roll your d20 Base Die, plus three d6s as your Skill Dice. You add all three d6s together to find your Skill Dice total before adding your d20 roll. If you have a Specialization in this Skill Test, make sure you know which d6 roll is your d6 roll, and which ones are for your 3d6 roll.

 **(2d8):** You roll your d20 Base Die, plus two d8s as your Skill Dice. You add the two d8s together to find your Skill dice total before adding your d20 roll. If you have a Specialization in this Skill Test, make sure you know which d8 roll is your d8 roll, and which ones are for your 2d8 roll.

Base Die: You only roll a single d20, not your Skill die as well. Unlike when you're rolling a Skill Test for a Skill that you have no Ranks in, you don't get Snag on this roll.

Auto Fail: You fail without having to roll the Skill Test.

SKILL DIE	
CRITICAL SUCCESS	
AUTO SUCCESS	
	(3D6)
	(2D8)
	D12
	D10
	D8
	D6
	D4
	D2
BASE DIE	
AUTO FAIL	
FUMBLE	

Fumble: The test being rolled for is a failure, and the Game Master adds an additional effect of their choice for failing so spectacularly.

LEND ASSISTANCE

Friends look after each other. When Twilight needs help looking something up, everypony gathers in the library. When Fluttershy got caught in a bog, Rainbow Dash was there for her. Or she would have been, if it wasn't Rainbow Dash's evil opposite clone. So, to repeat: the difference between a friend and their evil opposite clone is that friends look after each other.

In the *My Little Pony Roleplaying Game*, this means friends Lend Assistance. When multiple ponies work together on a single task, one pony takes the lead and everypony else helps. The leader is the one who makes the roll. For the helpers, Lending Assistance is considered a Standard action and each helper gives the leader $\uparrow 1$ shift on their roll. A lot of people helping you can upshift your Skill die very high!

However, you can only help if you have at least a d2 in the Skill being used. Rarity might be the most Generous Pony in Equestria, but she can't Lend Assistance to Twilight on an Acrobatics Skill Test to fly.

The Game Master should also determine how many creatures can realistically Lend Assistance. You might only be able to get a certain amount of people round the kitchen table to help bake, for instance. All of the Wonderbolts are qualified to Lend Assistance to Twilight on an Acrobatics Skill Test to fly, but if more than a couple of Wonderbolts weigh in, all that advice is just noise.

EDGE/SNAG

You've figured out what you're rolling for your Skill Dice, but what about your Base Die? Edges and Snags are modifiers that only apply to the d20. They represent factors outside the character that might give them an advantage, like a favorable environment or shoddy tools. When Edge or Snag applies, you roll two d20s and take either the better of the two, or the worse.

If more than one source provides Edge or Snag, you still only apply one. You never roll more than two d20s. Any time you would have Edge and Snag on a roll, the advantage and disadvantage cancel each other out and you apply neither, rolling just one d20 like normal. Essentially, you only ever apply either Edge or Snag to a test, never both, and never more than one.

EDGE

When you have Edge on a roll, you roll two d20s and use the better of the two rolls for your test result. Unlike upshifts, which represent little advantages that help, you roll with Edge when luck is really on your side.

SNAG

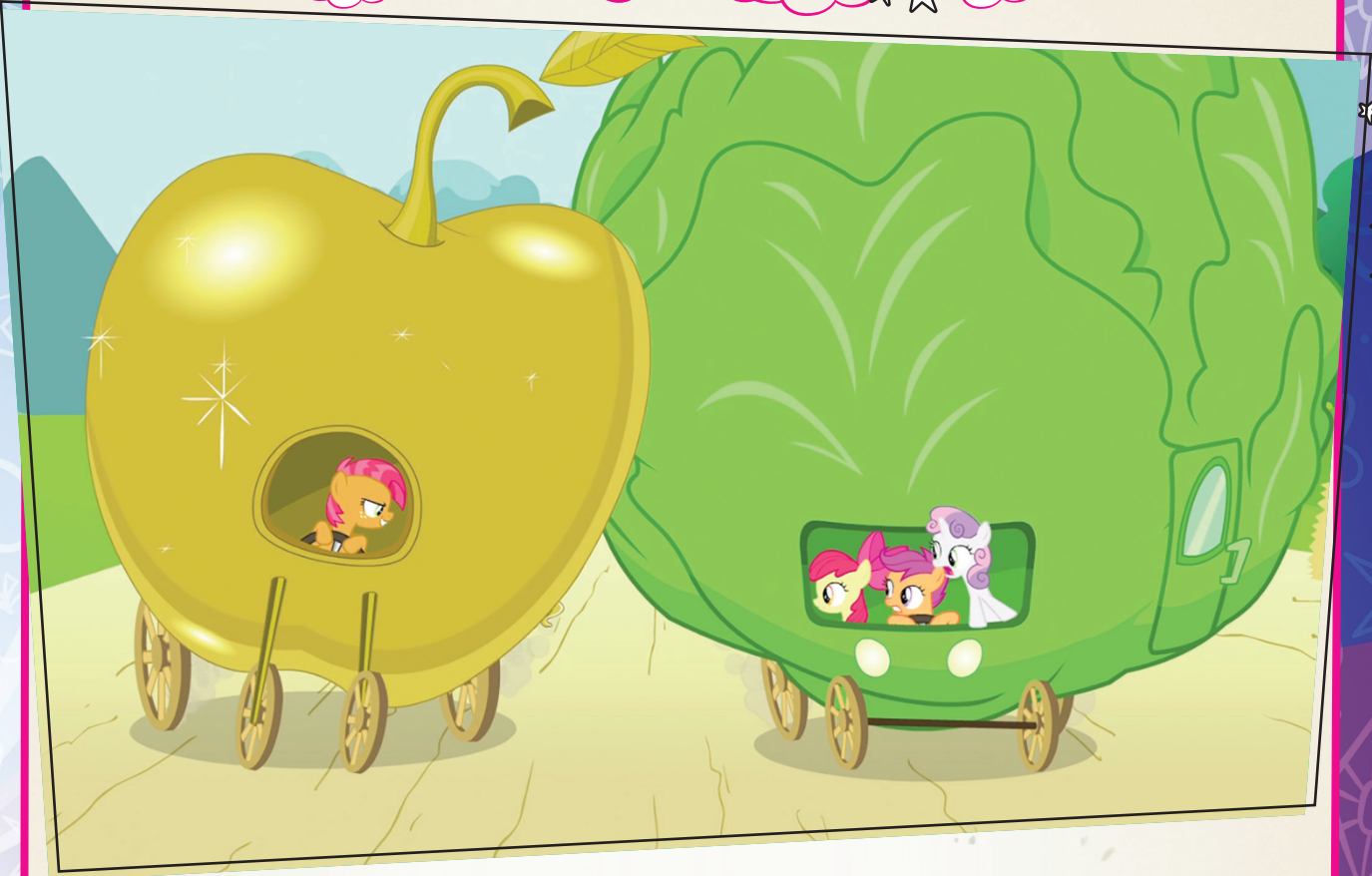
When you have Snag on a roll, you roll two d20s, but you use the worse of the two rolls for your test result. Unlike downshifts, which represent little nuisances getting in your way, you roll with Snag when circumstances are really conspiring against you.

STEP THREE: DETERMINE DIFFICULTY

The next step is for the Game Master, and it's the most common decision they'll make in the game: setting the Difficulty or DIF of what the character is trying to accomplish. Thankfully, this doesn't mean each time a character makes a jump they have to get out a math book and calculate all the angles of incidence, wind velocity and relative velocity of the character. All they need to do is make a general judgment on how hard they think it might be. In the case of a jump, it mostly comes down to how long it is. The Difficulty of most Skill Tests falls between Routine and Challenging, a DIF of 10 to 15.

In deciding on a DIF, the Game Master doesn't need to take the character's Skill, talent or ability into consideration. Their Skill levels and perks will deal with all that. They also don't have to consider any special circumstances, that is what Edges, Snags and shifts are for. For example, if a pony was making a jump, they

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might get Edge if the ground was especially firm and offered good purchase, Snag if it is raining so they can't see, a downshift if they have hurt their leg and an upshift if it's a jump they've done before.

All the Game Master needs to decide is how difficult they think the task would be for an average pony on an average day. The base Difficulty for any action should be the same for everyone who tries that action. If everypony in the group is trying to wade across a fast-moving river, they all use the same DIF. Only if the current picks up or the river gets wider does that change.

Remember as well that some things might make an action more *dangerous*, but not more *difficult*. For instance, it doesn't matter if you're jumping over a fire, a deep gorge, or a shallow stream. If they are the same distance and conditions, they are the same DIF to jump over. But failing the jump will have worse consequences if the character is going to fall into a flaming pit or a deep chasm, instead of just get their hooves wet.

The Game Master can also adjust the DIF as they fine tune their decisions with experience. If they think an action might be more difficult than Challenging, but not as hard as Difficult, they might make the DIF 18. Essentially, all these levels and categories are just to help the Game Master give the player a number to try and achieve with a Skill Test to resolve their action.

AFFECTING OTHER CREATURES

If you are trying to affect another creature, rather than beat the environment, this is where the four Defenses come in. Your Toughness, Evasion, Willpower, and Cleverness are used as the DIF when someone tries to do something to you. This makes things easier for the Game Master, who doesn't need to figure out the DIF, just which Defense should be used. In many cases, this is a full blown conflict (**see Chapter 10: Conflict**), but for a simple challenge you need not go that far. But which defense do you use?

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Toughness and **Evasion** deal with physical conflicts. Toughness lets you endure them (like resisting the effects of the spicy pepper in your mouth) and Evasion lets you avoid them (like other players in a game of tag).

Willpower and **Cleverness** deal with mental conflict. Willpower lets you endure them (by not getting embarrassed or showing confidence when you are upset or frightened). Cleverness lets you avoid them (by seeing through a deception or a lie or outsmarting your opponent).

STEP FOUR: ROLL THE DICE

Once you know the DIF and you've figured out which Skill die to use, it's time to roll the dice. Remember to apply any shifts and check if Edge or Snag applies, then make your roll.

Specialization: Remember that if you have a Specialization that applies to the Skill Test, instead of rolling a Skill die, you roll every Skill die from your Rank on down and take the best result.

Rolling Untrained: If you do not have any Rank in the Skill being tested, it is considered an untrained roll. Roll two d20 (just as you do with Snag) and take the lower result.

CONTESTS

Not every Skill Test is a case of the character against their environment. When two or more Creatures' efforts are directly opposed – such as two bakers in a bake off, two dancers in a dance off, or two novelists in a novel off- we call this a Contest (also known as an opposed test).

In a contest, all creatures involved roll Skill Tests appropriate to their efforts, applying all bonuses and penalties as normal. Instead of a static DIF, they compare totals. The character with the higher total wins the contest.

If the contest results in a tie, there is no change to the situation. So if a Shadowbolt is trying to kick a door down, and Rainbow Dash is trying to hold the door in place, Rainbow

Dash technically wins in a tie, because nothing changing is what she's going for.

STEP FIVE: DETERMINE RESULTS

Finally, now you have a Skill Test result from your dice, compare it to the Difficulty of the test.

Success: If your Skill Test result equals or exceeds the DIF, the Skill Test is a success. What you attempted comes to pass.

Failure: If your Skill Test result does not equal or exceed the DIF, the Skill Test is a failure. Nothing happens, unless your action specifically says it has an effect even on a failure.

CRITICAL SUCCESS AND FUMBLES

Depending on your Skill Test results, you can succeed particularly spectacularly. You can also fail spectacularly.

Fumble: If the result of your d20 roll is a 1, and you fail the Skill Test, this is a Fumble. You not only failed your Skill Test, you've made the situation worse. The Game Master determines what kind of setback results from failing as badly as possible at what you were trying to accomplish. On the plus side, your friends are there to get you through it. When you Fumble a roll, you gain a Friendship Point.

Critical Success: If the result of your Skill roll is the highest number value on one or more Skill Dice (other than a d2), and you succeed at the Skill Test, this is a Critical Success. What you accomplished so far exceeded what you set out to do, you've succeeded on a whole other level. The Game Master determines what accolades your incredible efforts earned you, usually in the form of an in-game benefit and a highly complimentary description.

Optional Rule (Criticals): If you prefer to keep things similar in terms of critical and fumbles, you can use the following instead. Instead of the usual rule for a critical, you gain

a Critical Success if the d20 rolls a 20 and the test is a success. This does make Specialization less powerful but still an important bonus to ensuring you pass the roll.

FRIENDSHIP POINTS

In Equestria, friendship really is magic, and that magic is reflected in Friendship Points. In other *ESSENCE20* system games these are called Story Points and they work in just the same way. There is a magic that happens when you strengthen the bonds of friendship within your group. When you help each other, forgive each other and support each other, that connection becomes all the more powerful. That power is a manifestation of magic that can even help you succeed in Skill Tests as the power and support of true friendship grants you new confidence in what you do.

Only players can use Friendship Points, but it is up to the Game Master to decide how to award them. The Game Master can reward players who contribute to the atmosphere of the game with Friendship Points. The players can use these rewards to redirect the narrative, help in dire circumstances, or do something magical. Friendship points are shared by all the players in a pool. Any points awarded are added to the pool for everyone to draw from. The Friendship Point pool begins every session with a number of points equal to the number of players (no matter how many it had at the end of the previous session).

SPENDING FRIENDSHIP POINTS

In addition to abilities that cost Friendship Points to use, like Circle of Friends, each player can spend the group's Friendship Points to gain special benefits during the session, like:

- Re-roll any roll of a 1 on any die
- Roll a Skill Test as if they have a Specialization
- Add +5 to any single Defense for the scene
- Get a hint from the GM if the group is stuck.

Don't forget to spend your Friendship Points! You're telling a story together, and even though failures and setbacks are part of every story, so is overcoming adversity in the face of impossible odds. A well-timed use of a Friendship Point can be as exciting as a clutch Critical Success.

GAINING FRIENDSHIP POINTS

As the session plays out, the players have multiple opportunities to gain additional Friendship Points to add to the group pool. Including:

- Acting, in character, in the spirit of your role
- Fumbling a Skill Test
- Creative problem solving or an insightful idea about the story
- Playing up a Hang-Up particularly well.

Additionally, the Game Master can reward player behavior they want to see more of. This might be a joke that gets a laugh from all of the players during a casual roleplaying scene; a decision during a difficult conflict that helps the other characters at the expense of that player's character; a riveting speech during the session's climax.

Players can be awarded Friendship Points for behavior outside of the game, as long as everyone agrees they are handled fairly. Working community service. Scheduling the game. Giving another player a ride to the session. Anything that would make Princess Celestia proud (short of trapping your sister on the moon) can be rewarded with Friendship Points for the group.

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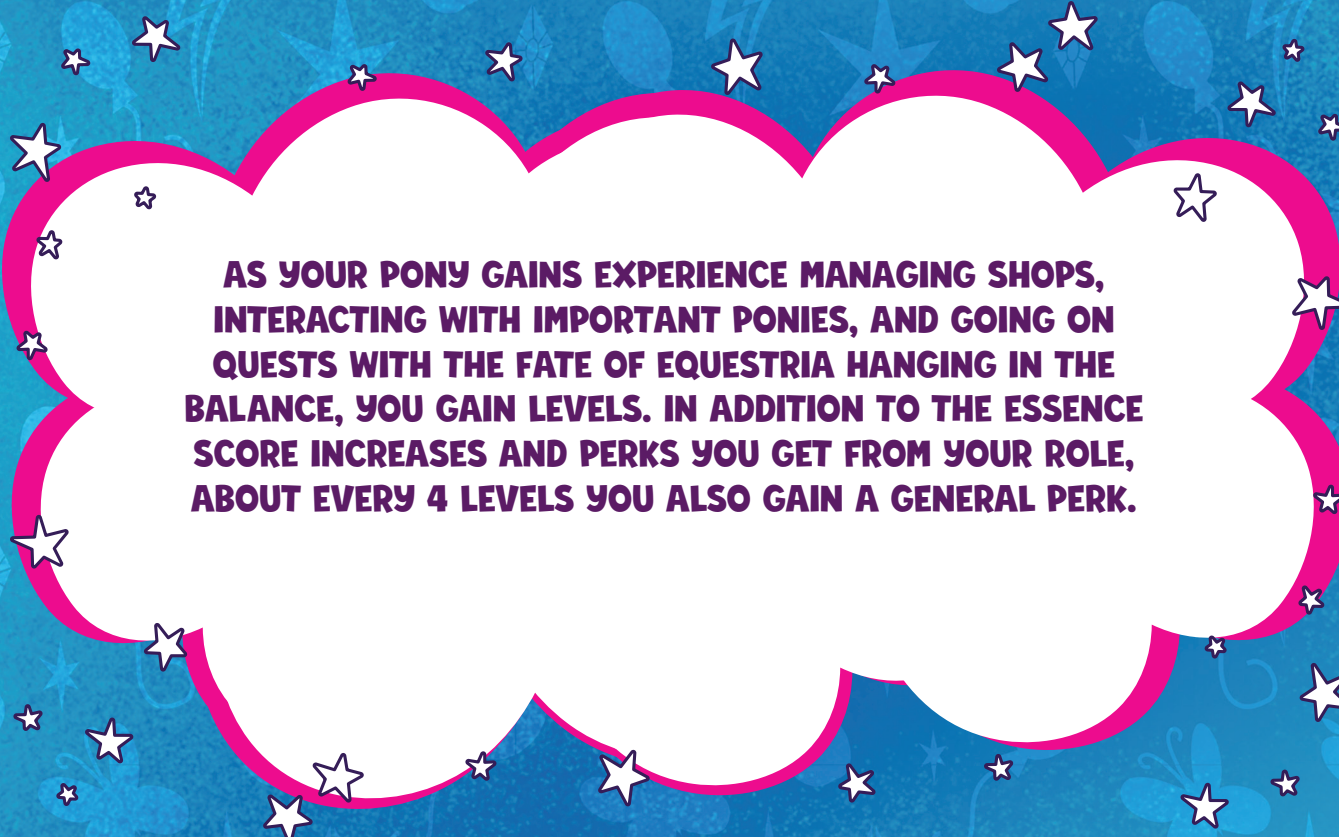






CHAPTER 7

GENERAL PERKS



AS YOUR PONY GAINS EXPERIENCE MANAGING SHOPS, INTERACTING WITH IMPORTANT PONIES, AND GOING ON QUESTS WITH THE FATE OF EQUESTRIA HANGING IN THE BALANCE, YOU GAIN LEVELS. IN ADDITION TO THE ESSENCE SCORE INCREASES AND PERKS YOU GET FROM YOUR ROLE, ABOUT EVERY 4 LEVELS YOU ALSO GAIN A GENERAL PERK.

GENERAL PERKS

Acute Sense	Dodgy	Frenemy	Potion Brewer*
Adolescent Attitude	Dress Maker	Gallant	Quick Thinker
Always Alert	Educated	Home Cooking	Sonic Rainboom
Animal Friend	Experienced	Illusionist	Super Specialized
Animal Pet	Spellcaster*	Inspired	Talented
Baker	Expertise	Iron Hoofs	Wealth
Bowl Over	Extra Effective Spell*	Long Lasting Spell*	
Compassionate	Farmer	Luck	* denotes a
Dabbler	Fast	Magical	Spellcasting Perk
Dig Deep	Fearsome	Prankster	

Other Perks show how your Influence, Origin, and Role made you who you are. General Perks aren't as specific. Whether you're Chatty or a Powerhouse, a Pegasus or a Unicorn, the Spirit of Honesty or Magic, you can be Always Alert, a Quick Thinker, or a Potion Brewer.

You can only take each General Perk once, unless the Perk's description says otherwise.

Some General Perks have prerequisites that narrow down who can take them a bit, but they're still open to a wide variety of characters. You must meet all prerequisites to take that General Perk. If you ever lose that prerequisite, like if a curse means you can't fly, you can't use that perk until you regain the prerequisite. When a prerequisite lists an Essence Score or a Skill Rank, that is the minimum you need to qualify. So you don't need exactly Smarts 3 to take Educated, just 3 or higher.

ACUTE SENSE

Whether you were born this way or it developed, one of your five senses is much stronger than those of an average pony. Choose sight, sound, smell, taste, or touch. You gain the following benefits:

- You gain Edge on Alertness Skill Tests where your chosen sense can be applied.
- You gain ↑1 on non-Alertness Skill Tests your chosen sense can be applied.

The information you gain from a successful Skill Test relates to your chosen sense. If you choose sight, you'll get roughly the same information the average pony gets on a success, you're just more likely to succeed. If you choose taste, it won't come up as often as the

other senses (please don't go around licking everything), but when it does come up, you will get a suite of information ponies looking around might miss!

You can choose this Perk up to five times; once for each Sense.

ADOLESCENT ATTITUDE

Finding your place in the world, you gain the following benefits:

- You may reroll 1s on Skill dice used for Social Skill Tests.
- Once per scene, you can roll an untrained Skill Test as if you had a d2 Rank.

ALWAYS ALERT

Always aware of your surroundings, you gain the following benefits:

- You gain Edge on Initiative Skill Tests.
- You can't be Surprised as long as you are conscious.

ANIMAL FRIEND

You see wild animals as being just as important and social as ponies and other sentient creatures in Equestria. When dealing socially with an animal, you are always considered to have a Specialization.

ANIMAL PET

Prerequisite: Animal Handling d4+

Wherever you go, a loyal animal follows you. You gain an animal pet.

GENERAL PERKS

You can choose this Perk up to three times, each time either gaining a new pet, or improving a single pet with a new advance. See page 154-157 for more detail on animal pets and advances.

BAKER

When you don't have a recipe in the oven, you have one in mind. You can use Culture or Perform Skill Tests in place of Wealth Tests when the Test is related to food.

BOWL-OVER

You are adept at throwing your weight around. You can use a Free action to gain Edge when attempting to shove another creature.

COMPASSIONATE

Prerequisite: Social 3

You go out of your way to help, gaining the following benefits:

- You gain Edge on Diplomacy Skill Tests to suggest non-aggressive solutions.
- You can heal a target 1 Damage with a successful DIF 12 Persuasion Skill Test.
- You gain Edge on Skill Tests to acquire food, water, medicine, or shelter for other creatures.

DABBLER

You change your mind as often as you change your clothes: Once a day. Every morning, you can choose to lower a Skill by 1 Rank and increase another Skill of the same Essence Score (or your Spellcasting skill) by 1 Rank. This change reverts back to normal when you wake the next day.

DIG DEEP

You have a deep reserve of fighting spirit, gaining the following benefits:

- Once per scene, you can ignore 1 Damage by suffering Snag on all Skill Tests until the end of your next turn.
- Once per scene, you can restore 1d2 Health by forfeiting your entire turn.

DODGY

Prerequisite: Speed 3

Fast and nimble on your hooves, you gain the following benefits:

- A +2 bonus to your Evasion.
- On any round where you do not move more than 5 feet you may Defend as a Free action.

DRESS MAKER

You always dress for the occasion. You can use Culture or Perform Skill Tests in place of Wealth Tests to buy clothing and fashion accessories.

EDUCATED

Prerequisite: Smarts 3

You have learned a lot from being in school, gaining the following benefits:

- Add an additional Friendship Point to your team's pool each game session.
- Once per day, you can act as though you have a Specialization in any Smarts Skill.

EXPERIENCED SPELLCASTER

Prerequisite: Magical, and Spellcasting d2

Your magical study focuses on spells. You gain ↑1 on your Spellcasting skill when using your abilities to cast magical spells.

EXPERTISE

You have been practicing diligently. Choose a Skill with d4 Rank or higher for this Perk to apply to. You gain the following benefits to the chosen Skill:

- Ignore the first ↓1 dice downshift applied to your Skill Tests.
- You may reroll 1s on any Skill dice rolled.

You may take this Perk up to three times, but for different Skills.

EXTRA EFFECTIVE SPELL

Prerequisite: Magical, and Spellcasting d4

Your spells have greater impact. When you cast a spell, you can pay double the Cost to double the effect.

FARMER

You learned at a young age how to live off the land. You can use Brawn or Survival Skill Tests in place of Wealth Tests related to buying simple, practical items.

FAST

You are incredibly quick, gaining the following benefits:

- You gain a $\uparrow 2$ bonus to Initiative Skill Tests.
- Choose one movement type you already possess and increase it by 10 feet.

FEARSOME

You make other creatures nervous. Intimidation is a Social Skill for you, in addition to being a Strength Skill. You gain a $\uparrow 1$ on Intimidation Skill Tests with your hard stare.

FRENEMY

Sometimes, you know your enemies as well as your friends, and might even enjoy the challenge of facing each other, even with no quarter. When you use an ability that targets 'a friend', you can instead target any creature with it, even if you don't know them very well or you don't get along.

GALLANT

You dress for the occasion, and yet you always stand out. You gain $\uparrow 1$ on Social Skill Tests in Scenes where no creatures are acting aggressively and your style might influence how other creatures act.

HEALTHY COOKING

Not only are your recipes delicious, they're good for you! You can use Culture or Perform in place of Science Skill Tests to Heal damage in scenes where no creatures are acting aggressively.

ILLUSIONIST

You are not a magical pony, but don't tell anypony that. You may appear to cast any Elementary or Superior spell, using a Deception or Science

Skill Test instead of Spellcasting. On a success, onlookers believe you have actually cast the spell (using all manner of smoke and mirrors). However, the spells only appear to work, they don't actually work. So you can't deal damage, heal, fly, or read minds, but you can look as if you have.

INSPIRED

You are driven to do great things, and it shows. You may reroll one die (any die at all) once per day.

IRON HOOVES

Prerequisite: Strength 3

Your kicks strike hard and true. Your unarmed attacks deal +1 Damage.

LONG LASTING SPELL

Prerequisite: Magical, and Spellcasting d4

Your spells linger. When you cast a spell, you can pay double its Cost to double the Duration.

LUCK

You must have been born under a lucky sign, have a guardian angel, or some kind of karmic boon that keeps you from making terrible mistakes. You may re-roll any natural 1 on any Skill Die of d4 or higher you roll. You must accept the second result.

MAGICAL

You are a magical pony and are capable of casting spells. When you invest Skill Points into the Spellcasting Skill, you also Master a spell. You can only Master a Superior spell when you have at least d6 in Spellcasting, and a Virtuoso spell when you have a d10 in Spellcasting.

PRANKSTER

When somepony lets their guard down around you, they leave themselves open for a prank. You gain Edge on any Social Skill Tests made against Surprised creatures.

GENERAL PERKS

POTION BREWER

Prerequisite: Spellcasting d4

You get more out of a cauldron than magical ponies get out of spellbooks. You can craft Magic Bauble potions out of spells you haven't Mastered without needing to Research them first.

QUICK THINKER

You've always been a smart cookie. On your turn, you gain a number of Free actions equal to Your Smarts Essence minus 2, instead of your Speed Essence minus 2.

SONIC RAINBOOM

Prerequisite: Aerial (flying) movement of 50ft

You fly at spectacular speeds, ending in a burst of rainbow light visible for miles. It is a display that is both exciting and inspiring for those who see it. When you Sprint, you can move up to twice your air movement. If you Sprint while flying for two rounds, when you end your Sprint, all of your friends gain \uparrow to their Skill Tests until the beginning of your next turn.

SUPER SPECIALIZED

You are exceptionally focused and while this is good for things you know well, you are not very good at things outside your main areas of study

and training. Choose a Skill you have at least one Specialization in. You gain $\downarrow 1$ with that Skill when your Specializations apply.

TALENTED

You've worked your hooves hard to improve your technique. Choose a Specialization; this is now considered one of your Talents. Once per scene, you can use a Standard action related to your Talents as a Move action instead, a Move action as a Free action, and a Free action related to your Talent as no action at all.

You can take this General Perk multiple times, picking a new Specialization to add to your Talents. The amount of times you have taken this Perk is the amount of times it may be used in a scene. On each use, any single Talent may be picked to benefit from it.

WEALTH

Your purse runs over with bits. You gain the following benefits:

- Once per game session, you may choose to automatically pass any Skill Tests whose success could be bought.
- You gain Edge on Social Skill Tests where you can flaunt your wealth.
- Improve your wealth status by 1 level (you may take this Perk again multiple times to improve your wealth status by 1 each time).

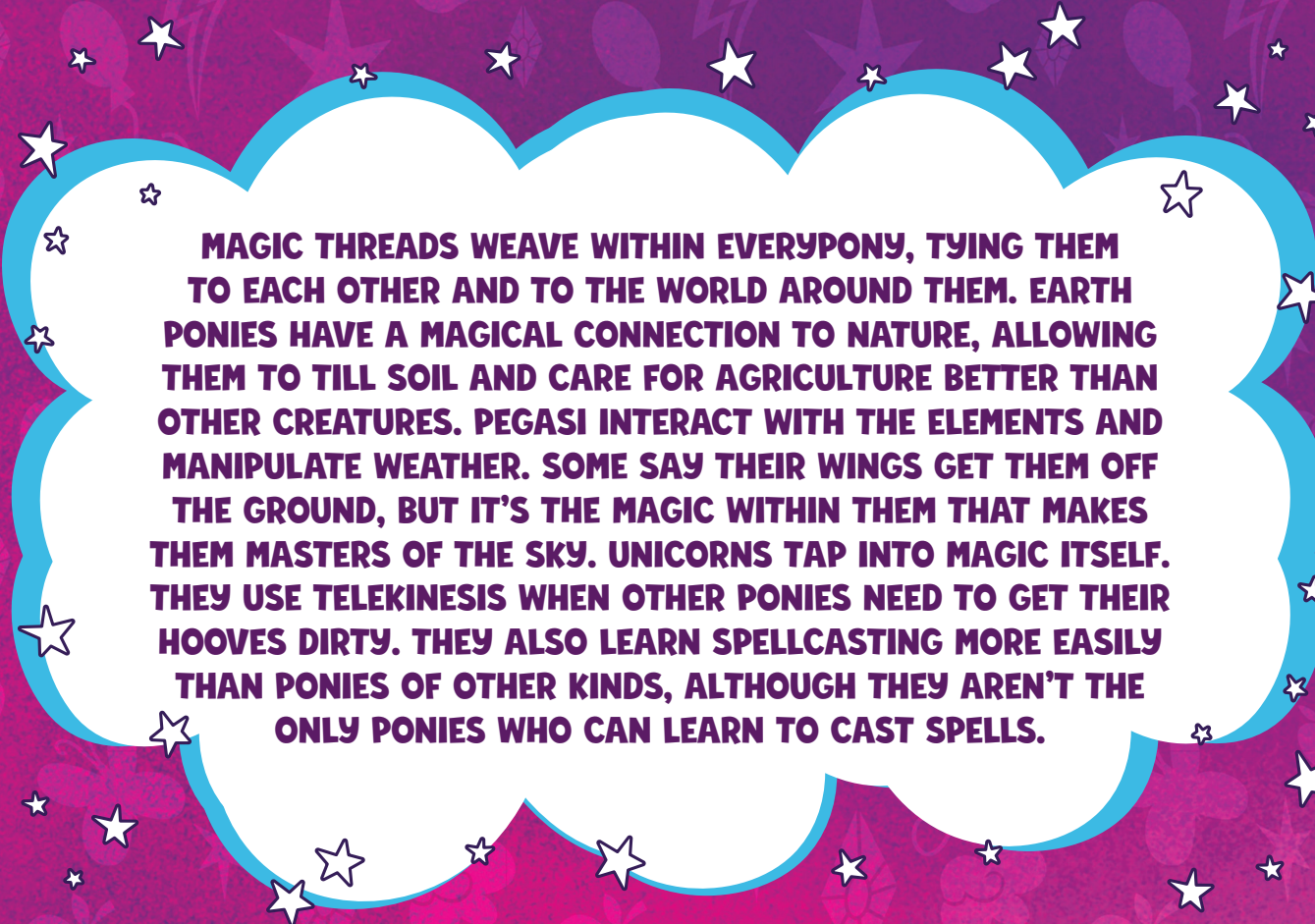






CHAPTER 8

MAGIC



MAGIC THREADS WEAVE WITHIN EVERYPONY, TYING THEM TO EACH OTHER AND TO THE WORLD AROUND THEM. EARTH PONIES HAVE A MAGICAL CONNECTION TO NATURE, ALLOWING THEM TO TILL SOIL AND CARE FOR AGRICULTURE BETTER THAN OTHER CREATURES. PEGASI INTERACT WITH THE ELEMENTS AND MANIPULATE WEATHER. SOME SAY THEIR WINGS GET THEM OFF THE GROUND, BUT IT'S THE MAGIC WITHIN THEM THAT MAKES THEM MASTERS OF THE SKY. UNICORNS TAP INTO MAGIC ITSELF. THEY USE TELEKINESIS WHEN OTHER PONIES NEED TO GET THEIR HOOVES DIRTY. THEY ALSO LEARN SPELLCASTING MORE EASILY THAN PONIES OF OTHER KINDS, ALTHOUGH THEY AREN'T THE ONLY PONIES WHO CAN LEARN TO CAST SPELLS.

NON-UNICORN SPELLCASTERS

When you read that unicorns aren't the only ponies who can learn to cast spells, you might have questioned, "aren't they?" It's true that in **My Little Pony: Friendship Is Magic** fiction, spellcasting ponies are almost exclusively unicorns and alicorns. However, it could also be said that no pony was born an alicorn, until one was. The heroes of Equestria are exceptional ponies, and if a player wants to play a spellcasting Earth Pony or Pegasus, the rules of the **My Little Pony Roleplaying Game** reflect that (they just need the Magical General Perk). It's easier to be a spellcasting Unicorn, but it isn't impossible to be another kind of spellcasting pony.

SPELLCASTING

Between Cutie Marks, the Elements of Harmony, the innate abilities shared by ponies of the same kind, and, of course, friendship, magic permeates all life in Equestria. However, there's a difference between the passive magic every creature experiences and the ability to control magic that very few creatures enjoy.

This active control of magic is known as Spellcasting. Though rare, it's still accessible to everypony who commits to learning how. The more time and energy a pony dedicates to Spellcasting, the more powerful a spellcaster they become. Because of this, many spellcasters sacrifice their physical and social development in the name of learning a little more about Spellcasting.

While anypony can gain the Spellcasting Skill, only those with the Magical General Perk can actually cast spells. Although there are some ponies who know a lot about magic but cannot use it, it is generally a good idea to get the Magical Perk before investing too much in Spellcasting.

TIERS

There are three tiers of magical spells. A spell's tier measures how difficult it is to learn and cast. There's an old joke at Celestia's School for Gifted Unicorns that ponies who try to cast spells above their caster tiers will be in caster tears. While they all follow the same rules, the higher the tier, the more powerful and potentially dangerous the spell.

The three tiers of magic spells are:

- **Elementary:** Simple, practical spells performed by novice spellcasters and magic hobbyists. Although the simplest tier of spells, casters of all experience levels still use these fundamental spells on a daily basis.
- **Superior:** Complex spells for experienced spellcasters. Students of magic must perform a superior spell to graduate to higher magic study. You must have a d6 or higher in Spellcasting to Master a Superior spell.
- **Virtuoso:** Only exceptionally gifted and truly dedicated spellcasters can hope to one day cast Virtuoso spells. It takes the greatest magical minds to craft such magic. You must have a d10 or higher in Spellcasting to Master a Virtuoso spell.

CIRCLES OF MAGIC

A spell's Circle of magic indicates its effect and function. Similar spells are grouped together in much the same way similar Skills fall under the same Essence. As it's easier to learn a spell similar to one you already know, many magicians specialize in a particular Circle.

There are four Circles of magic:

- **Aid:** Creation magic meant to help.
- **Beam:** Bursts of shaped energy directed at targets. Magic in its rawest manifestation.
- **Enchantment:** The transformation or improvement of a creature, often deep inside of them.
- **Utility:** Practical magic with more function than flair.

THE SPELLCASTING SKILL

Magic, by definition, operates outside of norms. So does the Spellcasting Skill. Unlike the other



skills in the **My Little Pony Roleplaying Game**, Spellcasting is not tied to an Essence. However, you do need the Magical General Perk (free to all Unicorns) to be able to use it other than for research and knowledge of magical theory. Magical creatures can use Spellcasting to interact with magic, cast spells, and create magic items.

IMPROVING SPELLCASTING

When you increase an Essence, you can invest your Skill Point into the Spellcasting Skill instead of a Skill tied to that Essence. This otherwise works like investing in a Skill tied to an Essence. If you are Magical (such as if you are playing a Unicorn, or you took the Magical General Perk), when you increase your Spellcasting Skill, you also Master a Spell, which is explained in Mastering Spells, later.

If you gain the Magical Perk and already have Ranks in Spellcasting, you may Master as many spells as you would be due for that level of Skill. But you will have to invest time in learning them first and the Game Master should not allow you to suddenly gain a whole crop of Mastered spells without some serious downtime and research.

Example: Twilight Sparkle gains a Strength increase. More interested in her studies than fitness, she invests the Skill Point in Spellcasting, which also allows her to Master a Learned Spell. After all, who needs brawn when you can use magic to carry all your books? Her Strength and Toughness still go up by 1, as her Strength increased, but her Strength-based Skills remain the same.

USING THE SPELLCASTING SKILL

Like other skills, Spellcasting can be used for Skill Tests. If you are called on to roll a Skill Test, and you believe that magical knowledge and ability, in a broad sense, applies to the situation, you can ask to use Spellcasting for the Skill Test.

SPECIALIZING IN SPELLCASTING

Like any other Skill, Spellcasting has a number of specializations. These are a variety of Mastery Specializations, as well as Dispelling, and Magical Knowledge. Taking a Mastery Specialization may gain you additional Mastered

spells as well as improving your casting ability. A Specialization in Dispelling or Magical Knowledge doesn't grant you Mastery of any new spells, but does grant you the usual Specialization bonus when making Skill Tests in that area of magic.

MASTERY SPECIALIZATIONS

A Mastery Specialization allows you to gain a deeper understanding of all the spells of a Circle of magic (Aid, Beam, Enchantment or Utility) of a particular Tier (Elementary, Superior or Virtuoso). So you can only gain a Mastery Specialization in (for instance) Elementary Aid, or Superior Aid, not all Aid spells. To choose a Mastery Specialization you must have already Mastered at least one spell in that Circle and Tier. You also need a spare Skill Point to spend as usual with any Specialization.

When you take a Mastery Specialization, you automatically Master all the spells it covers (so all those of the same Circle and Tier). So, if you've already Mastered Energy Beam, you can choose to take a Mastery Specialization in Elementary Beams. This lets you automatically Master the other Elementary Beam spells (Barreling Beam and Lancing Beam). You can also use the 'staircase' of all the dice of your Skill die and below when making casting tests with these spells, the same as any other Specialization.

DISPELLING

Spellcasters can uncast (or dispel) their magic as easily as they can cast it. If you want to end a spell you cast before the duration expires (such as if you cast Summon Shield on a creature you thought was a friend, but they turned out to be a Changeling), you can end the spell instantly as a Free action on your turn.

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.

MAGICAL KNOWLEDGE

Like a painter can see colors that most ponies can't, a spellcaster sees the full spectrum of the magic of the world. You can decipher the magical influences on a situation. It can also be used when researching the history of magic, the nature of a magical creature or what sort of spell or effect might be in use somewhere.

Example: *Starlight Glimmer believes that an uncharacteristically outspoken Fluttershy might be cursed. Normally Alertness, Culture, or Persuasion would be used to confirm that Fluttershy is affected by an outside influence, but because Starlight Glimmer suspects foul play of a magical nature, she could make a Spellcasting Skill Test to get to the bottom of what's happening.*

USING SPELLS

Magic is a series of mysteries, and spells are some of the answers. Magic theorists spend lifetimes determining new combinations of mental visualization, aural focus, and rhyming incantation that equate to new spells. Once a new spell is discovered, magic scholars get to work transcribing the method into spellbooks, preserving the knowledge for future generations of spellcasters. Star Swirl the Bearded, Twilight Sparkle's living idol, is named "the most important conjurer of the pre-classical era," in part because he created more than 200 spells! Of course, Twilight Sparkle herself finished his masterpiece through Friendship. His work lives on through countless books preserved at the Canterlot Library.

Essentially, each spell is different, and sometimes different magicians even cast the same spell in different ways. Magic is capricious and chaotic and answers more to willpower, instinct and connection than special words, tokens and symbols. In fact, some magicians theorize that all the trappings of spellcasting are more to put the magician in the right state of mind to focus than essential in their own right.

In game terms, beyond the basic elements of magic, spell methodology includes deciphering a spell's Tier and Circle. Each spell requires a Standard action to cast, and a casting test to manifest its effects. You must Master a spell to cast it, but you can research a spell to gain the ability to cast it for a short time.



MASTERING SPELLS

Before you can cast a spell, you must first Master it. There are two ways to Master a spell:

- Learned:** Spellcasting students study magic and spells simultaneously. Although they cast spells for practice and with guidance, a spellcaster only learns a spell when they are able to cast it at will. If you are Magical, whenever you increase your Spellcasting Skill Rank, you Master a new Spell. You can only Master a Superior spell when you have at least d6 in Spellcasting, and a Virtuoso spell when you have a d10 in Spellcasting.
- Researched:** When a situation calls for a specific spell that you don't have access to, it's time to hit the spellbooks. You can temporarily Master a spell by researching it. The amount of time and competency required to research a spell depends on its Tier. Researching an Elementary spell takes 6 hours and at least d4 in Spellcasting. Researching a Superior spell takes 12 hours and at least d8 in Spellcasting. Researching a Virtuoso spell takes 24 hours and d12 in Spellcasting (as swift research is harder than taking the time to Master a spell). The Game Master might add additional requirements to researching a spell, like a special ingredient, artifact, or book. After successfully researching a spell, you Master the spell for 24 hours. Researching a spell you already Mastered once takes half the listed time (i.e., 3 hours instead of 6 hours for an Elementary spell).
- Research can be divided up between friends. Magical creatures can lend assistance to the lead researcher to upshift their Spellcasting. Nonmagical creatures can help in nonmagical ways. A brawny pony can haul book piles to help the magical ponies focus. A studious pony can organize texts to save time looking for them. For every creature helping with research in a nonmagical way, the research takes 1 hour less.



WHY DO YOU FORGET SPELLS?

It may seem odd that after all that research, you forget how to cast a spell after 24 hours. This is because Mastery is more than just hitting the books. Spells are complex and require the magician to find the right state of mind. This takes a lot of practice and focus, so after all that research, you understand the spell, and you can keep your focus for a while as you keep the essence of the spell in your mind. But until you truly Master it, you can only focus on it for so long.

After holding onto an unmastered spell for many hours, your mind needs to relax, like it was holding a heavy weight for all that time. Like any heavy weight, it takes time and practice to pick it up again, even if you have lifted it before. In this way you need to hit the books again to get the spell back in your head.

However, if you keep researching the same spell, the Game Master may give you a bonus to researching it on subsequent occasions. Should you eventually opt to Master it, that represents all that practice paying off and you finally, truly understand the spell. Mastering a spell isn't something that just happens when you improve your Spellcasting Skill, it represents many hours of study you have been doing to understand the newly mastered spell.

CASTING COST

Casting a spell requires focus, determination, and immediate recall of complex information. All of which takes its toll on the spellcaster.

Spells have a cost, listed as a downshift to the caster's Spellcasting Skill. Perks can add variable elements to a spell, like the spell's duration, range, and effect, for additional costs. To cast a Spell, you must determine its cost, and then downshift your Spellcasting Skill by that amount before casting the spell.

Example: *Summon Shield* is an Elementary Aid spell that grants the creature you target a +2 bonus to Toughness and Evasion for the duration of the spell. It has a $\downarrow 1$ Spellcasting cost and lasts for 2 rounds. However, the *Long Lasting Spell* General Perk lets you double the duration for double the cost, so if you have that Perk you can make the spell last for 4 rounds for a cost of $\downarrow 2$.

It is especially important to factor in variable costs on Spells that require Spellcasting checks and you pay the cost of a spell before casting it. If you have Spellcasting d6 and want to cast a $\downarrow 3$ spell, you would only roll a d20 for any Spellcasting Skill Test tied to that spell.

Normally downshifts only apply for a single roll, but the cost of spellcasting lingers. **After you downshift your Spellcasting Skill to pay the cost of a spell, your Spellcasting Skill remains downshifted.** But you regain $\uparrow 1$ Spellcasting each round (at the start of your turn) until your Spellcasting skill returns to normal.

As you suffer a buildup of downshifts, you may see your Skill die drop to nothing and even lower.



The table below details the penalties for suffering downshifts when you have no Spellcasting Skill left. These are the same as when using Skills.

If you need to restore your Spellcasting Skill faster, on your turn **you may suffer 1 Health Damage to gain an additional ↑1 to your Spellcasting Skill**. But be careful, unconscious ponies aren't any better at casting spells than exhausted ones!

KEEPING TRACK OF YOUR SPELLCASTING COSTS

Cost separates simple spells from those that completely reorganize the battlefield. You can't cast your big, bombastic spells round after round. Rewriting the laws of science wears a pony out. So it's important to keep track of where your Spellcasting Skill is after paying a Spell's Cost.

Before you cast any Spells, note your Total Spellcasting Rank. Then, when you are about to cast a Spell, apply the downshifts for the cost to your current Spellcasting Rank on the table below. Unless you've been casting Spells outside of combat, your Current Spellcasting Rank and your Total Spellcasting Rank should be the same on the first round.

After paying a spell's cost (before you cast the spell), note where your Spellcasting Skill is now. This is your new Current Spellcasting Rank for the rest of this round. When your next turn starts, Upshift your Current Spellcasting Rank by 1. You do this any round that starts with your Current Spellcasting Rank lower than your Total Spellcasting Rank.

If you end up with enough downshifts you will reach Auto Fail, meaning you simply cannot cast spells until you have recovered. All costs are paid before you cast the spell, and they remain no matter whether the Spellcasting Test is successful or not. The results of downshifting for spells are the same as usual.

Advanced Rule – Heroic Casting: If the downshift places you below Base Die level on the table, you can still cast the spell at the Base Die level. However, you take 1 Health point of damage for each upshift you need to get you back to Base Die level. Using the option you can cannot rise past Base Die level by sacrificing even more Health. The Health damage heals at the normal rate.

Example: An exhausted Twilight Sparkle has dropped to 'd4' on the table, but she wants to cast *Teleport*, a ↓3 cost spell. Three downshifts take her to 'Auto Fail'. So to gain the energy to at least roll a Base die to cast the spell she must also take 1 Health point of damage. At the beginning of her next turn she gains ↑1 taking her current Spellcasting rank to 'd2'.

Advanced Rule – Exhaustion: The Game Master may decide that anypony who reaches 'Fumble' is utterly exhausted. They do not regain the usual ↑1 until they spend a round not casting any spells. After that they begin regaining ranks at ↑1 as usual.

DIFFICULTY

Like any Skill Test, making a Test to cast a spell needs a difficulty (DIF). **The base difficulty to cast any Elementary spell is Routine (10).** For any

Superior or Virtuoso spell it is Challenging (15).

Also, the more powerful the spell the harder it is to cast due to downshifts. Like any Difficulty, the Game Master can increase or decrease it due to circumstances. If the caster is trying to rush, it might be harder than if they can take their time. The right tools and magical apparatus (such as a laboratory) might help them as well.

Some spells require a Spellcasting Attack Test. This is the same as a normal Spellcasting Test, but to affect the target, the test result must equal or exceed both the casting DIF and the DIF to hit the target (usually as a ranged attack). For more detail on making attacks, see **Chapter 10: Conflict**.

DURATION

How long the effect or a spell lasts. Spells with an Instant duration take effect right away. For example, Teleport is an Elementary Utility spell with an Instant duration. Once you physically teleport, the spell is done. You do not unteleport after a certain number of rounds, and you are not locked into the space you teleport to for any amount of time. Once you cast the spell, it takes effect instantaneously and ends immediately.

When you cast a spell with a duration longer than Instant, you gain the benefits for the listed amount of time. If a Spell's Duration is 1 round, it ends at the beginning of your next turn. If its Duration is 1 scene, 1 hour, or 1 day, it lasts until the end of that scene, hour, or day.

RANGE

Some spells have a range, which is how far their effect can reach. All ranges are measured from the caster of the spell and in most cases, it is a simple amount of feet. For instance, *Adapt* has a range of 30 feet so it can be cast on any creature within 30 feet of the caster. However, if a creature has been targeted by a spell, they don't need to remain within the range for the spell to continue to affect them. So a creature needs to be within 30 feet to be affected by *Adapt*, but once the spell has been cast on them, they can be miles away from the caster and still benefit from the spell until the duration (1 day) expires.

If the spell creates an area of effect then only creatures within that area will be affected by the spell. If they leave the area, even if the spell's

duration has not expired, they no longer suffer its effects.

Reach is any target the caster could comfortably reach out to and touch. See Size in **Chapter 10: Conflict** for more on Reach.

Another range is *Line of Sight*, which literally means that if the caster can see the target, they can use the spell on them. So they can target a creature standing in the open several hundred feet away, but they cannot target a creature hiding only six feet away behind a wall. How well hidden a creature needs to be to avoid being a target is up to the Game Master.

EFFECT

A spell's effect is what the spell actually does. A spell's effect can be simple (like *Energy Beam*, an Elementary Beam that deals 1 Energy damage on a successful attack) to complex (like *Ponymorph*, a Virtuoso Enchantment that turns a creature into some other creature).

Effects can also be straightforward (again, like *Energy Beam*) or abstract, like *Common Ground*, an Elementary Enhancement that removes a barrier to communication between you and another creature. There are a couple of examples of how to implement the spell, but there are far more situations that the effect description does not cover. This is by design. Magic opens up a world of possibilities, and a clever spellcaster find new ways to apply the effects of a spell to their advantage.

Which creatures an effect says a spell can target is important. If the effect says "You" then only the spellcaster can gain the benefits of the effect. If the effect says "Target Pony," then the spell can affect Earth Ponies, Pegasi, and Unicorns, including the spellcaster (if the spellcaster is a pony), but not dragons, griffins, or other non-pony creatures. If the effect says "Target Creature," any creature (including the spellcaster) can be targeted. This applies to all spells equally, even spells you might not expect to want to target yourself with. For example, if your hooves are tied up and you can't move, you can target yourself with *Barreling Beam*, an Elementary Beam that moves your target up to 15 feet away to move yourself away from your captors.

SPELLS

The following is a list of spells commonly known in Equestria. Each offers a one sentence explanation of its effects, then its cost, duration and range (if required) and then a longer detail on how its effects apply. It is perfectly fine for players to come up with new spells of their own design, although the Game Master has the final word on the tier, costs and effects, etc. Spells of a player's design are treated in all the same ways as spells on this list.

ELEMENTARY SPELLS

Although this is the most basic tier of spells, there is nothing basic about spellcasting.

Elementary Spell Circles:

- **Aid:** *Fluttery Wings, Healing Bandages, Summon Shield*
- **Beam:** *Barreling Beam, Energy Beam, Lancing Beam*
- **Enchantment:** *Adapt, Common Ground, Enchant*
- **Utility:** *Automate, Help Yourself, Teleport*

ADAPT (ENCHANTMENT)

You cover a creature's basic needs to live in a different place.

↓3 Spellcasting, 1 day, 30ft

Target creature gains a feature that allows them to survive in an environment they normally couldn't. This could be cloud walking in Cloudsdale, gills to breathe underwater, heat resistance in a dragon lava tube home, nightvision in a cave, or even a space suit in space.

AUTOMATE (UTILITY)

You bring tools to life.

↓1 Spellcasting, 1 scene, 30ft

An object you target performs the task it was designed for. A broom sweeps, a candle lights, a whisk whisks, for the duration of the spell. As long as you supervise the object, you can issue it directions that relate to the object's function. For example, if you automate a hammer, when it's done hammering one nail, you can direct it to the next. If you cast this spell multiple times, you take ↓1 Spellcasting per additional object that you automate.



BARRELING BEAM (BEAM)

Your beam is wide and strong enough to move creatures.

↓3 Spellcasting, Instant, 60ft

Make a Spellcasting Attack Test against a target within range. On a success, you move your target up to 15ft away. If you are moving them into harm's way, such as over a cliff or into an electrified waterfall, you only push them up to the edge of the hazard unless your Spellcasting roll was a Critical Success. If you aren't pushing them into danger, then your target is knocked Prone on a Critical Success.

COMMON GROUND (ENCHANTMENT)

You and a creature learn to communicate.

↓2 Spellcasting, 1 scene, Line of sight

You and another creature can talk to one another. If you do not share a language, you each become fluent in the other's first language. If the creature is too set in their ways to listen, you open their mind to your way of thinking. This does not guarantee the creature will agree with you, but they will understand you.

ENCHANT (ENCHANTMENT)

A creature better understands how to perform a task.

↓1 Spellcasting, 3 rounds, Line of sight

The target creature gains ↑1 in a Skill of your choice.

ENERGY BEAM (BEAM)

You unleash a beam of colorful energy.

↓1 Spellcasting, Instant, 30ft

Make a Spellcasting Attack Test against a target within range. On a success, you deal 1 Energy damage.

FLUTTERY WINGS (AID)

You gift grounded creatures with beautiful wings.

↓2 Spellcasting, 1 day, Line of Sight.

The target creature grows wings like a butterfly, gaining 15ft Aerial movement.

HEALING BANDAGES (AID)

Your touch is able to heal wounds.

↓3 Spellcasting, Instant, Reach.

The target creature Heals 2 damage.

HELP YOURSELF (UTILITY)

You call forth a magical helper.

↓2 Spellcasting, 1 scene, 15ft

An illusory clone of yourself that seeks to help appears anywhere within the range of the spell. This clone is mostly intangible and immune to anything but magical damage. It uses the same statistics as the caster if required and disappears before the duration if 'killed'. The clone can do nothing except Lend Assistance, which it can do once each round to anyone within 15 feet of the caster that the caster indicates for as long as the duration.

LANCING BEAM (BEAM)

You fire a long range beam of concentrated energy.

↓2 Spellcasting, Instant, 60ft

Make a Spellcasting Attack Test against a target within range. On a success, you deal 1 Energy damage.

SUMMON SHIELD (AID)

You raise a defensive barrier between a creature and any incoming attack.

↓1 Spellcasting, 2 rounds, 30ft

The target creature within range gets a +2 bonus to Toughness and Evasion for the duration of the spell.

TELEPORT (UTILITY)

You disappear in a flash of light, reappearing somewhere nearby a split second later.

↓3 Spellcasting, Instant, Line of Sight

You arrive in any space within range as long as there isn't a creature or object there. If the space is occupied you appear as close as possible to your target in an unoccupied area.



SUPERIOR SPELLS

These are spells for experienced casters. Only spellcasters with at least d6 Spellcasting can learn these spells, and only Spellcasters with at least d8 Spellcasting can research them.

Superior Spell Circles:

- **Aid:** *Summon Armor, Wayfinder*
- **Beam:** *Explosive Beam, Teleporting Beam*
- **Enchant:** *Bestow Expertise, Don't Notice Me Field*
- **Utility:** *Hitch a Ride, Take Record*

BESTOW EXPERTISE (ENCHANTMENT)

You fill a pony's mind with wisdom and experience.

↓2 Spellcasting, 1 scene, Line of Sight

The target pony gains a Specialization of your choice for any Skill for the duration of the spell.

DON'T-NOTICE-ME-FIELD (ENCHANTMENT)

You make a creature harder to detect.

↓3 Spellcasting, 1 scene, 30ft

The target of this spell (who must be in range) becomes silent and invisible. They gain Edge on Infiltration Skill Tests related to not being seen, and creatures looking for them suffer Snag on Awareness Skill Tests to notice them. This spell stops working if the target of the spell harms another creature, or if the target is affected by even stronger magic (as defined by the GM, but usually that of a Princess or elder magician).

EXPLOSIVE BEAM (BEAM)

You aim your beam at an area instead of a creature, affecting all creatures in that area.

↓3 Spellcasting, Instant, 60ft

Pick a space within range. Make a Spellcasting Attack Test against each target in a 15ft diameter circle of the chosen space. You deal 1 Energy damage to each target successfully attacked.

HITCH A RIDE (UTILITY)

When you have to get somewhere, you ride in style.

↓3 Spellcasting, 1 day, 20ft

You summon a magical vehicle that appears in an unoccupied space within the spell's range. It is large enough for you and 9 other Common sized creatures to travel comfortably. This vehicle drives itself, has a d10 Driving Skill, is Specialized in Driving itself, and has a Ground and Aerial movement of 60ft. The design of the vehicle is up to the caster. Common designs include wagons, hot air balloons, and barges, but you can also create something wild and magical like a flying dolphin, a dragon, or a bus in the shape of a cat.

SUMMON ARMOR (AID)

You encase a creature in a magical form fitting, protective shell.

↓2 Spellcasting, 1 scene, 30ft

Target creature gains a +2 bonus to Toughness and Evasion for the duration of the spell.

TAKE RECORD (UTILITY)

You record what you witness.

↓2 Spellcasting, 1 scene, Range of your senses.

You create an account of your experience that can be preserved and shared. This could take the form of an illusion recreating the scene you recorded, a book detailing the events, an epic painting, or some other visual method for conferring what was recorded to others. The recording is from your point of view and may not always be as objective as you believe.

TELEPORTING BEAM (BEAM)

Your beam magically relocates whatever it hits.

↓2 Spellcasting, Instant, 60ft

Make a Spellcasting Attack Test against a target creature or object within range. On a success, you move your target instantly to any space within range of your Beam without a creature or object in it.

WAYFINDER (AID)

An external indicator directs you to your destination.

↓2 Spellcasting, 1 scene, Unlimited

Pick a creature, place, or thing that you are familiar with. If you succeed at a Spellcasting Skill Test, you become magically aware of the shortest route to the current location of this creature, place, or thing. For this spell the DIF depends on your familiarity with who or what you are looking for. A mug you use everyday would be DIF 5. A creature whom you've never met but who's name you know would be DIF 15. An ancient lost civilization would be DIF 25-30, if it was even possible at all.

During the spell's duration you also know if the focus is being moved and the spell automatically recalculates the route. When the duration of the spell ends you do not forget the directions, but those directions will only apply to where the focus was when the spell ended. Additionally, if you are focused on a person or object, you also become aware if they have come to harm (been damaged or lost Health) during the duration of the spell but the details of this harm are unclear.

VIRTUOSO SPELLS

These are spells for venerable casters. Only spellcasters with at least d10 Spellcasting can learn these spells, and only spellcasters with at least d12 Spellcasting can research them.

Virtuoso Spell Circles:

- **Aid:** *Harmony Unleashed, Panacea*
- **Beam:** *Beam Volley, Mind Beam*
- **Enchant:** *Ponymorph, Self Improvement*
- **Utility:** *Extra Sensory Projection, Lightning Speed*

BEAM VOLLEY (BEAM)

You fire a barrage of magical beams.

↓4 Spellcasting, Instant, Line of Sight

Make a Spellcasting Attack Test against 3 targets in range. You deal 2 Energy Damage to each target you successfully hit.



EXTRA SENSORY PROJECTION (UTILITY)

You leave your body behind and visit a far off location with your mind.

↓4 Spellcasting, 10 rounds, Unlimited

Pick a creature, place, or thing that you are familiar with. A clearly magical projection of your body manifests in that location. You can see and can communicate in that location, as if you were there, if you succeed at a Spellcasting Skill Test. The further away you need to travel, the higher the DIF should be. But the DIF may be lowered if you are especially familiar with the place you are going to or the person you are trying to contact. While the spell is active you are aware of what is going on at both locations, but those at both locations can see and hear everything you do. This can be confusing if you are trying to hold two conversations at once!

HARMONY UNLEASHED (AID)

You ignite the spark that's inside of a pony, unleashing their inner element of harmony.

↓3 Spellcasting, 3 rounds, 30ft

Casting this spell creates a colorful glow that projects the target pony's personal perception of their best self, typically with grown-out mane, their body highlighted by rainbows, and their Cutie Mark manifesting on their hooves and reflected in their eyes. Any actions the target pony takes during the spell's duration that are tied to their Cutie Mark Perk are considered Free actions.

LIGHTNING SPEED (UTILITY)

You experience a burst of speed.

↓3 Spellcasting, 1 scene, 30ft

Target any creature within range. That creature doubles all their Movement rates for the duration of the spell.

MIND BEAM (BEAM)

Your beam affects your target's mind instead of their body.

↓3 Spellcasting, 3 rounds, 60ft

When you Master Mind Beam, pick one of the following effects: Calm, Confuse, Frighten, Impair, or Stunned. This is the default effect of your Mind Beam which you cast as normal. You may use any

MY LITTLE PONY ROLEPLAYING GAME

of the other effects of this spell instead but doing so increases the cost by ↓1.

When you cast Mind Beam, you target a single creature within range, but instead of damage, your Beam has the following effect:

Calm: The target calms down instantly and is no longer aggressive. They may still want to fight once the spell ends, but for now they listen to anycreature who talks without harming them. Social Skill Tests against them gain ↑2. This effect breaks if they are harmed.

Confused: The target forgets what they were doing and moves at random. Roll a die to decide which random direction they move in. They will not attack or harm other creatures during this time, nor will they move in a way that harms them, such as falling off a cliff or in a river of lava.

Frightened: Frightened creatures suffer ↓2 on Smarts and Social Skill Tests when in sight of their fear (you) and cannot move closer toward you.

Impaired: Impaired characters suffer a ↓1 on all Skill Tests.

Stunned: Stunned creatures freeze in place. They perceive everything around them, but can't take actions.

PANACEA (AID)

You cure a creature of all ills.

↓4 Spellcasting, Instant, 30ft

Target any creature within range. All conditions affecting the target creature end, including Defeated, and the creature returns to their full Health.

PONYMORPH (ENCHANTMENT)

The creature takes on the appearance of another creature.

↓4 Spellcasting, 1 scene, 20ft

This spell turns the target creature within range into an identical copy of another creature of their size. They look, sound and even smell exactly like the original. They gain Edge on Deception and Infiltration Skill Tests to pass as the creature they look like, or to not be identified for who they are. Also, they only need to make Skill Tests

to pass as another pony if they are interacting with a creature who knows either them or their disguise very well, or if they behave completely inappropriately for the creature they're pretending to be. For example, if Twilight Sparkle disguises herself as Rarity, and then interacts with Shining Armor, Twilight's brother might recognize enough of his sister's characteristics to suspect something's amiss.

The target creature does not gain any magical abilities of the creature they are copying. However they do gain any physical abilities. So if an Earth pony becomes a Unicorn they do not gain any magical powers, but if they become a Pegasus they gain wings and so can fly. It is up to the Game Master to decide what abilities count as physical and which are magical.

SELF IMPROVEMENT (ENCHANTMENT)

You better yourself, or some other creature else's self.

↓3 Spellcasting, 1 scene, 30ft

The target creature within range improves one of their Strength, Speed, Smarts, or Social Essence Scores by 1, for the duration of the spell. The creature gains a Skill Point and an increase to Defense, as they usually do for an Essence Score Increase, but only for the duration of the spell. One creature can be targeted multiple times with Self-Improvement, each time improving a different Essence and Skill.

MAGIC ITEMS

Spells are not the only channels for magic in Equestria. Physical objects can contain focused magic, which creatures can tap into if they know how. There are three different types of magical items:

- **Magic Baubles:** These are minor magic items, often of a single use like a healing potion. Most simply duplicate a known spell effect and many can be crafted by any trained spell caster.
- **Magic Objects:** These items are enchanted with permanent power and can be used several times, in some cases as often as you like. They are crafted by experienced spell casters and are quite rare.

- **Magic Artifacts:** These items are objects of legendary power, crafted by the greatest spell casters of the age. Some of them have multiple effects, many are exceptionally dangerous even to their wielder. Artifacts are items of destiny and only ever appear at time of great import so they can lend their power to the greatest heroes or the darkest villains.

MAGIC BAUBLES

These crafted items recreate the effects of spells into potions, elixirs, scrolls, and charms. These are items like Zecora's potions, and the 'Want It, Need It' doll that Twilight enchanted. Because magic does not like to be contained, these items lose their potency over time. When a Magic Bauble is created, the spellcaster imbues it with a piece of their magic, usually a particular spell. Using the bauble is effectively casting the spell.

USING MAGIC BAUBLES

Like casting a spell, using a Magic Bauble is a Standard action. If the spell calls for a Spellcasting Skill Test, you use your own Spellcasting Skill, or the Spellcasting Skill noted on the Magic Bauble (whichever is higher). As a consumable item, once any magic bauble is used, it is done. A potion is drunk, a scroll is consumed by magic, a statue crumbles to dust. Whatever form the bauble takes, it can only ever be used once.

The effect of the magic bauble depends on the form it takes. There are three general categories:

- **Scrolls:** The magician effectively writes a spell onto a piece of magically prepared paper. Any creature who can read simply reads the scroll out loud and casts the spell as if they were casting it after Mastering it. This means they can choose targets, ranges, etc., but casting the spell requires a Spellcasting Test as usual.
- **Potions and Elixirs:** When the spell is in the form of a potion it only affects the person who is drinking it or otherwise using it (if a salve for instance). So the potion drinker needs to do so willingly (but might be tricked into using it). However, no Spellcasting Skill Test is required, and therefore no casting cost; the potion will always work.
- **Talismans:** This is the catch-all title for any other physical object or knick-knack a magician might invest power into. Many do not appear magical, allowing magicians to hide them in all sorts of places. Like a potion, using a talisman does not require a Spellcasting Test, but it does cost the user the same downshift as if they had cast the spell themselves. The talisman draws its power from those who wield it. The talisman must also be held by the user and concentrated on, and if used to target someone else, it must be pointed in their direction.

While magic baubles are useful and potent, they are not usually as good as getting the spell cast by a trained spell caster. There is no option to empower the spell cast by any magic item (any item, including scrolls) by increasing the cost as a magician might when casting a Mastered spell. This remains the case if the magician has themselves mastered the spell in question.

CREATING MAGIC BAUBLES

Magical creatures can only create magic items based on the spells they've Mastered. This includes spells Mastered through research, as long as the ritual to create the magic item is completed before the magical creature loses their Mastery of the spell.

Creating a Magic Bauble takes time and focus, even more than researching a spell. To create a Magic Bauble, follow these steps:

1. **Appropriate Venue:** Creating magic items takes ingredients, tools, containers, usually fire. There's a reason more of Zecora's home is dedicated to her cauldron than her bed. The Game Master may decide you need a magical laboratory or a special ingredient to craft the magic bauble.
2. **Pick a Spell:** You need to know which spell you want to use to create this magic item. If you haven't Mastered the spell you want





to use to create the Magic Bauble, you have some research to do.

- 3. Determine Cost:** Like when casting a spell, determine the total cost, after taking all variables into account.
- 4. Cover the Cost:** Creating a Magic Bauble takes more out of you than casting a spell. You pay the cost for casting the spell as usual, but you regain $\uparrow 1$ Spellcasting per hour after creating a Magic Bauble, not per round. This is for all uses of Spellcasting, not just the crafting attempt. This lasts until you have had a full night's rest and returned your Spellcasting Skill to its usual rank.
- 5. Record the item's Spellcaster Skill:** The magical bauble gains a Spellcasting rank equal to that of the caster's, after they have paid the casting cost. This is the Spellcasting Skill rank that the wielder may use when activating the magical bauble.
- 6. Choose a Form:** The form of the magic item (Scroll, Potion or Talisman) is up to you when you create it. Potions are the most common, but not the only option. A crystal monocle makes sense for a beam spell, for example. Other common forms include rune carvings,

magic gems, and wearables like glasses or cloaks.

- 7. Craft:** Now it's time to stir your cauldron, forge your jewelry, or hocus pocus your focus. Crafting an Elementary spell into a magical bauble takes 6 hours, followed by a DIF 12 Spellcasting Skill Test. Crafting a Superior spell takes 12 hours, followed by a DIF 16 Spellcasting Skill Test. Crafting a Virtuoso spell takes 24 hours, followed by a DIF 20 Spellcasting Skill Test. If you fail this Skill Test, you need to spend the listed amount of time again and then repeat the Skill Test. If you are no longer considered a master of the spell at that point, or you give up, you fail to create anything but a mess.
- 8. Enjoy:** Your Magic Bauble is done!

SAMPLE MAGIC BAUBLES

HEALER'S SALVE

d4, Instant, Reach

By applying this salve to a creature, they regain 2 lost Health.

IMPERCEPTIBILITY POTION

d2, 1 scene, 30ft

The creature who drinks this potion gains the benefits of the spell *Don't Notice Me Field*.

POCKET WATCH OF MIND MANIPULATION

d6, 1 round, 60ft

The creature you target with the Pocket Watch of Mind Manipulation becomes Confused, as the spell *Mind Beam*.

SMOKE SCREEN

d4, 1 round, 20ft radius

When this smoke bomb is set off, everyone in the area of effect gains the condition Blinded for 1 round.

MAGIC OBJECTS

Magic objects are items that absorbed the magical potency of the ritual in which they were involved (like the Rings of Scorcher) tied to a legendary moment (like Rockhoof's Shovel) or were deliberately created by a prodigious caster (like the Crystal Mirror). They are significantly more powerful than magic baubles, are not tied to existing spells, and retain their power after they've been used.

USING AND CREATING MAGIC OBJECTS

In addition to being powerful tools, magic objects are puzzles. Sometimes this is intentional. Many of the great magical minds who create magic objects know the ramifications of them falling into the wrong hands, and intentionally make activating them obtuse. Other casters are so eccentric that straightforward directions for them are completely foreign. Magic objects created by events of worldly significance are mysteries on their own, their activation requirements as abstract as their origins.

Even though player characters are heroes without compare, only the most powerful creatures can create magic objects. Future **My**

Little Pony Roleplaying Game rulebooks might unlock the secrets of creating magic objects, but for now, they are saved for use as storytelling tools for Game Masters, and unique rewards for adventures.

SAMPLE MAGIC OBJECTS

ELEMENT OF HARMONY NECKLACE

The centerpiece jewel on this thick gold necklace represents one of the Elements of Harmony: Generosity, Honesty, Kindness, Laughter, Loyalty, or Magic. If you are wearing an Element of Harmony Necklace and you gain a Friendship Point for embodying your necklace's Element of Harmony, you can spark that Element of Harmony. Make a Skill Test related to your necklace's Element of Harmony (for example, Performance for Laughter, Spellcasting for Magic, Culture for Generosity, Persuasion for Honesty, Animal Handling for Kindness, and Alertness for Loyalty). If you are 9th level or lower, the DIF is 20, and you gain the benefits of your element's Pillar of Harmony Role Perk for 1 Scene. If you are 10th to 19th level, the DIF is 30, and you gain the benefits of your element's Princess of Harmony Role Perk for 1 Scene.

POWER PONIES ENCHANTED ISSUE

By reading this enchanted comic book, you and all creatures within 60ft of its pages are teleported to the world of the Power Ponies. The comic assigns every creature a character from the issue. You gain special abilities based on the character you were assigned, and you look exactly like your character to creatures within the comic.

You are trapped in this world until you conclude the issue's storyline. When you conclude the issue's storyline, you teleport back to your world. You lose any powers you gained in the comic, but keep all of your memories.

GET ALONG BRACELETS

Sometimes ponies aren't the best at getting along. When two ponies refuse to cooperate and

their arguments continue to prove disruptive to everyone else, a pony elder may decide to break out the Get Along Bracelets. These two enchanted hoofbands make it impossible for the two ponies to get farther than ten feet from each other. Should they try, the hoofbands start to shine brilliantly and pull the ponies together. Ponies wearing the bracelets must make a DIF 15 Brawn Skill Test to try to pull against the bracelets and move farther away from the other wearer. The bracelets' enchantment is broken only when the two ponies come to a compromise over the argument they were having or have an epiphany into how they can better work together.

ARTIFACTS

Artifacts can topple nations and shift the paths of destiny. However, learning to use the magic locked inside an artifact can take lifetimes. Many power-hungry creatures wasted away in libraries trying to decipher ancient riddles to unlock legendary artifacts. Artifacts like the Crystal Heart,

the Cutie Map, and Mage Meadowbrook's Eight Enchanted Items have all impacted the history of Equestria more than once.

USING AND CREATING ARTIFACTS

Magic items as rare as artifacts end up in the possession of Player characters only a couple of times in a campaign, and usually define the direction the campaign goes from there. Like when the Mane 6 used objects tied to lessons of friendship they learned to open the Six-Keyed Chest of the Tree of Harmony, an artifact can take multiple adventures to unlock. Even then, as artifacts are powerful magic items, unlocking them is usually about solving a larger problem rather than a goal on its own.

Don't expect to create an artifact earlier than when all the characters are Princesses, and maybe not even then. Game Masters might mark the end of a campaign by having the player characters' final conflict lead to the creation of an artifact that shows up in the next campaign.



SAMPLE ARTIFACTS

THE CATACOMB CAGE OF MAGIC DRAIN

A rune was inscribed on the floor beneath the School of Friendship by Cozy Glow, who wanted the power of Friendship all to herself. This rune includes six outer circles and an inner circle, connected with a pair of overlapping triangles and a variety of repeating symbols.

When a creature enters the inner circle, they are trapped within a force field and subjected to a *Mind Beam*. The Catacomb Cage of Magic Drain has a Spellcasting rank of d2, but for every magic item placed in one of the outer circles, it gains $\uparrow 1$ Spellcasting. If the *Mind Beam* is successful the target suffers the Frightened, Impaired and Stunned effects.

Once the target is affected, the effects last until the magic items in the outer circles are drained of their magic. A magic bauble lasts for 1 minute before it is drained of its magic, destroying the item and weakening the Catacomb Cage of Magic Drain. A magic object lasts a day. An artifact can last for a week, month, or even a year, depending on how powerful the artifact is. When a magic item is drained, the Catacomb Cage of Magic Drain loses the benefits of having a magic item in that outer circle and must make a new Spellcasting Skill Test to continue to affect any targets.

Example: If the Catacomb Cage of Magic Drain has five magic baubles and a magic object in the six outer circles, it gains a whopping $\uparrow 6$ Spellcasting to try to affect a creature with *Mind Beam*. On a success, the creature is affected by the three *Mind Beam* effects for 1 minute. After 1 minute, the Catacomb Cage of Magic Drain will have drained the five Magic Baubles of their power, destroying them. The Catacomb Cage of Magic Drain now makes a new Spellcasting Skill Test, with only $\uparrow 1$ Spellcasting from the one remaining magic item, the magic object.

If the creature in the inner circle of the Catacomb Cage of Magic Drain is magical, then all Spellcasters in Equestria suffer $\downarrow 1$ Spellcasting as long as the magic creature is subject to the *Mind Beam*.

Succeeding at a DIF 25 Spellcasting Skill Tests reveals how to disable the Catacomb Cage of Magic Drain. This is done by a creature touching a magic item in an outer circle or the creature in the inner circle. Doing so subjects the creature to *Mind Beam*, unless one creature per magic item in the outer circle spends a Friendship Point and the creatures all touch the objects at the same time. This immediately ends all effects of the Catacomb Cage of Magic Drain.

THE DANCING FLUTE

An ancient flute with small symbols of dancing figures etched onto the side. This ancient artifact was made by some strange creature who disliked dealing with beings who were uptight and did not know how to have a good time. The flute is always perfectly in tune, with a beautiful and melodic pitch that many find to be transcendent. Unfortunately, after the flute has been played for more than a few notes, the artifact becomes sufficiently charged and starts to float on its own accord, playing an upbeat and jovial tune for those nearby.

The infectious nature of this flute causes all those who can hear the music to become overwhelmed with the urge to dance. They are aware that they are dancing, and may even enjoy it, but they are unable to stop their hooves from stomping along to the beat. To resist the flute, the pony must succeed at a DIF 20 Athletics Skill Test to regain control long enough to perform an action that is not wild, carefree dancing. Failing this test means the pony is caught up in the music and continues to dance away until their next turn.

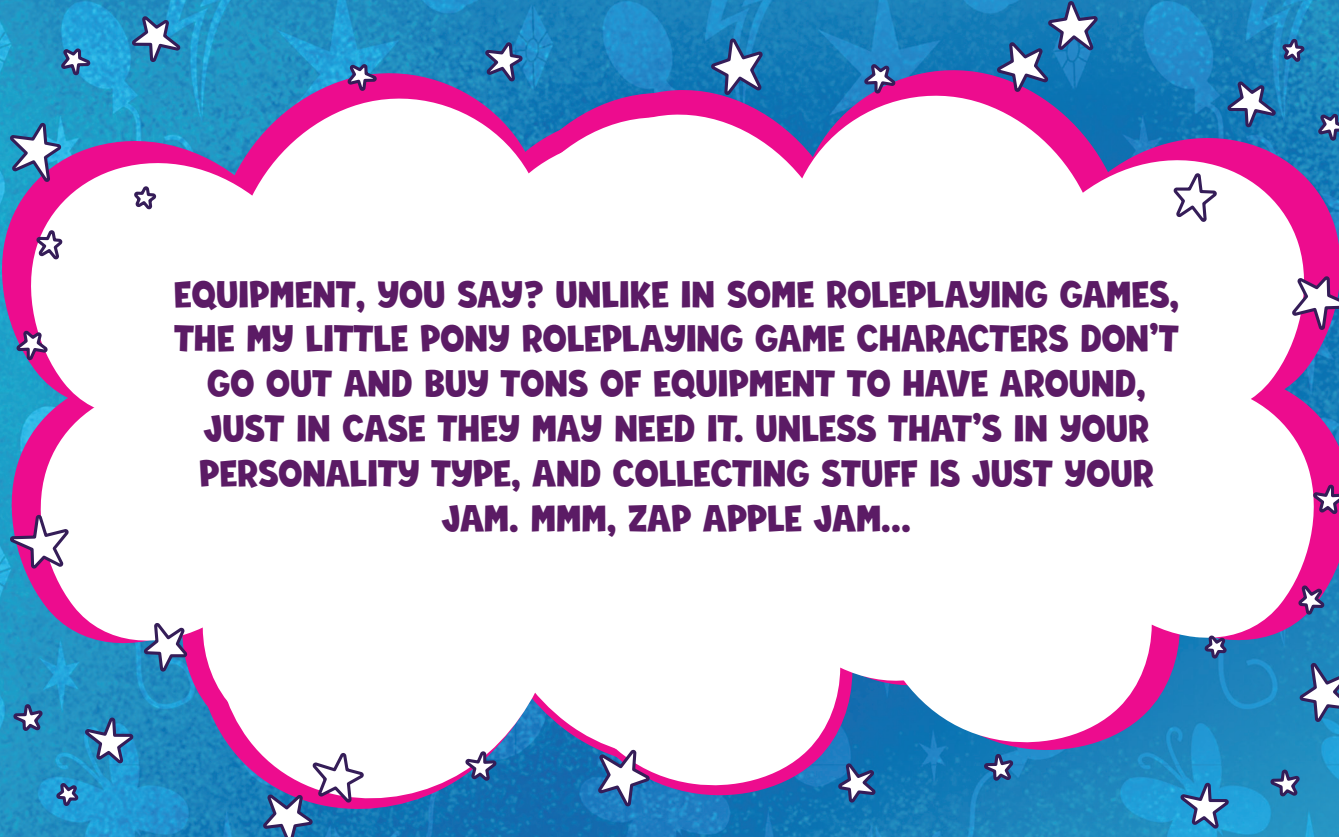
Strangely, the flute cannot stand to hear its own music played discordantly. The only way to deactivate the flute is to seize it and start playing it at random. Capturing the flute, which will use its magic to attempt to float just out of reach, requires a DIF 25 Finesse Skill Test to grab the flute out of the air and then a DIF 20 Brawn Skill Test to keep hold of the flute long enough to play music. Once deactivated, the flute will drop onto the ground where it will glow with a warm light until someone comes along to play it again.





CHAPTER 9

EQUIPMENT



EQUIPMENT, YOU SAY? UNLIKE IN SOME ROLEPLAYING GAMES, THE MY LITTLE PONY ROLEPLAYING GAME CHARACTERS DON'T GO OUT AND BUY TONS OF EQUIPMENT TO HAVE AROUND, JUST IN CASE THEY MAY NEED IT. UNLESS THAT'S IN YOUR PERSONALITY TYPE, AND COLLECTING STUFF IS JUST YOUR JAM. MMM, ZAP APPLE JAM...

MY LITTLE PONY ROLEPLAYING GAME

Anyhoo, unless it's for a special purpose, even adventuring ponies don't really need to carry much equipment about, since they'd rather use their brains and their words than their hooves with a sharp pointy thing in them. But sometimes, like if a pony gets steamed enough to throw it, a normal, everyday object like an apple can become a projectile. And of course, things like carts, wagons, rope, and jam jars could be necessary to complete a task.

That's where Equipment comes in. Most basic equipment can be found in reasonable quantities at a reasonable range of places, and it doesn't take much to acquire it for your needs. If a pony needs something that the Game Master determines is common enough, they can tell you how to get it, often for free.

Sometimes the piece of equipment you want will be rare or hard to find. In that case, perhaps you'll have to negotiate with a neighbor to borrow it. Or maybe the Game Master will send you off on a side quest to go find it! If the item you want is in a store, you may have to purchase it using bits, and the number of bits you'll have to spend will depend on your Wealth.

All in all, it can be said that a pony character always has:

- Basic tools of their trade, hobby, or Influence
- Household items found in an average home in Equestria, including cooking utensils, basic furniture, cleaning supplies, and other simple equipment
- Personal trinkets and family heirlooms
- Access to food while within city limits, especially fruits and vegetables that grow around town.

WEALTH

Money in Equestria is measured in *bits*. However, ponies tend not to worry too much about money. Pony society makes sure everypony has a place to live, plenty to eat, and that in general, everypony is cared for. Plenty of ponies have some sort of job, but usually this is because they enjoy the work as much as they make a living from it. But that doesn't mean everypony can afford to have everything they want. Extra equipment, expensive luxuries and confetti canon supplies can be quite expensive.



EQUIPMENT

For the most part player characters can assume they have any items they need to cover their basic survival. Even then, they can probably afford common items like rope, a coffee maker, or a new set of day to day clothing, etc. But when they want something expensive, like a new machine, adventuring supplies and gear, a set of fancy clothes or the supplies to throw a huge party, they need to spend money.

Rather than work out exactly how much money any character has, when a pony needs to buy something they must make a Wealth Test. To do this, make a standard Skill Test using a special form of Skill called your Wealth Status (see below) and the usual d20 base die. If the test is a success, you have the money to afford the item in question and can buy it. If not, you don't and you can't. But you may reduce your Wealth Status by 1 (unless you're already at the lowest level!) and buy the item anyway. This represents the stretch on your finances. If you get a Critical Success you might get a bonus, such as an especially good deal, a bonus item, or the item turns out to be a far better quality than you expected.

The Difficulty of the Wealth Test is determined by how expensive the item is. However, it is up to the Game Master if the item is available at all. You can't just buy any legendary magic item you want just on a Wealth Test, someone needs to have one to sell. Scarcity can also be a factor in the cost as well. The Game Master might increase the Difficulty to buy an item that is currently rare or hard to find. This might sometimes apply to common items, forcing a Wealth Test for items that usually don't require one.

Note that to make a Wealth test at all; you must have at least a chance of a standard success. If a maximum result on your Base Die (d20) plus Wealth Status die would not be enough to reach the DIF of the test, you cannot attempt the test. Additionally, if another character is also capable of making the Test, they may Lend Assistance in the usual way. But if the Test is successful they suffer Snag on Wealth Tests they make for the next scene/ day/adventure depending on the expense.

Essentially, it is up to the players to decide what they want, and then for the Game Master to decide if that item is available, and what the DIF of the test to acquire it should be. It is also up to the GM to decide when you can try to make another Wealth Test for an item you have failed to

purchase, or how many Wealth Tests you can do. Successful Wealth Tests will drain your resources after all! Certainly further Wealth Tests should suffer Snag until the character's funds have had a chance to recover. Whether that is a scene, a day or an adventure is up to the GM, depending on the expense

TABLE 9-1 COMMON WEALTH TEST DIFFICULTIES

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

Not every pony has as much money as every other pony. Wealth Status is effectively the Skill you use to make a Wealth Test, but it is not one you can improve with experience or counts towards your Essence Scores. All ponies begin the game with an Average Wealth Status, except foals, who usually start at Financially Strained (they don't often have many bits of their own as someone else cares for their needs). If a pony has a job or runs a business that is doing well they can choose to begin the game as Well off with the Game Master's permission. However, having

work commitments will mean they don't have as much free time as the other player characters. Anypony with the Wealth General Perk, increases their Wealth status by 1 each time they take it. However, they should create a narrative reason for this wealth. Maybe they have an inheritance or were granted some sort of directorship, maybe even had some luck gambling or working the stock exchange.

TABLE 9-2 WEALTH STATUS

WEALTH STATUS	WEALTH TEST MODIFIER
Impoverished or in debt	Base Die + Snag
On the breadline	Base Die (no Snag)
Financially strained	+1d2
Average	+1d4
Well off	+1d6
Affluent	+1d8
Rich	+1d10
Wealthy	+1d12

If your Wealth Status is reduced it will recover, but gradually. At the end of any adventure where your Wealth Status is lower than it should be, you can make a DIF 15 Culture Skill Test. If the roll is successful you can restore your Wealth Status by 1 level. This carries on after each adventure until it reaches the level it should be. So an impoverished character might take several adventures to get their finances back on track. If you fail the test the Game Master may give you Edge on the next one if you have been reasonably fiscally responsible.

The Game Master can reward player characters with bonus Wealth Status levels (either permanently or temporarily) if they are granted significant monetary reward in their adventures.

Example: *Gustav Le Grand has brought some of his famous éclairs to Ponyville, and Gilly wants to buy one. But she is not the only pony who wants one, and so they are not being sold cheaply. The GM decides buying one will be a DIF 15 Wealth Test. Gilly is Financially Strained, so she rolls a Base Die and 1d2. As the maximum result is 22, she can at least attempt the test, but it's going to be tricky. Sadly she fails it. She could drop her Wealth Status by 1 to On the Breadline to change that to a success, but even though the éclairs look delicious she decides not to. Luckily Ditty Riffs*

sees Gilly looking disappointed and decides to try and buy an éclair for them both. However the GM decides buying two will increase the DIF by 3 points to 18, so he decides to play safe and just buy one for Gilly. His Wealth Status is Affluent so he rolls Base Die +1d8. His test is a success and so he purchases an éclair. Gilly is so grateful to her friend she shares the delicious chocolate treat with him, which makes it taste all the better.

WEAPONS

Wait a second. Didn't you just say that ponies don't have weapons? Oh, I guess it was me who said that. Well, while ponies don't wield them all the time, there are a few historical, magical, and otherwise super rare weapons in Equestria. After all, Canterlot's royal guards patrol with their trusty spears, and the party cannon design did come from a real cannon. Then there are the everyday objects that can be turned into them in case a pony needs to defend themselves and their friends in a pinch. Ever been hit in the face by a projectile vanilla buttercream chocolate cupcake before? Didn't think so. These things are all classified as Weapons and have some rules if a pony chooses to use them.

Generally, getting hit by anything does at least 1 point of Health damage. But proper weapons can hurt a lot more. In general, ponies tend not to wander the streets of Equestria armed to the hilt. However, some dashing swashbuckler might carry a sword, and some ponies carry tools that might be used as weapons (such as a fireman's hatchet).

All weapons do a type of damage, usually either Blunt, Stun, or Sharp, although there are several other types. We'll take a look at the differences in those in **Chapter 10: Conflict**.

HAMMERS AND BLUDGEONS

Care for a quick game of croquet? Ponies use bludgeons all the time, whether they are mallets, hammers, or any other useful tool for fixing things or playing games. Bludgeons can be held as a one-hoofed melee weapon or wielded in a pony's mouth to keep their hooves free for movement.

EQUIPMENT

Small hammers deal 1 point of Blunt damage.

Large bludgeons (like a club) do 2 points of Blunt damage

SWORDS AND BLADES

Knives are common in Equestrian kitchens. How else is a pony able to cut up apples to make some delicious pie? Axes are used to chop down overgrown trees or to cut up firewood. Other bladed weapons, such as shortswords and longswords are a bit more uncommon for everyday use, but they do exist, if you can find one.

Knives and hatchets deal 1 point of Sharp damage.

Full swords of any type and fighting axes do 2 points of Sharp damage

SPEARS AND POLEARMS

Equipped by the E.U.P. (Earth, Unicorn, Pegasus) Guard, spears can be held as a two-hoofed melee weapon or thrown as a ranged weapon. If a pony is wearing the right type of armor or other accessory for this purpose, they may attach the spear to it for carrying while moving. Any long object with a point at the end can act in the same way as a spear as an improvised version in a pinch.

If the wielder uses the sharp end (like the point of a spear or the blade of a halberd) the pole arm does 2 points of Sharp damage. If they use the blunt end (like the butt of the spear or uses a quarterstaff) the weapon does 2 points of Stun damage.

BOWS AND CROSSBOWS

Ranged weapons let you hit someone at a distance so they can't hit you back (unless they have one too). Ponies tend not to use such weapons, as they rarely use weapons at all. Guns are mostly unknown in Equestria, and even then they are usually old style flintlocks, so we'll save detailing them for another supplement.

A bow (long or short) does 1 point of Sharp damage and takes a Free action to reload.

A crossbow does 2 points of Sharp damage but takes a Move action to reload.

USING WEAPONS

Weapons are quite a varied collection of things so they often require different Skills to use.

Athletics: This Skill covers any weapon that needs to be thrown, such as a grenade or a ball.

Might: This Skill covers weapons that rely on Strength, which usually covers blunt weapons like clubs, hammers, and truncheons. Axes also usually use Might but the Game Master might allow smaller ones to be wielded with Finesse.

Finesse: This Skill covers weapons that use a swift hand and agile attacks. This is usually swords and blades. It may also cover the use of small axes.

Targeting: This Skill covers weapons using your steadiness and accuracy, and so is used for bows, crossbows, and thrown items. Firearms are almost unknown in Equestria, but they would also be covered by this Skill.

Technology: Some large weapons (like supervillain size) might require computer control to target and fire. As such, they require Technology as you are not wielding a weapon so much as operating the weapon's computer system. There aren't too many satellite laser deathrays in Equestria, though.

Advanced Rule – Brawn Requirement: Heavier weapons require a minimum rating in Brawn to wield effectively, especially if they require two hooves. So all pole arms require a minimum of d4 in Brawn to use (except spears, that may be used 1 handed, which reduces their damage by 1 point). The Game Master may declare any weapon too large to be used with one hand and require a minimum Brawn.

ARMOR

As ponies tend not to get into battles, few of them wear much armor. Some wear it for ceremonial purposes, or as a symbol of their status and position. But even they don't wear it all the time every day as it's actually pretty uncomfortable (and hot). Having said that, if battle does occur few ponies feel comfortable waging into the front lines without armor. Rockhoof would never be caught without wearing his traditional warrior garb. And Spike would never be caught without

wearing his shining armor in his fantasies to rescue Rarity from trouble.

There are two types of armor you can choose to wear – light armor and heavy armor – although we may come back to this subject in later supplements. As pony ninjas, special forces and secret agents might have all manner of other types of armor.

Light Armor is made of leather and stiff fabric, and often embellished with embroidery to make it look stylish. Wearing light armor adds 1 to your Toughness, but you also suffer a downshift of ↓1 to all Athletics, Acrobatics, Infiltration and Initiative Skill Tests.

Heavy Armor is made of plates of steel that glint in the light (if you look after it properly). It is exceptionally tough and rather heavy. Wearing heavy armor adds 3 to your Toughness, but you must also suffer a downshift of ↓2 to all Athletics, Acrobatics, Infiltration and Initiative Skill Tests.

KITS (ADVANCED RULE)

Some Skills require the use of tools. You might need bandages to heal someone, picks to open a lock, rope to climb a cliff. The Game Master might allow you to assume you have the right items to use your Skills, but you might use this optional rule and insist player characters are properly kitted up. The Game Master can decide if any use of a Skill should require some sort of kit or equipment, but they should make the players aware of this before they leave anywhere they can get hold of one! Anyone with any level of ability in a Skill will know what tools they need for any job.

If you have the right kit for what you want to do, you are fine, everything works as usual. But if you don't have the right kit you suffer Snag when you try to use the Skill in question. Especially talented and skilled individuals might be good enough to never need a kit, but even an expert will find them useful.

Kits can also be useful in other ways depending on what is in them. The rope in a climbing kit might be used to tie up a villain; the flour in a baking kit might be useful for pranks...

Some examples of kits and what they might contain are:

- **Art Kit (Performance):** Paints, canvas, easel, pencils.
- **Baking Kit* (Culture):** Flour, eggs, ingredients, mixer, oven.
- **Burglary Kit (Infiltration):** Lockpicks, stethoscope for safecracking, crowbar.
- **Carpentry Kit (Technology):** Saw, mallet, chisels.
- **Climbing Kit (Athletics):** Rope, pitons.
- **Computer/Electronics Kit (Technology):** Circuit boards, Multimeter, small screwdrivers, cables.
- **Forensic Kit (Science/Investigation):** Hoofprint dust, magnifying glass, testers, camera.
- **Mechanic Kit (Technology):** Wrench, screwdrivers, pliers, spanners.
- **Medical Kit (Medicine):** Dressings, plasters, gloves, triangular bandage.
- **Potion Kit (Spellcasting):** Rare herbs, mixing bowl, pestle and mortar.
- **Scientific Research Kit* (Science):** Bottles, flasks, laboratory, eye protection, gloves, white coat.
- **Tailoring/Repair Kit (Culture):** Needle, thread, scissors, patch material, thimble.

*These kits can't be carried and require a room to work in, like a kitchen or laboratory as the items they contain are either too fragile to travel, too large, or both.

Most kits are quite cheap to acquire taking only a DIF 15 Wealth Test. But you can get smaller consumable kits of any type that are cheaper, smaller and can only be used once, for a DIF 10 Wealth Test. Most kits need to be replenished as they get used. But as long as the owner has returned to a town or village recently they can be assumed to be replacing what they use from any kit. However the Game Master might rule the kit has been used up during a long and exhausting adventure in the wilds.

GEAR

Where Kits represent a collection of items needed for specialized tasks, gear represents 'stuff.' It represents 'everything else' you might need or want in your daily life. But it can also be special items you might need for missions and adventures that you don't always have at home.

EQUIPMENT

You can always assume that any character has a few things they just always carry. For instance, as a teacher, Miss Cheerilee would likely have a set of keys to the Ponyville Schoolhouse. She'd definitely have basic teaching supplies such as a ruler, dictionary, and plenty of pencils and paper. So you don't need to specify every single thing that your character is carrying all the time.

Some ponies may carry a stash of unlikely objects on their person, such as hidden purse of spy gear or an emergency stash of candy for them to enjoy later. Sweetie Drops used to be a member of a secret organization of monster hunters and would often keep her monster hunting gear hidden nearby in case a bugbear sighting needed to be confirmed. She would definitely have a notepad and pencil on her person, as well as spy kit containing a magnifying glass, grappling hook, and special pair of sunglasses so that she could protect her eyes from monsters (and look incredibly cool while doing so!).

You can create gear as and when you need it. But in the meantime, here are a few examples of gear and their benefits:

CLOTHING

Arctic Expedition: Grants +2 Toughness against cold environmental effects and exposure.

Business: Grants +2 Cleverness defense when worn in an appropriate setting.

Costumes: Grants Edge on Deception, Infiltration, or Performance Skill Tests when worn in the appropriate setting.

Desert Expedition: Grants +2 Toughness against desert environmental effects and exposure.

Formal: Grants $\uparrow 1$ to all Persuasion and Performance Tests when worn in an appropriate setting. An especially stylish formal outfit (such as one made by Rarity) might even grant a higher bonus.

TOOLS

Binoculars: Grants $\uparrow 2$ to Alertness Skill Tests to see things from a distance.

Camera: Used by spies and photographers, a camera allows capture of still images and/or video, whether on film or digital capture.



Candle: Candles provide light in dark spaces, with no technology required. A lit candle provides a 10-foot radius of bright light and a 25-foot radius of dim light.

Crowbar: Grants $\uparrow 2$ when forcing items and doors open.

Keys: Specific to the locks they pair with, keys open locked doors or items with no Skill Test.

Night Vision Goggles: Character suffers no penalty to see in the dark.

Tent: A fabric tent that can be put up or taken down in 15 minutes and fits in a large backpack.

Torch: Torches provide even more light in dark spaces than candles, and they are able to be carried around with ease. A lit torch provides a 25-foot radius of bright light and a 50-foot radius of dim light.

Parachute: When opened above 200 feet, reduces falling damage to zero as you descend. Maneuvering a parachute (such as to avoid hazards or land exactly where intended) requires an Acrobatics Skill Test.

Rations: Rations are prepared meals that are easy to carry on adventures. One ration is enough food for one pony for a full day.

SCUBA gear: SCUBA gear consists of a wetsuit or dry suit, a face mask, mouthpiece, tank, regulator, and fins. The tank and regulator allow a pony to remain underwater for an hour without needing to breathe. The wet/dry suit grants +2 Toughness against cold water, and fins grant aquatic movement equal to ground movement.

Skis/Snow shoes: You may ignore any terrain penalties for walking in snow.

PETS (ADVANCED RULE)

Ponies love their pets! Applejack has her dog, Winona. Fluttershy has her bunny, Angel. Of course Pinkie Pie has her baby gator, Gummy. Rainbow Dash has Tank the turtle, Rarity has Opalescence the cat, and Twilight Sparkle has her owl, Owlowliscious.

If you have the Animal Pet General Perk, you have one of your own, but there may be other ways to acquire one – or more! Pets add more

complicated rules to the game and are entirely optional, so it's perfectly fine to just decide on the species, look, name, and character of the pet and avoid the rules entirely if that works for you. Regardless, the Game Master has the final decision on what is reasonable.

Animal pets are wild or domesticated animals trained to be companions that can perform helpful tasks. Although you, the player, customize your character's pet, a custom animal is not being created. The pet creation rules allow you to design the animal you want, and you can come up with a backstory for how you got your pet, whether it was through an animal adoption fair or if you found it in the wild.

Example: *Rarity let a family of raccoons stay at "Rarity for You", her Manehattan Boutique. These raccoons aren't freeloaders, though, so in exchange for room and board, Smoky, Softpad, and Smoky Jr. became very capable boutique assistants, and they look super sophisticated in their little suits!*

COMMANDING A PET

You can command your pet to do things! Unless you have a Perk that says otherwise, commanding an animal pet requires a DIF 10 Handle Animal Skill Test as a Standard action. However, this may increase if the command is complex or dangerous. The pet performs the command to the best of its ability until it believes it has completed the command, you issue it another command, or you call it off (as a Free action). Your pet moves as it needs to in order to complete your command.

If you do not Command your animal pet, it stays at your side awaiting a command.

Only you can Command your pet. In fact, they might be downright disrespectful to anyone who isn't you (but that need not always be the case).

Example: *Fluttershy successfully commands her pet bunny, Angel, to crawl down through a small hole to reach a dropped item. Angel makes an Acrobatics Skill Test to get down easily and retrieve the item. Once this is done, Angel automatically returns to his owner.*

DEFINING YOUR PET

When you first gain a pet, you get to define it. You pick its form, function, and training, the specifics

EQUIPMENT

of which depend on the type of pet you gain. Generally this means you have an average dog, rabbit, or cat.

The basic pet has the following attributes:

- Size of Small (rabbit, dog or cat)
- Land Movement of 30ft
- Strength 1, Speed 3, Smarts 2, Social 2
- Gain the 'Animal' Animal Perk
- +3 to Evasion

Then you get to spend advancement points on your pet to build it into something a little different. You can still keep it as a dog, cat, rabbit, etc., it just might be an exceptionally large one, or have wings, but you might easily customize it into a dragon (by adding wings and scales) or a lion by adding to its size and giving it an attack. It is up to you what you do, but the Game Master is very much allowed to veto anything too crazy.

To customize your pet you begin with 4 advances. With one advance you may:

- Add wings to your pet (gain Aerial movement 15ft)
- Make your pet amphibious (gain Aquatic movement 15ft)
- Increase its speed (add 15ft to one of its movements)
- Decrease its size category by 1 step (maximum Minute)
- Increase its size category by 1 step (maximum Huge unless the GM minds)
- Increase an Essence score by 1
- Gain an Animal Perk

SIZE CATEGORIES

Small animals are swift, large ones are tough. So each time you drop a size category you can increase their Speed by 1. Every time you increase their size category you increase their Strength 1. However you can't bounce up and down collecting Speed and Strength, you lose the benefits of a large size when you get smaller and vice versa! But your pet's animal type is not restricted to things of that size. If you want a tiny dragon or a huge rabbit as a pet, that's fine.

For more detail on Size categories, see pages 160–163.

PETS AND SKILLS

The usual Skill rules assume you are dealing with a pony or other sentient player character. Animals pick skills in the same way, and from the same list, but how those Skills work is a little different.

Strength Skills: These work in pretty much the same way as usual. If they have a claw or bite attack it will use Might to hit.

Speed Skills: Most of these work in the same way (see below). If the animal has a stinger or a tail attack that will use Finesse. A breath weapon or dart attack will use Targeting.

• **Driving:** Animal pets can only operate vehicles specifically designed for animals of their size and form. Such vehicles are extremely rare. Ponies with pets "drive" a carriage or control a hot air balloon. While a pet donkey or cow can pull a wagon, they are using Brawn to do so, not the Driving Skill.

• **Infiltration:** Animals are good at sneaking, but not disguise or safe cracking unless they are highly skilled and very clever.

Smarts Skills: Alertness and Survival work just the same, but Culture, Science, and Technology are very different. Animal pets can be trained for tasks related to these Skills, but they don't understand the context of their training. So they might use Technology to flip the right switch, but they don't understand how to wire a plug.



Social Skills: Animals can only use Social Skills on other animals, and even then, only basic sentiments. However they can use Performance to dance or do circus tricks).

FINISHING TOUCHES

Once you have picked your advances you should describe and detail your pet (or pets) to make sense of all these different Perks and Attributes. Just like a pony your pet has a Skill Point for each Point of Essence it has and those work in the same way. If you bought an attack, make sure you have at least some skill in the correct skill for that attack (see Pets and Skills above). Also, don't forget to give it a name!

ANIMAL PERKS

ANIMAL

You are an animal.

Persuasion and Deception Skill Tests targeting you suffer Snag. You can be affected by Animal Handling Skill Tests. You can only use equipment specifically designed for animals of your size and species.

ACUTE SENSE

This Animal Perk works just the same as the General Perk of the same name, but for your pet (see page 122).

AGREEABLE

This pet is generally well tempered and likes to help. Any Animal Handling Skill Test (by anyone) gains ↑1.

ALWAYS ALERT

This Animal Perk works just the same as the General Perk of the same name, but for your pet (see page 122).

ASSISTANT

Prerequisite: Favorite Command

As a Free action, you can Command your animal pet to use their Favorite Command to Lend Assistance.

ATTACK

Your pet has some form of natural weapon. It might be claws, fangs or even fiery dragon breath. The attack does 1 point of damage when it hits. If this Perk is taken again, the pet might have another attack, or one of its attacks increases indamage by 1.

BOWL-OVER

Prerequisite: Large or higher size

Your pet is adept at throwing its weight around. They can use a Free action to gain Edge when attempting to shove another creature that round.

CLEVER

Your animal pet gains a +1 bonus to Cleverness.

You may select this Perk multiple times. Its benefits stack.

EVASIVE

Your animal pet gains a +1 bonus to Evasion.

You may select this Perk multiple times. Its benefits stack.

EXTRA FRIEND

Designate a specific character, such as another pony character. That character can issue your animal pet Commands. If you and the designated character issue contradictory Commands, your animal pet listens to your Command.

FAST

This Animal Perk works just the same as the General Perk of the same name, but for your pet (see page 124).

FAVORITE COMMAND

Choose a Skill. You can Command your animal pet to perform this Skill as a Move action instead of a Standard action.

LUCK

This Animal Perk works just the same as the General Perk of the same name, but for your pet (see page 124).

EQUIPMENT

TOUGH

Your animal pet gains a +1 bonus to Toughness.

You may select this Perk multiple times. Its benefits stack.

WILLFUL

Your animal pet gains a +1 bonus to Willpower.

You may select this Perk multiple times. Its benefits stack.

HOUSES AND HOMES (ADVANCED RULE)

While not part of personal equipment, you should also consider where your pony lives. Everypony begins the game with a home of their own: a reasonably sized cottage in the same town (usually Ponyville). The cottage is basically one large room with a kitchen and living area, and it's usually enough for most ponies. But as your pony gains fame and fortune, you may wish to improve your abode. This might be by adding extensions or even buying or building a new house entirely.

The following is designed to offer you a very basic set of options to develop your home. Consider it an optional starting point and a general guide for expanding the property.

Each time your pony gains a level in their Role, they may add an improvement to their home. Each improvement can do one of three things:

- Add a new room
- Kit out a room
- Add ten square foot of garden

Add a Room: You increase the size of your house by another ordinary room. An ordinary room can be a bedroom, sitting room, study or just an empty storage room. It is up to you where these new rooms go. You might spread out the house like a mansion, pile them up to make a tower, or build them into a palace. It is assumed all new rooms connect in some way to suit your design with doors, stairs and hallways etc.

Upgrade a Room: You may make a room you already have special in some way. This might be turning it into a laboratory, medical center, professional kitchen, or art studio etc. Essentially, you pick a kit and turn the room into one big version of it. So a medical center would allow you to assume you have a medical kit as long as you are in it.

Increase Garden: Everyone likes a little greenery and this option increases your garden by ten square feet. The garden might be open park, a maze, full of statues or a safari park. It's up to you what you put in it and how big it gets. Some ponies might focus on building their garden more than their house. New rooms can be placed in the garden (instead of improving the main house) as small gatehouses, sheds, etc.

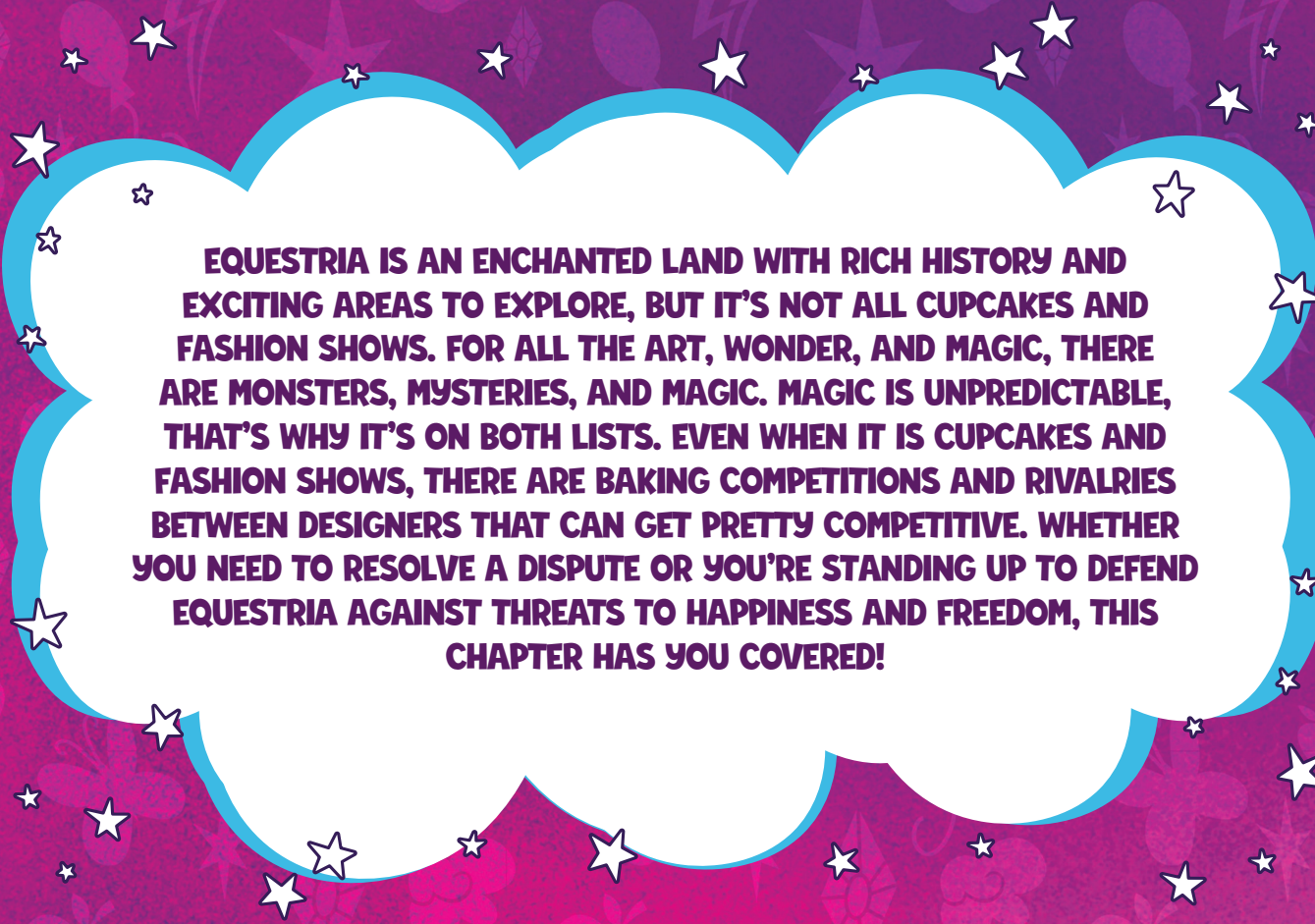






CHAPTER 10

CONFLICTS



EQUESTRIA IS AN ENCHANTED LAND WITH RICH HISTORY AND EXCITING AREAS TO EXPLORE, BUT IT'S NOT ALL CUPCAKES AND FASHION SHOWS. FOR ALL THE ART, WONDER, AND MAGIC, THERE ARE MONSTERS, MYSTERIES, AND MAGIC. MAGIC IS UNPREDICTABLE, THAT'S WHY IT'S ON BOTH LISTS. EVEN WHEN IT IS CUPCAKES AND FASHION SHOWS, THERE ARE BAKING COMPETITIONS AND RIVALRIES BETWEEN DESIGNERS THAT CAN GET PRETTY COMPETITIVE. WHETHER YOU NEED TO RESOLVE A DISPUTE OR YOU'RE STANDING UP TO DEFEND EQUESTRIA AGAINST THREATS TO HAPPINESS AND FREEDOM, THIS CHAPTER HAS YOU COVERED!

WHAT IS A CONFLICT?

Some days, everything goes according to plans. You accomplish what you set out to, and it's all super easy. Chill, even! But other days, getting out of bed is a struggle, and making breakfast without setting your kitchen on fire takes effort. Even if you're having Hay Flakes! Whenever you need to overcome obstacles, from getting a recipe done on time to fighting off an invading bugbear, it's a conflict. That's anytime when someone is trying to stop you doing what you need to do.

Conflicts are an important storytelling tool in the *My Little Pony Roleplaying Game* as they test your character and their Skills. Conflicts are not always violent; a friendly race is a conflict because you want to win, a duel of wills to see who can be the most stubborn is also a conflict. Each of these moments adds tension as you don't know who is going to win, and how the story will play out, until you know the result. Winning and losing conflicts can also teach your character about confidence and humility among other things depending on the result.

TYPE OF CONFLICTS

Conflicts come in two types:

- **Challenges:** When you try to accomplish a challenging task, whether you're on your own or up against competition. It could be a goal you set yourself, a physical obstacle, or a contest, so long as nopony is intentionally hurting their competition. If lasting physical harm is at stake, that's not a Challenge, it's Combat.
- **Combat:** The most dangerous type of conflict. Creatures in Combat fight each other using their hooves, weapons, special abilities, and magic. Combats last until one side surrenders or is Defeated. Ponies do everything they can to avoid combat, but everycreature understands that fighting is sometimes unavoidable.

BASIC CONFLICT

Combat and challenges are the most rules heavy and complicated part of any game. There are a lot of different possible options and outcomes to

consider. There are also a lot of outcomes and variables for the Game Master to keep track of.

If you're not quite ready for running full on conflicts, you can resolve any combat or challenge as a simple contest (see 117) between the various parties. Both sides set the terms of what they are trying to achieve, and whoever wins (gets the best result) gets to do what they were trying to do. If the conflict involves violence, the loser should also suffer at least 1 health damage.

In a group conflict, each participant gets an opportunity to act and rolls against whoever might be trying to stop them, whether they have already rolled this round or not. However, anyone who is constantly a target might suffer a penalty to their test for being outnumbered.

If running conflict and combat works for you this way, you can skip to the next chapter. But if you want to develop your challenges, races, contests and fights into something more exciting and possibly the focus of a scene, read on!

SIZE, SCALE, AND BATTLE MAPS

While you can simply narrate any combat, some groups prefer to see exactly where everypony is throughout. To do this, you use a battle map, a sheet of squared paper with all the obstacles marked on it, giving everyone a Pegasus-eye view of the area. Everyone then marks where their character is with a figure or token, moving them around the map as the conflict progresses.

If you use a battle map you should make sure it has a square pattern on it so you can mark distance. Usually, you should assume the scale of each square representing 5ft on the map; a character running 15 feet would be able to move 3 squares. You can use this to measure running distance, spell ranges, and a pony's reach (among other things) between opponents. If you don't use a map, that's fine. You can gauge using the narrative who is close enough to do what, and in any dispute, the Game Master makes a decision. Although in narrative conflicts you can usually stick to characters being 'near or far' rather than 10 feet or 15 feet away. Most groups use a mixture as simple conflicts and challenges

CONFLICTS



TABLE 10-1: SIZE CLASSES

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	1 foot	Small bird, Rat
Small	Less than 4 feet tall	1 Square ¹	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, Ophiotaurus
Gigantic	30–50 feet tall	4x4 Square ²	15 feet	Cerberus, Ursa major
Extended 2	30–50 feet in length, up to 20 feet in height	4x4 Square ²	15 feet	Sea serpents, Train cars
Towering	50 – 80 feet tall	5x5 Square ²	20 feet	Hydra
Extended 3	50–100 feet in length, up to 50 feet in height	5x5 Square ²	15 feet	Ancient dragons
Titanic	80 feet tall or more	5x5+ Square ²	25 feet	Tantabust

¹ There are no penalties applied for two creatures of this Size Class sharing one Square

² 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.

often don't need a full tactical battle map, but they can be very useful in fights with multiple opponents.

Before we get too tactical, we should look at the various sizes and shapes of the characters who might be in a conflict. Not every creature in the *My Little Pony Roleplaying Game* is the same size, and characters come in a variety of sizes that take up different amounts of space. The Size Classes table details all you need to know about the scale of any character so you know who they are able to attack. Note that objects use the same categories. Pony player characters are usually considered 'common' size.

If a creature needs to squeeze through a door or the like, they can temporarily (effectively) reduce their size by one step, but it takes a Standard action, not a Move action as it's a tight squeeze.

MAP FOOTPRINT

While a character or object's Size Class is determined by its physical size, its Map Footprint is the area defined by the 5-foot squares it occupies in combat. This is not necessarily the character's actual physical dimensions, merely a graphic representation of it within the confines of combatting others. A typical pony (Common Size Class) is not actually 5 feet in width, but factoring in the distance they can reach with instinctual movements, inhabits a 5-foot by 5-foot area.

All 5-foot squares on the map that are touching the Map Footprint of an object/character are considered adjacent to it.

If you are using especially large creatures in the fight, their map footprint can be quite intimidating. That's as it should be. Thankfully they tend to move less, as they can usually reach everyone nearby. But if you have several titanic beasts fighting, you might want to scale up the size you assume each square to be so everyone fits!

REACH

Just as characters take up a general area on the battle map, they also have an area around them that they can interact with. This is called their reach. This value is the distance that extends from the object/character's map footprint to physically perform actions, most notably Basic

Melee Attacks. If another character or object is within your reach, you can affect it with abilities measured in reach. When a combat includes creatures of different sizes, or if some creatures come armed with extended weapons, it's possible for one creature to be able to reach another but not vice versa. Many melee attacks – notably those with weapons – can extend a character's reach, but only for that attack.

CHALLENGES

Crossing an unknown forest rumored to be haunted, mining for crystals in a dangerous cavern, designing an absolutely au courant evening gown, and making an impression at the year's most fabulous party are all examples of Challenges. Each can be resolved in a single action or, they could be strung together as the steps of one elaborate Challenge where you need to gather materials for a gown for a party.

When you have a goal in mind, but obstacles in your way, the scene, or series of scenes where you work to overcome those obstacles and reach your goal make a Challenge. Achieving your goal can win you a positive outcome, but failures along the way have consequences.

HOW DO CHALLENGES WORK?

If you picture a gaming session as an episode of a TV show or issue of a comic book, Challenges represent both the hurdles the characters have to overcome to get through a scene and the issue at the heart of the plot.

For instance, let's say Trixie returns to Ponyville to challenge Twilight Sparkle to a magic duel. The duel tests the unicorns' magical prowess and their creativity, with tests of Spellcasting and other creative Skills. This duel is a short Challenge, taking place in one scene. Bragging rights are at stake.

Let's say Trixie won. Based on what the Game Master knows about Twilight Sparkle, they decide the loss stings Twilight in her perfectionism. They start a new Challenge for Twilight on her own, in which Twilight suffers self-doubt about her magical abilities. For the duration of this new Challenge, whenever



Twilight fails a Spellcasting Skill Test, she suffers Stress to her Smarts. The Challenge ends when Twilight overcomes her self-doubt.

These two Challenges are very different. One has clear rules, the other is abstract. One is a competition, the other is personal. One is self-contained, the other plays out in the background, overlapping with different scenes, combats, and even other Challenges. Both tell a story, but with different pace, rewards, and tone.

Characters can potentially use any Skills, Perks or Abilities in Challenges, if they are relevant to the task in hand. But unlike combat there is no need to use rounds and initiative orders, etc. Each action in a Challenge takes as long as it has to depending on what the Challenge involves. A race might take only a few moments, a baking contest might take several hours.

DESIGNING CHALLENGES

Challenges can be friendly or hostile. They can be external or internal. They can be short or long, simple or complicated. And they can be physical, mental, emotional, or a combination of the three. You can also define them in three general levels:

basic, complex, and preposterous. You don't always need to strictly define these elements, they're just tools to help work your Challenges out. Some Game Masters prefer detailed outlines to help them run their Challenges, some like to pick a Skill and a DIF and make up the rest as they go, both approaches are fine. You always have the option to ignore or modify any details that don't fit your style, as long as you clearly lay out what's important to running the Challenge. Generally, Challenges have all of the following:

1. **Goal:** What are you trying to achieve?
2. **Obstacles:** What's stopping you from achieving your goal?
3. **Rewards and Consequences:** What do the players have to gain from accomplishing this goal? What happens if they fail?
4. **Participants:** Who can participate in the Challenge? Can everyone contribute equally, or are most of the players there to support one main challenger? Are there rival challengers working against the players?
5. **Scope:** How involved is this Challenge, and how difficult?

STEP 1: GOALS

What do you have to do to complete the Challenge? Every step of the Challenge or exactly what needs to be done to achieve the goal doesn't need to be clear, but it should be obvious what ends the Challenge. This might be "get *Maud the perfect Pie Sisters Surprise Swap Day present*." Obviously this involves figuring out what would be the perfect Pie Sisters Surprise Swap Day present for Maud, finding it, and getting your hooves on it before the end of Pie Sisters Surprise Swap Day. Beyond that, who knows what obstacles will get in your way? Will the shop selling the perfect present be closed? Will the pony with a backup perfect present take advantage of your desperation? The clearer a Challenge's goal is established, the more obvious the obstacles to that goal become.

STEP 2: OBSTACLES

Although Game Masters don't need to map out exactly what's preventing the players from achieving their goals, it's good to have ideas for the kinds of obstacles they'll face and the best way to overcome them. A good rule of thumb is for there to be three obstacles per goal of a Challenge. For variety, a Game Master can use fewer harder obstacles or a greater amount of simpler obstacles.

Generally, an obstacle needs one or more Skill Tests to overcome. Cleverness on the part of the players, bringing up relevant elements of a character's backstory, and using tools picked up earlier in the adventures are all good alternatives.

Example: While exploring an ancient castle, Twilight Sparkle, Spike, Applejack, and Pinkie Pie come across a locked door. Twilight knows she can teleport them to the other side, but it's risky since they don't know what's there. Spike wants to pick the lock with his tail, like in the latest issue of *Spy Dragon* (a difficult Infiltration Skill Test with Edge). Applejack just wants to kick the door down (a challenging Might Skill Test). And Pinkie Pie is waiting for a good time to tell them she found a key in the last room.

STEP 3: REWARDS AND CONSEQUENCES

A Challenge usually has something on the line to make it worthwhile and exciting. A reward is

something your character stands to win in the Challenge (or might place at risk as part of it). A consequence is something bad that will happen if they fail.

REWARDS

The following lists a few example rewards. They are also not exhaustive and players and Game Masters might add new reward options depending on the challenge.

- **Move on with the story:** A lot of Challenges are like locks and overcoming them is the key. This can mean finding a key for a literal lock, doing a chore to get free time or a few bits, or finishing the dress or dessert you promised so you can move on to delivering it. The Game Master should not use this for especially difficult Challenges, as it can grind the adventure to a halt.
- **Information:** Investigation is a common Challenge. This can include searching an area for clues, interviewing a witness, or researching a subject.
- **Check a box:** Complete an item on an agenda or shopping list, such as an ingredient for a recipe, spell, or art project.
- **Bits:** Earn a few coins for your troubles. This can be a bonus for your next Wealth Test.
- **A temporary bonus:** A rules bonus, like Edge or Upshift in certain circumstances, or the benefits of a General Perk for a short time. For example, succeeding at a work out challenge could let you gain the benefits of the Fast General Perk for the next day's race.

The following are better suited for harder Challenges as they are more significant rewards:

- **A Talent:** Your hard work pays off in the form of a new Talent.
- **A title, trophy, or other badge of honor:** Having a fancy prize recognizing an accomplishment, or getting to call yourself award-winning, comes with clout with the right crowds.
- **Gain an ally or end a rivalry:** Allies are special friends willing to lend a hoof when you need. Rivals do the opposite, always looking for a chance to trip you up. See **Chapter 13: Friends & Foes** for more on Allies and Rivals.
- **Rescue:** Whether it's a hostage or a stolen item, you save the day.

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- **Character growth:** Overcoming an especially demanding Challenge can earn particularly personal prizes. For example, admittance to the Wonderbolts, a new location for your business, or a better understanding of your parents.

STRESS, ESSENCE LOSS AND CONSEQUENCES

Usually the consequences of failure are obvious. You don't get what you want, or you lose something you have risked. But losing a challenge might also prove mentally stressful, especially if the character has risked something especially precious to them, or attached too much of their self esteem on winning.

When a character suffers stress, one of two things can happen. They can suffer a point of Health damage, or they can suffer damage to their Essence Scores. The Game Master should be clear which might happen before the Test is made. This loss represents them feeling tired, upset and depressed, rather than being physically wounded. Mental damage can be just as dangerous and debilitating as physical damage, and is often harder to see and harder to treat.

Example: *Applejack has half the time she usually does to harvest her apples, so she's rushing from tree to tree. The intensity of the situation means failure comes at greater cost. If she fails a Might Skill Test to knock a trunk, she suffers stress. This stress might be either a point of Health damage or a reduction of her Strength Essence Score. If she takes so much stress that she's reduced to 0 Health (or 0 Strength), she fails the Challenge.*

If you suffer Health damage from stress, it is recovered in the usual way: rest and time to heal. However, if most of the damage has come from stress rather than physical injury, the character will need the support and help of their friends rather than bandages. It is up to the Game Master to decide if the player character has enough time or the right support to heal from the mental damage they have suffered.

If stress reduces an Essence Score, it also reduces its appropriate Defense, but not any of the Skills under it (unlike other Essence losses). However, several Essence losses can lead to an Essence dropping to 0 with severe consequences. Essence losses usually return after a good night's

sleep unless they have been produced by a deep trauma.

- **Strength:** You are comatose. You cannot take actions of any kind and are unaware of your surroundings.
- **Strength:** You are paralyzed. You cannot move in any way and suffer $\downarrow 2$ on Skill Tests.
- **Smarts:** You are caught in a stupor. You can only take Move actions and suffer Snag on Skill Tests.
- **Social:** You are lethargic. Move and Standard actions each also cost your Free action (so you can usually only do one or the other) and you suffer a $\downarrow 1$ on all Skill Tests.



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Stress is not the only consequence of failing at challenge Skill Tests. Low reward Challenges could cause downshifts, Snags, or loss of Free actions to other Skill Tests during the Challenge. High reward challenges could cause Health or Essence Score Damage that lasts until healed, even after the Challenge ends.

STEP 4: PARTICIPANTS

Ideally, all of the players get to participate in every Challenge. However, not every player needs to participate equally. Sometimes, like in the example earlier about Twilight Sparkle's self-doubt, a Challenge focuses on a single player. What's important to avoid is players sitting out and watching while the rest of the group plays the game without them.

Here are a few different ways conflicts can take place:

ALL IN

Everypony involved has equal rewards in the contest. Every round, any and everypony can work towards succeeding at the conflict.

Example: Apple Bloom, Scootaloo, and Sweetie Belle want to help Cranky Doodle Donkey discover his special talent and earn an honorary Cutie Mark. Cranky needs to be convinced, and, no surprise, he's not in a great mood. On their turn, any of the Cutie Mark Crusaders can roll a Skill Test to try and chip away at Cranky's stubbornness.

FOLLOW THE LEADER

One pony takes the lead, and all their friends are their assistants. The follower ponies do what they can to help, rolling Skill Tests that support their leader. Then the leader rolls a Skill Test to work towards succeeding at the Challenge.

Example: Fluttershy needs to perform a stand-up comedy act to raise bits and save the animal sanctuary. As the set decorator, Rarity uses colors that complement Fluttershy's blushing cheeks. Technical director Rainbow Dash rushes between the lighting rigs and sound board. Applejack offers service with a smile at the cider booth, putting the audience in the right mood. Pinkie Pie spreads the word as the head of marketing, rustling up an audience. And stage manager Twilight Sparkle



CONFLICTS

handles the logistics. After everypony rolled their Skill Tests to support Fluttershy to the best of their abilities before her set, it's time for Fluttershy to do her best as the leader of the conflict, rolling a Perform Skill Test with $\uparrow 1$ for every successful Skill Test by her supporters to see if her team succeeds.

SOLO

Sometimes, one pony gets saddled with all the pressure. Solo Challenges should be rare, or, if they're a staple of a campaign, each player gets equal opportunity for a solo Challenge over time. It's also important for solo Challenges to either be short or take place in the background of scenes involving all of the players, so that one player doesn't end up hogging all the limelight.

Example: *The new Daring Do comes out tomorrow and Rainbow Dash can't focus. For the rest of the day, she has to roll a DIF 10 Alertness Skill Test at the start of every scene. If she fails, she suffers Snag on Skill Tests this scene. If she passes at least three of these Alertness Skill Tests throughout the day, and one final DIF 15 Alertness Skill Test to stay awake in line at the bookstore, she gets Edge on three Skill Tests the day after she finishes her new book.*

STEP 5: THE SCOPE OF A CHALLENGE

Challenges look and play out differently, based on the needs of the story and the group. When you're designing a Challenge, use these scales to help you work out the scope of the Challenge.

FRIENDLY OR HOSTILE

Challenge might sound like an aggressive word, but there are countless examples of friendly competition that would be run as Challenges in the **My Little Pony Roleplaying Game**. Fluttershy trying to help her favorite vocal quartet, The Pony Tones, keep their bookings while Big McIntosh recovers his lost voice, would be a friendly challenge.

Hostile Challenges typically put you against a rival or enemy, in a competition or a contest to prove a point. There may be no love lost between opposite sides of a hostile challenge, but it's still not a combat unless the participants aim to hurt one another. For instance, Applejack and the Flim Flam Brothers share disdain for one another,

but as much as Applejack's willing to foil every one of their schemes, and as much as Flim and Flam resent her for all of the bits she's cost them, neither side is willing to fight the other.

Figuring out if a Challenge is friendly or hostile establishes its tone. You would roleplay planning a party to make Princess Luna feel better about herself differently than planning a party for Maud that makes Mudbriar look bad.

EXTERNAL OR INTERNAL

When you set out to accomplish a goal, are you competing against somepony else or yourself? An external challenge could be a contest or competition. How well you do only matters when you compare it to how well someone else did. A staring contest, battle of the bands, and a gauntlet to determine the most daring pony are external Challenges.

With internal challenges, you're trying to achieve a set standard, or be better than the last time you tried the same task. Your ice archery team trying to beat your best score, scaling a sheer cliff in less than an hour, or counting to one hundred in alphabetical order are internal challenges.

Figuring out if a challenge is internal or external establishes whether its Skill Tests are contested rolls or against set DIFs.

SHORT OR LONG

Unlike combat, challenges don't all play out at the same pace. Depending on the nature of a challenge, it can take as little as one round, and as much as days or longer. Rainbow Dash and Applejack could complete a dozen races in the time it takes Rarity to stitch together one dress.

Some competitions are timed, and others are goal-based, meaning some have fixed lengths and others are variable. Every game of boffyyball plays out in four 15 minute quarters, but a best of seven boffyyball tournament could be over in as few as four games and as many as seven.

Figuring out the length of a Challenge establishes its timeline. It also changes how Perks and other abilities work. For example, a magic pony can cast more spells during a long Challenge, and can cast powerful spells more often, because the cost of casting a spell has more time to recover.

SIMPLE OR COMPLICATED

How many tasks does it take to complete the Challenge? A basic Challenge has one goal. A complex Challenge has multiple goals. A preposterous Challenge could take an entire adventure to resolve, and multiple unrelated simple Challenges could take place during a complex Challenge. Frying the perfect samosa, for example, could be a Challenge of its own, but could be one of many elements of a Challenge to cater the Grand Galloping Gala.

Figuring out the length of a Challenge helps to establish how big its rewards might be, with longer and more complex Challenges offering greater rewards.

PHYSICAL, MENTAL, AND EMOTIONAL CHALLENGES

What makes this Challenge, well, challenging? Physical Challenges require mostly a combination of Strength- and Speed-based Skill Tests to make significant progress towards a goal, whereas mental Challenges require Smarts-based Skill Tests, and emotional Challenges require Social-based Skill Tests.

Figuring out whether the Challenge is Physical, Mental, or Emotional establishes its consequences. It also helps determine if there might be Health damage from physical injury or exhaustion from mental trauma or social embarrassment. Sometimes the consequences of a Challenge might lead to a reduction in an Essence if its use in the Challenge was especially exhausting. In such cases, the Essence being used is the one that will be reduced.

SETTING CHALLENGE DIFFICULTIES

Game Masters should use the same guidelines for determining the Difficulty of tasks in a challenge as laid out in **Chapter 6: Essence Scores and Skills**. However, it is important to remember in a personal challenge the Difficulty might be different for individuals rather than the same for everyone. A shy character will have a harder time overcoming their stage-fright than a more confident one. So the Game

Master should put themselves in the individual's place when setting the Difficulty of personal challenges.

USING CHALLENGES

Challenges add greater rewards to scenes and storylines, showing the stress working towards a goal puts on a pony's mind and body. Not every scene needs to include a Challenge. Spacing them out separates a character's mundane activities from the ones that matter most to them. Challenges work best when they tie into the character's Origins, Influences, and Roles. If a Challenge is based on needing to be honest, and a character in the group embodies the Spirit of Honesty, it makes sense to have that character play a major part in it.

Challenges can also be player-driven. The Game Master establishes the elements in a scene and leaves it up to the players to use those elements to work towards their goals. Other Challenges are more structured, with the Game Master calling for specific Skill Tests when they're needed.

SAMPLE CHALLENGE

The Cutie Map is a magical map showing the connections of friendship between everypony in Equestria. When those connections are challenged or become conflicted, the dispute is a 'friendship problem' that needs to be fixed to maintain the harmony of Equestria. The Cutie Map sends Starlight and Sunburst to their old home of Sire's Hollow, to find a friendship problem. When they arrive they begin a Challenge to find out more about who the friendship problem might involve. It's a simple (single goal), external (the DIFs are set by the Difficulty of finding the information they're after), mental and emotional (mostly Alertness and Persuasion or Deception Skill Tests to gather information) Challenge that can be accomplished in about 10 minutes.

The Game Master running this scene describes Sire's Hollow to Starlight and Sunburst's players, when the Friendship Express drops them off outside the gate, then asks *"So how do you want to do this?"* The players could suggest making an Alertness Skill Test to look for signs of a friendship problem, Culture or Streetwise to pick up the vibe of the town and feel out anything strange, or

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Deception or Persuasion to chat with the locals. The Game Master determines that there's no harm in looking around, and that there is no particular obstacle to them doing so, so they can make the Alertness Skill Test without worrying about suffering stress. They could use any of the other Skill Test options to complete the Challenge. But the Game Master warns them that failing those tests might cause Essence Score loss as stress, since there is a lot of pressure on them to succeed in the Challenge.

Starlight and Sunburst's players could choose for one to help the other on the Skill Test (upshifting the Skill die for a better chance of beating the DIF, putting only one of them at risk for stress, but applying all of the pressure to one roll), or they could both roll a Skill Test of their own (doubling the number of attempts, but putting them both at risk for stress). They decide to each lean into their strengths, with Starlight using Persuasion and Sunburst using Culture. Sunburst succeeds, and the Game Master explains that Sunburst notices the city has undergone some uncharacteristically drastic changes since his last visit. Starlight tries to chat with the local librarians, but she fails. The librarians sharply reject her attempts to enter the library and slam the door before she gets a

word in edgewise. The rejection and fear that this Cutie Map mission might have consequences she didn't consider deals stress to Starlight, reducing her Social Essence Score by 1.

The Game Master uses the fact that both characters grew up in Sire's Hollow to add a new twist: Starlight's father and Sunburst's mother arrive on the scene. The parents play into their children's insecurities before trading snide remarks. Starlight and Sunburst both make Alertness Skill Tests to gain insight into the passive aggression. Earlier, the Game Master didn't count an Alertness Skill Test to look around as overcoming an obstacle, as it did not potentially generate stress. However, Alertness Skill Tests to gain insight into the passive aggressiveness of their parents does count as overcoming an obstacle. They both succeed and discover the friendship problem they're investigating: a difference in philosophy about the future of Sire's Hollow ended their parents' friendship. The simple challenge ends, and the Game Master allows Starlight to recover from her stress, but now a new, complex Challenge begins: solving their parents' friendship problem!



COMBAT

Ponies and creatures of Equestria in general just want to live their lives, have fun, and be friends. But sometimes, a meanie like King Sombra, Queen Chrysalis, or Lord Tirek tries to take advantage of the peaceful nature of other creatures. What's a pony to do?

When friendship isn't an option, diplomacy has failed, or a danger needs to be dealt with right away, sometimes you have to take the fight to the problem.

Conflicts in the *My Little Pony Roleplaying Game* mainly resolve through Smarts and Social Essence Skills, like Culture and Persuasion, talking and thinking rather than actually fighting. But every now and then, Strength and Speed Essence Skills, like Might or Targeting, are needed. If every Conflict could be resolved peacefully, Canterlot wouldn't need Shining Armor and the Equestrian Guard.

Equestria is full of ponies, of course, but there are other friends and foes here, too! For ease, "creature" or "target" refers to any sentient being that a Pony may come across. Most actions use those words to define who and what the action affects, and sometimes certain actions can affect a whole group of creatures at once. Rules that apply only to player characters or non-player characters will specify

HOW DOES COMBAT WORK?

Combat is fast and dangerous, with creatures on both sides moving around the battlefield, attacking up close or at range, or manipulating circumstances to their advantage. When a fight breaks out, the previous scene ends, and every creature involved rolls an Initiative Skill Test. The combat plays out in order from the highest Initiative result to the lowest. Once every combatant has taken their turn, the fight continues to the next round until one side is defeated or surrenders (and the other side accepts).

Combat involves a lot of rules and options, but you need not use everything all at once. It is perfectly fine to just use the basic steps and worry about things like surprise, group initiative and cover later on.

Combat breaks down into these simple steps which we'll go into more detail in below:

1. **Set the Scene.** The players and Game Master determine the physical location of all creatures and obstacles at the beginning of the scene
2. **Surprise!** The Game Master determines if any combatants would be caught off guard. These creatures are Surprised.
3. **Initiative Skill Tests.** Everyone involved in the combat rolls an Initiative Skill Test, setting the initial order of the combatants' turns.
4. **Combatants Take Turns.** Each combatant takes their turn in Initiative order from highest to lowest. On their turn, they can take a Standard, Move and Free action if they wish.
5. **Next Round.** All of the combatants involved in the scene take their turn, whether they chose to use it or not, the round ends. Repeat steps 4 and 5 until the Game Master determines the combat is over.

TIME, TURNS AND ROUNDS

Usually time in the *My Little Pony Role Playing Game*, time passes in scenes. A scene can be any length but starts and ends when you would imagine a scene in a movie or TV show might end. If you go to Fluttershy's cottage to help her bake, the scene would start with you arriving and end with you leaving after baking the cake. Some magic lasts for a scene, so the spell would end when the action breaks. Some scenes are very short, others might be very long. If there is any doubt they end when the Game Master decides when they do.

A scene is also commonly used when you encounter a creature, NPC or threat. Such a scene lasts for the time you interact with the NPC, whether it is fighting the monster or making a deal with the NPC. When you leave, or defeat the monster, the scene is at an end. This means some spells and effects can last for the duration of a combat, given few scenes end in the middle of a fight.

In combat, time needs to be more carefully managed. When a fight breaks out, you switch from scenes to rounds. A round is the amount of time for everyone involved in the combat to act (the time it takes to 'go round the group'). Some



characters might act at the same time, such as one picking a lock while the others fight off an enraged Yak. Other times it's the few moments it takes for everyone to wield a weapon with less than a second between each action depending on everyone's reactions.

Each character gets a moment when they can perform actions during the round, depending on the initiative order. This moment is their 'turn'. So, each round, you can take a turn, and on your turn you perform actions. If you can do something 1/round, you can't do it again until a new round begins. If you can do something 1/turn you can only do it once when it is your turn to act. But both actually amount to the same thing. The reason we mention this is that some abilities last 'until your next turn', stopping just before you take your next action. If they lasted until the end of the round their duration would be different depending on when you acted during the round. The terms turn and round are mostly interchangeable, but they can have a subtle difference in some cases.

There are two other types of time you should know about. 'Game time' is how much time passes for the characters. But 'real time' is how much time passes for the players. Combat might take only moments of game time if in a couple of

rounds the characters have defeated their foe, but if the combat was complex, it might have taken an hour of real time as everyone calculated their attacks and tactics for the fullest effect.

INITIATIVE

The first thing you need to do in combat is figure out who goes when. This makes it easier to manage combat so you don't want everyone shouting at once. When the combat starts, every combatant makes an Initiative Skill Test to determine their place in the Initiative order. If a combatant doesn't have any Ranks in Initiative, they roll a d20 with Snag, just like any other untrained Skill Test.

Two characters can't act at the same time. Creatures with the same Initiative result hold a tie-breaker between them (toss a coin or highest Speed goes first). This doesn't affect the rest of the Initiative Order. If the tied scores are all NPCs, the Game Master can choose what order the combatants take their turns.

Everypony in the fight is listed from highest Initiative result to lowest to create the initiative order. This is the order in which the combatants take their turns. Unless altered by a game effect or action, the initiative order remains the same each round.

SURPRISE

If you can sneak up on an opponent, you gain a significant advantage when you attack them (or fire off a confetti cannon). Generally, if you want to sneak up to or betray a target, you roll an Infiltration or Deception Skill Test contested by the Alertness of your targets. If you succeed and take advantage of your ruse to attack them, combat begins and you gain the advantage of surprise. Alternatively, the Game Master can determine if some creatures involved in combat are surprised without any Skill Tests involved.

During the first round of combat, surprised creatures:

- Cannot take any actions (including Standard, Move, or Free actions)
- Cannot roll Skill Tests, except contested Skill Tests (such as fighting off a Grapple attempt)

Some Perks allow characters to act even when surprised, or make them immune to surprise, which should be declared when Initiative is rolled.

Some members of a group can be surprised even if other members are not.

GROUP INITIATIVE

By default, every creature rolls their own Initiative Skill Test, but for some enemies, such as groups of identical minions, it can make things easier on the Game Master to roll one Initiative for the group. This streamlines combat scenes, but can lead to a tidal wave of actions taking place on one side with no way for the characters to adapt or adequately defend against them.

RESETTING YOUR INITIATIVE

During combat, after the first round, you can use a Move action to reset your Initiative. Roll a new Initiative Skill Test, modified by the current circumstances. If the result is higher than your current place in the Initiative order, it becomes your new place in the initiative order on the following round. Otherwise, you keep their place in initiative. Either way, you complete this round in your current place in initiative order.

TAKING ACTIONS

When the initiative order gets to you, you take a number of actions that comprise your part of the round. There are three types of actions your character can take on their go. However, if you want to simplify combat, you might just allow combatants to only use Standard actions (and then later add Move and Free actions when you have got the hang of things):

- **Standard:** The action you use to accomplish complex tasks, like attacking, using Skills, and many of your Perks. The most common Standard actions are described in the combat actions section later in this chapter. You can always trade in a Standard action for two Free actions. You can also use your Standard action to Sprint, which lets you use your Standard action as an extra Move action. Usually, the thing you really want to do that round will need you to use your Standard action for it.
- **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 you use actions that would normally be Standard as Move actions, to show particular aptitude in that area. Your Move

TALENTS AND CHANGING ACTION TYPES

The Talent Perk and some other abilities let you use one type of action to perform certain tasks. This can be a huge advantage if you use them the right way. For instance, if attacking uses your Standard action you can only do so once in a round. But if you have the option to make an attack with your Move action you can attack once with that, and again with your Standard action!

Shifting action types can be very complex, so take it slowly. Just remember that when you want to do more things than you usually can, changing around which action you are using (when you have the option to) can let you do a lot more on your turn.

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.

It's important to note you can use your three action types in any order. You might want to move towards an enemy before attacking (Move then Standard) or move away afterwards (Standard then Move). It's up to you to decide how best to apply what you want to do, to your options of Standard, Move, and Free actions and perform them as you need to in the order that suits your tactics. As always, based on the narrative situation and scene, the Game Master decides whether any action is possible and what you need to do in game terms to determine its success or failure.

Remember as well, you don't have to use all three of your actions. If you are in the right place with a ready weapon, you might just want to attack your opponent and stay where you are to do the same next turn. That's fine too!

FREE ACTIONS

Seconds can seem like a very long time in the heat of combat, and you don't want to use all your focus overcoming an inconvenience. Minor activities and interactions with the world around you that shouldn't require a Standard or Move action are Free actions.

Examples of Free actions include:

- Opening or closing a door
- Using a simple item, as stated by the item's description
- Aiming
- Pushing yourself (see Movement below)
- Safely putting a small item away
- Inputting a passcode
- Cutting or untying a prisoner's bonds
- Eating or drinking a single item
- Finding a specific item in a pack or container
- Joining two combinable technological components
- Picking up a 5-foot square's worth of small objects
- Adding 5 feet to any single movement.



ADVANCED RULE: MULTIPLE FREE ACTIONS

The Game Master may allow characters to use as many Free actions in a round as they have Speed minus 2. If you are playing a combat heavy game or mixing different games this may be helpful. But to keep things simple, one of each type of action should suffice in any given round.

The Game Master has the final say on whether an activity requires a Free action. Some might take no actions at all.

AIMING

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 $\uparrow 1$ on one attack this turn. If using the Advanced Rule for multiple Free Actions this bonus can be $+\uparrow 1$ for each Free action they spend.

MOVE ACTIONS

Getting from one place to another, gross motor actions, and more significant or complex actions that you're particularly talented at all count as

Move actions. Note that some special actions from Perks might allow you to perform actions that don't just involve moving on your Move action.

MOVEMENT

The most common use for your Move action is to travel a distance up to your Movement. You can use any amount of your Movement on your turn to move, but choosing to move any amount requires your Move action. While this is mostly useful if you have a map you are moving figures and tokens on, even when playing a purely narrative game, it gives you a good idea of what sort of distance your character can cover.

If there are no obstacles, you can move as you like. But there are some options and penalties the Game Master might like to allow or make use of below. When dealing with objects it is easier to consider your movement rating as a 'points bank' that usually costs 1 foot to move 1ft. But this cost may increase if the terrain isn't easy going.

MULTIPLE TYPES OF MOVEMENT

Most ponies move comfortably on the ground, but Pegasi can also take to the skies, and spells can help navigate other types of terrain. More types of movement are covered in **Chapter 11: Exploration**.

If you have multiple movement types, you can switch between them as part of the same Move action. However, whenever you change movement types, subtract the distance you already moved from the new movement type. If the result is 0 or less, you can no longer use that movement type this move.

Example: Spitfire has 15ft Ground Movement, and 45ft Aerial Movement. She leaves a Ponyville sunglasses store, walking 10ft out the narrow front doorway, then takes to the sky. As she has already walked 10ft she can only fly 35ft of her 45ft Aerial Movement this round. She flies for 10ft but then realizes she forgot her coin pouch and needs to return. She has 25ft of Aerial movement left, which is enough to fly back the 20ft to the shop, but having moved past her 15ft Ground movement, she has to fly all the way back as she has no ground movement remaining.

LYING PRONE AND CRAWLING (ADVANCED RULE)

When spells and debris starts to fly, you might want to drop down to make yourself a smaller target. In melee combat, characters can get knocked over, thrown to the ground, or lose their balance. Whatever the reason, a creature lying down is considered Prone.

You can choose to drop prone without using an action. Gravity does all the work. Standing up from being prone however, isn't as effortless; doing so requires 15 feet of Movement. If your Movement is less than 15 feet while prone, you are unable to stand up that round.

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 (see page 104) but you suffer ↓1 on attacks with a melee weapon.

ROUGH TERRAIN (ADVANCED RULE)

Briar patches, rocky gorges, muddy valleys; there are no limits to what might be the next place you find yourself embattled. These sorts of places are littered with Rough Terrain.

Movement through rough terrain costs double, cumulative with other Movement penalties. This is a blanket rule, applying no matter how many types of Rough Terrain are present in a given area.

MOVING NEAR OTHER CHARACTERS (ADVANCED RULE)

Unless you are two Size Classes larger or smaller than a character, moving through a space adjacent to a non-allied character (not just hostiles) is considered to be moving through Rough Terrain. Unless you are climbing, mounting, or combining with another character, you can never end your turn in a space occupied by another creature.



OTHER MOVE ACTIONS

Not all Move actions involve movement. Essentially, your Move action can be used for doing things that don't quite need a Standard action but are a little too involved to only use a Free action. This often includes reloading weapons like bows and crossbows.

STANDARD ACTIONS

The action that affects other combatants the most is your Standard action. Often you'll use your Move action and Free actions to set up your Standard action, or to make it harder for your opponents to use their most potent Standard actions against you. Essentially, your Standard action is the one you use to do what you really want to do this round.

The following actions require you to use your Standard action:

- Attack
- Contingency
- Defend
- Hide
- Lend Assistance
- Sprint
- Use a Non-Combat Skill

For Game Masters, some creatures have unique combat action options in their Threat entries. If these actions are drastically different from what is typically available, their individual information gives the details on how to use them in a combat scene.

ATTACK

The most common Standard action is to attack. You can either use a melee attack (when you are right next to someone) or a ranged attack (if you are far away) or you might even use a magical beam attack. With this action, you make one melee or ranged attack. The "Making an Attack" section details the steps to determine hits, damage, and other effects.

Some options allow you to make more than one attack with a single Standard action. When this occurs, the individual attacks can take place at any time during your turn and still count as a single action.

CONTINGENCY

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.

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."*

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.

DEFEND

Defending as a Standard action allows you to increase your defenses momentarily against any incoming attacks you are aware of. After announcing a defend action, attacks targeting you that you are aware of on and reasonably actively defend yourself against suffer Snag on their attack roll. This benefit lasts until the beginning of your next turn.

HIDE

Hiding as a Standard action allows you to duck into darkness, behind cover, or somewhere else where your enemies might not be able to see you. You move into position and make an Infiltration Skill Test. Your numerical result on this Skill Test sets the Difficulty for other characters' Alertness Skill Tests to notice your location.

You gain certain benefits when attacking from being hidden, as described in the "Hidden Attackers and Targets" section.



LEND ASSISTANCE

Sometimes, a character might not have what it takes to hit a target or complete a specific task, at least not on their own. You can Lend Assistance as a Standard action. It works just the same as it does when you are not in combat and you can assist any Skill, not just fighting ones.

SPRINT

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 A NON-COMBAT SKILL

Beyond attacking, most Skills have a purpose in combat. Brawn can help you push cover across the battlefield. Acrobatics can get around dangerous obstacles. Animal Handling can win over a guard's pet you'd rather not hurt.

Generally, using a Skill in combat takes a Standard action to use it normally, but for every enemy adjacent to you, your Skill Test suffers $\downarrow 1$ for the distraction.

MELEE ATTACKS

Before we dive into the complexities of making an attack, we should take a look at the types of attack you might make. Remember with the following it is all there to help you out. Players will often try to describe all manner of weird attacks and maneuvers, and hopefully you'll find the rules you need to manage it here. But if no one ever tries to use a type of attack or combat option, you don't need it.

Melee attacks allow you to attack a foe within your attack's reach. A melee attack typically uses a handheld weapon such as an axe or sword, but it can also be an unarmed attack.

Melee attacks are usually made with a Might or Finesse Skill Test, as indicated by the weapon. If it offers the option of both it is up to you which to use.

To hit someone with a melee weapon you need to be within reach of them. Some very long melee weapons might allow you to be as much as twice as far away and still hit. Obviously, being far enough away from an opponent that they can't hit you, but you can hit them, offers a significant advantage!

HOOF-JUTSU

You don't need a weapon to make an attack. Ponies can swing a punch with their hooves, but a shoulder block, or any muscley or bony body part works too. The style of fighting unarmed will differ for each pony. Are they a boxer, a streetfighter, a martial artist? If they are skilled in combat, you might want to develop a fighting style to help you narrate the combat. Some creatures have natural weapons like claws and teeth or a spiked tail. These are considered unarmed attacks as they don't use a fabricated weapon, but they are equally dangerous.

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.

WEAPON ATTACKS

Some creatures of Equestria attack with weapons, and ideally, you need to be trained to use a weapon. For creatures who can use weapons, their weapons determine the Skill used for attacks, as well as the range and effects of the weapon.

GRAPPLING

Grappling is a type of maneuver, that you can use in unarmed combat (and sometimes with special melee weapons) to grab onto a creature, pin them, or wrestle with them.

The target of your grapple must be no more than two Size classes larger than you and must be within your 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. If you are grappling somepony, it takes up all your actions, although you can release the grapple as a Free action.

If you wish to move a grappled target you must beat them in a Might contest, and if successful then you may use a Move action to move half one of your movements. If the target is unconscious you need not make the Might Skill contest. But if they are resisting the Might Skill contest must be made every time you try to move.

If you are successful, your target gains the Grappled condition. A Grappled target:

- Can, as a Standard action, try to escape with an Acrobatics, Athletics, Brawn, or Finesse Skill Test against the grappler's Toughness
- Has a Movement of 0 for all Movement Types (only applies to the target).

However, both the grappler and the target also both suffer the following penalties:

- Suffers Snag on Skill Tests not related to escaping or maintaining the grapple
- Grants Edge to any Melee attacks that target their Evasion.

For this reason, it is a good idea to only grapple creatures when you have friends to help you deal with them.

SHOVING AND TRIPPING

Another unarmed combat maneuver you can do is move a creature or object around, or knock a creature down. Usually this sort of maneuver is only useful in tactical combat where you are using a battle map and every square can matter. But if your narrative combat is taking place near a cliff...

The target of your attack must be within reach of your attack. If you use some sort of weapon (some sort of pushing rake for instance), even if the weapon can be used with Might or Finesse, shoving a creature or object requires a Might Skill Test.

A shove targets a creature's Toughness, whereas a trip targets either Toughness or Evasion, unless they have an ability that always lets them dictate their Defense.

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. 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:

- ↑1 for each size class you are larger than the target

CONFLICTS

- ↓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.

RANGED ATTACKS

Ranged attacks allow you to target creatures from afar. These attacks might be from a weapon like a bow or crossbow, but might just as easily be a spell, talent ability or a confetti cannon.

Ranged attacks have a range instead of a reach. If the target is within the range of the weapon, they can be hit with it. Some ranges are listed with two numerical values such as Range 50/200ft. The first number is the normal range of the attack. Any target at that range or closer can be attacked with no penalty. The second number is the maximum range of the attack. If the distance to your target is greater than the first number but less than the second, it is considered a long range attack and suffers Snag.

Some ranged weapons have a minimum range, such as a cannon. Attacks with these weapons can't be made closer than their minimum range, or at least suffer Snag is the Game Master allows it.

If you use a ranged attack within the reach of an enemy, whether or not that enemy is the target of the attack, you suffer ↓1 on the attack per enemy.

KICKING (BUCKING) OBJECTS

Hooves can be used to kick an object at a target to great effect. However, the Game Master 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.

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.

BLAST ATTACKS

Some attacks, such as the Explosive Beam spell, affect an area instead of a target. Attacks with an area of effect are noted as having a blast effect, followed by a shape and a range in feet. It is perfectly fine for the GM to adapt any blast area into a simpler shape as long as it covers roughly the same area, but you should make these areas clear to any magicians before the game. The shapes, and how to apply them, are:

Cone: A cone effect covers a triangular area from one square adjacent to the attacker, and every space between two diagonal lines up to the range of the effect.

Example: Spike can blow a 15-foot cone of fire. It affects one 5-foot square adjacent to Spike, two 5-foot squares 10 feet from Spike and adjacent to each other and the first square, and the three squares 15 feet from Spike and adjacent to each other and the second set of squares. This forms a triangle of squares. Every creature within the triangle is subject to the fire effect.

Note that the range of attacks with a cone effect reflects the shape of its blast. Spike's fire breath has a range of 15 feet, as in the end of the cone reaches spaces 15 feet away, not that the cone can start 15 feet away.

Radius: A radius effect covers a circular area from the square it landed, and a spread of squares around it up to the range of the effect. You can use a compass on your battle map if that helps to figure out the area.

Blast: Blasts target a location (usually defined by a radius) not a creature. If a creature in the area of effect has a rule that applies to attacks targeting that creature specifically, that rule does not apply to a blast attack Skill Test. When determining who gets caught in a blast effect, roll your attack normally, using a single test result against the Defenses of all targets fully or partially in the affected area unless the effect says otherwise. As you are attacking an area, any benefits or Perks for attacking a single creature do not apply.

Each target applies their individual benefits (such as Perks and cover), and then the attacker compares their result to each target in their area. Individual targets within the area might not be affected while others are, based on their Defense scores.

Example: Discord has infused Pinkie Pie's party cannon with chaotic magic. When Pinkie fires the cannon, instead of covering a 50-foot radius with confetti, she covers everyone in the area with chocolate pudding. She makes a Targeting Skill Test against the Evasion of the five ponies in the 50-foot radius. She rolls a 17. Rainbow Dash and Applejack, with Evasion 21 and 19 respectively, manage to dodge the incoming dessert. Twilight Sparkle, Fluttershy, and Rarity, each with Evasion of 17 or less, get covered in pudding.

MAKING AN ATTACK

Making an attack is a specific form of Skill Test. As usual, you're picking a Skill, adjusting for Modifiers, and rolling against a target number. However, like most aspects of combat when compared to other scenes, attacks are more granular and tactical.

Whether you're attacking a target or targets, a creature or an object, you must overcome one of their Defenses for an attack to have any effect. This includes attacks in melee and at range, with hooves these steps:

1. **Acquire Target(s):** Pick a target (or targets if your attack allows multiple targets) within your attack's range or reach: a creature, object, or location
2. **Declare Effect:** Many attacks have multiple effects, some of which shift your Skill Die. Declare which of your attack's effects you wish to apply to your target if your attack succeeds
3. **Modifiers:** The Game Master determines what Upshifts and Downshifts apply to your Skill Die, and whether Edge or Snag applies to your d20. Once all applicable modifiers are calculated, note the Skill Die you'll be using for the attack Skill Test
4. **Determine Applicable Defense:** Work with your Game Master to decide on the best of the creature's Defenses for your attack to target – Toughness, Evasion, Willpower, or Cleverness
5. **Roll Attack Skill Test:** Roll a d20 and the applicable Skill Die to try and equal or surpass the target's Defense
6. **Results:** Did your Skill Test equal or surpass the target's Defense? Was your attack a Critical Success? A high degree of success? A Fumble? Now is also a good time to remember that you can use a Friendship Point to reroll a 1 on a Skill Test, should you be dissatisfied with your result



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7. **Apply Effects if Successful:** If your attack equaled or surpassed your target's Defense, apply the Effects of your Attack. If your attack was a Critical Success or had a high degree of success, you might apply additional effects as well.

STEP ONE: ACQUIRE TARGET(S)

The first thing you need to do is choose one or more valid targets, based on the attack in question. Most attacks are simple: one attacker acquires one target within range or reach.

For a target to be a valid choice, it must be within the range of your ranged attack or the reach of your melee attack, and accessible to you. A target inside a sealed bank vault is not valid, even if they're within the range of your attack.

STEP TWO: DECLARE EFFECT (IF REQUIRED)

Some attacks, including unarmed combat, have multiple effects to choose from. The effect of your attack can impact your Skill Test, such as if your target is resistant to the damage type, the effect applies a downshift, or a trait impacts the target's Defense. Make it clear which of your attack's effects you'd like applied on a success.

STEP THREE: MODIFIERS

Once an attack's targets have been chosen and verified as valid by the Game Master, you need to determine what modifiers might apply to this attack. All the same Skill Test modifiers – Upshift, Downshift, Edge, and Snag – can be used in combat and work in exactly the same way. However, there are a lot more things that might occur in a combat that might make things easier or harder for the participants. After all, if rain is making your actions harder you usually go somewhere dry, but a polite conversation to continue the fight in a dry barn isn't usually going to happen in the heat of battle.

It is important to note that all the usual abilities and modifiers a character might have for a Skill Test still apply in combat. For instance, if you have a bonus that applies to your Brawn Skill, it doesn't matter if you are using Brawn to throw

a boulder or punch a villain, you are still using Brawn so the bonus applies.

Some examples of combat related situations that might modify a Skill Test are:

Upshift (↑1)

- Attacker on higher ground in Melee
- Target is mired in mud or quicksand
- Defender is distracted by his true love
- Attacker has some expertise that should come into play, like a gardener attacking a plant monster.

Downshift (↓1)

- Terrible weather
- A distracting noise
- Fighting with a weapon too large or too small for attacker's Size Class
- Memories conjured by the target.

STEP FOUR: DETERMINE APPLICABLE DEFENSE

Creatures in the *My Little Pony Roleplaying Game* have four Defenses: Toughness, Evasion, Willpower, and Cleverness. Some attacks determine the Defense used against it, but in most cases, the defender chooses the Defense for how they react to the attack. For instance, a character with a higher Toughness can take a punch to the face, while a character with a higher Evasion prefers to dodge out of the way.

- **Toughness** applies when a character is trying to shrug off or ignore a physical effect rather than avoid it. It is also used when a target can't possibly evade an attack (held in place or the attack is too fast). When defending with Toughness, keep in mind that some effects are based on touch, so shrugging off the damage can cause exposure to other dangers and conditions.
- **Evasion** applies when the target is getting out of the way of an attack by moving within their space to avoid the attack. Deftly dodging, outpacing, agile contortions; all that matters is the target is not touched by the attack. Unless specifically noted by an ability or situation, the target must be aware of the attack to use the Evasion Defense—if it can't, the attack defaults to Toughness with all the benefits of an unseen attacker. Some physical effects can't be

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dodged. If you drink a poison, for example, no amount of fancy maneuvering can keep it from affecting you.

- **Willpower** applies when the target must mentally weather an attack. Caused by emotional manipulation, mind control, or confusing mathematics, attacks targeting Willpower rarely inflict traditional damage but impose other penalties on the target.
- **Cleverness** applies when an attack harms the reputation, posturing, or popularity of a target. Like Evasion can be used to dodge away from an attack, Cleverness can be used to outwit an attack on psyche. Effects that specifically target Cleverness tend to be social, impacting clout with contacts, gaining information, and tricking the creature.

Perks and equipment can boost defenses or allow substitutes of one Defense for another. If an attack specifies the Defense it targets, but the target has an ability that dictates the Defense they use, the target's ability takes priority.

STEP FIVE: ROLL ATTACK SKILL TEST

Once the Game Master agrees on the applicable Defense for the attack, the attacker grabs a d20 and the appropriate Skill die and rolls to attack. This is treated like any other Skill Test, except the Difficulty is set by the applicable Defense of the target.

Just like with any other Skill Test, if the attacker has an applicable Specialization in the Skill being used for the attack, they are allowed to roll all Skill dice equal to and lower than their normal Skill die, keeping the highest individual result.

Example: Princess Luna's royal guards train to attack swiftly and unexpectedly. They have *Finesse (Boxing)* d8. That

means when they typically roll a Finesse Skill Test, they roll a d20 and a d8. However, in combat, when they're using Finesse to make an unarmed attack, they roll the d20, their Skill Die (d8), and every Skill Die of a lower rank (d2, d4, and d6). If circumstances work in their favor and they happen to receive $\uparrow 2$, from situational modifiers, they roll their adjusted Skill Die (d12) and every Skill Die of a lower rank (d2, d4, d6, d8, and d10) and a d20. If luck is also on their side and they gain Edge on the attack, they roll all of their Skill Dice and 2d20, taking the highest d20 result, and the highest Skill Die result.

STEP SIX: RESULTS

Add the d20 result to the Skill die and compare the total to the Defense to determine if the attacked earned a Success, Failure, Critical Success, or Fumble.

- **Success/Failure:** If the attack Skill Test result meets or exceeds the target's Defense, the attack is successful. If it does not, the attack fails.
- **Critical Success:** If the Skill Test succeeds and the result on one or more Skill dice is its highest value (rolling an 8 on a d8, for example), this is considered a Critical Success. (Note that if you are using the optional critical rule of rolling a 20 on the d20 and succeeding instead, you should continue to use that for combat too). In addition to the effect of the attack, stack on an additional effect. This usually means applying damage a second time, but it can mean applying an alternate effect from the attack's options (unless the alternate effect has an inherent downshift greater than any downshift inherent to the attack's effect), or work with the GM for another effect appropriate to the scene.
- **Fumble:** If the result of the



d20 roll is a natural 1 and the Skill Test fails, this is considered a Fumble and should have a narrative description of a major mistake. Lost footing, extra spell cost, or a dropped weapon are all good examples. Characters learn from their mistakes, so a Fumble in combat adds a Friendship Point to the attacker's pool to reflect this.

DEGREES OF SUCCESS (ADVANCED RULE)

If the result of an attack roll is twice the targets Defense, it's considered a high degree of success. Apply the numerical effect (damage, lost actions, etc.) twice. If the attack roll triples the Defense, apply the numerical value of the effects three times, and so on. This rewards competent attackers for their talent. A high degree of success is similar to a Critical Success, but separate. An attack can be both a Critical Success and a high degree of success, applying multiple effects with additional numerical effects to a very unlucky target.

STEP SEVEN: APPLY EFFECTS

If the attack is successful, apply the declared effect.

Most attacks simply inflict one or more damage. Damage comes in multiple types, some of which have additional effects. If the effect's description does not include additional rules, such as sharp damage, then the type of damage is more of a descriptor that other rules might work off.

Attacks need not always do damage. The players and Game Master are free to create weapons and abilities that have narrative or other game effects on a successful hit. Some examples of non-damage effects include:

- A Toughness-based slow ray that reduces Initiative
- An Evasion-based webbing that reduces Movement to 0
- A Willpower-based hypnotic attack that forces a target to waste actions
- A Cleverness-based insult that causes the target to suffer Snag with the insulted Skill

NOT JUST FIGHTING

Conflict can take many forms, and need not always be swinging swords or punches at each other. You might have a staring contest, a battle of wills, an endurance trial or even a practical joke conflict. While some of these might make good Challenges, they can also be run as a combat using all the same rules. You just use different Skills to attack and target different Defenses, but anything can hurt, and so you can still do Health damage with a battle of wills as combatants can become mentally drained and exhausted. However, in such combat, you may instead do damage in the form of stress to Essence Scores.

ADVANCED COMBAT RULES

Ponies can do some pretty fanciful things, and so the following is a toolbox for the Game Master when they need a rule to cover some strange or unusual circumstance.

MULTIPLE TARGETS

Unlike a Blast, attacks that target multiple creatures individually are more susceptible to special defenses. An attack that can affect multiple targets will have a note saying it affects "(X) Targets", where the (X) is the maximum number of targets it can affect.

To resolve this sort of attack, roll an attack Skill Test against each target, applying any modifiers individually for each target and then applying the effects individually as well.

Example: A manticore's long tail can swing in a wide enough arc to hit three creatures with its stringer. That's why its tail has the Multiple Target alternate effect, which states "1 Sharp Damage – Multiple (3) Targets (Reach ×2, ↓1)." If it has four enemies within reach, it can only target three of them as a single attack action. The Game Master rolls three attack Skill Tests, all of which suffer ↓1 inherent to the effect, one of which suffers Snag because he's targeting a pony who used the

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Defend action on her turn. On the manticore's next turn, after two of the targets fall back, only two targets remain within reach. Multiple Targets lets him attack three times as a single Attack action, but he only has two targets. So the manticore could use the Multiple Targets attack to attack both ponies (but only once each) or attack only one and forgo the $\downarrow 1$ penalty.

MULTI-WEAPON ATTACKS

Some attacks are Multi-Weapon (X) attacks. This means the attack comes from two or more separate weapons simultaneously – the (X) being the number of implements involved. Multi-Weapon attacks can be used in two ways – striking (X) targets or striking one target (X) times.

If targeting multiple targets at once – up to (X) – then each target receives its own attack roll, with its own modifiers.

If targeting a single target with (X) implements, a single attack roll is made against the target with a number of $\uparrow 1$ on the attack equal to (X) minus one.

Additionally, attacking with an off-hand weapon, like a parrying dagger in your off hand or going in with two pistols blazing, is a type of Multi-Weapon Attack. When wielding more than one weapon, you can attack once with

each as a single Attack Action. Without training to wield two weapons accurately, your primary attack suffers a $\downarrow 1$, and your off-hand attack suffers a $\downarrow 2$.

Example: *Lightning Dust decides it would be extreme to have the Washouts attack a hydra to prove they're way tougher than the Wonderbolts. Unfortunately, this doesn't play out as she planned. A hydra can attack with each of its four heads on its turn, meaning it has a Multi-Weapon (4). The hydra could split its attacks across the four Washouts Lightning Dust brought with her, or all four heads can focus on Lightning Dust, clear leader of this attack, gaining $\uparrow 3$ on the attack.*

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to hit with ranged attacks. A creature can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are two levels of cover. If a target is behind multiple kinds of cover, only the highest level of cover applies.

Cover imposes $\downarrow 2$ on ranged attacks against the creature taking cover. For a character to



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have cover, at least half or more of their body mass must be concealed by an object capable of absorbing an attack, such as a large boulder, small building, or a magical barrier.

Total Cover applies when a target is completely concealed. A target with Total Cover can't be targeted directly, although some special attacks may mitigate or eliminate this protection.

Some obstacles provide cover against certain attacks but not others. So a thick sheet of ice could block a thrown rock, but if the target can be seen through the ice, it might not stop an enchantment spell.

HIDDEN ATTACKERS AND TARGETS

Stealth can be key in combat, and combatants often try to get the better of their enemies by hiding, whether that means lurking in shadows or turning invisible with the Don't-Notice-Me-Field spell.

Attacking a target that you can't fully see, like shooting into darkness, imposes Snag on the attack Skill Test. This applies when you're guessing the target's location or targeting a creature you can hear but not see. You automatically miss if the Game Master determines the target isn't occupying the location you target. Of course, a crafty Game Master incorporates this into the story, so you never know if your miss is from a lack of target or simply a poor roll.

Conversely, when a combatant can't see you, you gain Edge on any attack Skill Tests targeting it. Unless you have a stealth-based attack (a silent weapon, for example) to use with the attack while hidden, your attack gives away your location immediately after.

SIZE CLASS MODIFIERS

There are situations where combatants of drastically different size classes are fighting against one another (such as Ahuizotl trying to swat a Breezie). It is simpler for smaller targets to land attacks upon larger targets. However, larger creatures tend to deal more damage when their attacks land. Larger creatures usually have an advantage in terms of greater Health and Strength so that's already covered.

In the case of Blast attacks, remember that the target is the location, not a creature. The Size Class of a target within the area does not affect the attack.

Although it's easier for a little target to hit a bigger one, the Game Master can determine that the density of the larger object gives it resistance or even immunity to an attack from a creature significantly smaller than it, unless the creature attacks with a weapon designed to take out large targets (such as a magic dragon slaying sword).

The following table shows the basic Skill dice shifts for attacks based upon the characters' Size Class. As a rule of thumb, you suffer a bonus or penalty equal to the amount of size classes of difference between you.

DAMAGE AND HEALING

Injuries and wounds are constant companions for the protectors of Equestria. Battling beasts with giant fangs and claws, cunning spellcasters, and power villains who combine physical might with powerful magic comes at great risk to a creature's health. It doesn't matter where you take damage from, be it combat or falling off something, the effects and recovery are the same.

HEALTH

Health represents a combination of physical and mental durability, the will to live, and luck. Characters with more Health are more difficult to Defeat. Those with less Health are more fragile and easier to overtake in combat and in a battle of wills.

When you suffer harm, you reduce your Health by a number of points (hopefully not too many!). This represents how bruised, battered, or otherwise injured you currently are. Whenever you take damage, that damage is subtracted from your current Health. When you reach 0 Health, you are Defeated.

TABLE 10-2 SIZE CLASS COMBAT ADJUSTMENTS MATRIX

		ATTACKER										
		Small or lower	Common	Large	Long	Huge	Extended	Gigantic	Extended ^{II}	Towering	Extended ^{III}	Titanic
D E F E N D E R	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	—	—

DAMAGE TYPES (ADVANCED RULE)

Different attacks and damaging abilities can deal different types of damage that have different effects. This rule can be very useful, but you may wish to not use it until you are used to damage and healing. The different damage types are:

- **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:** 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:** 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.

Example: Rainbow Dash loses her temper and strikes an angry Ursa with her hoof, dealing 1 Stun. Two of her friends hit the bear, dealing a total of 3 Stun. The bear loses its Move action for the next 3 rounds. Had one of the ponies scored a Critical Success and brought the total up to 4 Stun, the bear would be defeated because its Stun total equals its total Health of 4. Likewise, if on the next round the ponies deal 2 damage of any kind, the bear, who is now at Stun 2 and Health 2, would be Defeated.

RESISTANCE TO DAMAGE TYPES

If you are resistant or have resistance to a type of damage, attacks that deal that type damage suffer Snag when targeting you. If no Skill Test is rolled or the Skill Test targets your location rather than targets you, the damage is halved (rounding up).

IMMUNITY TO DAMAGE TYPES

If you are Immune or have Immunity to a type of damage, you do not suffer damage of that type and any additional effects that damage would cause.

DEFEAT

When a creature is reduced to zero Health, they are **Defeated**. When a creature is Defeated, they can no longer take actions normally but can spend a Friendship Point to momentarily act as though they have not been Defeated. A Defeated character is either unconscious or must comply with the force that Defeated them.

It is important to remember that Defeated means Defeated. The contest was your chance to win and it failed. If there is no threat of loss, there is no glory in victory, so everyone at the table should be ready to suffer defeat at some point in the game.

When Defeated, no matter how much damage is dealt to defeat you, you are reduced to 0 Health (i.e. a 4 damage hit when you have 1 Health remaining reduces you to 0, not -3). But 0 Health doesn't always mean unconscious or insensible, it just means "no longer able to put up a fight." How they feel after the loss will depend on the battle. A physical fight might leave them hurt and unconscious, but a battle of wills might leave them tired and confused.

When an NPC is reduced to zero Health, the Game Master determines the nature of their defeat. They might find it best for the story to remove them from the game and write them out of the campaign, or they can treat them as conscious and able to answer questions, just not able to keep fighting. They might even just be forced to leave town, vowing to return! The Game Master can even determine that an NPC was Defeated in such a way that they can't regain Health unless something truly powerful is applied to restore life.



HEALING

Thankfully, Health loss and defeat are not permanent. Health can be restored in a number of ways.

Rest restores a creature's Health. Six hours of sleep within a 24-hour period removes all damage and usually all Essence damage, if applicable.

Additionally, 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.

When a creature regains Health, it is added to their current Health, up to their maximum.

Example: During a battle with a bugbear, an injured Rainbow Dash lands next to Nurse Redheart. Rainbow Dash took 5 damage, leaving her with 1 Health out of her Maximum of 6. This combat is going badly and Nurse Redheart knows the other ponies need Rainbow Dash back in the fight. Nurse Redheart is specialized in Science (Medicine) and has a d12 rank, meaning she's confident she can succeed at a DIF 20 to restore 3 Health, and maybe even DIF 25 to restore 4 Health, but the risk of wasting her turn trying to reach DIF 30 and heal all of Rainbow Dash's damage makes her nervous. She chooses to go for DIF 20 and hopes 4 Health is enough to get Rainbow Dash through the fight.



DAMAGING OBJECTS AND ITEMS

Not every target is a creature. You can attack an object or item directly in the hopes of damaging or destroying it.

If the object being targeted is being carried by a creature, the attack is against the Evasion Defense of the creature holding it. Otherwise it is against the Toughness of the object. The object's size class may modify this. If successful, the object takes the effect of the attack. The Toughness of objects are based on what they are predominantly made of. Their Toughness can also be used as their starting Health. At 0 Health the object is destroyed.

In some cases, the Game Master will allow the object to be struck without a test (as it isn't that tough) or destroyed automatically (if it is fragile). Usually, what matters for the story is not whether the object can be destroyed, but how long it takes to do so.

This could lead to the mass destruction of property, like buildings and sections of wooded forest. Depending on how the PCs handle this sort of thing, such wanton disregard for public property could cause problems for them in the future.

MAGIC IN COMBAT

Spellcasters can change the landscape of a battle more than most other creatures. Spells can do anything from attack from a great distance, turn a pony into a combat juggernaut, or manipulate the minds of enemies to forget why they were fighting.

However, in combat, magic's costs weigh more heavily on a spellcaster than ever. The pressure to not only cast the right spell in the moment, but save spellcasting potential for future problems, takes planning most combatants don't need to worry about.

CASTING IN COMBAT

As a reminder, any other time you cast a spell, your spell has a cost. To cast a spell, you must

TABLE 10-3 TYPICAL OBJECT TOUGHNESS

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

determine its cost, and then downshift your Spellcasting Skill by that amount before casting the spell. Normally downshifts only apply for a single roll, but the cost of spellcasting lingers. After you downshift your Spellcasting Skill to pay the cost of a spell, your Spellcasting Skill remains downshifted. You regain $\uparrow 1$ Spellcasting per round (on your turn) until your Spellcasting skill returns to normal. As a result, you need to strategize your Spellcasting, or you might find yourself without enough Spellcasting to pay a spell's cost.

If you have been casting spells before the combat starts, your Spellcasting Skill will already be downshifted. The player should keep track of this. However as time works differently in and out of combat, the Game Master may offer a bonus (or penalty!) to the character's current downshift before moving to combat rounds.

CASTING NEAR ENEMIES

Casting spells takes delicacy, and leaves a spellcaster vulnerable to nearby enemies, like when making a ranged attack. If you cast a spell within the reach of an enemy, whether or not that enemy is the target of the spell, you suffer $\downarrow 1$ on Spellcasting Skill Test per enemy.





CHAPTER 11

EXPLORATION

EQUESTRIA IS MADE UP OF VARIOUS KINGDOMS, SPANNING AN ENTIRE PLANET OF EXPLORABLE AREAS, SOME INHABITED AND SOME WAITING FOR THE FIRST STEPS OF PONYKIND. AS YOU AND YOUR PONY FRIENDS ADVENTURE ACROSS THE WORLD, YOU WILL HAVE MANY ENCOUNTERS THAT HAVE SPECIFIC EFFECTS AS YOU EXPLORE. THIS CHAPTER COVERS ALL THE RULES YOU'LL NEED FOR MANAGING TIME, MOVEMENT, ENVIRONMENTAL DANGERS, HEALING, CONDITIONS, AND WAYS TO SPEND DOWNTIME BETWEEN ADVENTURES. AS WITH ALL THE RULES, THEY ARE HERE TO HELP YOU RATHER THAN MAKE THE GAME HARDER, SO ONLY USE WHAT YOU FIND HELPFUL TO THE STORY. AND ANYWAY, IF THE WEATHER IS THAT BAD AND NIGHT IS FALLING, YOU MIGHT DECIDE TO SAVE ALL THIS ADVENTURING FOR A NICER DAY.

MY LITTLE PONY ROLEPLAYING GAME



TIME

In the *My Little Pony Roleplaying Game*, characters are frequently under time pressure to complete their current mission, and with certain threats against Equestria looming, there's little time to get everything done! When a party of ponies are sent on an adventure, the Game Master determines how much time the characters have to accomplish their goals, and as the characters take action, the Game Master determines how much time a task requires. For instance, when exploring an underground chamber in a castle, the ponies' movement may happen on a scale of minutes but it may take hours to scale the steep stairs outside that castle, or even days to journey on foot through the forest to get there in the first place! Characters usually have an idea of how long things will take to accomplish so they can play and plan accordingly. On a long journey, you need not play out every footfall!

In combat and other fast-paced situations, the game relies on rounds. Each round is roughly 6 seconds long, with 10 rounds equaling one minute. But this is not an exact measure of time and it can shift depending on what is going on and the actions being taken. It takes an action

to swing a sword or pick a lock. But 10 rounds of sword swinging will be much quicker than 10 rounds of lock picking. So the Game Master should use 6 seconds as a guide rather than an absolute measure and make judgments accordingly.

Perks and Powers usually last a number of rounds or are instantaneous. But if they last a number of minutes you can use '10 rounds equal a minute' as a good rule of thumb to track that. However the Game Master can decide when effects like this run out. They might just allow them to last for the whole combat (as 10 rounds is quite a lot of actions and it saves tracking them). They might declare it has run out sometime during the fight when they think that time has reasonably passed, depending on the sort of actions that everyone has taken.

When it comes to basic investigation of an area, the scale of time used is in minutes. It takes about a minute to creep down a long hallway, another minute to check for locks or traps on the door at the end of the hall, and a good ten minutes to search the room beyond for anything interesting or valuable to an adventure.

When traveling by foot in a large city or out in the wilderness, a scale of hours is often more

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appropriate. Ponies eager to get from the edge of Everfree Forest back to Ponyville before the sun sets can journey those fifteen miles in just under four hours.

For long journeys, a scale of days works best when not employing train or air travel. A long road trip by carriage or a pulled wagon from Las Pegasus to Baltimore would take five uneventful days, including resting and eating but without other stops. When using air travel, such as the Lavender Spirit Airship, travel time can be cut down to hours.

It is always up to you whether to play out the events of a journey. Sometimes you might like to skip to the destination. On the other hand, sometimes time alone with each other on the road is a good opportunity for some role play and a certain amount of hi-jinks to pass the time.

MOVEMENT

Movement is an integral part of everyday life, and ponies have three main ways they can move on their own: Ground Movement by walking or otherwise traveling over land, Aquatic Movement by swimming, and Aerial Movement by flying. Whether you need to swim out to a nearby island, hike to the top of a snowy hill, fly to a treetop to pick a perfect apricot, or climb up the side of some ancient ruins, all sorts of movement comes into play on adventures.

While movement in combat is covered in **Chapter 10: Conflict**, between all of the action, characters still need to move from one place to another. Because the exact amount of time isn't as important out of combat, the Game Master can summarize the ponies' movement without

calculating exact distances or travel times. For instance, the Game Master may say, "You get on the Friendship Express and arrive at your destination in three hours, then travel by wagon for 45 minutes to the deserted lair."

Movement and time are similar between encounters, with the Game Master summarizing movement based on the travel options that the characters have available.

When it's critical to determine how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes, the travel time depends on three factors: the Movement Rating, travel pace, and the terrain the ponies are moving over.

MOVEMENT RATING

Every character and threat has a Movement Rating, expressed as (Type) Movement, the most common of which is Ground Movement. This rating is the distance in feet that they can move in one turn, as described in **Chapter 10: Combat**. This number assumes short bursts of energetic movement in the middle of a life-threatening situation. This movement is also the base for how far somepony can move in a minute, an hour, or a day. See the Travel Pace table.

TRAVEL PACE

While traveling, a group of ponies can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive; while a slow pace makes it possible for them to sneak around, and search an area more effectively.

TABLE 11-1 TRAVEL PACE – DISTANCE TRAVELED PER...

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	—
Slow (foot)	200 feet	2 miles	18 miles	20 feet	Able to use Infiltration

The Travel Pace table assumes that characters travel for 8 hours in a day. Pushing beyond this limit becomes exhausting! For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, but each character must make a DIF 12 (+ 1 for each hour past 8 hours) Brawn (Endurance) Skill Test at the end of each hour. On a failed roll, a character loses one Strength Essence until they have slept for at least six hours.

VEHICLES

For short spans of time, generally up to a few hours, most animals that use their Brawn to pull wagons can move much faster than most ponies. Seems strange, but it is true, especially when a wagon or carriage is being pulled by more than one animal, dividing up the work between them.

Ponies who travel using other ground transportation, such as trains, can travel at much faster speeds, but they are

limited to when and where the train stops, needing to then travel by foot the rest of the way. More often than not, however, using the rails is a great way to save a lot of time when traveling long distances.

Characters on trains or in a waterborne vessel or airship are limited to the speed of the vessel, but they don't suffer penalties for a fast pace or gain benefits from a slow pace since they are not exerting effort on their own and can sleep while traveling. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day, rotating captains to pilot the way while others rest.

ROUGH TERRAIN

The travel speeds given in the Travel Pace table assumes the terrain is relatively simple: roads, open plains, or clear hallways. But ponies often face dense forests, sandy beaches, destroyed buildings, steep mountains, and ice-covered ground, all of which is considered "rough terrain." You move at half movement in rough terrain, so moving 1 foot costs 2 feet of movement. If an entire party of ponies are able to fly, rough terrain won't affect them unless there is air turbulence, which counts as a type of rough terrain on its own. When affected by rough terrain, you can only travel half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

In addition to base Ground Movement (and Aerial for a Pegasus), your pony may need to swim, crawl, climb, or jump to get to wherever they need to go. Perhaps your pony needs to crawl behind cover to avoid being seen or jump up onto a tall structure to gain some advantage.

These movement types show special skill, aptitude, or equipment to be able to move up to either a character's Ground Movement (such as a



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Perk that grants a character a Climb Movement), or a specific limit (such as gear that gives a character an Aquatic Movement of 60ft). When a character has a special movement type they can apply to a situation, they are usually unaffected by penalties and only need to make a Skill Test to accomplish movement if the terrain is especially dangerous, such as climbing sheer glass or swimming in rough waters.

Aerial Movement is the ability to fly.

Aquatic Movement is used in watery environments without penalty. Characters with aquatic movement also suffer fewer penalties when fighting underwater, but may still need to worry about breathing.

Climb Movement includes being able to stick to vertical surfaces or upside down across a ceiling or similar situation without penalty.

In addition to these types, the following rules cover additional ways for characters to move so your character can accomplish whatever you need them to do.

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 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

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 table below, 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.

TABLE 11-2 JUMPING

METHOD	DIFFICULTY (DIF)
Standing Long Jump	DIF 10
Running (10 feet) Long Jump	DIF 5
Running (10 feet) High Jump	DIF 13
High Jump	DIF 18

Example: Braeburn attempts a running long jump to clear a 15-foot hole caused by a sudden earthquake. He gallops 10 feet towards the hole and makes an Athletics Skill Test to jump. His Skill Test result must be higher than 20 (DIF 5 + 15 feet to jump) to reach the other side safely, otherwise he will fall short and most likely plummet into the hole!

FORCED MOVEMENT

Sometimes a Perk or effect forces your character to move. The three most common types are:

- **Push/Shove:** When you push somepony or something, they must immediately move away from you with each foot of movement they are pushed.
- **Pull:** When you pull somepony or something, they must immediately move closer to you with each foot of movement they are pulled.
- **Flee:** When a character is forced to flee, on their turn, they must use all of their available Movement Rating to get away from the source that caused them to Flee.

THE ENVIRONMENT

While on an adventure, ponies often have to search dark caves, make their way through strange forests, and explore dangerous places with many unknowns. The rules in this section cover some of the most important ways in which you may interact with the environment while out on your travels.

VISION AND LIGHT

Darkness or other sensory effects hinder a character's ability to see well, and characters in

areas obscured by dim light, dense fog, and other conditions suffer a Snag when they can't perceive the task at hand.

In **bright light**, most sighted ponies can perceive the area around them at close-range and longer distances. Daylight, well-lit rooms, campfires, and torches all provide sources of bright light at varying degrees and distances.

Dim light can be defined as shadowy areas, the middle ground between where bright light ends and pitch-darkness begins, such as just outside the beam of a flashlight or in a room with low, flickering candlelight, or as the sun is nearly set or just rising while outdoors.

Darkness is described as any area in which a creature cannot see beyond a foot in front of themselves. This occurs outside at night, in underground caves with no light source, inside buildings with no windows or no power, and other places with no natural or manufactured light.

The following chart gives examples of **DIF Alertness (Perception) Skill Tests** to see in various conditions, although the Game Master may adjust these DIF levels based on the situation at their discretion.

TABLE 11-3 VISION

LIGHT LEVEL	DIFFICULTY (DIF)
Heavy Foliage	DIF 10
Dense Fog	DIF 10
Dim Light	DIF 15
Complete Darkness	DIF 20

FALLING

Falling is a common hazard when exploring through uncharted territory. At the end of a fall, a creature takes 1 Damage for every 10 feet they fell, to a maximum of 20 Damage. The creature lands Prone, unless they avoid taking damage from the fall. If there is a reasonable way the falling character can slow their decent or break their fall, they can make an Athletics test. The DIF of the test is usually the distance of the fall in feet. If the test is a success the character takes half the usual damage from the fall.

BREATHING

All creatures can hold their breath for a number of minutes equal to 1 + their Brawn die type. If you run out of breath and begin to suffocate, you lose a point of Smarts, Social, Speed, then Strength, in that order, every turn until you are fully incapacitated.

Example: A Pony with d4 Brawn can hold their breath for 5 minutes. Once that 5 minutes is up, they will lose a point of Smarts, then a point of Social on the next turn, then Speed on the next etc. Once they lose a point of Strength the cycle begins again with Smarts.

EXTREME CONDITIONS

Ponies sometimes have to travel to inhospitable places like deserts, the arctic, and other hazardous areas across Equestria. When operating in extreme areas or conditions, the following rules apply.

Extreme Cold: Whenever the temperature is at or below 0 degrees Fahrenheit or -17 degrees Celsius, a creature exposed to the cold must succeed on a DIF 10 Brawn Skill Test at the end of each hour or lose 3 points of Strength Essence. Creatures with resistance or immunity to cold damage automatically succeed on the test.

Extreme Heat: When the temperature is at or above 100 degrees Fahrenheit or 37 degrees Celsius, a creature exposed to the heat and without access to drinkable water must succeed on a Brawn Skill Test at the end of each hour or lose 3 points of Speed. The DIF is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing armor, or who are clad in heavy clothing, suffer a Snag on this Skill Test. Creatures with resistance or immunity to fire damage automatically succeed on the Brawn Skill Test, as creatures naturally adapted to hot climates.

Powerful Winds: Creatures in powerful winds suffer a Snag on ranged attack Skill Tests and Alertness Skill Tests that rely on hearing. Winds may also extinguish open flames, disperse fog or smoke, and make flying nearly impossible. In these cases, an aerial creature may be subjected to forced movement or forced to land at the end of their turn to avoid falling.



Powerful winds can be especially dangerous in environments where the air is with debris (such as a sandstorm in a desert or a snowstorm in arctic conditions). This may also cause creatures to suffer a Snag on Alertness Skill Tests that rely on vision or make vision impossible in the same way darkness does (see Vision and Light), but gear and Perks that allow characters to ignore penalties for darkness don't apply.

Hostile Weather: Thick precipitation such as heavy rains, hail, and snowfall impose a $\downarrow 2$ dice shift on attack Skill Tests and a Snag on Alertness Skill Tests based on sight and vision.

EATING AND DRINKING

All characters need to eat and drink to stay alive. While in your hometown and in civilized areas, barring any extenuating circumstances in the adventure or your own personal backstory, it's assumed everypony have eaten for the day. Most ponies all over Equestria are always happy to

share a meal with a friendly visitor, and even in places where that isn't so, a meager Wealth Test will grant you a small meal at a restaurant.

If your pony team is out on a long adventure or traveling far outside civilization, you need to pack rations or find a way to obtain food and water. Rations are free as long as you have a reasonable way to store them and plan ahead by stating that you are preparing and packing them. Purchasing food can be done easily in civilized areas, and gathering wild fruits, vegetables, mushrooms, and nuts can be accomplished with a Survival Skill Test in the wild.

A pony must consume a pound of food and a gallon of water per day to maintain a healthy level of Strength. Once a character has gone three days without either the full amount of food or water, they will begin to lose one Strength Essence per day until they are able to eat or drink again. If a character is missing both food and water for three consecutive days, they will lose Strength Essence at a rate of two per day. Strength Essence lost in this way is restored immediately after consumption of both food and water.

PERPLEXING PONY PLAGUES

Sickness and disease are treated with Science (Medicine) Skill Tests, but sometimes there are diseases that can't be diagnosed right away or have magical causes. These can kickstart a new adventure or add to an existing one as characters search for a cure, stop the spread of the disease, destroy the source, and deal with any consequences.

The diseases listed here are examples to help illustrate the variety of ways disease and other sickness can work in the game. Depending on the cause or severity, the Brawn DIF may change drastically from one to another at the Game Master's discretion.

ALLERGIES

Allergies can be caused by many different sources and differ creature to creature. Spike and Smolder are both allergic to dragon sneeze trees, causing them to have red, puffy eyes and sneeze uncontrollably. Ginger Gold is allergic to strawberries, and Apple Bloom is allergic to bees!

Symptoms of allergies manifest d12 minutes after exposure and include uncontrollable sneezing. Depending on the severity of the allergy, a character may break out in hives as well. The allergic creature will sneeze audibly for the next 24 hours, suffering a Snag to all Infiltration Skill Tests that relate to stealth, as well as all Deception, Persuasion, and Performance Skill Tests.

BLUE FLU

Blue flu is a highly contagious illness, spread by sneezing or coughing or through contact due to inadequate hoof washing. Symptoms begin within one hour of infection and include a creature's skin and fur turning blue, as well as typical cold symptoms. Until the blue flu is cured, a character with the illness suffers all symptoms and can only use half of their normal Movement.

There are many supposed home remedies for blue flu symptoms, but it's rumored that the only quick cure is a magical brew made from the petals of the magenta bloom, a rare magic flower

that grows on a hill at the edge of Equestria. The petals must be picked at the exact moment they drop from the flower at sunset.

CUTIE POX

Cutie pox is a disease discovered by Twilight Sparkle in a book called *The Perplexing Pony Plagues*. The book entry reads, "This puzzling pony plague afflicted a population of ponies back in the Paleopony Period! Random Cutie Marks appeared all over the ponies' bodies, causing them to perform all the talents that came with them! The cause of the breakout was never discovered, and the cutie pox disappeared as mysteriously as it arrived!"

When a pony contracts cutie pox, the Game Master randomly assigns a new Cutie Mark associated with an Influence the character does not already have to appear on the pony's body. The character gains the Hang-Up associated with that Influence but none of the bonuses. Each day that the character is not cured, a new Influence is added with an associated Cutie Mark and Hang-Up.

The pox is cured by the flower that grows from the seeds of truth supplied by Zecora, which sprout only in the presence of a truthful confession.

POISON JOKE

Poison joke is a magical, blue-hued plant with large leaves that infects any creature who touches it. The inner bulb of the plant has several petals and a stamen sticking out of the center. Rather than poisoning its victims, poison joke causes practical jokes to affect those who touch it, represented as physical afflictions.

When the Mane Six were all infected, Twilight Sparkle's horn became wobbly, soft and covered in blue spots. Rainbow Dash's wings moved to her underside, causing her to lose her balance and crash when flying. Pinkie Pie's tongue became swollen and covered in blue spots, making her speak unintelligibly. Poison joke always target a pony's ability to perform their Cutie Mark Skill or their highest Essence Score and turn it into some sort of practical joke that takes that strength away.

The effects of Poison Joke can be cured by taking an herbal bath of lavender, sage, oats, and three dragon tears.



SWAMP FEVER

Swamp Fever is another disease that is caused by exposure to a poisonous flower, this one growing in swampy areas. Its symptoms include orange spots appearing all over an affected creature's body, coughing bubbles, sneezing bolts of lightning, and confusion. After three days, an uncured victim turns into a tree that grows the same poisonous flowers that spread it, continuing the cycle. A creature that turns into a tree gains the condition of Immobilized.

In order to cure swamp fever, an affected creature must consume a tablespoon of flash bee honey, a resource highly protected by the flash bees. If they have already turned into a tree by this time, it may be too late.

CONDITIONS

Conditions are a convenient way to apply a variety of different effects on a character. They represent some of the most common effects that attacks and encounters might force on a character, so they bundle that effect up into a convenient package to apply to a character when they come

up. Conditions can either be advantageous or penalizing. They last until they are removed (such as by healing) or for a duration specified by the attack or effect that caused it.

If a creature is affected by the same condition from multiple sources (such as Impaired by a poison that lasts for a minute and Impaired from an enemy's attack for a turn), the condition doesn't worsen; a creature either has the condition or doesn't. The character has the condition for as long as the longest duration of the effect (in the Impairment example, they would still be impaired for a minute as that's the longest duration).

The following definitions specify what happens to a creature while it is subjected to a condition.

- **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:** (see page 187) 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:** (see page 178) 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.
- **Immobilized:** 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.
- **Impaired:** Impaired characters suffer a ↓1 downshift to all Skill Tests.
- **Invisible:** 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.
- **Mesmerized:** 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.
- **Poisoned:** The character has become subject to a particular poison. The effects of this condition depend on the poison.
- **Prone:** 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.
- **Restrained:** Restrained characters are immobilized, and attack tests against them gain an Edge.
- **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.

BETWEEN ADVENTURES AND DOWNTIME

Sometimes a pony just needs a little rest! Between adventures, ponies can take the time to relax, eat, recuperate, and prepare for their big day. Many characters also use this time to perform other tasks and jobs at home or while visiting friends, such as tending to their careers or family, studying, and training. Players can even be proactive, and tell the Game Master what quest or adventure their character is preparing for next!

The Game Master may ask what your character intends to do between adventures or during any character downtime in-game, such as long travel or resting. This is where you may want to think of any long term goals or projects for your character. Generally speaking, unless there is something specific that you want to have happen between adventures or during downtime, the time passes uneventfully. Oftentimes, however, whether your character chooses to do something with this extra time or not, the Game Master is keeping track of time that is passing as events already in motion continue to develop, even if miles and miles away.

CRAFTING

You can craft or build everyday objects, including new gear, special gadgets, and works of art. You must have the tools necessary to create whatever you are attempting to make, and success is determined by a Skill Test related to the object itself. If you need access to special materials or a specific location to build your object, this must be secured before you begin. For instance, even if you have the artistic skills necessary to sculpt a flower pot in the image of Princess Celestia for the Canterlot Gardens, you will still need clay, sculpting tools, and access to a facility to fire the sculpture in a kiln.

The Game Master determines how long it takes to craft the item you wish to make. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have the skills and materials required and are working together in the same place.



HEALING

You can use downtime between adventures to heal damage or recover Essence Points that were temporarily lost due to suffering conditions such as suffocation, disease, or poison. If you have a persisting condition such as poison, you may attempt a DIF 15 Brawn Skill Test after a total of 18 hours sleep to end the effect. In general, you can usually assume your character heals all their injuries between adventures, unless you have to set off again swiftly, but if you were badly hurt you'll be spending downtime in bed rather than having fun with your friends.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include browsing through books in anypony's personal collections, looking up city records or history in the local library, or hanging out in town to listen in on rumors and gossip from other ponies.

When you begin your research, the Game Master determines whether the information is

available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, book, or location). The Game Master might also require you to make one or more Skill Tests, such as an Alertness Skill Test to find clues or information, or a Persuasion Skill Test to get somepony's help. Once those conditions are met, you learn the information if it is available.

SLEEP

Everypony needs a good night of sleep to feel their best for a day of adventure and investigation ahead of them. The minimum amount of sleep needed per night without suffering ill effects is six hours. For each day beyond three days in a row of less than six hours sleep, you lose a point of Strength Essence. This continues each night you don't get enough sleep, and Essence will not be regained until you have slept for a continuous total of 6 hours sleep within a 24 hour period.

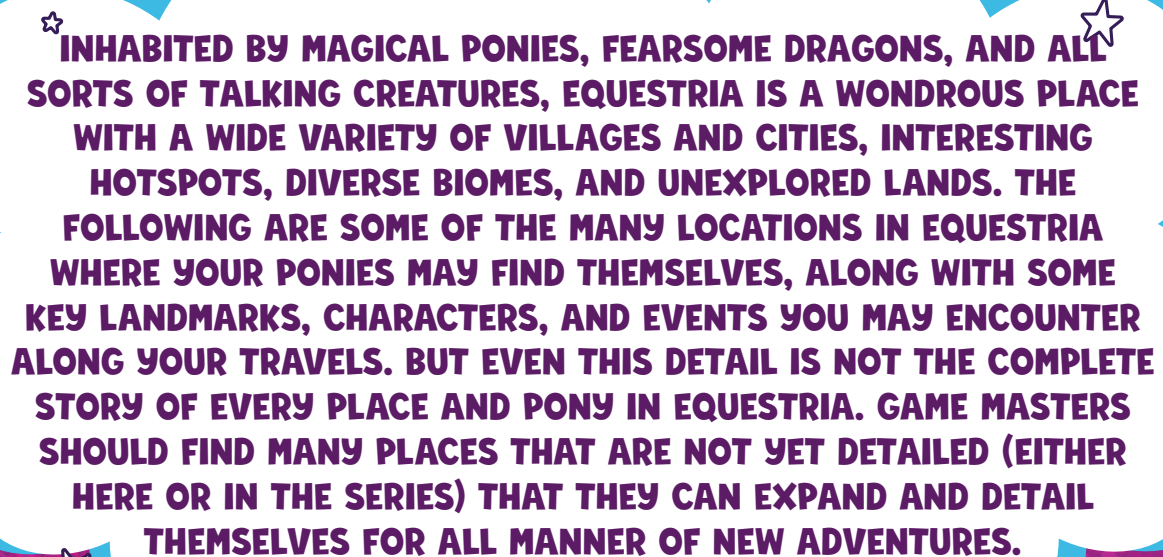
With every six hours of sleep within a 24 hour period, a character recovers all Health and recovers all Essence Scores, if applicable.





CHAPTER 12

LOCATIONS



INHABITED BY MAGICAL PONIES, FEARSOME DRAGONS, AND ALL SORTS OF TALKING CREATURES, EQUESTRIA IS A WONDROUS PLACE WITH A WIDE VARIETY OF VILLAGES AND CITIES, INTERESTING HOTSPOTS, DIVERSE BIOMES, AND UNEXPLORED LANDS. THE FOLLOWING ARE SOME OF THE MANY LOCATIONS IN EQUESTRIA WHERE YOUR PONIES MAY FIND THEMSELVES, ALONG WITH SOME KEY LANDMARKS, CHARACTERS, AND EVENTS YOU MAY ENCOUNTER ALONG YOUR TRAVELS. BUT EVEN THIS DETAIL IS NOT THE COMPLETE STORY OF EVERY PLACE AND PONY IN EQUESTRIA. GAME MASTERS SHOULD FIND MANY PLACES THAT ARE NOT YET DETAILED (EITHER HERE OR IN THE SERIES) THAT THEY CAN EXPAND AND DETAIL THEMSELVES FOR ALL MANNER OF NEW ADVENTURES.



STRIA

NOT TO SCALE

INTO THE UNKNOWN



Most of these places should seem familiar to fans of **My Little Pony: Friendship is Magic**, and there will be some players who are excited to dive in to explore the world of the show. But there will be those players who want to explore places far beyond Canterlot, and there will be those who want to add their own places to their game. Perhaps the ponies will go on a great voyage and explore the lands beyond the sea? Or perhaps they travel north and find a city like Canterlot but follow the teachings of Discord and not Princess Celestia. Cities like Vanhoover and Whinnyapolis are mentioned in the setting and would provide a fabulous place for ponies to explore if they want to get away from the familiar castle of Equestria.

APPALOOSA

Built in less than a year, Appaloosa is a western-themed town in Equestria, located to the South of Everfree Forest. Getting to Appaloosa by train is easy, as it has its

own station with a direct line from Ponyville. The town features a saloon called the Salt Block, a sheriff station, a clock tower, a stage for musical performances and wild west (and mild west) dances, and acres of apple orchard. Pony-drawn carriages provide transport around town, offering a quaint, small-town experience. The apple orchards in Appaloosa grow apples so delicious, just the taste of the pie made from them helped settle a long dispute between the ponies and the buffalo who live here. As a result of the peace between the two, there is a road that was built through the orchard, which allows the buffalo to stampede through as they traverse the area. Appaloosa is known for being a bit rougher than some ponies may expect, but at the end of the day, everyone works together to enjoy a cool glass of sasparilla and enjoy some prairie salads.

LANDMARKS

Buckball Stadium: A recent addition to Appaloosa's growing skyline, the buckball stadium now hosts the Buckball Championship game in Equestria, bringing visitors to this otherwise sleepy town. If there's an intermission in play, you can always check out the Buckball Museum to purchase the Buckball almanac. This thing has every Buckball fact and statistic ever recorded!

Salt Block Saloon: The Salt Block Saloon has a small food menu, but it's best known for serving salt. Many ponies come to the saloon to enjoy some salt and take in a hand of cards with friends, but as with anything, if you order too much, the proprietor will cut you off!

Sheriff Station: Sheriff Silverstar is commonly found here, along with a few rotating deputies that help maintain the peace in Appaloosa. The Sheriff Station is a small wooden structure with three small jail cells in case a criminal gets caught in town or a pony just needs to cool off when tempers flare.

NOTABLE NPCs

Braeburn: Applejack's cousin and a member of the Apple family living outside of Ponyville, Braeburn has helped to make Appaloosa a





thriving town. An Earth Pony, Braeburn loves to participate in the rodeo and play buckball when he's not helping to grow apples in the orchard.

Chief Thunderhooves: The wise and proud leader of the buffalo tribe in Southern Equestria, Chief Thunderhooves sought to reclaim Appaloosa from the ponies who settled there and built the town in the buffalos' traditional stampeding ground. After a great battle, and with the help of a young buffalo named **Little Strongheart**, the tribe came to an agreement with the ponies, allowing them both to share the orchard, bringing peace to the area.

Sheriff Silverstar: As the sheriff of Appaloosa, it is Sheriff Silverstar's job to keep law and order in town. A good leader and ally with the buffalo, he is well respected by townsponties and loves to mingle with them, enjoying stage performances and playing cards at the local saloon. Like many ponies in Appaloosa, Sheriff Silverstar is an Earth Pony, but he is eager to have Unicorn and Pegasus Ponies migrate to his town.

TOWN EVENTS AND FESTIVALS

County Fair: A summertime tradition, Appaloosa has hosted their county fair since the summer the town was built. The fair features carnival rides, deep-fried foods, a rodeo showcase, and an animal pet show open to the public.

Appaloosa Rodeo: The Cutie Mark Crusaders getting a Cutie Mark in steeplechase? Count us in! There's a hay bale stack, roping contest, and so many apple treats! Sheriff Silverstar has the whole Rodeo under control. Up until Trouble Shoes makes an appearance, of course.

APPLEWOOD

Located in Colifornia, Applewood is famous across the world for its actors and authors. Ponies eagerly wait to hear about the latest plays starring famous thespians such as Arnold Darkhoof and Tarra Sun Strong. It is said Applewood is where the elements of harmony are at their weakest, though Princess Celestia says that the town is only waiting for someone to remind them of the importance of working together.

LANDMARKS

The Applewood Sign: A huge sign that can be seen for miles lets travelers know when they are within sight of the town. At night, those visiting the sign can see the numerous glittering lights of Applewood from up high in the mountains.

CANTERLOT

Canterlot is the capital of Equestria and home to the Royal Castle. Built into the side of a tall mountain that overlooks Ponyville to the South, the two cities are close enough to be visible to each other on a clear day. Twilight Sparkle and Spike travel the distance between the two locations often, usually riding in a flying chariot pulled by two Pegasus royal guards, which takes only an hour or so. By hoof, the journey is less than a day, and of course, there is a direct route on the Friendship Express if ponies prefer to travel by train. The majority of the residents of Canterlot are Unicorn Ponies, although it is also home to several species other than ponies. Much of the city is affected by magic; the ponies in Canterlot even use magic to change the seasons, rather than by hoof like in Ponyville.

MY LITTLE PONY ROLEPLAYING GAME



However you get there, you're greeted by the intimidating Canterlot Castle, flanked by equally intimidating Canterlot Royal Guards, previously captained by Shining Armor.

Filled with wonders and delight, Canterlot is full of bustling life and culture of the highest degree. Twilight Sparkle was raised here and learned under the tutelage of Princess Celestia, but as she grew older and more dedicated to her studies, she was too buried in her books to realize how much there is to experience in Canterlot.

The Canterlot Theater is home to the Hearth's Warming Eve Pageant where Applejack, Rainbow Dash, and Pinkie Pie stole the show with their excellent performances. The Library of Magic, where Twilight Sparkle is the Library's Best Book Borrower (who could ever doubt?) houses any book your heart desires to read. You couldn't skip out on a delicious cake from Cinnamon Chai's Tea and Cake Shop. Not even Princess Celestia could resist her desserts! And the all-too-pretentious Restaurant Row exists, but just off in a nearby alleyway lives the Tasty Treat. Coriander Cumin and Saffron Masala run the quaintest little place full of vibrant furnishings, serving exotic foods that fill the room with wafts of amazing aromas, much to the chagrin of Zesty Gourmand.

Because of the royal influence, Canterlot attracts some of the wealthier and fancier creatures in

Equestria. The city is adorned with ivory towers with golden spires in addition to the many waterfalls and rivers running through it. Canterlot shopping is among the finest, with designer boutiques rivaled only by those in Manehattan and Las Pegasus. Some notable eateries in town include Cinnamon Chai's Tea and Cake Shop, The Tasty Treat, Joe's Donut Shop, The Smoked Oat, and The Bake Stop.

As the center of Equestria, dangerous threats try to seize control of the capitol and beings such as Discord, Nightmare Moon, and more have attempted to dethrone Princess Celestia and conquer the land. The brave ponies of Canterlot always rally together behind their heroes to save the city and ensure peace reigns across the land.

LANDMARKS

Canterlot Castle: Canterlot Castle is the palace from where Princess Celestia and Princess Luna live and rule Equestria. Its throne room features a large open area, velvet benches, stained glass windows, and a dais with two thrones. The castle also contains a beautiful ballroom, a large kitchen and staff quarters, a telescope observatory, and the Pony Princess Wedding Castle ceremonial hall. Outside the castle, there is the beautiful royal sculpture garden and hedge maze, which houses meticulously kept topiaries and hedges

LOCATIONS

and several statues depicting ponies in regal capes. Memorable encounters such as Queen Chrysalis infiltrating the castle and impersonating Princess Cadance in her hopes to wed Shining Armor instead, or when Lord Tirek and Discord attacked, sending Celestia, Luna, and Cadance to the depths of Tartarus, live here in the castle. But for every bad thing that has happened, great memories have followed suit, such as the Grand Galloping Gala, where hard-working ponies put on quite the feast and festivities to celebrate the completion of Canterlot.

Canterlot Train Station: The Canterlot Train Station has several platforms and convenience shops for travelers, including a coffee stand run by **Cuppa Joe**. The station has direct routes to Ponyville, Fillydelphia, Baltimore, Manehattan, and Galloping Gorge.

Cloud Stadium: Canterlot's Cloud Stadium is the host location of many flying sports events in Equestria, but it is mainly known for the Wonderbolts Derby. The stadium overlooks a steep cliffside and has three main sections of bleachers, with private seating boxes that face a ring of clouds shaped like a racing track. Hear that excessive cheering from the bleachers? That's probably Bow Hothoof and Windy Whistles, Rainbow Dash's parents, seeing her practice with the Wonderbolts for the 171st time. They can't help it, they're just really proud!

Crystal Caverns and other caves: Beneath Canterlot is an extensive cave system. The story goes that the caverns were once mined for precious gems until there was nothing left, so it was sealed and forgotten by most. The cave system has a mine-cart and railway running through it, and rumors tell of a secret stash of magical artifacts lost somewhere in the maze of tunnels.

Library of Magic: The Canterlot Library of Magic is Equestria's most comprehensive source of magical tomes. It is staffed and guarded by **Dusty Pages**, **First Folio**, and the royal guard **Flash Sentry**, as well as several other librarians and volunteers. Below the library is a secret underground area, known as the "restricted section," rumored to house ancient tomes which can only be accessed by **Princess Celestia** and **Princess Luna**. If it wasn't for her duties as Princess of Friendship, Twilight Sparkle would

probably be here, still checking out books and returning them on time.

Opera House: The Opera House is a feat of architectural genius, with the perfect acoustics for opera and other musical performances. Inside, there is velvet seating for ponies behind the orchestra pit and in mezzanine sections, with private balcony boxes for the most affluent of ponies. Due to its beauty and reputation, the Opera House attracts the most famous performers from all over Equestria.

NOTABLE NPCs

Hoity Toity: You cannot mention the fashion world without mentioning this pony. He's an Earth pony who owns a Canterlot boutique, and he has



with a keen eye for seeking out new garments for his advertisements. Quite the spokesperson, he's not afraid to show his honesty when doling out scathing reviews of dresses not to his fancy.

Moon Dancer: A Unicorn who befriended Twilight Sparkle as a filly. Their relationship quickly grew sour as Twilight Sparkle turned down an invitation to her party, and, as she grew older, Moon Dancer became more of a recluse, shunning the thought of having friends altogether and burying herself in her studies. It was only until Twilight Sparkle invited her to a party of her own to apologize, that Moon Dancer took another chance at having friends again with the now Princess of Friendship.

Sassy Saddles: The Canterlot Boutique's manager, Rarity hired her to oversee operations because of her qualifications and her plan to establish public relations and marketing, so she's very much a go-getter, and somepony Rarity can lean on. Of course, this Unicorn's ego may have gotten the best of her, and led to arguments between Rarity and Sassy over how best to run the shop as Sassy insists on only displaying the finest dresses that match her sense of style. Despite these moments, she is always within a heartbeat's notice to help Rarity wherever the shop needs.

TOWN EVENTS AND FESTIVALS

Canterlot Garden Party: Held on the Canterlot Castle grounds, the Canterlot Garden Party is the who's-who of springtime events. It is one of the most prominent and prestigious events of the year, second only to the Grand Galloping Gala.

Grand Galloping Gala: Canterlot's most exclusive social event is the Grand Galloping Gala, a formal royal ball held in Canterlot Castle. Only ponies selected by personal invitation are granted entrance to the gala, making the receipt of such an invite an event in of itself.

National Dessert Competition: Bakers from all over Equestria travel to Canterlot to enter their confectionery delights in the National Dessert Competition, presided over by celebrity guest judges from each of the big cities. Pinkie Pie knows all too well how the spirit of competition goes, as the Marzipan Marscapone Meringue Madness, a cake of epic proportions created by

the Cakes at Sugarcube Corner, was the target of jealousy. Gustave, Joe, and Mulia Mild, the competing chefs on the Friendship Express, had contemplated nefarious ideas about "dealing" with the cake, but it was only through the detective work of Pinkie Pie that concluded her friends were the ones who took a bite out of the all-too-delicious marvel.

Summer Sun Celebration: Princess Celestia raises the Sun each day, but this sunrise is very special, as it commemorates Celestia imprisoning Nightmare Moon and restoring the Sun to Equestria. After Princess Luna escaped Nightmare Moon's evil clutches, she resumed her role of watching over the night, and the Summer Sun Celebration now commemorates her return.

CLOUDSDALE

Clouds! Clouds are everywhere up in the sky, and sometimes if you're lying on a grassy hill with a friend, you can compare what you believe each cloud looks like! That one looks like a duck! That one kind of looks like a muffin! Hold on...that one looks like a huge Clouddominium! Well, you're not imagining it, because that's where Pegasus ponies call home! Or at least, the ones who don't mind the skies over solid ground (looking at you, Fluttershy). For the non-Pegasus folk, magic can be used to walk on the clouds, but I wouldn't trust a cloud's strength to hold up a young yak.

Cloudsdale is a floating cloud city located in the skies northwest of Canterlot and Ponyville. Only accessible by Pegasus Ponies, Cloudsdale is made completely of clouds and is the hometown of Rainbow Dash and Fluttershy.

LANDMARKS

Cloudsdale Flight Camp: Pegasus Ponies attend Cloudsdale Flight Camp to learn both the basics of flying and the latest tricks and techniques that create the best flyers. The Wonderbolts are alumni, and it is the location of Rainbow Dash's very first successful Sonic Rainboom. It is also here where young Fluttershy found her calling amongst the animals living on the ground instead of being bullied by her flying peers for not being a strong flier.

Cloudsdale Weather Factory: Ground water is



delivered to the Cloudsdale Weather Factory from all over Equestria, which then converts the water into rainfall delivered back to areas all over the map. This is an important function that ponies perform to keep the water cycle intact, creating tornadoes to funnel the water where it needs to go. Each year, a region of Equestria is chosen for its annual delivery of ground water, and when Ponyville was chosen, Fluttershy helped the delivery team get the last bit of water needed, despite her debilitating self-doubts about her flying.

NOTABLE NPCS

Soarin: Along with many of the other Wonderbolts, the Pegasus Soarin makes his home in Cloudsdale. The alternate captain of the Wonderbolts, he was nicknamed “Clipper” for clipping a flagpole on his first day of Wonderbolts Academy. When he’s not flying in the sky, he loves munching on apple pie.

Spitfire: A calm, cool, collected captain, Spitfire is...not. She can be very super hot-headed, as mimicked by her fiery mane. Never wavering from her infectious spirit during flight demonstrations and her concern for the safety of her fellow Wonderbolts and recruits, this Pegasus

is brash at the right times, despite many believing she’s brash all the time. She just doesn’t want you to end up in a full-body-wing-and-hoof-cast, drinking through a straw!

Windy Whistles and **Bow Hothoof:** They say parents can be embarrassing at times, but for Rainbow Dash, they’re just a hair too much! Being super proud of their daughter for everything she did as a filly, including speaking her first words and growing her first tooth, these two Pegasi can be seen at Rainbow Dash’s Wonderbolt practices. You wouldn’t have to look too hard to spot them, as they’re usually the loudest attendees.

Zephyr Breeze: Younger brother of **Fluttershy**, Zephyr Breeze is known to take on new interests



before immediately abandoning them. After a failed attempt at both mane therapy and sculpting, he moved back into his parents' home in Cloudsdale, much to the disdain of Fluttershy.

TOWN EVENTS AND FESTIVALS

Best Young Flyer Competition: This prestigious event is held in the Cloudiseum with spectators from across Equestria, including Princess Celestia herself. The grand prize for impressing the judges in this spectacle is a whole day schmoozing with the Wonderbolts, which gave Rainbow Dash the motivation to attempt a Sonic Rainboom. Little did she realize that the competition's grand prize was not the only motivation she needed, as she rescued Rarity from peril with the legendary flying trick.

CRYSTAL EMPIRE

Has Spike ever told you that he saved the Crystal Empire – twice? Well, this Crystal Empire wouldn't be complete without his likeness in statue form! All the crystal ponies reside here, under Princess Cadance and Prince Shining Armors' watchful eyes, as the former ruler, King Sombra, attempts ceaselessly to regain control over the Empire. The Crystal Heart resides in the Empire Square, where it prevents the Empire from turning into a frozen wasteland, and is instrumental for the Crystallizing of newborn foals. When the powers of love and light within the Crystal Ponies are unleashed, the Heart emits so much significant power, everypony within the Empire temporarily becomes crystalline. The Crystal Empire also houses an impressive crystal flower garden maintained by Mistmane, and the Crystal Stadium, home of the Equestria Games.

LANDMARKS

Crystal Flower Garden: A large garden filled with crystalline plantlife. The Crystal Empire's royal landscape artist, and a member of the Pillars of Equestria, Mistmane looks after the garden with great attention to detail, as her appreciation for seeking the beauty within can be manifested through the gardens' captivating displays.

Crystal Empire Stadium: Home to The Equestria Games, where ponies from all over the land

compete for glory. Featuring events such as aerial relay and ice archery, ponies are tested for their athletic prowess to gain medals for their team, hoping to be the team with the most accumulated medals at the end of the games. Spike, as the Crystal Empire's savior, was the official torch lighter, and, after saving the Crystal Empire again during the ice archery event, became the official ceremonial fireworks lighter.

EVERFREE FOREST

The Everfree Forest is a strange and mysterious place, frightening and confusing to even the most magical ponies. Here, the plants grow by themselves, animals care for themselves, and the weather changes without the help of ponies, unlike anywhere else in Equestria.

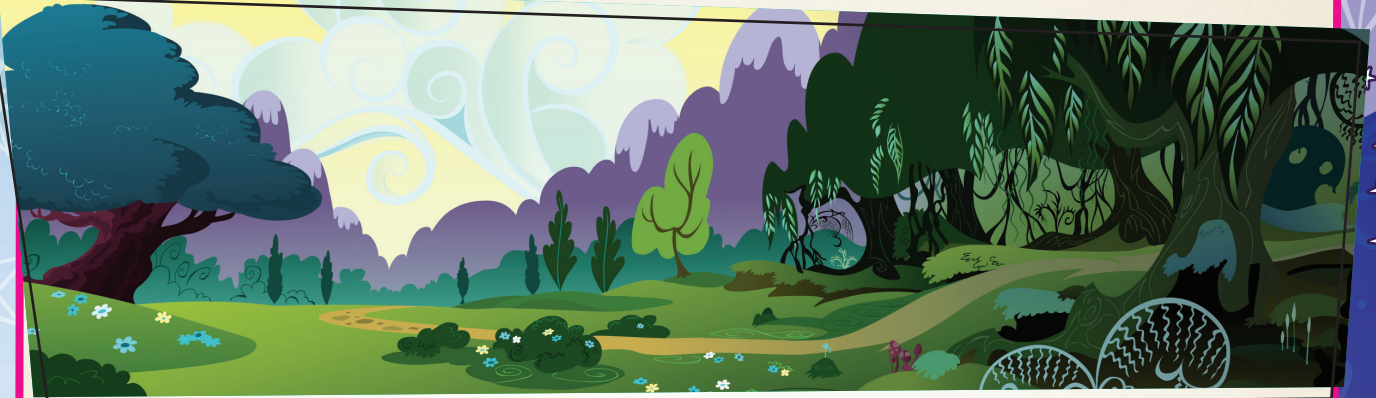
Located just outside Ponyville, its proximity to the town gives a looming feeling of danger and mystery. Some of the many creatures that live in the Everfree Forest are timberwolves, a manticores, a sea serpent, ursas, parasprites, dragons, and a cockatrice.

LANDMARKS

Castle of the Two Sisters: Completely abandoned since the battle between Princess Celestia and Nightmare Moon, the Castle of the Two Sisters is the castle that she and Princess Luna used to live in a thousand years ago. Still full of secret doors and traps, controlled by a large pipe organ in the basement, the residents of this place are mainly star spiders in the library. This castle is where the Mane Six discover the Elements of Harmony, and where they ultimately defeat Nightmare Moon.

Mirror Pool: Surrounded by overgrown plants and vines in an underground cavern, the Mirror Pool is an enchanted pool of water in the Everfree Forest, imbued with the power to make an exact copy of whoever stands in front of it. Pinkie Pie knows all too well about the dangers of testing this Pool. Also that Pinkie Pie does too. And that Pinkie Pie does...too.

Tree of Harmony: The Tree of Harmony is a magical tree that holds the Elements of Harmony, located inside a cave in the Everfree Forest, not



far from Princess Celestia and Princess Luna's old castle. The center of the tree has a star shaped like Twilight Sparkle's Cutie Mark, while Celestia and Luna's Cutie Marks are on the trunk. The tree controls everything that grows in the Everfree Forest.

NOTABLE NPCS

Zecora: A zebra who lives in a hut in the Everfree Forest, Zecora has often been the target of judgment and gossip. Initially believed to be an evil enchantress by the residents of Ponyville, she has now become friends with the ponies. Her magical knowledge is unrivaled by even the greatest Unicorns, and she is always willing to help with her knowledge of magical ailments and the medicinal plants that cure them. She speaks in rhyming verse with a strong accent, wears dzilla neck rings, and her hut is decorated with unique magical artifacts and masks collected from all over Equestria.

FILLYDELPHIA

Fillydelphia is a major metropolitan city, known as the place where Granny Smith discovered the first granny smith apple when she was a filly. A large district in Fillydelphia is home to a dragon population, appropriately named "Dragon Town." Fillydelphia's fashion seen is starting to blossom thanks to the efforts of Rarity who has seen fit to share her creative genius with them.

The city is known for its athletic competitions and on the edge of the city is a mountain known as the Stallion's Steps. It is said those who are undergoing athletic training celebrate the end of their trials by running up the Steps. This is no

mean feat, as this mountain is tall and the incline is severe. Those who make it to the top are said to be so excited it is over that they bounce around with cheer but be careful not to upset the eagles who make their nests at the summit.



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LANDMARKS

The Foodyard: A large market place where ponies can find foods from across Equestria, the Fillydelphia Foodyard is home to the city's signature meal: the Filly Oatwich, a delicious sandwich comprised of roasted oats covered in cheese.

NOTABLE NPCS

Maybelle Deluxe: A famous artist from Fillydelphia, Maybelle is known for her insightful melodies and brilliant styled mane. When she is not creating art, she works for the city's Dispute Solving Committee, where she works to find a way to help ponies learn to work together.

Brick Hercules: Perhaps the city's most famous athletes, Brick has triumphed in numerous sports and recently retired from competitive load carrying and racing. Now he has turned to operating a restaurant where ponies and dragons are encouraged to pay what they can, when they can.

FROZEN NORTH

The Frozen North lies at the very top of the map of Equestria, encompassing Yakyakistan, the Crystal Empire, Yaket Range, and Mount Everhoot, with the Crystal Mountains as its border to the rest of the mainland.

LANDMARKS

Crystal Empire: (see above) Ruled by **Princess Cadance** and **Prince Shining Armor**, the Crystal Empire is home to the Crystal Palace, a Crystal flower garden, a huge stadium where the Equestria Games have been held, and an immense library.

Crystal Mountains: The Crystal Mountains serve as a border between the Frozen North and the rest of Equestria. They are rumored to contain a cache of gems in a crevasse that is only accessible once a year.

Mount Everhoof: The tallest mountain in all of Equestria, Mount Everhoof is known for its steep climb and harsh weather, including temperatures below freezing and high winds. There is a

magically protected cave at the top of the mountain, if a pony is willing to risk the climb up there to find out what is inside.

Yaket Range: Yaket Range is another mountain range within the Frozen North. Very few ponies have ever traveled to this relatively unexplored area in Equestria.

Yakyakistan: (see below) Yakyakistan is a Yak kingdom located north of the Crystal Empire. The snowy region, ruled by Prince Rutherford, and was previously closed to ponies from mainland Equestria for decades until the Yak prince decided to allow travelers once again.

LAS PEGASUS

A large, colorful city in the clouds, Las Pegasus is located on the West Coast of Equestria's mainland. Unlike Cloudsdale, it has ground areas built into the clouds, and although it is entirely skylocked, Unicorns and Earth Ponies can get there by hot air balloon. Glowing with bright lights and bustling with tons of ponies and fun things to do, Las Pegasus is a travel destination and vacation spot like no other. Full of interesting restaurants, massive themed hotels, a fountain plaza, tall buildings, and rollercoasters (such as "Wild Blue Yonder") the entire city is a giant party, 24 hours a day. Those who visit Las Pegasus always come home with lots of incredible stories.

LANDMARKS

Gladmane's Resort: Once owned by **Gladmane**, where it got its namesake, and now owned by the brothers **Flim** and **Flam**, Gladmane's Resort is one of the many premiere hotel resorts in Las Pegasus. It is famous for the **Pone Fantastique**, a stage show with acrobatic and trained animal acts.

Hot Air Balloon Port: The only public transportation between Equestria soil and Las Pegasus is hot air balloon, owned and operated by the city itself. Rides are available 24 hours a day, as the city itself never closes for the night!

Las Pegasus Chapel: Feeling impulsive and want to get married while on your trip? The Las Pegasus Chapel is the place to do so, as it requires very little paperwork and no waiting time.



MANEHATTAN

A small island off Equestria's mainland east coast, Manehattan is a sprawling metropolitan city connected by a railroad bridge serviced by the Friendship Express. Manehattan's population is diverse, yet the majority of residents are Earth Ponies. Many of its Unicorn and Pegasus residents either are recent transplants or only live in the city part time. Rich with culture, Manehattan has a thriving fashion district and community and is known for its musical theater and unique AAA-rated restaurants. The city is made up of many tall buildings and skyscrapers, asphalt-paved streets, electric lamp posts, and modern infrastructure. The most common type of ground transportation is pony-drawn taxi carriages.

LANDMARKS

Manefair Hotel: A prominent hotel in Manehattan, the Manefair is a lovely place where traveling ponies can safely rest their heads for the night.

Manhattan Park: Manhattan Park features wide fields of grass and flowers and a river with rentable swan boats. A stone bridge allows ponies to cross the river to gain access to the other side of the park, where a gazebo, picnic areas, and a large rock are located.

Maneway: The Maneway is an underground train system that services all of Manehattan. There are Maneway stops every few blocks in every

direction in the city, making travel from place to place within city borders quick and easy.

Mare Statue: Also known as the Statue of Friendship, the Mare Statue is a large green statue of an Earth Pony wearing a robe and crown and holding a stone tablet in her left hoof and a raised torch in her right. The statue stands on a small island just off the coast of Manehattan, which is an island itself.

Saddle Row: Saddle Row is a street in Manehattan that is lined with the most fashionable boutiques in all of Equestria. This includes "Rarity for You," the Carousel Boutique's Manehattan expansion selling the latest haute couture pieces designed by Rarity. Saddle Row is a popular shopping stop for tourists and residents alike.

NOTABLE NPCs

Coloratura: Coloratura is an Earth Pony and a famous pop singer. She's a childhood friend of Applejack, who calls her Rara as a nickname, while her stage name is Countess Coloratura. Rara is equally well known as a philanthropist, always making time for several charity events and meeting with school foal fans.

Officer Trotter: An officer for the Manehattan police, Officer Trotter does his best to keep the city streets safe. His Cutie Mark is a police badge inside a pink heart.

TOWN EVENTS AND FESTIVALS

Fashion Week: A week-long event that takes over all of Manehattan, Fashion Week is the time of year when up-and-coming fashion designers showcase their designs in runway shows and private viewings for the social elite. The event attracts all sorts of pony celebrities, including rock stars, actors, and models.

Daring Do Convention: Do you love Daring Do, and would you love to celebrate your fanship with every other pony who loves Daring Do as much as you? Then Manehattan's Daring Do Convention is the hottest spot to celebrate all her books, grab some memorabilia, and sign up for an all-inclusive one-of-a-kind adventure, where you can live the Daring Do experience. Sounds like a fun time! Unless you were paired up with a pony who denounces the existence of any books past the first trilogy because of "impossible action sequences."

PONYVILLE

One of the most widely known towns in all of Equestria, Ponyville is home to the Mane Six and a central hub of the area. Bordered by Everfree Forest to the South and Canterlot to the North, Ponyville has big city amenities with a small-town feel. The homes in Ponyville are cottages that resemble medieval village-style architecture, timber-framed with distinct thatched roofs and overhanging upper floors.

The Friendship Express has a train stop in town, and the area is powered by a hydroelectric dam, situated near the edge of a waterfall, upstream of the town's flowing river. There are several notable eateries in town, including Café Hay and The Hay Burger, both acclaimed for their upscale yet affordable menus and charming decor. Specialty shops such as Quills and Sofas, Rich's Barnyard Bargains, Hay's Hardware, Mr. Breezy's Fan Shop, an antique shop, and even a jewelry store ensure that ponies can always find whatever they are looking for in Ponyville.

The Apple family owns a large amount of land in Ponyville, where they grow their Zap apple orchards that are a main supply for all of Equestria. The family is known as the main founders of the town, drawing businesses and residents to settle there after establishing Ponyville's financial stability.

LANDMARKS

Carousel Boutique: The Carousel Boutique doubles as Rarity's house and the business where she makes dresses for customers and friends. The ground floor serves as the main workroom, where Rarity meets with customers and does most of her designing and sewing. The room is stocked with materials and supplies such as mirrors, dress form mannequins, and impressively soft and colorful textiles. For privacy, Rarity lives on the second floor, which is off-limits to most visitors.

Castle of Friendship: The Castle of Friendship is a castle in Ponyville that belongs to Twilight Sparkle and serves as a replacement home for the Golden Oak Library. It is built out of a large, hollowed-out tree. The castle is also home to the School of Friendship, where ponies can go to learn new information and make new friends. Full of books on nearly every subject imaginable, the library at the castle has general information on a wide variety of topics, even if it may not have specific rare books on its shelves. In addition to a throne room, the castle has a balcony, two spires, and a tower, with a banner flying on the side marked with Twilight Sparkle's Cutie Mark and a large crystal star at the top. Unbeknownst to most ponies, the castle's basement serves as Twilight's laboratory, just like the original Golden Oak Library, full of test tubes and scientific equipment.

Fluttershy's Cottage: Fluttershy, the resident animal expert of Ponyville, loves attending to her furry friends in need, as all she would love to achieve in this world is ponies and their animal pals living in perfect harmony! So it's no surprise that her living quarters are her living with her animal pals! The interior comes furnished with birdhouses and mouseholes, and the outside is completed with a bear cave and flower garden, but if a new furry friend arrives, she regularly gives up her own bed to make her guests feel at home. She also has emergency supplies to treat animals whenever needed. Discord is a regular at her cottage, especially during tea time when he and Fluttershy enjoy each other's company over carrot-ginger sandwiches with the crusts cut off. When Dr. Fauna, Ponyville's veterinarian, was overwhelmed, Fluttershy opened Sweet Feather Sanctuary with the construction help of Big Daddy McColt, to provide an ample area to rehabilitate more animals.

LOCATIONS



Marketplace: The marketplace is located in the center of town and is where ponies go to purchase staples and unique crafts alike. The majority of stall operators and owners are Earth Ponies, selling fruits and vegetables, pies, jam, drinks, cooking utensils, books, soap, candles, and more.

Ponyville General Hospital: When a pony isn't feeling their best, needs emergency medical services, or when it's time for a baby foal to be born, Ponyville General Hospital is the place to go. Full of doctors and nurses, such as Dr. Horse and Nurse Redheart, all matters of medicine are addressed at the hospital.

Ponyville Schoolhouse: The Ponyville Schoolhouse is a small building dedicated to the schooling of the town's foals. The schoolhouse itself features a large bell on the roof, a flag in the front yard, and a sign on the lawn depicting an open book and the silhouettes of two rearing fillies. The school's main teacher is Miss Cheerilee, a widely respected instructor and mentor, while Pastel Palette teaches art and other guest ponies teach specific classes based on their specialties.

Ponyville Theater: This one-stage theater is home to the performing arts in Ponyville, serving as the main stage for professional performances, touring shows, major productions, and even local

children's plays. It was here where the Great and Powerful Trixie made her glorious debut!

Ponyville Train Station: This train station serves as a stop for the Friendship Express, as well as other steam-powered trains. It has a non-stop route direct to Canterlot, but it is also a main hub for every other major train station in Equestria.

Sugarcube Corner: Sugarcube Corner is a confectionery shop run by Mr. and Mrs. Cake and Pinkie Pie. Modeled to resemble a gingerbread house, the two upper stories look like stacked cupcakes, complete with lights that look like candles. The building's chimneys look like purple rock-candy pillars, and a sign with a picture of a cupcake hangs from the corner of the building.

The ground floor of the store serves as the shopping area for customers, while the bakery's kitchen is in the back of the shop. Underneath the storefront is where Pinkie Pie has a secret party-planning cave, accessible by pushing a secret switch on the ice cream cone-shaped newel post. She has all her party props and decorations, files on every pony in Ponyville. Did you know Twilight Sparkle likes vanilla ice cream, red balloons, and dancing? She's also afraid of quesadillas.

Sweet Apple Acres: The Apple family farm and orchards, while Sweet Apple Acres is located on the outskirts of Ponyville, it is the main reason

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why the town exists at all. Home to Applejack, Big McIntosh, Apple Bloom, and Granny Smith, the property contains a farmhouse, a barn, and several apple orchards. In addition to its famous Zap apples and apple cider, the farm also grows corn, carrots, and grapes. It is also home to the farm animals of Ponyville, and Applejack does her best to keep the cantankerous pigs in line as well as other animals.

Town Hall: At the center of Ponyville's town square, Town Hall is where ponies gather to make policy for the town, air grievances, concerns, or new ideas, and hear Mayor Mare give monthly speeches on the state of affairs.

NOTABLE NPCs

Apple Bloom: A young Earth Pony and a member of the Apple family, Apple Bloom is the younger sister of **Applejack** and **Big McIntosh** and granddaughter of **Granny Smith**. Apple Bloom is one of the founding members of the Cutie Mark Crusaders, a group of school-aged ponies devoted to helping other ponies earn their Cutie Marks, along with **Sweetie Belle** and **Scotaloo**.

Big McIntosh: A prominent member of the Apple family, Big McIntosh is older brother of Applejack and Apple Bloom and married to **Sugar Belle**. He's soft-spoken and has an excellent baritone singing voice. He can typically be found working the farm at Sweet Apple Acres.

DJ Pon-3 and Octavia Melody: DJ Pon-3 is Ponyville's resident DJ. With her trademark earphones in tow, this Unicorn is usually at all the raucous parties, spitting tunes out of her giant sound system. She doesn't say a word, as she lets her music do the talking. Meanwhile, her Earth Pony roommate, Octavia, can be seen playing her cello exquisitely at the more refined social events, such as weddings and galas. Despite their contrasts in nature, they're not afraid to collaborate to create something stellar together.

Cheerilee: Kind and helpful, Miss Cheerilee strives to teach the young foals in town how to grow up to be happy and successful. She can most often be found at the schoolhouse when not at home. Several ponies have attempted to set Miss Cheerilee on blind dates, though she prefers to set up her own dates.

Filthy Rich: Like many descendants of the original settlers of Ponyville, Filthy Rich is an Earth Pony. His grandfather, **Stinkin' Rich**, was one of the first ponies to buy Granny Smith's Zap Apple jam, and he started a business reselling it, contributing to the original success of Ponyville. The Rich family, including Filthy Rich's wife, **Spoiled Rich**, and daughter, **Diamond Tiara**, still makes Ponyville their home.

Mayor Mare: The mayor of Ponyville, Mayor Mare is an Earth Pony who makes sure everything in town runs smoothly. She can be found at Town Hall during most days or at any important event, often giving the opening speeches and making sure that everypony and everything is ok.

Spike: Twilight Sparkle's closest friend, assistant, and adventuring buddy, Spike is a young dragon who is able to magically deliver scrolls to and from Princess Celestia with his fire breath. A talented pianist, he loves to eat gems, a bad habit to break, and is otherwise a very good cook!



LOCATIONS

The Mane Six: Of course, **Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity,** and **Twilight Sparkle** are some of the most notable ponies in town. They all make their homes here, and they often are involved in wacky hijinks or thrilling adventures themselves, often seeking out friends to help them out!

TOWN EVENTS AND FESTIVALS

Nightmare Night: Celebrated annually in Ponyville, Nightmare Night is a day where foals dress up in costumes and go door-to-door collecting candy. Many activities around town revolve around Nightmare Night, sometimes for the whole week, including a carnival with various games, scary stories, musical performances, and a special tradition in which ponies give offerings of candy to the effigy of Nightmare Moon.

Ponyville Days: This event commemorates the town's founding. A "pony of ceremonies" is selected to organize the event according to a theme of their choosing, and the town's most prominent members are honored with awards. A time-honored tradition of Ponyville Days is a celebration of Ponyville's first family, the Apple family, with a retelling of the story of how the town was founded.

The Iron Pony Competition: A series of 20 athletic competitions, including the Barrel Weave, Long Jump, Tug of War, and more, the Iron Pony Competition is a day that ponies participate in to see who the strongest pony in Ponyville is! The reigning champion, Bulk Biceps, has been the fan favorite for several years now for having the physique that doesn't quit!

Winter Wrap-up: Because the town was founded by Earth Ponies, they had to clean up winter by hoof instead of by magic. In the present day, Ponyville still does the Winter Wrap-up, an annual cleaning day to get ready for Spring, as a town tradition.

RAINBOW FALLS

Rainbow Falls is a village surrounded by rainbow-colored waterfalls, simple homes, and a training course for holding the Equestria Games tryouts. It isn't a major travel destination, but it does host a few events each year that draw visitors.

TOWN EVENTS AND FESTIVALS

Hearth's Warming Craft Fair: So many ponies across Equestria are wildly talented, but they never get the opportunity to showcase their artistic abilities. The Hearth's Warming Craft Fair is an event that ponies attend to either show off their crafts or shop for them...or both! Just be careful of those ponies trying to swindle others out of their money or who sell faulty goods. The Film Flam Brothers are well known con artists who use the fair to swindle tourists visiting Rainbow Falls.

Traders Exchange: Once per year, Rainbow Falls hosts the Traders Exchange, an event where ponies can bring items they don't need anymore and barter for new and interesting stuff! This event encourages ponies to work together and waste less.

SEAWARD SHOALS

A coastal city renowned for its fleet, Seaward Shoals' ports is often full of trading vessels from Maretonia and cruise ships that take ponies on voyages across the ocean. The city's providence depends almost entirely upon the sea; if the sea is stormy, few ponies will come to visit.

TOWN EVENTS AND FESTIVALS

The Seaward Regatta: Twice a year, Seaward Shoals is host to an enormous sailing competition where dozens of ponies arrive to test their skills. Each vessel requires the ponies to work together in order to place first.

WHINNYAPOLIS

A city built in the shape of a horseshoe, Whinnyapolis serves as a major trade hub between other pony cities and villages. It is said that if you're going somewhere, you're going to pass through Whinnyapolis at some point. Known for growing dozens of varieties of tasty corn and bushels of other vegetables, Whinnyapolis is the city to go to for ponies hoping to escape from the busy lives of other pony cities.

LANDMARKS

Longtail Mall: One of the largest trading hubs in the city, Longtail Mall is said to be the place where a pony can buy anything. Its aisles are full of ponies and others like Diamond Dogs, buffalo, and birds from across Equestria. Supposedly, the food court contains almost any food a pony could eat (and the diner that serves seasoned diamonds is popular among dragons)

The Maize: An enormous corn maze sits just outside the city. Though popular with tourists, some of the locals are concerned about mysterious events that occur there. Rumors abound that an ancient pony from the beginning of Princess Celestia's reign lives at the heart of the Maize, while others believe a terrible curse can cause a pony to exchange places with their doppelganger and end up in another universe.

NOTABLE NPCs

Kenderlee: Kenderlee is an Earth Pony who maintains the local health retreat in the city. A believer that no pony is without hope, the health retreat helps ponies regain their strength and learn new skills so that they can regain their confidence. Her Cutie Mark, a crossed pair of broccolis, represents her love of vegetables.

Captain Lee Tree: A local inventor and owner of the air ferry service, Captain Lee Tree spends her days coming up with stronger sky sleds that can support more passengers as she ferries them across the land. A former member of the local air patrol, she never stays away from helping ponies in need and has been known to ferry little ponies around on her sky sleds during festival time.

TOWN EVENTS AND FESTIVALS

Hoofball Sunday: Once a week during the fall, every pony in Whinnyapolis gathers in the city green so that they can watch Hoofball! A fast game where ponies try to get a ball across the field while the opposing team tries to stop them, Hoofball is a time of feasting and jubilation throughout the city. Smaller leagues have started up in neighboring cities, though the Whinnyapolis Bolts remain the local champions.

VANHOOVER

Located to the north, the city of Vanhoover is home to artists and actors. Renowned for its theaters and art studios, the ponies of Vanhoover host large galas and art festivals celebrating each pony's talents. Though chilly and rainy, the ponies of Vanhoover hope to pass on their love of nature and art to those who visit.

LANDMARKS

The Barn D'Art: Built on the remains of the first barn built in Vanhoover, this towering structure is home to thousands of pieces of artwork. Every citizen of Vanhoover is allowed to drop off one piece of artwork at the Barn D'Art to be put on display. Every pony's art is displayed equally, and no artist is allowed to have more than one piece displayed.

The Pitch: In Vanhoover, the game of Runball dominates all other sports. In the center of the city is an enormous stadium known as the Pitch where ponies from across the land gather for the Vanhoover World Cup. The Pitch is not just used for Runball; numerous races and other sports are held there throughout the year.

NOTABLE NPCs

Dr. Kind Eye: The mayor of Vanhoover used to be the head of the Vanhoover Hospital but has now turned his attention toward helping lead his fellow ponies. A consummate actor and published author, Dr. Kind Eye will do his best to help travelers while offering a humorous story to share that helps ponies realize the source of their problems.

Agate: Some might find it strange that the local schoolteacher is a dragon, but Agate possesses great wisdom and finds joy in teaching others. Some find her jet black scales and leathery wings intimidating but Agate is known to make others laugh and her students shower her with rocks and pebbles found in their recess yard (because they heard dragons just love special stones and she does not have the heart to throw them away).



TOWN EVENTS AND FESTIVALS

The Grand Gala: Vanhoover has one competitive art festival: the Grand Gala. The winner of each Grand Gala is allowed to pick the trend of artwork for the following season and as such the competition is fierce. Some unscrupulous ponies have been known to sabotage their rivals so that they can win the prestige of being selected "Best in Gala."

PLACES OF ADVENTURE

Equestria is more than just its cities and towns where ponies live and work all day. It has caves and swamps, towering mountainsides and canyons, and so much more for ponies to explore. Some of these places are avoided by ponies for the dangers they possess; quicksand can certainly ruin a pony's day as much as a ferocious horde of trolls could. Other places are simply so far removed from cities like Canterlot that few ponies travel there, making them a great place to store lost secrets. The following places may become

important locations for a story set in the **My Little Pony: Friendship Is Magic** universe or provide scenery for helping to tell a story.

Badlands: A dusty prairie full of colossal stone mountains and dense sage brush, the Badlands is home to ponies that prefer to live out on the frontier. Huge plumes of dust are kicked up by the ponies that use the Badlands to race back and forth, and huge herds of buffalo make their home on the steppes.

Flame Geyser Swamp: A perilous swamp home to dangerous monsters and bandits, the Flame Geyser Swamp is a shortcut along a major trade route. It is rumored that an ancient cave sits at the center of the swamp, where strange wizards experiment with dark magic to create the monsters that plague the land, but whether there is truth to this rumor or it is a story told to terrify young ponies remains to be seen.

Froggy Bottom Bogg: Froggy Bottom Bogg is a swampland biome. It is filled with mangroves and bubbling swamp water, and it gets its name from the numerous frogs that make their home there.

Ghastly Gorge: Said to once be part of a series of caverns before the elements slowly eroded it into the ravine as it is today, the Ghastly Gorge is used by many ponies to test their skills and perform

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feats of bravery as they leap across it. The gorge is full of critters that would love to take a bite out of a pony's tail should they not leap high enough.

Mount Filly-mane-jaro: An enormous mountain renowned for its brilliant snowfall, it is said that every pony should make the trip up the mountain on a pilgrimage. Avalanches occasionally reveal ancient caves rumored to be full of ancient treasures.

Mount Everhoof: The tallest mountain in Equestria, Mount Everhoof can be seen across the kingdom. Some believe that the mountain is the tail of an enormous dragon and rare treasures occasionally disappear in the middle of the night only to reappear in a cave at its summit.

Neighagra Falls: Every pony has heard about the barrel jumping contests held at Neighagra Falls. The tallest waterfall in the land and the largest, any pony who doubts themselves can find their courage by jumping in a barrel and riding out the waters.

Peaks of Peril: A formidable mountain range home to dragons and other creatures, the Peaks of Peril's valleys are small sanctuaries where numerous villages of ponies live. Some of these communities are so remote they have not seen another pony in years.

Ponhenge: Built along a nexus of magical energy, Ponhenge has been the site of numerous magical rituals and ceremonies throughout its thousand year existence. Capable of channeling energy to access other dimensions, it is said that Ponhenge is guarded by an ancient order of ponies who work to keep it from being used for evil.

Rambling Rock Ridge: Home to dense terrain full of mineral wealth along with the Diamond Dogs, Rambling Rock Ridge gets its name from the frequent avalanches and rock falls that can be heard for miles. The Diamond Dogs jealously protect their territory out of fear that others, such as dragons, will come to steal their precious treasures.

Saddle Lake: A serene lake where many ponies go to fish and sail on small boats, Saddle Lake is an important part of the ecosystem and throughout the year, vast herds of animals and flocks of birds migrate there for fresh water.

San Palomino Desert: A vast prairie home to numerous small towns and villages, the San Palomino Desert is where many ponies go to retire and live quiet lives. It is said that a great mystical pony slumbers at the heart of the desert, though who this pony may be is unknown save for a few cave drawings located near some caves.



Stream of Silence: A stream infused with magical crystals located deep underground, the waters help suppress the emotions and desires of those ponies that travel through it. The local pony community living near the stream, the Kirin, uses the water as part of their rituals and are said to know the secret of bottling the water and preserving its magical effects.

Tenochtitlan Basin: A valley home to ancient ruins, the Tenochtitlan Basin is home to great monuments and vast fields of cacti which have some of the tastiest fruit in the land. The Fortress of Talacon is located within the basin, containing some of the rarest treasures in the land.

White Tail Woods: Dense trees of every type can be found in these woods. Home to great families of deer who live in harmony with the woods, they help travelers find their way out of the woods while jealously guarding the rare herbs and plants hidden deep within the forest.

Winsome Falls: The minerals in the nearby streams color the water that flows into this basin in glorious rainbow colors. Prized by many ponies as a place for peaceful relaxation, it is said if the colors of Winsome Falls ever fade then the land is in great danger.

FAR OFF LANDS

Though rarely seen, there are numerous lands far beyond the borders of Canterlot and Ponyville that numerous travelers have described in stories passed along during their journey. Though it takes a while to travel there, they represent new places and people for the ponies to meet on their adventures. Diplomats from far off lands often grace Princess Celestia's court and important missions sometimes require for ponies to travel there to recover a missing pony or treasure.

Saddle Arabia: A paradise located deep in the deserts of Arabia, this city is built into an oasis and is renowned for their hospitals and centers of learning. Led by Prince Colthanna, the Saddle Arabians often travel to Canterlot and Ponyville for trade and to take part in races. Their racing team, the Landstorms, have won numerous Canterlot Cups recently.

Maretonia: A beautiful coastal country known for its food and fine clothing, Maretonia has

FANTASTIC LOCATIONS DEPICTED FAIRLY

The chance to explore far off lands can lead to fantastic stories for players to encounter during the course of the story but it is important to remember that while the tone of **My Little Pony: Friendship Is Magic** is meant to be playful, sometimes fantasy depictions of real world places can stray away from being fun and welcoming to all players and turn into the exact opposite. If players are exploring places like Saddle Arabia or a location based upon real world cultures like Mexico or Madagascar, make sure to represent these places in your story as fun places for the players to explore. Remember as well that the creature living there will be just as important and diverse as anyone else. Consider using this as an opportunity to learn more about these places and pass on what you have learned to your players as part of the story. Great fun can be had while learning about new places for players young and old!

maintained strong relations with Equestria and their nobles visit frequently when on holiday. Their nation's conflict with the dragons of Wyvernica has only recently ended, and the Duke and Duchess of Maretonia wear their royal jewels without fear of them being stolen by Wyvernican troops.

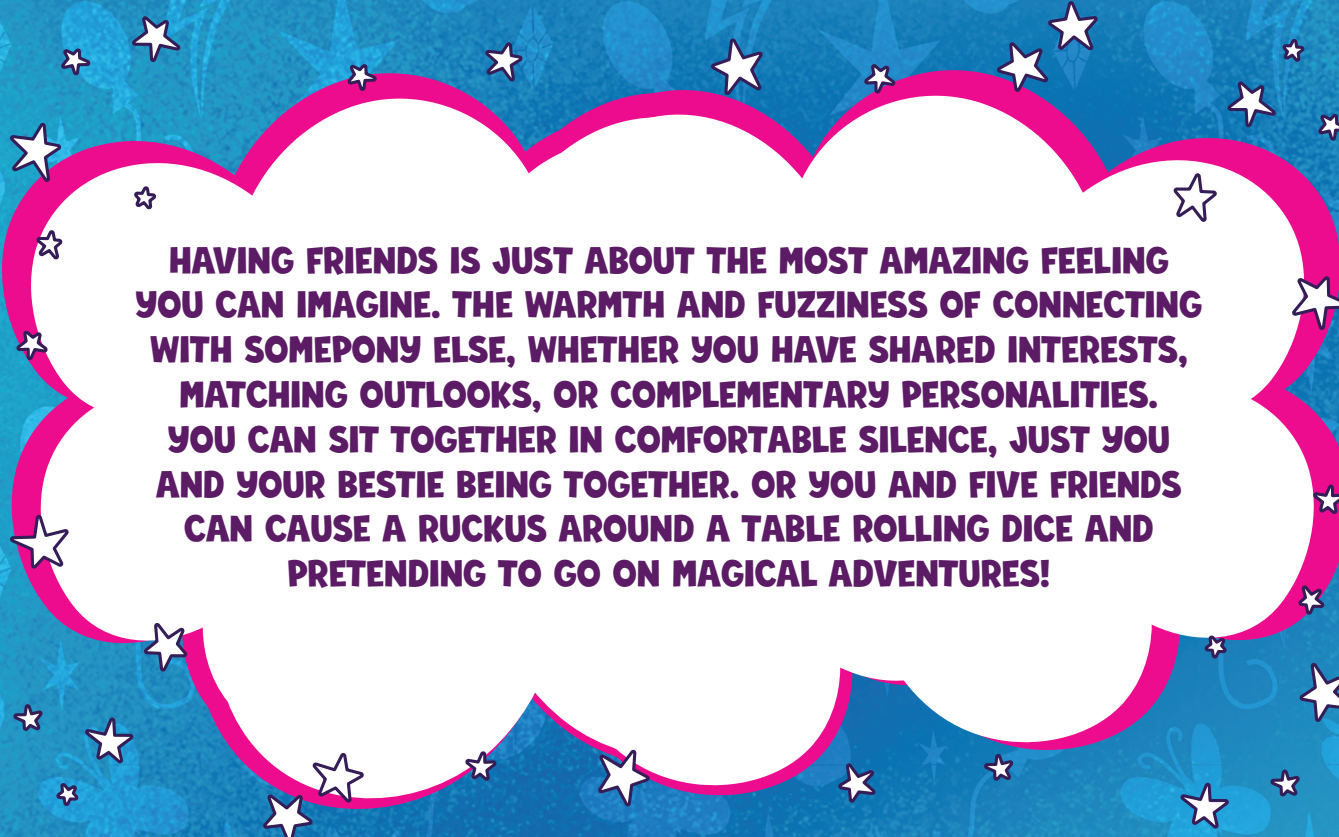
Yakyakistan: A nation existing to the north of the Crystal Empire, Yakyakistan must deal with dense snowfall for most of the year. The Yaks prize honor in their dealings, and their chief export is warm coats made from yak fur and delicious beverages. The Yaks are distrustful of outsiders but once some pony has earned their trust, it is often for life. Pinkie Pie once traveled there by hot air balloon for hours to accept the invitation to Yakyakistan for their celebration of Yickslurbertfest. She reported that you can stomp to your heart's desire in Yakyakistan, and the culture is quite amazing with their yovidaphone performances and vanilla extract-flavored snow cakes.





CHAPTER 13

FRIENDS & FOES



HAVING FRIENDS IS JUST ABOUT THE MOST AMAZING FEELING YOU CAN IMAGINE. THE WARMTH AND FUZZINESS OF CONNECTING WITH SOMEONY ELSE, WHETHER YOU HAVE SHARED INTERESTS, MATCHING OUTLOOKS, OR COMPLEMENTARY PERSONALITIES. YOU CAN SIT TOGETHER IN COMFORTABLE SILENCE, JUST YOU AND YOUR BESTIE BEING TOGETHER. OR YOU AND FIVE FRIENDS CAN CAUSE A RUCKUS AROUND A TABLE ROLLING DICE AND PRETENDING TO GO ON MAGICAL ADVENTURES!



Sadly, friendship doesn't come naturally to every creature. Some are downright aggressive. These foes might attack on sight, or manipulate from afar over time. It's possible to turn enemies into unlikely friends, but it can be tough. You could say that foeship is tragic.

This chapter is mostly for **My Little Pony Roleplaying Game** Game Masters, but players will find the rules for using Contacts valuable. Whether you're looking for friends, enemies, or frenemies, this chapter can help.

Friend or foe, every creature in the **My Little Pony Roleplaying Game** is made up of important statistics and numbers. These measure how good they are at what they do. Once you know the numbers, you can tell at a glance if a creature or encounter is something your player character can cope with.

USING NPCs

NPCs are the player characters' supporting cast. They're the friends and family in the player character's backstories, but also their acquaintances and rivals. Some serve the player

characters and run the shops and services they might need; others are the authority figures who might get in the way of the player characters' goals, and even the villains the player characters must stop. Every creature who isn't controlled by one of the players is an NPC.

Not every NPC needs rules. If a player would like to buy flowers from a florist in Ponyville, you probably don't need to know Lily Valley's Toughness Defense or Finesse Skill (the character's stat block). However, if the adventure calls for a challenge or even a combat to take place there, you might need some rules to run the scene.

NPC rules come in three varieties:

- **Contacts:** A contact is a friend in the scene who can help in some way. Contact stat blocks only include a brief description of the character, how to win them over if they're not a contact yet, and a few ways they can help in a scene, called Contact Perks. For instance, if Maud Pie is your contact, you can call on her expertise with all things rocks to help with a Science (Geology) Skill Test.
- **NPC:** This broad category of character covers any creature the player characters need to interact with in a more technical way, such as

targeting them with a Persuasion Skill Test, or using Infiltration against their Alertness in a Skill Contest. NPC stat blocks include more rules and details than a contact stat block entry, but not as much as a Threat. They're generally designed to cover the needs of a scene. For example, typically Nurse Redheart would be presented as an ally with Ally Perks to diagnose illness and treat injuries. However, if the player characters need to sneak around the hospital or pretend to have an illness so they can investigate the medical facility, Nurse Redheart would be given an NPC stat block to cover all of the ways the player characters might try to evade her.

- **Threats:** A threat is the most detailed presentation of an NPC. It's assumed threats will be used in combat, but also that they can be negotiated with and maybe even made into contacts. To cover all of the ways a threat can be used, they have stat blocks that are almost as elaborate as a player character, with all four Defenses, the Skills they've invested ranks into, and unique attacks, Perks, and powers. For example, Discord's chaotic magic matches his unpredictable personality. Sometimes the player characters might find themselves fighting the tricky draconequus. Other times, they might need to solve his riddle or play some annoying game to better understand the situation they're in. And yet, they can also find him working with them to achieve their goal.

CONTACTS

Not every NPC needs to be against the player characters. Contacts let you include additional characters on the side of the heroes without needing an elaborate stat block. When one or more player characters form a bond with an NPC, they gain that NPC as a contact. A contact can be visited in times of need, and can even join the player characters for parts of their adventures. A contact stat block usually represents a single character, such as Spitfire, but it can also represent a group, like the Wonderbolts.

GAINING CONTACTS

Any creature in a campaign could become a contact to the player characters, and player characters can gain contacts in a variety of ways.

BADDIES CAN BE GOODIES

While there are plenty of creatures looking to do harm to others, quite often in Equestria, they are only doing so due to some sort of trauma. It may be pain and hurt, not malice, which drive their actions. That's not to say there are no bad creatures in Equestria, but very few do bad things because they enjoy being evil and upsetting people. A villain who kidnaps people might just really want friends. A thief might be stealing back something that was taken from them or their culture. Even someone violent might only be protecting their home and family.

This isn't to say that such characters are right to do the harm they do; they still need to be stopped before they cause any more hurt. But quite often, the best way to stop them is by figuring out the reason for what they are doing and finding some way to help them. The villain might not even know why they are acting the way they are. Anger, hurt, envy and other emotions can make people do foolish things. But in Equestria, it is possible that even the darkest villain might prove to be a great friend if they are treated with compassion.

Each contact comes with detail on how a Game Master can run scenes and adventures based around making powerful new friends. Some options even give player characters access to contacts. Contacts can also be made organically through roleplaying and the adventure's narrative. Sometimes, player characters will just really hit it off with someone they meet, and it's fine to make that NPC a contact. Finally, player characters can spend a Friendship Point to gain the assistance of a contact. This is not magically mesmerizing them, but represents the extra time and care the player characters give to make friends.

Individual contact sections outline one or more ways in which the player characters can win them over enough to call on them in times of great

MY LITTLE PONY ROLEPLAYING GAME

need. These can be worked into an adventure or be the adventure itself if the player characters are looking to make friends with the contact. The ways in which the contacts can be won over leave room for Game Masters and players to be creative. For instance, gaining Twilight Sparkle as a contact for an entire campaign might mean the player characters must complete a preposterous challenge related to magic. The Game Master could base an entire adventure around a strange and mysterious challenge of their design. Alternatively, between adventures the player characters could decide that they need Twilight's help. The Game Master then gets to utter the immortal words, *"so, how do you want to do this?"* and then create scenes and work out Skill Tests and Difficulties based on the players' ideas.

Some methods to gain a contact offer broad ideas based on the stories that can be told, such as Maud Pie's Odd Bond. Others give specific rules to follow, such as Zecora's Consultation. Game Masters should consider both of these methods as guidelines to help them find the balance of storytelling and rules that works for them.

Generally, if one player character gains an NPC as a contact, all of the player characters gain that contact. However, depending on the narrative or player preferences, the Game Master could designate certain contacts specific to certain player characters. For instance, Discord would scoff at Rarity's nerve if she ever called on him for help, but he would drop everything to help Fluttershy.

PERMANENT CONTACTS VS. TEMPORARY CONTACTS

Some ways in which player characters gain allies gives them temporary access to the contact, such as using a Friendship Point. Others give the player permanent allies to call on at any time, like if a player works with their Game Master to write a character into their background that they could call for help.

Permanent contacts can be summoned at any point during a campaign, as long as it works narratively. Game Masters can rule that the Contact is too far away if the story establishes their location, or decide contacts are unavailable if they feel the conflict needs to be more dramatic.

Although permanent contacts are available to be summoned indefinitely, that doesn't mean they'll never leave the player characters. If the player characters disrespect a contact, or behave in a way that the contact finds intolerable, the friendship can end, and with it, the ability to summon the contact.

Temporary contacts can only be called on a limited number of times, for a limited period of time, or both. Working with a former enemy against a common threat would only last as long as the threat remained.

Some contacts are happy to be summoned under certain circumstances by anyone, even people they are not actually contacts with. This may seem strange, but it creates many fun opportunities for stories. For instance, Scootaloo can be summoned by any filly or colt. Once she's been summoned, the player characters can use her Scoot scene Contact Perk to automatically pass an Athletics or Acrobatics Skill Test.

Another way the player characters can gain Scootaloo as a contact is to complete a complex challenge related to a high energy activity, such as participating in a sport that relies on Athletics, Acrobatics, or Driving Skill Tests. That means a filly player character could summon Scootaloo to help learn a sport, and in doing so forge a friendship with Scootaloo that lasts even after the player character gains a Cutie Mark and is no longer a filly.

SUMMONING CONTACTS

Game Masters can include a contact for the duration of a scene, the length of an adventure, or an entire campaign. They can be part of the group, or available to visit. The player characters could seek Zecora's insight for an alchemical matter. Big Mac could help haul a wagon for a trip. Spike might be assigned to the group by royal decree as a messenger for the princesses.

During a conflict, contacts in the scene typically take cover or otherwise stay out of the way. However, player characters can (as a Standard action) call on a nearby contact to help in a conflict. They will help as best they can until the end of the conflict. If they run out of Alliance Points (see later) they remove themselves from harm's way. The Game Master can also decide the contact would voluntarily put themselves at the

forefront. For instance, as a Pillar of Equestria, the legendary Pegasus Flash Magnus likely won't wait for other ponies to do the fighting for him. He would begin any combat ready to assist. In such a case, the player characters don't need to summon this contact to use them.

Conversely, the Game Master might determine that the contact can't answer the summons. For instance, if Doctor Horse didn't get across a suspended bridge before it was destroyed, as an Earth pony, the gap prevents him from answering the call to help ponies on the other side. In that case, the players keep any resources spent on summoning the contact, including actions used to summon them.

Remember, summoning contacts is not a magical ability; the contact needs to be able to hear your call and get to where you are. However, some contacts might simply sense when their friends are in trouble and decide to look in on them.

ALLEGIANCE POINTS

Player characters can use contacts they've summoned by spending a special resource called Allegiance. When a contact takes part in a scene or challenge, they begin with a pool of Allegiance Points, usually 3. At the end of each round (Initiative 0 on the order), the players can choose to spend allegiance points from the contact's pool to gain the benefit of a Contact Perk. This is all about teamwork, so the players need to agree on what they're spending Allegiance on and how much. Contact Perks usually cost 1-3 allegiance points.

Some contacts can aid from a distance, like DJ Pon-3, who can broadcast her motivational beats, or Twilight Sparkle, who can project a magical illusion of herself. However, most contacts need to be there in the physical sense to be there in the supportive sense.

Contacts act on Initiative 0, beginning on the round they are summoned. A contact's Initiative score cannot change unless an option changes it. On the contact's turn, the players can choose from their list of Contact Perks, spending the listed allegiance point cost. If the players don't want to use any of the Contact's Perks this turn, they don't have to.

It is very important to remember that contacts aren't there to overshadow the player characters. They are a background element, so shouldn't need to roll Skill Tests to use their Perks, and the range of their abilities is intentionally vague. They also can't be targeted or harmed by anyone. You can assume that a contact is at least as competent as any player character in the scene, and they're spending their actions being helpful every round in ways that only take effect when the players spend Allegiance Points to gain the benefits of a Contact Perk.

When a contact runs out of Allegiance Points, they either leave the scene or fade into the background. The Game Master can use them narratively, as they are characters in the campaign and not disposable pieces of equipment. However, you should remember that the contact rules are meant to impact the game in a way consistent with the character's significance to the setting and plot without requiring a lot of time and energy.

READING THE CONTACT ENTRIES

Contact stat blocks provide the following information, in the following order:

- **Name:** The contact's name, whether it's a character's proper name (like Rainbow Dash), a more generic title (like Wonderbolt Cadet), or a descriptor related to their purpose in the story (like Shopkeep).
- **One Paragraph Description:** A brief summary of who this character is, what they look like, and how the Game Master should roleplay them.
- **Gaining the Contact:** 1-3 methods to gain this NPC as a contact.
- **Allegiance Points:** The amount of Allegiance Points the player characters can spend on Contact Perks when they summon the contact.
- **Contact Perks:** 1-3 Perks, in alphabetical order, in the following format: Perk's Name (allegiance point cost): Flavor sentence. Rules sentence.

SAMPLE CONTACTS

THE MANE SIX

The heroes of Equestria may spend more time saving the world and fighting off evil than anypony else, but they still make time for their friends. Will their focus split, it's hard to spend enough time with them to forge lasting bonds, but even fleeting friendships with one of these famous ponies means access to a powerful ally.

APPLEJACK

Everything Applejack knows she learned on the farm. Hard work made her strong, but also taught her the value of asking for help. Regular chores taught her discipline, showing how a task doesn't need to be difficult to be important. And working alongside her family taught her the value of honesty. This last lesson in particular made her the Spirit of Honesty.

Gaining Applejack as a contact:

Apple to the Core: The Apple family sticks together. If the player characters gained any other contact who is Apple to the Core, then once per campaign they can summon Applejack to help, even if they haven't done anything to gain her as a contact.

Honest to a Fault: No pony understands better than Applejack how hard it can sometimes be to tell the truth. If Applejack witnesses the player characters tell the truth in a situation where their honesty comes at a cost, such as choosing Persuasion over Deception to target a creature that's easily fooled, or confessing to wrongdoing that they could get away with, they gain her as a temporary contact they can call on once.

Honest, not Humble: Applejack calls things like she sees them, but that doesn't mean she always sees things clearly. The player characters can complete a basic challenge related to physical activity or apples, such as an obstacle course or a juice recipe, followed by a Persuasion Skill test with a DIF equal to the group's level +10 to quell Applejack's competitiveness and gain her as a permanent contact they can call on once per adventure.

Allegiance Points: 3

Contact Perks:

An Honest Voice (2 Allegiance): If Applejack says somepony is telling the truth, others listen. The player characters all gain Edge on their next Persuasion Skill Test this scene.

Bucking Bronco (3 Allegiance): Applejack can kick every tree in an orchard in an afternoon, you know she can kick the apple sauce out of a room full of enemies. Every threat in a combat takes 2 Blunt Damage.

Farm Hoof (1 Allegiance): Applejack was born and raised on a farm, and the ways of country life are as natural to her as breathing. With her advice, the player characters automatically pass a Skill Test related to farming or the lessons farming teaches, such as a Brawn Skill Test to handle a heavy load, or a Culture or Science Skill Test about agriculture.



FLUTTERSHY

Fluttershy is considerate to a fault. This Pegasus won't raise her voice to make sure she doesn't hurt a friend's ears. She hates to be a bother and never wants to put anyone out or inconvenience them in some way. That is, unless the happiness and well-being of animals are concerned. Then she'll shout like a bullhorn, dig her hooves in, and make any demands necessary. All in the name of being the Spirit of Kindness. Fluttershy also shares her home with a multitude of pets, including Angel, Gummy, Opalescence, Owloysious, Peewee, Tank, and Winona, who might help Fluttershy or her contacts with any tasks.

Gaining Fluttershy as a contact:

Furry Friends in Need: Fluttershy does what she must to help an animal in need. If the player characters need help against an aggressive animal, or helping an animal in danger, once per campaign they can summon Fluttershy to help, even if they haven't done anything to gain her as a contact.

Speaking Up: Fluttershy may speak for the animals, but she bottles up when she has to speak for herself. The player characters can complete a basic challenge related to speaking on Fluttershy's behalf, such as stepping in when someone's arguing with her, or correcting the wait staff that brought her the wrong meal, followed by a Deception or Persuasion Skill test with a DIF equal to the group's average level +10 to calm her nerves to gain Fluttershy as a temporary contact they can call on once.

Stand Up to Bullies: For someone who gets stressed about even polite conversation, nothing upsets Fluttershy more than a bully. If Fluttershy witnesses the player characters stand up to bullies, such as in a complex challenge or defending an innocent creature against a threat with a higher threat level than the group's level, they gain her as a permanent contact they can call on once per adventure.

Allegiance Points: 3

Contact Perks:

Animal Expert (2 Allegiance): No one knows animals better than Fluttershy. With her advice the, player characters automatically succeed at a Handle Animal Skill Test.

"I'm only going to say this nicely once!" (3 Allegiance): Fluttershy doesn't just stand up against the mistreatment of animals, but animals who mistreat others as well. When this Perk is used, one enemy animal in the combat is automatically Defeated, without taking any additional damage.

Yay (1 Allegiance): Flutterfly may not be the loudest cheerleader, but having her support is still encouraging. One player character gains ↑1 to a Skill Test this round.



PINKIE PIE

Born on a rock farm, a rigid world of muted tones, with no concept of fun, the only feeling Pinkamena Diane Pie knew as a filly was yearning. She knew she had a greater purpose, but she had no idea what. It wasn't until she saw the bright, beautiful colors of a sonic rainbow that she understood joy. Now, she spends every day and night spreading that feeling as the Spirit of Laughter. There's no other pony like her, no pony that could be as great or as fun, as the super party pony Pinkie!

Gaining Pinkie Pie as a contact:

Back-Up Party Ponies: Pinkie Pie may have a secret basement with files on what would be the best party for every pony she knows, but there's still only one Pinkie! If Pinkie Pie has to plan multiple parties on the same day, the player characters can complete a complex challenge helping her out, such as by completing some of the bizarre tasks on Pinkie's To Do list to make a party just right, or taking over one of the parties and executing plans based on Pinkie's lofty party goals, to gain Pinkie Pie as a temporary contact they can call on once.

Welcome Party: Pinkie Pie isn't just *part* of the welcome party, she *is* the welcome party! Pinkie Pie summons herself to the player characters' first conflict after meeting them, even if they haven't done anything to gain her as a contact. She's welcoming to everyone and seems to always know who needs to be invited.

Saturate: As much as Pinkie Pie loves spreading joy, she can be insecure about whether she's done enough, or if she's being annoying. If the player characters come across a grayish, sad Pinkie, they can complete a preposterous challenge related to cheer her up, using Skills like Performance and Acrobatics to entertain her, and Persuasion to speak from the heart, where at least three tasks have a DIF equal to the group's level +10 to gain Pinkie Pie as a permanent contact they can call on once per adventure.

Allegiance Points: 4

Contact Perks:

Friendship Ambassador (3 Allegiance): Pinkie Pie is officially the friendship ambassador to Yakyakistan, but her diplomacy doesn't just work on Yaks. All player characters gain $\uparrow 2$ on their Skill Tests until the end of the next round.

Pinkie Sense (1 Allegiance): Sometimes the future speaks to the present, and chooses to do so by making Pinkie Pie all twitchy. Until the end of the next round, the player characters can spend a Free action once on their turn to ask Pinkie Pie a question about the future, and gain Edge on a Skill Test that round.

Party Cannon (2 Allegiance): An explosion of confetti and streamers is a great distraction. All enemies suffer Snag on attacks until the end of the next round.



RARITY

As Ponyville's premiere fashionista, Rarity may love the prettier things in life, but she isn't selfish about it. She embodies the Spirit of Generosity, sharing beauty and style with any creature who appreciates it. Not that she doesn't understand the value of art. Artists work hard toiling their trade and using their incomparable skills to create items the public adores, and Rarity is no exception. In most other regards, she's one of a kind.

Gaining Rarity as a contact:

Putting Others First: Although Rarity's adventures and business ventures keep her busy, her scheduling skills leave her with some spare time for herself, or creatures in need. She always tries to put her sister first, though Sweetie Belle's reception of this has always been a little strained. Once per campaign, the player characters can summon Rarity to help with a conflict in which they have no other contacts, even if they haven't done anything to gain her as a contact.

An Eye for Fashion: Most creatures appreciate the fashion Rarity creates, but it's the creatures who understand her style that Rarity particularly bonds with. The player characters can complete a complex challenge related to fashion, such as Alertness, Culture, or Streetwise Skill Tests to examine and define the fashionability of an item, or an Acrobatics or Performance Skill Test to bring an item to life, to gain Rarity as a permanent contact they can call on once per adventure.

Flashy Gift: The gems Rarity uses to embellish her designs can be hard to come by, even for a pony of means willing to enter the mines herself. The player characters can present Rarity with a precious gem, such as one they acquired during an adventure or by succeeding at a Wealth Test against a DIF equal to the group's level +10, to gain Rarity as a temporary contact they can call on once.

Allegiance Points: 4

Contact Perks:

A Little Pick-Me-Up (1 Allegiance): Rarity believes a well-timed accessory can be a confidence booster. One player character heals 1 stress.

Makeover (3 Allegiance): Not only is Rarity happy to help with fashion advice, she insists. The player characters each gain a new outfit appropriate for a specific event without having to make a Wealth Test.

Unabashedly Au Courant (2 Allegiance): Staying on top of the world of fashion means following all of the latest trends. With her advice, the player characters automatically succeed at a Culture Skill Test.



RAINBOW DASH

This colorful Pegasus can go from zero to mach-1 in an instant. So can her motivation. As into proving she's the best as she is loafing by the lake, Rainbow Dash always finds her motivation when it comes to helping her friends. It's this selfless side that's hidden behind a lot of self esteem that made Rainbow Dash the Spirit of Loyalty.

Gaining Rainbow Dash as a contact:

That Was AWESOME: Rainbow Dash recognizes a fellow exceptional creature. If Rainbow Dash witnesses the player characters beat a DIF by 5 or more, they can summon her for assistance, even if they haven't done anything to gain her as a contact.

A Fellow Fan: Rainbow Dash loves interacting with other creatures as passionate about Daring

Do as she. The player characters can complete a simple challenge related to Daring Do fandom, such as an Alertness or Culture Skill Test to quote a rare passage, or an Athletics, Survival, or Streetwise Skill Tests to show they understand adventuring, against a DIF equal to the group's level +10 to gain Rainbow Dash as a temporary contact they can call on once.

Cover for Me: Rainbow Dash can do anything you ask 20% cooler than the next pony, but a lot of times, she just doesn't want to. The player characters can complete a preposterous challenge related to doing Rainbow Dash's job for her, such as clearing rainclouds from the sky or coaching the School of Friendship cheer squad, to gain Rainbow Dash as a permanent contact to call on once per adventure.

Allegiance Points: 3

Contact Perks:

Need A Lift? (2 Allegiance): When you're a Pegasus as fast and as strong as Rainbow Dash, you get used to carrying around Earth Ponies and Unicorns. All of the player characters gain a 30ft Aerial Movement until the end of the next round, or one player character gains a 90ft Aerial Movement until the end of their next turn.

Sonic Rainboom (3 Allegiance): Rainbow Dash mastered the Sonic Rainbow, a dazzling explosive event where she travels so much faster than the speed of sound that she creates a rainbow explosion. All threats in the area suffer 1 Sonic damage and 1 Stun damage.

Wonderbolt (1 Allegiance): Friends have friends who help out too. Rainbow Dash summons The Wonderbolts, whether or not they're contacts of the player characters.



TWILIGHT SPARKLE

The Princess of Friendship, Spirit of Magic, and big fan of books, Twilight Sparkle learned the value of making friends as soon as she arrived in Ponyville. Since then, she's helped ponies with problems big and small. It's just too bad her princess duties keep her so busy, or she'd help that much more.

Gaining Twilight Sparkle as a contact:

Princess of Friendship: It's Twilight's royal obligation to help any creature in need. Unfortunately, that's a lot of creatures. Once per campaign, the player characters can summon Twilight Sparkle to help, even if they haven't done anything to gain her as a contact.

Eureka: Twilight Sparkle admires great magical minds. The player characters can complete a preposterous challenge related to magic, such as deciphering an ancient spell or countering a major magical threat, to gain Twilight Sparkle as a permanent contact to call on once per adventure for the rest of the campaign.

Study Buddy: Any friend of books is a friend of Twilight's. The player characters can complete a complex challenge related to study or books, such as reorganizing a haunted wing of a library or discovering a major academic breakthrough, where at least one task has a DIF equal to the group's level +10 to gain Twilight Sparkle as a temporary contact they can call on once.

Allegiance Points: 2–4

Contact Perks:

Friendly Advice (2 Allegiance): Twilight gives advice better than she takes it. All player characters gain Edge on their next Smarts or Social Skill Test this Conflict.

Have A Blast (1 Allegiance): For all the spells Twilight Sparkle knows, she relies on her trusty magical beams in battle. She deals 1 Fire, Cold or Electric damage to one creature and inflicts an inconvenient condition (Game Master's choice) until the end of the target's next turn, such as Prone, Blinded, or Deafened.

The Power to Spread Magic (3 Allegiance): Twilight Sparkle has an encyclopedic knowledge of spells, if encyclopedias regularly updated their content! Twilight can cast any one spell of the player characters' choosing.



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SPIKE

An honorary member of Equestria's Mane Six heroes, even if this baby dragon has no mane, and including him brings the total heroes to seven. Raised by Twilight Sparkle in Canterlot with Princess Celestia's supervision, Spike sometimes gets self-conscious about being too much of a dragon for the ponies he lives with, and too much of a pony around his fellow dragons. Still, he's not shy to remind others of the heroic roles he's played alongside Twilight, particularly when he saved the Crystal Empire. Twice.

Gaining Spike as a contact:

Extra Sprinkles: Spike likes rich snacks: desserts and gems, specifically. The player characters can complete a simple challenge related to feeding Spike, such as a Culture or Performance Skill Test to bake or an Alertness or Survival Skill Test or Wealth Test to find him a gemstone, against a DIF equal to the group's level +10 to gain him as a temporary contact they can call on once.

Spikey-Wikey: Spike's Naponyonic Complex makes him a sucker for sweet talk. The player characters can

complete a complex challenge related to making Spike feel good about himself, such as shadowing him and secretly helping him with his tasks or planning a Spike appreciation parade, to gain him as a permanent contact they can call on once per adventure for the rest of the campaign.

Allegiance Points: 3

Contact Perks:

Dragon of Two Worlds (1 Allegiance): Although Spike sometimes feels out of place, being a dragon among ponies gives him insight and empathy for interacting with other creatures. With his advice, the player characters automatically succeed a Deception or Persuasion Skill Test.

Fire Breath (2 Allegiance): Spike's a fire breathing dragon, ain't he? He deals 1 Fire damage to up to 3 creatures.

Royal Messenger (3 Allegiance): Spike is almost always at the side of the Princess of Friendship, the Princess of the Crystal Empire is indebted to him, and he's a belch away from messaging the Princesses of Day and Night. Spike gets the player characters an exclusive audience with a Princess of Equestria.



CUTIE MARK CRUSADERS

Three fillies eager to get their Cutie Marks formed a club to try and fast-track the process. They tried every activity they could imagine to find their interests and talents, always checking their blank flanks to see if anything changed. It was working together to help other ponies that finally earned them their Cutie Marks, which appeared at the same time and share a pink, lavender, and purple shield.

APPLE BLOOM

Like the other members of the Apple family, Apple Bloom shares Applejack, Big McIntosh, and Granny Smith's toughness and tenacity. Her leadership and organizational skills helped her and friends Scootaloo and Sweetie Belle form the Cutie Mark Crusaders.

Gaining Apple Bloom as a contact:

Apple to the Core: The Apple family sticks together. If the player characters gained any other contact who is Apple to the Core, once per campaign they can summon Apple Bloom to help, even if they haven't done anything to gain her as a contact.

Fellow Helper: Apple Bloom gets along with other creatures who have a natural tendency to help others. If Apple Bloom witnesses the player characters complete a complex challenge related to helping others, such as taking responsibilities off a busy pony's plate or stepping up to welcome a stranger to town, they gain Apple Bloom as a permanent contact they can call on once per adventure for the rest of the campaign.

Fillies and Foals In Need: The Cutie Mark Crusaders are here to help any creature find their talent. Filly or colt player characters gain Apple Bloom as a permanent contact they can call on once per adventure until they gain their Cutie Marks.

Allegiance Points: 3

Contact Perks:

Alchemist Apprentice (2 Allegiance): Apple Bloom studied potions with two of Equestria's finest alchemists: Twilight Sparkle and Zecora. Using this Perk allows a player character to heal 2 damage.

Call to Order (1 Allegiance): Cutie Mark Crusaders are there for each other. If Scootaloo and Sweetie Belle aren't involved in this conflict, Apple Bloom summons them. Once Scootaloo and Sweetie Belle are involved in this conflict (whether a player character or Apple Bloom summoned them), the Cutie Mark Crusaders' other contact Perks cost 1 alliance point instead of 2 until the end of the next round.

Watch Out! (2 Allegiance): Apple Bloom looks after her family and friends. Enemy attacks that target the player characters suffer ↓1 until the end of next round.



SCOOTALOO

Scotaloo doesn't let any obstacle stop her. When she had trouble flying, she mastered the scooter. When her parents left her in Ponyville to go off on their own adventures, she formed a sisterly bond with her idol, Rainbow Dash. When most of the other fillies and colts in her class got their Cutie Marks before her, she formed the Cutie Mark Crusaders with Apple Bloom and Sweetie Belle.

Gaining Scootaloo as a contact:

The Chance to be Awesome: Scootaloo loves sports, physical activities, and any games that get her energy out. The player characters can complete a complex challenge related to a high energy activity, such as participating in a sport that relies on Athletics, Acrobatics, or Driving Skill Tests, or planning an activity with Culture or Streetwise Skill Tests, to gain Scootaloo as a temporary contact they can call on once.

Fillies and Foals In Need: The Cutie Mark Crusaders are here to help any creature find their talent. Filly or colt player characters gain Scootaloo as a permanent contact they can call on once per adventure until they gain their Cutie Marks.

Under Your Wing: Scootaloo is often mistaken for a full Pegasus, but as the daughter of an Earth Pony and a Pegasus, her wings are only strong enough for gliding, not flying. The player characters can complete a preposterous challenge related to mentoring Scootaloo, such as using their downtime to help her exercise her wings and practice flying, or researching other famous Earth Pegasi, to gain Scootaloo as a permanent contact they can call on once per adventure for the rest of the campaign.

Allegiance Points: 3

Contact Perks:

Call to Order (1 Allegiance): Cutie Mark Crusaders are there for each other. If Apple Bloom and Sweetie Belle aren't involved in this conflict, Scootaloo summons them. Once Apple Bloom and Sweetie Belle are involved in this conflict (whether a player character or Scootaloo summoned them), the Cutie Mark Crusaders' other contact Perks cost 1 alliance point instead of 2 until the end of the next round.

Idolize (2 Allegiance): When Scootaloo looks up to somepony, she has a way of making them feel like the coolest pony in Ponyville. A player character gains Edge on their next Skill Test before the end of their next turn.

Scoot on the Scene (2 Allegiance): Scootaloo moves faster with her scooter than most Pegasi do with their wings. She can help the player characters automatically pass an Athletics or Acrobatics Skill Test.



SWEETIE BELLE

Rarity's little sister also enjoys fashion, but not to the same degree. Instead, Sweetie Belle's creative interests also include music, especially singing. But above all, this young filly loves working with her friends Apple Bloom and Scootaloo, discovering their talents and helping other young ponies as the Cutie Mark Crusaders.

Gaining Sweetie Belle as a contact:

Creative Collaborator: Even though Sweetie Belle has a talent for singing, songwriting, and costume design, she gets nervous if she doesn't have a partner to share the spotlight with. The player characters can complete a preposterous challenge related to a creative activity, such as cowriting, codirecting, and costarring in a musical with Sweetie Belle or encouraging her to believe in herself as an artist, to gain Sweetie Belle as a permanent contact they can call on once per adventure for the rest of the campaign.

Eager to Help: Sweetie Belle's ambition sometimes outpaces her abilities, turning what should have been chores and favors into disasters. The player characters can complete a complex challenge related to helping Sweetie Belle help others, such as lending a hoof with her chores, or cleaning up a mess she accidentally made, as a temporary contact they can call on once.

Fillies and Foals In Need: The Cutie Mark Crusaders are here to help any creature find their talent. Filly or colt player characters gain Sweetie Belle as a permanent contact they can call on once per adventure until they gain their Cutie Marks.

Allegiance Points: 3

Contact Perks:

Basic Magician (2 Allegiance):

Sweetie Belle doesn't spend a lot of time studying magic, but as a unicorn, she has a certain talent for it. She can cast any one elementary spell of the player characters' choosing.

Call to Order (1 Allegiance): Cutie Mark Crusaders are there for each other. If Apple Bloom and Scootaloo aren't involved in this conflict, Sweetie Belle summons them. Once Apple Bloom and Scootaloo are involved in this conflict (whether a player character or Sweetie Belle summoned them), the Cutie Mark Crusaders' other contact Perks cost 1 alliance point instead of 2 until the end of the next round.

Creative (2 Allegiance): Whether it's singing, baking, or sewing, Sweetie Belle has a knack for creating. With her advice the player characters automatically pass a Culture or Performance Skill Test.



AROUND PONYVILLE

Ponyville may not be a bustling megacity like Maretropolis, but being the home of a Princess puts the village on the map. Add to it the number of residents who saved part of or all of Equestria over the years, and the significance of this small town expands beyond the size of its population.

BIG MCINTOSH

This powerful Earth Pony may be a stallion of few words and understated expression, but he has a big heart and can certainly speak from it when he feels the need to.

Gaining Big McIntosh as a contact:

Apple to The Core: The Apple family sticks together. If the player characters gained any other contact who is Apple to The Core, then once per campaign they can summon Big Mac to help, even if they haven't done anything to gain him as a contact.

O&O Gamer: Big Mac plays a level 27 Black Knight Unicorn in his Ogres & Oubliettes home game, and is always willing to tell anypony about his character. If the player characters can complete a complex challenge related to tabletop roleplaying, such as running an Ogres & Oubliettes game or organizing a gaming event, they can gain Big McIntosh as a permanent contact they can call on once per adventure for the rest of the campaign.

Allegiance Points: 2

Contact Perks:

Got the Music in Him (1 Allegiance): Big Mac's baritone voice leads the Pony Tones quartet and can cover the baseline of any acapella performance. His advice gives the player characters Edge on their next Performance Skill Test related to music.

Hauler (2 Allegiance): Big Mac might be the strongest pony in Ponyville. His help will allow the player characters to automatically succeed at a Brawn or Might Skill Test (but not an attack).

Powerful (3 Allegiance): Big McIntosh packs a powerful punch. He deals 3 Blunt damage to one enemy.

MAUD PIE

The older sister of Pinkie and mother of Boulder (her pet rock), the monotone and dry Maud Pie internalizes a love for rocks that rivals Pinkie's external enthusiasm. Her boyfriend, Mudbriar, appreciates her attempts at stand-up comedy and always encourages her.

Gaining Maud Pie as a contact:

Boulder Approves: If Boulder likes somepony, Maud likes them too. If the player characters can gain the friendship and support of Boulder, then once per campaign they can summon Maud Pie to help. How to gain the support and friendship of Boulder, an inanimate rock, is up to the Game Master.

Odd Bond: Maud's tastes are peculiar, but not impenetrable. If the player characters can complete a preposterous challenge related to Maud's interests, mostly rocks, but also rock farming, and the happiness of the Pie family,



they can gain Maud as a permanent contact they can call on once per adventure for the rest of the campaign.

Allegiance Points: 3

Contact Perks:

Geologist (1 Allegiance): Technically, she should be Doctor Maud Pie, having earned her rocktorate in rock science. With her advice the player characters automatically pass a Science or Survival Skill Test related to rocks.

One Big Rock (2 Allegiance): As a planet, Equestria is like a giant, magical rock, and Maud knows rocks. The player characters gain Edge on any Skill Test, if they can justify how the Skill Test relates to rocks.

NURSE REDHEART

One of the hardworking physicians at Ponyville Hospital, Nurse Redheart is deeply dedicated to helping her patients. She works as hard as a draft pony when it comes towards finding a cure for those in her care. Her brusque nature may put off some seeking her aid, but none can doubt her devotion to healing those in need.

Gaining Nurse Redheart as a contact:

We Need All The Help We Can Get: Medical professionals make it their lives' work to be there for others, but they also need others to be there for them. If the player characters can complete a preposterous challenge related to the operation of the hospital, such as taking some clerical and logistical duties off the physicians' plates or backing up their efforts to get better support, they can gain Nurse Redheart as a permanent contact they can call on once per adventure for the rest of the campaign.

You're Hurt: Nurse Redheart swore an oath to help the sick and injured. If the player characters are not at full health and they can get a message to her, they gain Nurse Redheart as a temporary contact they can call on once.

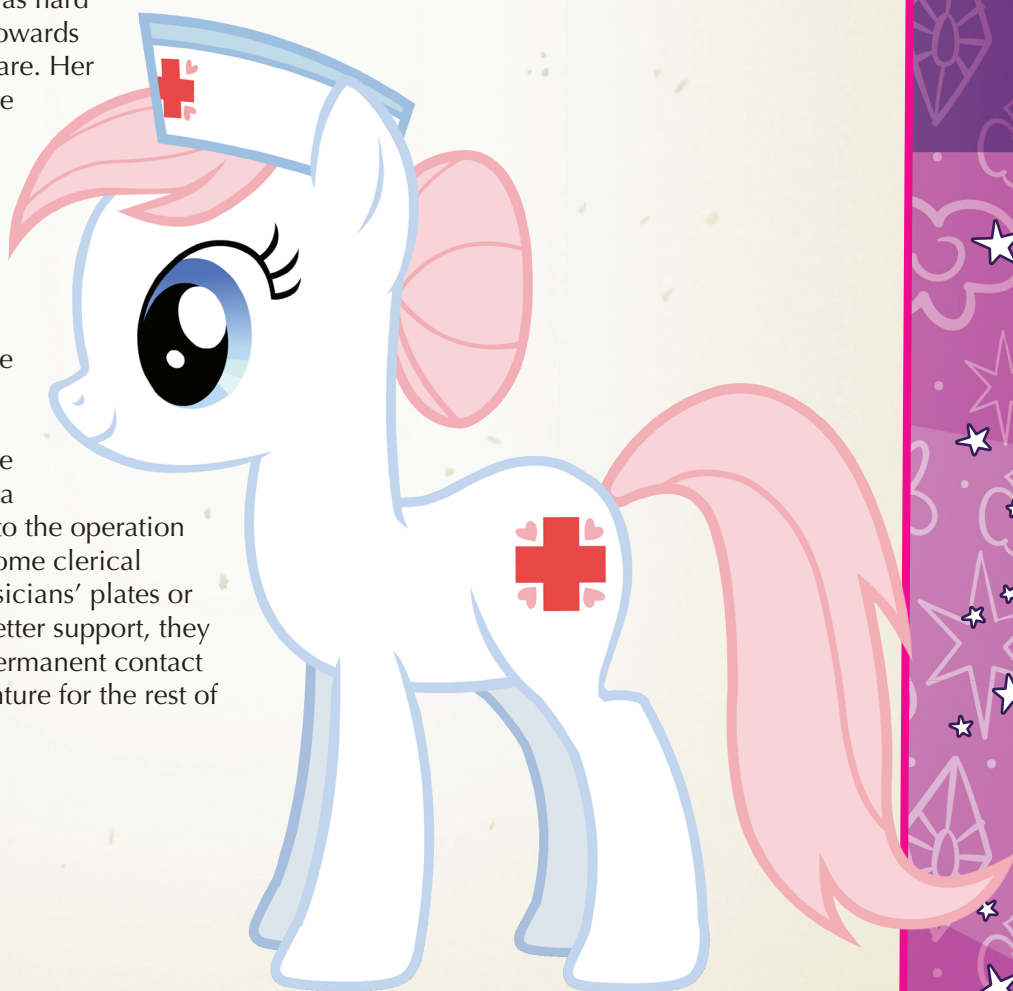
Allegiance Points: 2

Contact Perks:

Diagnosis (1 Allegiance): There may not be a cure, but Nurse Redheart can spot the common cold from a county away. She can identify any disease or poison a player character is suffering from, and how to treat it, as long as it is not magical in nature.

First Aid (2 Allegiance): Nurse Redheart spreads her efforts out across all of those in need. All player characters heal 1 Damage.

Intensive Care (2 Allegiance): Nurse Redheart gives a patient all of the help they need. A player character heals all of their Damage.



ZECORA

As the Everfree Forest's resident alchemist, the remote location has never hurt Zecora's business. Though located far away, she is known to brew the tastiest concoctions and knows the cures for countless diseases. Ponies come from across Equestria to consult with Zecora about magical matters.

Gaining Zecora as a contact:

Consultation: Many ponies pay Zecora for her time, even if she dispenses wisdom in rhyme. The player characters can complete a complex challenge that includes a Wealth Test to hire Zecora and an Alertness, Culture, or Performance to decipher her rhyming wisdom, both against

a DIF equal to the group's level +10, they gain Zecora as a temporary contact they can call on once.

Take A Second Look: Although it's not much to ask, Zecora appreciates anypony who doesn't judge a book by its cover. If the player characters can complete a simple challenge related to treating Zecora with the respect and decency any creature deserves, they gain Zecora as a permanent contact they can call on once per adventure the rest of the campaign. Such a task might involve presenting facts to fearmongers, or socializing with Zecora and joining her as she pursues her interests.

Allegiance Points: 3

Contact Perks:

Basic Bauble (1 Allegiance): Zecora usually has her most popular potions on her, in case of emergency. A player character gains a Magic Bauble (usually a potion) based on an Elementary Spell.

Effective Elixir (2 Allegiance): Powerful magic always comes in handy, but it takes longer. A player character gains a Magic Bauble (usually a potion) based on a Superior Spell.

Potent Potion (3 Allegiance): Given enough time, Zecora's cauldron can brew up some truly amazing potions. A player character gains a Magic Bauble (usually a potion) based on a Virtuoso Spell.

GROUP CONTACTS

Not every contact is a named individual or a famous character. You can have a connection to a group of characters or an organization who will send a representative to help you when you call for aid. For instance, if the Royal Guards owe you a favor, they won't always send a specific one, but will send whichever guard is available. If you have made a connection with nature, instead of a specific friendly animal coming to help, the sort of animal you need at the time might arrive to offer aid.

FRIENDLY ANIMALS

Equestria is home to fauna of all shapes and sizes. Ponies who respect nature and treat its wildlife well often see nature return the favor. Although most contacts represent a single individual, usually



a recognizable character from Equestria, they don't have to. Fluttershy regularly benefits from the help of a variety of friendly creatures, although some of these are pets rather than contacts (and some, like Angel, aren't especially helpful!). These contacts represent a general connection to natural creatures who might come to help as a group rather, than as a specific animal pet.

Gaining Friendly Animals as a contact:

Animal Empathy: Understanding how animals feel and behave can lead to them accepting a different creature into their pack. If the player characters can complete a simple challenge to interact with a wild animal, rolling an Animal Handling Skill Test against a DIF equal to the group's level +10, they gain that animal (and their pack/species) as a temporary contact they can call on once.

Nature's Ally: How one regularly treats animals in need, big or small, shows them who they can trust. If the player characters can complete a preposterous challenge related to nature, such as building and maintaining an animal sanctuary or investigating and exposing a major polluter, they gain Friendly Animals as a permanent contact they can call on once per adventure for the rest of the campaign.

Allegiance Points: 2

Contact Perks:

Beasts of Burden (2 Allegiance): Animals have long been used for difficult or extended journeys. With an animal to ride all of the player characters gain a 60ft Movement of a single type, such as aerial or aquatic. This lasts for one round, or one journey, depending on the nature of the trip they're summoned to help with.

Land, Sea, and Air (2 Allegiance): Wherever there's trouble, friendly animals are there. The friendly animals can retrieve an object that's out of the player character's reach.

Lend a Claw (1 Allegiance): Different animals can help in different ways. With the assistance of an animal sidekick, a player character gains Edge on any Skill Test except a combat or Initiative Skill Test.

Tooth and Nail (2 Allegiance): Animals have some of nature's most dangerous natural weapons. Friendly animals can be far less than friendly to the characters' opponents and deal 1 Sharp damage to up to 3 creatures.

ROYAL GUARD

Trained for combat, these armored Earth Ponies, Pegasi, and Unicorns protect the Princesses of Equestria, and Equestria itself from threats both domestic and monstrous. They are well equipped, highly skilled and deeply dedicated to their charges.

Gaining the Royal Guard as a contact:

Citizen In Need: Generally when a fight breaks out between heroes and villains, the Royal Guard protect any nearby the crowds of innocent civilians. If called on to help, they trust the judgment of the heroes of Equestria. Once per combat, the player characters can summon a Royal Guard to help, even if they haven't done anything to gain them as a contact, as long as they are fighting to save lives or serve Equestria.



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Royalty: As Royal Guards, it is their duty to follow the orders of royalty. If the player characters earn royal titles (including, but not limited to, becoming Princesses at 20th level), they gain Royal Guards as a permanent contact they can call on at will for the rest of the campaign.

Allegiance Points: 4

Contact Perks:

Attack (1 Allegiance): As soldiers, the Royal Guard fight who they are ordered to. They deal 1 Blunt damage to one creature.

Call In Back-Up (3 Allegiance): One Royal Guard might not be enough. The Royal Guard summons another Royal Guard. They arrive on the following round.

Hold Them Off (2 Allegiance): If a Royal Guard is the last line of defense against an enemy, they know what to do. The player characters each gain an additional Move action on their turn, as long as they use it to leave the combat.

SPA PONIES

Aloe and Lotus Blossom own the Ponyville Day Spa and personally take care of the comfort of their customers. Masseur Bulk Biceps is a specialist of the “Extra-Strength-Hot-Stone-Deep-Tissue-Massage,” so if your skin feels a little scaly, do treat yourself, today!

Gaining the Spa Ponies as a contact:

Small Business Owners: Relaxation isn't just Aloe and Lotus Blossom's business, it is their passion. If the player characters can complete a complex challenge that benefits the operation of the Ponyville Day Spa, they gain the Spa Ponies as a permanent contact they can call on once per adventure for the rest of the campaign. Benefiting the Spa might include running an advertisement campaign, raising awareness of a new service, or researching and presenting the latest techniques in massage therapy.

Valuable Customers: The Ponyville Day Spa is a business, and Spa Pony services don't come cheap. If the player characters succeed at a DIF 20 Wealth Test, they gain the Spa Ponies as a temporary contact they can call on once.

Allegiance Points: 3

Contact Perks:

Aroma Therapy (2 Allegiance): The right scent can trigger comforting memories. The player characters each heal 1 Stress.

Hooficure (3 Allegiance): The ultimate pampering is also the ultimate stress reliever. A player character recovers all Stress to a single Essence Score.

Massage (1 Allegiance): Aloe and Lotus Blossom can focus on a high stress area for quick relief. A player character heals 1 stress of any form.

WONDERBOLTS

Although these acrobatic airborne Pegasi primarily perform stunt shows, they also use their aerial talents to help deal with emergencies. They are among the most talented and experienced flyers in Equestria, and many Pegasi dream of being good enough to join their ranks.

Gaining the Wonderbolts as a contact:

Join the Wonderbolts: The Wonderbolts are always looking for their next brave and adventurous recruit. If the player characters can complete a preposterous challenge related to aerial acrobatics, such as putting on a stunt show in the sky or assisting a sinking airship, they can gain the Wonderbolts as a permanent contact they can call on once per adventure for the rest of the campaign.

Taking Time for Their Fans: The Wonderbolts and their fans have a special connection. If the player characters can complete a simple challenge related to meeting the Wonderbolts, such as starting a fanclub or befriending one during a chance encounter, they gain the Wonderbolts as a temporary contact they can call on once.

Allegiance Points: 2

Contact Perks:

Celebrity Friendship (1 Allegiance): The Wonderbolts are huge celebrities, and just having a connection to them is pretty impressive. If those you are talking to know you have an association to them, each player character gains ↑1 on their next Social Skill Test that scene.

Flying Kick (1 Allegiance): Enemies are rarely out of reach for ponies who can fly this fast. The Wonderbolts deal 1 Blunt damage to any one creature.

Take to the Sky (2 Allegiance): The Wonderbolts

own the sky, but they're willing to share. They can move any 1 character as if they had successfully cast a Teleport spell (Elementary, Utility). Unless the target is of an especially large size class, they do not get a roll to resist the effect.

NON-PLAYER CHARACTERS (NPCS)

All characters that aren't player characters are Non-Player Characters (NPCs), but player characters don't deal with all NPCs in the same way. NPCs who oppose them non-violently usually need stat blocks to help Game Masters play them. These important statistics offer the rules and narrative elements required for their scenes. Usually found in published adventures, NPC stat blocks give Game Masters a few rules to cover ways in which the players may want to interact with the NPC, without fully fleshing them out for combat.

USING NPC STATISTICS

NPC stat blocks are designed to be simple, listing the character's name and description first,

followed by a summary of important information about playing or using that NPC. This is followed by relevant game information, such as their Defenses, and Skills. Finally, we list important details like items carried by the NPC, what they want, and what they know or can do for the player characters.

As NPCs are designed to be interacted with (rather than fought), they are most useful for engaging with social characters, so it's important for the Game Master to predict how the player characters might choose to interact with the NPC. If they just want to talk or gain information, the NPC format is best, but if they are spoiling for a fight, the Game Master should prepare a Threat version of the character.

NPC statistics are also useful for characters who are exceptionally powerful or will avoid combat. Discord is unlikely to enter a stand up fight with a group of player characters, no matter how belligerent they are. He is far more likely to prank and confuse them from afar, but might talk in the right circumstances. Characters like Princess Celestia or Nightmare Moon are another good example. They are powerful enough to prevail in any fight with player characters (especially low-level ones), so their combat abilities can be summed up as "she wins". The key to defeating such powerful creatures is not a stand-up fight.



Additionally, characters like Princess Celestia are unlikely to ever be antagonistic to the player characters (no matter how they try her patience) and so there is no need to know how a fight would play out. In these cases, the NPC style stat block grants you all you need for what will almost always be a social encounter. Having said all that, we've provided entries for Princess Celestia, Princess Luna and Nightmare Moon in the threats section instead, as you can never really be entirely sure what a group of player characters will do!

The following are offered as examples of NPCs. The Game Master can convert Threats to a format like this to help them manage social encounters with them.

DISCORD

As a draconequus, Discord's body is as chaotic as his magic: part lion, eagle, a lizard, dragon, and goat, asymmetrical in every way. Discord is chaos incarnate, and as such he alternates between aiding and antagonizing the Mane 6, sometimes at the same time! Even when Discord is helping the heroes of Equestria, he's manipulating them (except, perhaps, when he's having tea with Fluttershy). When he's in full villain mode, he still dangles the ways the ponies can defeat him over their heads, daring them to solve his riddles. As a result, he's best represented by an NPC stat block. However, between his puzzler personality and his unlimited access to chaos magic, Discord can be represented by different stat blocks in different adventures, and maybe even multiple NPC stat blocks within a single adventure.

Because Discord can teleport at will, he only sticks around as long as he's interested. Defeating him takes simultaneously giving him what he wants and tricking him into giving you what you need from him. That means conflicts with Discord play out as challenges rather than combat.

Noteworthy Statistics

Willpower: 21

Cleverness: 25

Alertness (Situational Awareness): d12

Deception (Misdirection): d12

Spellcasting: d12

Powers

Eyes and Ears Everywhere: Discord's control over time and space allows him to see and hear anything that's ever been said, whenever he wants to see or hear it. Skill Tests to sneak up on Discord, such as Infiltration and Deception, suffer Snag.

In A Flash: Discord can disappear and reappear anywhere he wants in a flash of light. He can also disappear and reappear without the flash of light, but then what kind of showman would he be? Discord can interrupt any other creature's action in order to teleport, with an unlimited range.



FRIENDS & FOES

Rule Zero Point One: Rule Zero Point One states that Discord is the final arbiter of all things in the game. For any situation in which the rules are unclear, or they are clear but Discord doesn't like them, his ruling is law.

Spell It Out For You: Discord knows every spell. Not just every spell in the *My Little Pony Roleplaying Game*. Every. Spell.

Knowledge

Discord's knowledge knows no bounds. Neither does his ego. Whenever a creature successfully targets Discord's Cleverness, he accidentally reveals an important tidbit of information related to the adventure they're on.

Motivation

As a being of chaos, Discord constantly causes mayhem through magic. In doing so, he not only amuses himself, he expresses himself. Characters who convince Discord that he's being predictable, or who accept him for the chaotic being that he is, chip away at his defensive personality.

Whenever a creature successfully targets Discord's Willpower, he takes 1 stress to his Smarts. If he suffers 11 points of Stress to his Smarts, he reveals any one thing the creature who defeated him wants to know, or gives that creature any one item they request.

Items

Whatever Discord wants, Discord gets.

SNIPS AND SNAILS

This pair of unicorn foals can always be found with their snouts in some kind of trouble. Snips is the brains of the operation, and the greed. Snails is usually just happy to go along with his best friend's plans.

Noteworthy Statistics

Willpower: 14

Cleverness: 14

Brawn: d6

Deception (Bluffing): d8

Streetwise (Scheming): d8

Knowledge

Snips stays on top of any opportunities in Ponyville, whether that means doing the plotting himself, helping a fellow schemer, or keeping track of his rivals. If the player characters outwit Snips and Snails, the duo will reveal some information about what's happening among Ponyville's sneakier citizens.

Motivation

Snips likes bits. Not an incredible amount, though. He just likes having a few extra coins in his pocket.

Snails likes Snips. If Snips is happy, Snails is happy.

THREATS

The most elaborate type of stat block is for threats. Essentially, it's a full detail on the character in question, their personality, motivations, powers and all the rules you'll need for any situation, including combat. To make it easier for the Game Master, we always present them in the same format so you can find what you need at a glance. After all, when a threat is involved, things are



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going to get messy!

- **Basic Statistics:** General rules information such as the creature's name and description. Basic statistics also include the creature's threat level, size class, Health, and Movement options.
- **Skills:** The Skills section lists the Skills this creature has Ranks in, as well as their Skill Ranks. Specializations are listed in brackets next to the Skill. Just like anyone else, threats always roll a d20 with their Skill die.
- **Gear:** If the creature is carrying items that could be used by the player characters after defeating the threat, they're listed here.
- **Attacks:** The offensive abilities of the creature, whether from their equipment or powers. Unless otherwise stated, all threat attacks require a Standard action.
- Attacks follow this format: **Name of Attack (Skill)**, [Skill Rank], Range [range] ([Effect], [Alternate Effects]. [Traits]) Information not relevant to an attack is left off. For instance, if an attack has no Alternate Effect, nothing will be listed between the attack's effect and traits.
- **Perks and Powers:** Just like player character Perks, a threat's Perks set it apart. Although some threat Perks are based on Perks available to player characters (like role Perks and general Perks), most are unique to that threat or other creatures with similar traits. Powers are usually special abilities unique to that threat.

however, threats aren't built with an Origin, Influences, a Role, and a Focus.

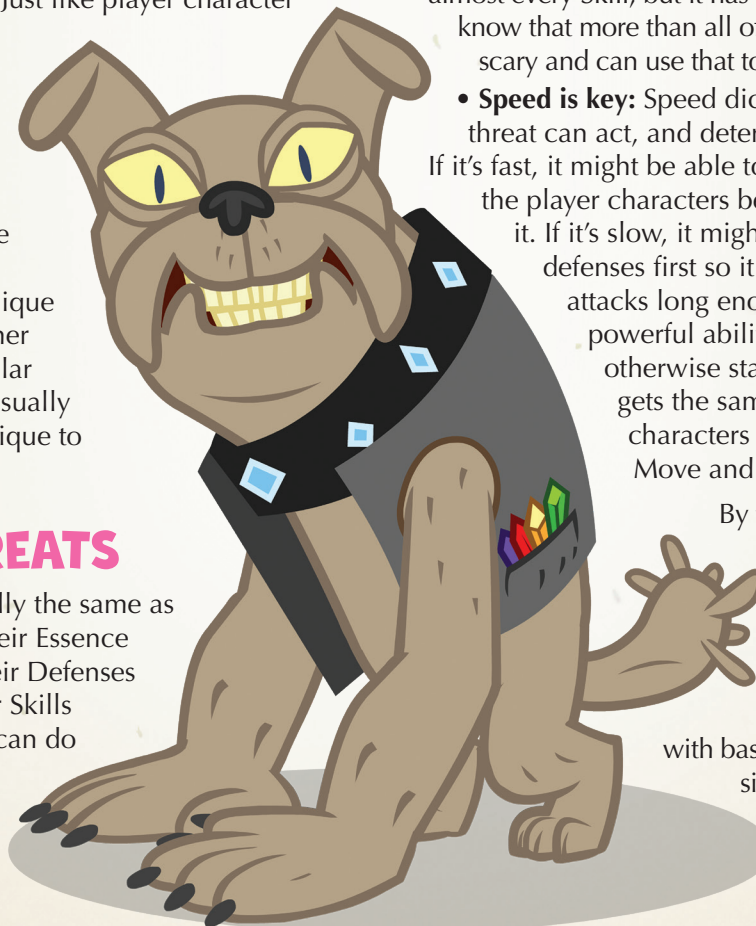
When playing a threat, let the stat block be your guide. They will naturally want to use their most powerful abilities and highest rated Skills. So focus on using those or getting the threat into a position where they can. When running threats, especially lower level Threats, keep the following tips in mind:

- **Use their Specializations:** Make use of any Specializations as much as possible. The threat will be Specialized in that Skill for a reason. For instance, Nightmare Moon can cast a dozen spells, but she's Specialized in Elementary Beam and Virtuoso Utility Spells. If two different spells are equally useful in a situation, check to see if one is an Elementary Beam or Virtuoso Utility Spell. She's more likely to succeed and critically succeed with a spell she Specialized in.
- **Look for Oddities:** Oddities in the statistics are usually opportunities. If a threat has d6 in every trained Skill, except one has d8, that's the statistics telling you there may be unique opportunities for using that Skill. For instance, a cragadile has d6 in almost every Skill, but it has Intimidation d8. You know that more than all of its other abilities, it's scary and can use that to its advantage.
- **Speed is key:** Speed dictates how quickly a threat can act, and determines its approach. If it's fast, it might be able to land a blow on the player characters before they see it. If it's slow, it might develop some defenses first so it can withstand their attacks long enough to use its more powerful abilities. Note that unless otherwise stated, a threat still gets the same actions as player characters – one Standard, one Move and one Free.

USING THREATS

Threats play essentially the same as player characters. Their Essence Scores determine their Defenses and their Skills. Their Skills represent what they can do and how well, and Perks and Powers show their special abilities. Unlike player characters,

By the time you reach higher levels and use more complex creatures, their unique powers will usually overshadow what they can do with basic Skill Tests. This simplifies running them, and puts them in line with the power



level of the player characters, who by then have honed the areas in which they excel. This doesn't mean Skills no longer matter to high level threats. Skills represent their broad talents, whereas powers represent their special abilities.

THREAT LEVEL

All threats have a threat level, which is an indication of how challenging it is. Four player characters who each have the same level as the creature's threat level should be able to reliably defeat it. Such combat shouldn't be easy, the player characters should take a bit of damage and feel forced to use some of their limited abilities and equipment, but no one should get Defeated. If combat ends and the team has no limited use abilities left, the fight may have been a bit too tough. But when it comes to defeating the main villain of the adventure, the fight should be a very tough one.

Example: Four 10th level player characters should always be able to defeat a 10th level threat in combat, but will probably take some damage. Four 11th level player characters should handle the threat with minimal issue, and four 12th level player characters would see the threat only as an inconvenience. Going in the other direction, four 9th level player characters would find a 10th level threat a challenge, and four 8th level player characters should only face a 10th level threat as the climactic end fight of an adventure.

This all takes into account that the player characters have been on an adventure, while their adversary is fresh. Threat level also assumes the combat takes place in optimal conditions for the threat. If a creature's powers all involve fighting in open water, they're considerably weaker fighting the player characters in a desert. Of course, if the player characters orchestrate a situation that catches a threat outside of their comfort zone, it is more than fair to reward your players' cleverness with an easier than expected combat.

THREATS AND SKILLS

When creating a pony character, Essence levels always add up to the amount of Skill points in each group. But a threat does not always need to be quite so balanced. While in general, the Game Master should keep to these limits and distributions, they don't have to. A threat with

only 2 in Smarts can still have an Alertness of d8 if that is the level the skill needs to be for that adventure. However, it is often easier to just give them a Perk that grants a bonus to their Alertness.

Obviously, don't go too crazy. If a character has a low Essence and several Skills within that Essence at d8 or above, you have gone a bit too far. Just as a high Essence grants many Skill points, so does a high level of Skill grant a high Essence. The reverse is true as well. If an Essence grants more Skill points than you feel the threat needs in one area, just don't spend them.

When creating NPCs and threats, the Game Master need not be bound by the math of the rules if they are getting in the way of the story you want to tell, or ensuring it suits your group. But they should always be mindful of the usual numbers to ensure the threat's abilities match its level.

MULTIPLE THREATS

Player characters don't always outnumber their opponents, and combats can include more than one threat. Determining the Threat Level of a combat against multiple threats can be tricky, but there are a few tricks to calculate it if you want to check if it's a fight that isn't too overpowered.

For the player characters: Add up the amount of levels in the group and divide it by 4 (as we assume a threat of the same level can handle up to 4 player characters. Generally speaking, three 7th level player characters are about as strong as four 5th level player characters.

For the threat: Take the highest threat level creature, and add half the levels of all the others to it for the total threat level.

For Example: Two bite-acudas (TL2) would be Threat Level 3, not Threat Level 4. An attack that's strong against one is strong against both, so adding a second bite-acuda to the fight increases the challenge, but doesn't really double it. Another example, three bite-acudas (TL2) and a pukwudgie (TL4) would be Threat Level 7 ($4 + [2 + 2 + 2] / 2$) not 10 ($4 + 2 + 2 + 2$). The bite-acudas could distract a team of level 7 player characters while the pukwudgie gets in bigger hits, but all four foes would mostly bounce off a team of level 10 player characters.

Then you just look at both final numbers and you can see if the player characters should be able to handle it.

BITE-ACUDA

The mouth-to-body ratio of a bite-acuda leans hard in the mouth's direction, even for a flying fish. Their wings do let them take to the sky, but without legs or a love of flat surfaces, bite-acudas don't do well on land. For this reason, they stay near water, sometimes hiding the fact that they have wings until they're ready to leap out of the water at a creature by the shore.

Some of these ravenous creatures hunt together, working to take down much bigger prey so they each get a bite. The more bite-acudas attack, the more teeth to go around. If you thought bite-acudas were bad on their own, a swarm of them is a lot worse.

BITE-ACUDA

THREAT LEVEL: 2

SIZE: Small **HEALTH:** 3
MOVEMENT: 30ft Aerial, 30ft Aquatic

STRENGTH: 5 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 15 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d2
- Alertness +d2
- Deception +d2
- Initiative +d4
- Intimidation +d4
- Might +d6

PERKS

Animal: Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Amphibious: This creature can breathe in air and underwater.

Ambushers: Outside of combat, a bite-acuda can roll a Deception Skill Test against a creature's Cleverness to trick them into believing this fish can't fly. If successful, all bite-acudas in the scene gain Edge on Initiative Skill Tests.

ATTACKS

Mighty Bitey (Might): +d6, Range Reach (1 Sharp damage)

POWERS

Scary Teeth (1/Scene, Free): When a

bite-acuda bears its teeth, it assures nearby creatures that yes, it wants to bite you. A lot. The bite-acuda can target the Willpower of a creature within 30ft with an Intimidation Skill Test. On a success, the creature suffers 1 Stun.

BITE-ACUDA SWARM

THREAT LEVEL: 6

SIZE: Large **HEALTH:** 9
MOVEMENT: 30ft Aerial, 30ft Aquatic

STRENGTH: 8 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 4

TOUGHNESS: 18 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d4
- Alertness +d4
- Deception (Misdirect) +d6*
- Initiative +d4
- Intimidation +d6
- Might (Bite) +d8*

PERKS

Animal: Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests.

Amphibious: This creature can breathe in air and underwater.

Ambushers: Outside of combat, a bite-acuda swarm can roll a Deception Skill Test against a creature's Cleverness to trick them into believing these fish can't fly. If successful, all bite-acudas in the scene gain Edge on Initiative Skill Tests.

ATTACKS

Mighty Bitey (Might): +d8, Range Reach (2 Sharp damage)

POWERS

Latch On (Free): When a bite-acuda swarm sinks their teeth into a creature, they can lock their jaws and hang onto their prey. When a bite-acuda swarm successfully hits a creature with its Mighty Bitey attack, it can target that creature with a Might Skill Test. On a success, the creature gains the Grappled condition.

Scary Teeth (1/Scene, Free): When a bite-acuda bears its teeth, it assures nearby creatures that yes, it wants to bite you. A lot. The bite-acuda can target the Willpower of a creature within 30ft with an Intimidation Skill Test. On a success, the creature suffers 1 Stun.



BUGBEAR

An ancient and destructive evil summoned from parts unknown, the Bugbear is a ferocious opponent. Able to charge like a bear and sting like a bee, the Bugbear is a vengeful sort who tries to get revenge against those who aim to imprison it or drive it off. The Bugbear was said to be created from a spark of wild magic that fused two innocent creatures together, but the resulting monster has wreaked so much destruction across the land that, should one be sighted, only the toughest and bravest ponies can hope to stop them.

BUGBEAR

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 18
MOVEMENT: 30ft Ground, 30ft Aerial

STRENGTH: 16 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 2

TOUGHNESS: 25 **EVASION:** 17
WILLPOWER: 15 **CLEVERNESS:** 12

SKILLS

- Acrobatics* (Flying) +d6
- Alertness +d6
- Athletics +d6
- Brawn +d8
- Deception +d4
- Initiative +d6
- Intimidation +d8
- Might (Bite) +d8*
- Survival +d4

PERKS

Acute Senses (Smell): Bugbears have an impressive sense of smell and are capable of picking up the scent of ponies up to a few miles away. They also remember smells, and when they smell somepony who has wronged them, they follow that scent as best they can.

Animal: Bugbears are animals. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Brawny: The Bugbear possesses intense strength, emphasized by its bear heritage. It gains ↑1 to all Strength Skill tests.

Flight: Bugbears are bulky but possess the ability to fly as if they weigh nothing. Their insect-like wings allow them to hover and give them a movement speed in the air equal to their base move.

ATTACKS

Beartrap Jaw (Might): +d8, Range Reach (1 Blunt damage)

Stinger (Athletics): +d8, Range Reach (1 Poison damage)

POWERS

Bearhug (1/round, Free): Bugbears can clamp onto their opponents and make it impossible to escape. If the Bugbear grabs hold of their target, the target becomes Grappled and Restrained.

Buzz Bomb (1/scene, Move): A Bugbear can descend upon its opponents, flattening them with its weight while attempting to sting their target. If the Bugbear successfully uses its Stinger attack after moving, it can make a free attack on that same target.

HANG-UPS

Furry Fusion: If the magic binding the creature together is somehow dispelled, the Bugbear reverts to a bear and a bee. Removing this magic would take a great feat and only the most powerful beings in the land can hope to withdraw the magic from a Bugbear.



COCKATRICE

Who knows why magical creatures are the way they are? Was there an evolutionary need for a snake with the head of chicken? Does the cockatrice have anything to gain from turning other creatures to stone? Scholars have debated these questions for years. What is not up for debate is that if you see a cockatrice in the wild: Run, while you still can!

COCKATRICE

THREAT LEVEL: 6

SIZE: Common **HEALTH:** 6
MOVEMENT: 30ft Ground, 15ft Aerial

STRENGTH: 4 **SPEED:** 6
SMARTS: 4 **SOCIAL:** 4

TOUGHNESS: 15 **EVASION:** 16
WILLPOWER: 14 **CLEVERNESS:** 14

SKILLS

- Alertness +d4
- Initiative +d4
- Might +d8
- Performance +d8
- Survival +d4
- Targeting +d8

PERKS

Green Scales: A cockatrice's scaly hide helps it camouflage and acts as a natural defense. It gains a +1 bonus to Toughness, and gains Edge on Survival Skill Tests to hide in tall grass.

Petrify: A cockatrice's bite and gaze turn living creatures to stone. This takes effect in stages, starting with less flexibility in the target's joints, and ending with them turning into living statues. The first time a creature suffers a hit from either of a cockatrice's petrifying attacks, it gains the Impaired condition. The second time a creature is hit with either of a cockatrice's petrifying attacks, they gain the Immobilized condition. The third time, the Unconscious condition replaces the Immobilized and Impaired conditions. They remain Unconscious until their condition is treated.

ATTACKS

Petrifying Bite (Might): +d8, Range Reach (1 Sharp damage and Petrify)

Petrifying Gaze (Targeting): +d8, Range 50ft/100ft (Petrify)

POWERS

Chicken Dance (1/round, Standard): Even though a cockatrice is more snake than chicken by quite some margin, it does a surprisingly convincing chicken impersonation. A cockatrice can confuse a target with a Performance Skill Test against their Cleverness. On a success, the target suffers Snag when targeting the cockatrice for 1 round.

Uncoil (1/round, Move): A cockatrice is surprisingly tall. When it stands upright, it towers over creatures its size, but exposes its soft underbelly. The cockatrice gains ↑1 on attacks, but loses the benefits of Green Scales until the beginning of its next turn.



TREATING PETRIFICATION

Being turned to stone is as scary as it sounds. The more it takes effect, the less control a creature has over their body. Ultimately, they face defeat without being Defeated.

At least treating petrification is manageable. Any effect that heals damage can instead be used to reduce the effects of petrification. For instance, normally the Healing Bandages spell heals 2 damage. If used on a petrified and damaged creature, it could instead heal 1 damage and treat one stage of petrification (reducing the Unconscious condition to Immobilized, Immobilized to Impaired, or Impaired to fully treated petrification) or it could be used to treat two stages of petrification.

CRAGADILE

This long, amphibious reptile is one of the most dangerous creatures in the swamps of Equestria. Often mistaken for a pile of rocks, the cragadile is a master of disguise. With a leathery, rock-encrusted hide, most creature's natural weapons bounce off the cragadile. That is, if the creature even sees it. Cragadiles camouflage as flotsam, such as logs and submerged stones. Combined with their surprising speed, they're efficient ambushers, and not a creature to be messed with.

Young cragadiles are grumpy, short tempered, but luckily slow on land. Adult cragadiles are similar to the young ones, but more powerful. Just watch out for their snapping jaws!

CRAGADILE (ADULT)

THREAT LEVEL: 10

SIZE: Large

HEALTH: 15

MOVEMENT: 30ft Ground, 45ft Aquatic

STRENGTH: 12

SPEED: 6

SMARTS: 6

SOCIAL: 3

TOUGHNESS: 24

EVASION: 16

WILLPOWER: 16

CLEVERNESS: 13

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d6
- Conditioning +1
- Deception (Disguise) +d4*
- Initiative +d6
- Infiltration +d6
- Intimidation +d6
- Might (Bite) +d6*
- Survival +d6

PERKS

Amphibious: Cragadiles survive on land and water and so cannot drown and have an Aquatic movement.

Animal: Cragadiles are animals. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Hunting Instinct (Smell, Touch): Cragadiles use scent as their primary sense, and vibrations as their secondary sense. These senses combined compare to a pony's senses of sight and hearing. It grants then $\uparrow 1$ on Alertness Skill Tests.

Thick Hide: A cragadile's rocky and leathery skin deflects physical attacks. They gain a +2 armor bonus to Toughness.

ATTACKS

Crushing Bite (Might): d6, Range Reach (1 Blunt damage)

Rock Toss (Athletics): d6, Range 30ft/50ft (1 Blunt damage)

Tail Slap (Might): d6, Range Reach $\times 2$ (1 Blunt damage and push target back 10ft)

POWERS

Amphibious Ambush (1/round, Free):

Cragadiles camouflage their dark green hides in murky swamp waters, and they love using this to their advantage. When they're in water, a cragadile can make an Infiltration Skill Test contested by the Alertness of creatures in the area. They gain Edge on attacks against any target whose Alertness they beat.

Lock (Free): Cragadiles have jaws like beartraps. When a cragadile bites a creature, it can also make a Might Skill Test against the Toughness of the target of its bite. On a success, the target gains the Grappled condition.

Roll (1/round, Move): Like the logs they pretend to be, cragadiles are long and narrow, built for rolling. Unlike logs, cragadiles use this to their advantage. When a cragadile grapples a creature, it can make an Athletics Skill Test against the target's Toughness. On a success, the cragadile and its target move together 10ft to the cragadile's right or left, and the target suffers 2 Blunt Damage.

HANG-UPS

Blind Spot: Cragadiles have excellent eyesight, but a creature that long can only see backwards so far. Creatures attacking a cragadile adjacent to their tail gain Edge on melee attacks and the Cragadile suffers Snag on Alertness Skill Tests to see anyone there.

MY LITTLE PONY ROLEPLAYING GAME

Cragadile (Young)

THREAT LEVEL: 4

SIZE: Long **HEALTH:** 4
MOVEMENT: 15ft Ground, 30ft Aquatic

STRENGTH: 6 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 3
TOUGHNESS: 16 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

- Alertness +d2
- Brawn +d4
- Conditioning +1
- Deception (Disguise) +d4*
- Initiative +d4
- Infiltration +d2
- Intimidation +d2
- Might +d4
- Survival +d2

PERKS

Amphibious: Cragadiles survive on land and water and so cannot drown and have an Aquatic movement.

Animal: Cragadiles are animals. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Hunting Instinct (Smell, Touch): Cragadiles use scent as their primary sense, and vibrations as their secondary sense. These senses combined compare to a pony's senses of sight and hearing. It grants then ↑1 on Alertness Skill Tests.

Rocky Hide: When in a rocky environment and unmoving, the young cragadile automatically succeeds an Infiltration Skill Test and requires a DIF 15 Alertness Skill Test to spot.

ATTACKS

Bite (Might): +d4, Range Reach (1 Sharp damage)

POWERS

Amphibious Ambush (1/round, Free): Cragadiles camouflage their dark green hides in murky swamp waters, and they love using this to their advantage. When they're in water, a cragadile can make an Infiltration Skill Test contested by the Alertness of creatures in the area. They gain Edge on attacks against any target whose Alertness they beat.

Lock (Free): Cragadiles have jaws like beartraps. When a cragadile bites a creature, it can also make a Might Skill Test against the Toughness of the target of its bite. On a success, the target gains the Grappled condition.

Roll (1/round, Move): Like the logs they pretend to be, cragadiles are long and narrow, built for rolling. Unlike logs, cragadiles use this to their advantage. When a cragadile grapples a creature, it can make an Athletics Skill Test against the target's Toughness. On a success, the cragadile and its target move together 10ft to the cragadile's right or left, and the target suffers 2 Blunt damage.

HANG-UPS

Blind Spot: Cragadiles have excellent eyesight, but a creature that long can only see backwards so far. Creatures attacking a cragadile adjacent to their tail gain Edge on melee attacks and the Cragadile suffers Snag on Alertness Skill Tests to see anyone there.



DIAMOND DOG

There's one thing a Diamond Dog loves, and it is their namesake. Capable of sniffing them in the soil and possessing powerful paws, the Diamond Dogs dig deep into the earth with hopes of finding more diamonds. They are known to quarrel with the Abyssinians and use their great strength and ferocious bark to intimidate others into doing what they want. They lack patience and discipline, and often abandon a task once they lose their motivation for it.

DIAMOND DOG

THREAT LEVEL: 6

SIZE: Small **HEALTH:** 6

MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 3

SMARTS: 5 **SOCIAL:** 4

TOUGHNESS: 17 **EVASION:** 13

WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Alertness +d6
- Brawn +d4
- Deception +d4
- Initiative +d4
- Intimidation +d4
- Might +d4
- Streetwise +d4
- Survival +d4
- Targeting +d2

PERKS

Burrow: Diamond Dogs can dig exceptionally quickly, even through rock if given enough time. When burrowing through earth they can move at a quarter of their ground Movement rate.

Gravel Hide: The skin of a Diamond Dog is very tough, adding +1 to Toughness.

ATTACKS

Punch (Might): +d6, Range Reach (1 Blunt damage)

Gravel Bark (Targeting): +d4, Range 30ft/60ft (1 Blunt damage)

POWERS

Pack Stacking (1/round, Free): Diamond Dogs prefer to move as a unit when dealing with outsiders. When a Diamond Dog uses their howl to indicate outsiders are in the area, all Diamond Dogs move 2x their movement rate to reach their location.

Pelts of Pumice (1/Scene, Free): Diamond Dogs routinely devour earth minerals as part of their diet. Once per scene they can force the elements out into their fur to reduce the amount of damage they take for one round by 1 to a minimum of 1.



DRAGON

What younger dragons lack in age, they make up for in boldness! Too young to go off and form hoards of their own, teen dragons often stick together in small groups where they test each other's strength and courage through a series of complicated dares. Once a teen dragon has passed the tests of the group, they accept them as one of their own and celebrate with a massive feast of diamonds and gold afterwards.

As dragons get older, they become less concerned with being around their friends and more with building their lairs. They still enjoy the company of other dragons, but they start to view them as competition for the gold and gems needed to make their nests and so they depart to find solitary places where they can live. Dragons also

start to become concerned with titles at this age, and some start to style themselves "The Bringer of the Flame" or "She of the Diamond Scales" as a way to mark themselves different from others.

DRAGON (TEEN)

THREAT LEVEL: 8

SIZE: Medium **HEALTH:** 8
MOVEMENT: 20ft Ground, 30ft Aerial

STRENGTH: 9 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 4

TOUGHNESS: 21 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 14

SKILLS

- Acrobatics (Flying) +d4*
- Alertness +d4
- Brawn +d6
- Deception +d2
- Initiative +d4
- Intimidation +d6
- Might +d6
- Persuasion +d2
- Spellcasting +d4
- Survival +d4

PERKS

Armored Hide: A teen dragon counts as having +2 armor bonus to Toughness at all times.

Fireproof Scales: A dragon's hide can endure the heat, and some dragons enjoy swimming in pools of lava. A dragon is immune to Fire damage and Fire-based attacks.

ATTACKS

Bite (Might): +d6, Reach (1 Sharp damage)

Scorch (Might): +d6, Range 20ft (1 Fire damage)

POWERS

Lungs Full of Fire (1/scene, Standard): Teen dragons can pull air into their lungs to let out in a single, massive burst of flames before the strain of the endeavor drains them. This allows them to make one Scorch attack at ↑2 and deal double the damage if it successfully hits.



DRAGON (ADULT)

THREAT LEVEL: 15

SIZE: Large **HEALTH:** 12
MOVEMENT: 15ft Ground, 20ft Aerial

STRENGTH: 12 **SPEED:** 8
SMARTS: 8 **SOCIAL:** 8

TOUGHNESS: 25 **EVASION:** 18
WILLPOWER: 18 **CLEVERNESS:** 18

SKILLS

- Acrobatics (Flying) +d6*
- Alertness +d4
- Brawn +d8
- Culture +d4
- Deception +d4
- Initiative +d8
- Intimidation +d8
- Might +d8
- Persuasion +d4
- Science +d4
- Spellcasting +d8
- Survival +d4

PERKS

Acute Senses (All): All of the dragon's senses are becoming fine-tuned so that they can better protect themselves and their treasures. It is said that the reason an adult dragon prefers seclusion is to get away from the noise and smells of others. This gives them $\uparrow 2$ on all Alertness skill Tests.

Dragonscale (Free): Adult dragon's scales are as hard as the diamonds they devour. This gives them a +3 armor to their Toughness.

ATTACKS

Bite (Might): +d8, Range Reach (2
 Sharp damage)

Firebreath (Might): +d8, Range 30ft (3
 Fire damage)

POWERS

Big Breath (1/scene, Standard): Adult dragons are able to focus their breath into one massive burst, creating a cyclone of fire that can reduce the tallest barn into ash in a matter of seconds. This allows them to make one Firebreath attack at $\uparrow 3$ and deal triple the damage if it successfully hits.

Mighty Flex (1/scene, Standard): Renowned for their strength, adult dragons can shake off bonds that hold them in order to break free. By focusing their strength, the dragon flexes their muscles and bursts any bonds that are holding them. This grants them Edge on any attempt to break free or shake off conditions like Grappled, Immobilized or Restrained.

HANG-UPS

I Must Have It: The dragon's sense of greed starts to develop at this stage as their instinct to claim treasure and take it back to build their nest starts to develop. If they encounter a rare or unique object that is of great value to the dragon, they must attempt a DIF 15 Survival Skill Test to avoid becoming infatuated with it.



FRUIT BAT

Fruit bats are colorful creatures with bodies that resemble fruit. They are mostly harmless creatures who only become aggressive if their colony is disturbed. Their cousins, the vampire fruit bats, are more aggressive and have been known to destroy whole orchards in their hunger to feed on the juices within the fruits.

FRUIT BAT

THREAT LEVEL: 2

SIZE: Small **HEALTH:** 2
MOVEMENT: 30ft Aerial

STRENGTH: 2 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 12 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Acrobatics (Flying) +d6*
- Athletics +d2
- Deception +d2
- Initiative +d2
- Infiltration +d2
- Might +d2
- Survival +d2

PERKS

Acute Senses (Hearing, Smell): Fruit bats use their enhanced senses to help them seek out fresh fruits to eat. They gain ↑1 on Alertness Skill Tests to seek out fruit.

Animal: Fruit bats are animals. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Painful Bite (Vampire Fruit Bats only): Vampire fruit bats are well known for their sharp teeth. If they bite someone, they inflict 1 additional point of sharp damage.

ATTACKS

Bite (Might): +d2, Range Reach (1 Sharp damage)

POWERS

Echolocation (Free): Fruit bats possess the ability to use sound to navigate in their environment. A fruit bat does not need to be able to use their eyes to see their environment, and is immune to the Blinded condition.

HYDRA

Imagine a snake. Now imagine that snake has a friend. Now imagine both of those snakes have another friend. Now imagine these four snake friends trade in the tips of their tails for a dragon body they all share. Now imagine it bigger. Muuuuuuuuch bigger. That's a hydra!

HYDRA

THREAT LEVEL: 18

SIZE: Towering **HEALTH:** 18
MOVEMENT: 20ft Ground, 30ft Aquatic

STRENGTH: 16 **SPEED:** 12
SMARTS: 8 **SOCIAL:** 6

TOUGHNESS: 26 **EVASION:** 22
WILLPOWER: 18 **CLEVERNESS:** 16

SKILLS

- Alertness +d8
- Athletics +d8
- Deception +d12
- Finesse (Spearing Thrust) +d12*
- Initiative +d10
- Intimidation +d10
- Might (Headbutt) +d12*
- Survival +d8

PERKS

Animal: A hydra is an animal. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Amphibious: Hydras can survive on land and water and so do not suffer damage for drowning.

Foldable: Fully extended, a hydra towers over most of the trees in Equestria. However, when fully contracted, with its long necks wrapped around its body, it shrinks to a fraction of its size. When a hydra momentarily acts smaller, it can fit through spaces designed for Huge creatures, which is up to four size classes smaller than the Towering hydra.

Independent Heads: Each of a hydra's four heads rolls its own Initiative and gets its own Standard action and Move action on its turn. However, when an ability is limited to 1/round, the hydra as a whole can only use it once. Once one of the heads uses that ability in a round, the hydra must wait until the next round to use it again.

FRIENDS & FOES

Deceptively Sneaky: While it boggles the mind that a creature the size of a hydra could ever ambush its prey, they are actually very good at it. Hydras use the Deception Skill in place of Infiltration.

ATTACKS

Clobbering Headbutt (Might): +d12, Range Reach (1 Blunt damage). On a miss, the space the target is in becomes rough terrain.

Spearing Thrust (Finesse): +d12, Range Reach ×2 (1 Sharp damage)

POWERS

Coordinate (1/round, Standard): Instead of acting in its own self interest, a hydra head can improve another head's chance of success. One of the other hydra heads gains ↑1 on a Skill Test on its turn, as long as it uses this benefit before the coordinating head's next turn. One head can benefit from the coordination of multiple heads.

Coughing Fog (1/scene, Standard): Hydras secrete a stinky green gas. The coughing gas rolls 1d20+d8 to attack the Toughness of any creatures within 50ft of the hydra. On a success, the target gains the Impaired condition for a round and becomes Poisoned. Every round on the Poisoned target's turn, the poison attacks the target's Toughness again. The poison remains in the creature's system until it fails its attack, or a creature successfully uses a DIF 15 Science Skill Test on the target.

Rumbling Lumbering (Free): When a hydra moves on land, it shakes the ground it walks on. A hydra can make a Might Skill Test against the Toughness or Evasion of a creature on the ground within 30ft of where it ends its move. On a success, the creature falls Prone.

Shaking, Rattling Roar (1/round, Standard): The hydra lets out a terrifying screech powerful enough to create a sonic blast. It makes an Intimidation Skill Test against

creatures in a 20ft × 20ft area of effect within 100ft. The hydra deals 1 Sonic damage to creatures successfully targeted within the area.

HANG-UPS

Four Headed Indecision: With four independent minds controlling one body, the left side doesn't always know what the right side is doing. And don't even get the middle two started! A canny creature can take advantage of a hydra's split focus. Once per combat, if the Hydra fails a Test targeting its Cleverness, two of its heads have a falling out and snap at each other. The hydra takes 1 Sharp damage from this infighting and two of its heads cannot act for the next two rounds of the combat.



MANTICORE

The mighty manticore: a horned lion with wings, and a tail the size of an elephant's trunk with a stinger as long as an elephant's tusk. It actually doesn't have elephant parts, though. Ferocious as a lion, as ornery as a bull, as stingerific as a scorpion and capable of swallowing a unicorn whole, it is one of the most terrifying, dangerous creatures in all of Equestria!

Despite what the rumors say, a manticore does not make a great birthday present.

MANTICORE

THREAT LEVEL: 12

SIZE: Large **HEALTH:** 12
MOVEMENT: 30ft Ground, 30ft Aerial

STRENGTH: 14 **SPEED:** 8
SMARTS: 6 **SOCIAL:** 2

TOUGHNESS: 24 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 12

SKILLS

- Alertness +d6
- Athletics +d8
- Brawn +d4
- Deception +d2
- Finesse (Stinger) +d6*
- Initiative +d4
- Infiltration +d4
- Intimidation +d6
- Might (Maw) +d8*
- Persuasion +d2
- Survival +d6

PERKS

Animal: A manticore is an animal. Several, in fact. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Powerful Wings: A creature as bulky as a manticore needs wing muscles that can carry it into the air. A manticore uses Athletics for Skill Tests related to flying and aerial maneuverability.

Stinger Venom: The danger of a manticore's tail is not in the stinger but in the stinger's venom. When a manticore successfully targets a creature with its tail stinger, it injects stinger venom into the creature, giving them the Poisoned condition. Every round on the target's turn, the poison attacks with a 1d20+d6 Skill Test against

the target's Toughness. Every round in which the poison succeeds, the target is Immobilized. The Poisoned condition remains until it fails its attack, or a creature successfully uses a DIF 15 Science Skill Test on the target.

ATTACKS

Horns (Might): +d8, Range Reach (1 Sharp damage)

Maw (Might): +d8*, Range Reach (1 Sharp damage)

Paw (Finesse): +d6, Range Reach (1 Sharp damage)

Stinger (Finesse): +d6*, Range Reach ×2
(Poisoned condition as per Stinger Venom)

POWERS

Charging Bull (Free): There's no taking this beast by the horns. When the manticore moves and hits a creature with its horns, it can try to throw the target back. The manticore makes a Might Skill Test against the Toughness or Evasion of the target. On a success, the target gets knocked back 10ft. If this throws the creature into a hard surface or dangerous obstacle, the creature takes 1 damage of a type appropriate to what it hit.

Maw and Paw (1/round, Free): Like lions, a hungry manticore fights with its best feet forward. If the manticore hits with a maw attack, it can make a paw attack as a Free action.

Wing Shields (2/round, Free): A manticore uses its big, thick wings to obscure its body and deflect projectiles. The manticore gains +2 to Evasion and Toughness if it uses a Free action to raise a Wing Shield.

HANG-UPS

Thorny Problem: Manticore feet are quite sensitive and hard for them to reach. So sharp stones or thorns can get caught in them and be exceptionally painful. This makes them very unreasonable and quick to anger attacking anyone in melee range. Removing the sharp item from their paw requires no Skill Test, but getting close enough to do so will (DIF depending on the approach). Removing the sharp item successfully Mesmerizes the Manticore towards the whoever removed it for 1 scene.

NIGHTMARE SHADE

Nightmare Shades feed on the negative emotions of creatures and make those emotions stronger. Those that fall to the will of the Shade become almost non-responsive, as they fall into their own worst thoughts, continuing to feed the Shade in a vicious cycle. A strong enough Shade can affect other creatures at the same time, possibly controlling many unfortunate souls at once!

NIGHTMARE SHADE

THREAT LEVEL: 7

SIZE: Common **HEALTH:** 6
MOVEMENT: 30ft Ground, 50ft Aerial

STRENGTH: 4 **SPEED:** 4
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 14 **EVASION:** 14
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Acrobatics (Flying) +d4*
- Athletics +d4
- Alertness +d4
- Might +d4
- Performance (Aerobatics) +d4*
- Persuasion (Sympathy) +d4*
- Spellcasting: +d8
- Targeting +d2

PERKS

Deep Sympathy: When around a creature overcome by a strong negative emotion, as

a Standard action, the Nightmare Shade can make a Persuasion (Sympathy) Skill Test against the Cleverness of that creature. On a success, they gain Edge on all Social Skill Tests against that creature, and the creature loses one Social Essence.

ATTACKS

Shadow Whip (Targeting): +d2, Range 15/30ft (1 Blunt damage)

Wind Buffet (Might): +d4, Range 60ft (Targets Evasion, Push Target up to 30ft). Alternate Effects: 1 Stun damage

POWERS

Fall into Shadow (Special, Standard): The Nightmare Shade can attempt to affect a creature that has lost Social Essence to its Deep Sympathy Perk. The Shade makes a Spellcasting Skill Test against the Cleverness of a creature with lost Social Essence. On a success, the creature is taken over by the Shade. The creature can spend a Standard Action on their turn to force the Nightmare Shade to attempt another Magic test against their Cleverness. On a failure, the creature is free of the effect.

The Nightmare Shade can affect more than one creature with this Power, with ↓1 for each additional creature under its thrall. For instance, the Nightmare Shade, with Rainbow Dash plus the Wonderbolts under its spell, would have ↓4 to try to affect another creature.

Sorrow Eater (Special, Standard): The Nightmare Shade is able to feed off the Essence of a creature under the effects of Fall into Shadow. The Shade can spend a Standard action to consume one Essence of its choice, which provides Edge on its next Skill Test or allows it to regain 1 Health.



PARASPRITE

These wide-eyed and colorful bugs, each about the size of a pony's hoof, may look adorable, but they're secretly devastating. Each possesses the appetite of a creature ten times its size. After a feast, they use their energy to produce new parasprites, which are born hungry and ready to eat.

As Zecora warned, "Tales of crops and harvests consumed. If these creatures are in Ponyville, you're doomed."

PARASPRITE

THREAT LEVEL: Special

SIZE: Small **HEALTH:** 1

MOVEMENT: 60ft Aerial

STRENGTH: 1 **SPEED:** 2

SMARTS: 1 **SOCIAL:** –

TOUGHNESS: 11 **EVASION:** 12

WILLPOWER: 11 **CLEVERNESS:** –

SKILLS

- Alertness +d2
- Initiative +d4
- Intimidation +d2

PERKS

Hive Insects: With simple societies based on instinctive behaviors, parasprites do not have a Social Essence Score or Cleverness and do not suffer penalties for it.

Resilient Pests: Parasprites are immune to all types of damage. See the Musical Vulnerability Hang-Up for information on Defeating Parasprites.

Swarm: Up to four parasprites fit into a 5ft square space without penalty.

ATTACKS

Nibble (Might): Snag, Range Reach (1 Sharp damage)

POWERS

Growing Swarm (1/round, Standard): A parasprite that used its Stress Eater power last round can summon an additional parasprite. This new parasprite arrives in the same space as the summoning parasprite, or a space adjacent to it. It acts immediately.

Stress Eater (1/round, Standard): A parasprite eats an object within reach, destroying it. One parasprite can eat a Small object by itself. For every four parasprites spending their Standard actions together, they can eat an object one size class larger. Whenever parasprites eat an object, they roll an Intimidation Skill Test against the Willpower of a creature within 100ft who cares about the object. On a success, the creature suffers 1 Essence stress damage to their Smarts. The parasprites gain ↑1 on this Intimidation Skill Test for every 4 parasprites involved.

HANG-UPS

Musical Vulnerability: Creatures can target all parasprites in one space within 100ft with a Performance Skill Test against the parasprites' Toughness or Willpower. On a success, the parasprites lose the benefits of Resilient Pests until the end of the next round. Alternatively, creatures who succeed at a DIF 11 Culture, Science, Handle Animal, or Streetwise Skill Test discover the pitch this colony of parasprites are vulnerable to. Performance Skill Tests at the right pitch deal 1 Sonic damage to the parasprites and removes their Resilient Pests Perk until the end of the following round. Having the right musical instrument for that pitch grants Edge on Performance Skill Tests.

PARASPRITE THREAT LEVELS

One parasprite is a Threat Level 0. That means four 1st player characters should have no trouble defeating it. And it's true. If one player succeeds at a Performance Skill Test and another succeeds at an attack, they can defeat a single parasprite in 1 round.

However, the power of parasprites lies in their ability to self-replicate. Every other round, parasprites can double in number. That means a Threat Level 0 combat becomes a threat level 2 combat by round three, then threat level 3, then threat level 5. If the player characters haven't defeated any of the parasprites, then two rounds later it becomes a threat level 9 combat.

If a parasprite combat gets out of hand, the Game Master can change it from a combat to a complex challenge, in which the player characters must succeed at Culture, Science, Handle Animal, or Streetwise Skill Tests to determine the perfect combination of instruments to use against the vermin, and then Alertness, Culture, and Streetwise Skill Tests to track these instruments down.

PUKWUDGIE

Covered in quills like upright porcupines, these little gremlins aren't just prickly on the outside. Nothing irritates these toothy balls of spikes like everything every other creature does. Trying to befriend a pukwudgie? It infuriates them. Offer a pukwudgie a cupcake? They stab it a lot. Decorate their spikes with little bows? They'll allow it, but they won't be happy about it.

PUKWUDGIE

THREAT LEVEL: 4

SIZE: Small **HEALTH:** 6

MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 5

SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 13 **EVASION:** 15

WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Deception +d6
- Initiative +d4
- Might +d4
- Survival +d4
- Targeting +d6

PERKS

Quill-Resistant Hide: For pukwudgies to spend any time together, they needed to develop a thick skin. A pukwudgie gains a +1 bonus to Toughness, and is immune to Sharp damage.

Unexpected Aggression: Pukwudgies attack when their enemies least expect it. When a pukwudgie attacks a Surprised creature, or when the pukwudgie attacks while Invisible, they deal 1 stress to one of the target's Essence scores of the pukwudgie's choosing.

ATTACKS

Quills (Might): +D4, Range Reach (1 Sharp damage)

Quill Darts (Targeting): +d6, Range 30ft/60ft (1 Sharp damage)

POWERS

Balled Up Anger (1/round, Standard): To move about without catching their quills on everything they pass, pukwudgies ball themselves up and roll around. When a pukwudgie balls up, they lose the benefits of

Spikey Retaliation but double their Ground Movement. Unballing is a Free action.

Spikey Retaliation (Special): Quills as long as carving knives cover most of a pukwudgie's skin, making them extremely hard to hold. When a creature successfully hits a pukwudgie with an Unarmed attack, the pukwudgie can immediately attack that creature with a Quill attack even if the attack defeats the pukwudgie.

Prickly Volley (1/round, Free): When enough pukwudgies attack together, they litter the area with a wave of quills. This allows one of the pukwudgies to make an extra Quill Darts attack as a Free action once per round. This bonus is available 1/round for every five pukwudgies in the scene. That means if there are 10 pukwudgies, two of them can make an extra attack with quill darts as a Free action (or one pukwudgie can do so twice in a round).

You Can't See Me (1/Scene, Standard): Pukwudgies can basically disappear at will. A pukwudgie can roll a Deception Skill Test against the Willpower or Cleverness of any non-pukwudgie creatures observing them. The pukwudgie gains the Invisible condition, but only against the creatures they successfully deceived. They remain Invisible for the rest of the scene, until they attack, or until a creature who can see them uses a Move action or Standard action to make a Persuasion Skill Test against the pukwudgie's Cleverness.

HANG-UPS

Sticky: Pukwudgie quills don't just stab into their many, many enemies. They are so sharp they can get caught in all manner of places. If a pukwudgie gets forced into a solid surface, such as with a shove attack or a Barreling Beam spell, the pukwudgie gains the Immobilized condition. A creature, including the pukwudgie itself, can attempt a DIF 10 Brawn Skill Test to pry it loose, ending the Immobilized condition.

SLINGTAIL

Only the hardest creatures can survive in the Dragon Lands. Between the constant threat of geysers and volcanoes, the lands full of pits and bereft of vegetation, and, of course, the dragons, the hazards of the region are plentiful and dangerous. So it's easy to imagine how tough slingtails are. They shrug off blasts of steam and lava. They live off what little food the barren land provides, and (most notably) they throw rocks at dragons for fun and live to tell about it!

Fortunately for the other creatures of Equestria, these muscular beasts stick to their homelands. However, there's nothing preventing a powerful enough spellcaster from summoning a slingtail to the middle of a peaceful town, or into their enemy's dining room.

SLINGTAIL

THREAT LEVEL: 15

SIZE: Huge **HEALTH:** 22

MOVEMENT: 30ft Ground

STRENGTH: 15 **SPEED:** 9

SMARTS: 10 **SOCIAL:** 2

TOUGHNESS: 25 **EVASION:** 19

WILLPOWER: 20 **CLEVERNESS:** 12

SKILLS

- Alertness +d10
- Brawn +d10
- Deception +d4
- Initiative +d6
- Intimidation +d10
- Might +d10
- Survival +d10
- Targeting (Rock Toss) +d10*

PERKS

Animal: A slingtail is an animal. Persuasion and Deception Skill Tests targeting animals suffer Snag. Animals can be affected by Animal Handling Skill Tests. Intimidation is both a Strength and Social Skill for animals.

Dragon Bully: The reason dragons never chased slingtails out of the Dragon Lands is because they couldn't. Slingtails gain Edge on Intimidation Skill Tests that target dragons, and on any creature who witnessed a slingtail successfully intimidate a dragon.

Fireproof: Living in the Dragon Lands, a creature either learns to avoid getting burned or just gets used to it. Slingtails are immune to Fire Damage.

ATTACKS

Rock Toss (Targeting): +d10*, Range 50ft/100ft (1 Blunt damage)

Tail Grab (Might): +d10, Range Reach (Target is Grappled)

Tail Slam (Might): +d10, Range Reach (1 Blunt damage)

POWERS

Cook It (1/round, Free): Being immune to fire, a slingtail can hold a rock over fire or even in lava without getting harmed. If a slingtail uses Cook It on a rock or on its tail, it adds 1 Fire damage to the effect of its next Rock Toss or Tail Slam attack.

Creature Toss (1/turn, Standard): Instead of throwing a rock, a slingtail can use Creature Toss to throw a creature it is Grappling. If the slingtail throws the creature at a hard surface, the attack is rolled against the target creature's Toughness or Evasion and deals 1 Blunt damage. If the slingtail tosses a creature at another creature, it rolls a Targeting Skill Test against the targeted creature's Toughness or Evasion to see if the tossed creature connects. On a success, the slingtail then rolls a Might Skill Test against the Toughness of the tossed creature to see if the throw was strong enough to harm them as well. Each success deals 1 Blunt damage to the target of the Skill Test.

Frightening Tail Slap (1/round, Free): Slingtails loudly slap their tails against the ground to scare other creatures. The combination of loud noise and crumbled stone does the trick. Slingtails can target the Cleverness or Willpower of a creature within 100ft with an Intimidation Skill Test, plus one additional creature for every Free action the slingtail uses on this Frightening Tail Slap. On a success, the target gains the Frightened condition until the end of the slingtail's next turn.

PONIES

Not everypony in Equestria is decent and good, a few are nasty, greedy and corrupt. But thankfully it's only a few, and sometimes they are just acting out their hurt. However, they can still be a threat for the player characters. The following entries are generally pony characters, but they can be changed around to be other creatures, or even offer you statistics for the good guys. A Guard Pony can just as easily be one of Nightmare Moon's minions as one of Princess Celestia's Royal Guard. A wizard can be an evil one or a good one depending how they use their magic.

Bullies: Some ponies never learn to share well with others. Maybe they did not take Princess Celestia's teachings on the Elements of Harmony seriously, or perhaps they are not sure how to fit in with other ponies and don't care if feelings get hurt. Some act out of fear that others will bully them if they don't do it first, but some just get a cheap feeling of superiority by bullying those who can't hurt them back. All bullies need to learn not to hurt others with their actions, whether it's by talking out their feelings or having a bucket of applesauce dunked on their head!

Celebrities. The subject of magazines like Mane Event and Champions Today, the celebrity has the eye of all ponies in the land. With their charming smiles and luscious manes of hair, the celebrity is well known throughout the land and is said to be invited to the trendiest parties and is always on the guest list. The celebrity must be careful not to fall out of favor however, as being out of the public eye is often more painful than getting attacked by a bite-acuda!

Guards: From the gold plated and the bat armored Royal Guards of Princess Celestia and Princess Luna, respectively, to the security in charge of banks, libraries, and city streets, Guard Ponies can be found all across Equestria. Typically tougher than the average pony, they make themselves obstacles against any creature trying to enter or leave with that which they're charged with keeping safe.

Heroes: The urge for adventure calls out strongly to the hearts of some ponies and drives them to answer the call to go out and make Equestria a better place. These heroes hope to do what's right, and though they may sometimes

waver, they always try to do what is best for others. Some of these ponies get remembered in songs and folktales while others are content with the knowledge that they were able to help others. Adventure and peril are meat and drink to them and they always prevail in time for tea.

The Shadowbolts: Even before Rainbow Dash met her first Wonderbolt, she thought they were the coolest Pegasi in Equestria. She dreamed of one day proving to them that she was good enough to make the squad. When Nightmare Moon wanted to stop Twilight Sparkle by dividing and conquering her friends, her plan for Rainbow Dash was to feed on the speedster's ego. She created the Shadowbolts, a dark reflection of the Wonderbolts, who tried to recruit Rainbow Dash.

When the plan failed and Twilight Sparkle drew Nightmare Moon from Princess Luna, it seemed to be the end of the Shadowbolts. Or was it? Even if they were illusions magically created for a single purpose, magic has a way of lingering past its purpose. Whether the conjured Pegasi return, or impressionable foals heard Rainbow Dash talk about them and decided to copycat the name and uniforms, Equestria hasn't necessarily seen the last of the Shadowbolts.

Tricksters: The mastery of the mystic arts can help guarantee some ponies never have to work a day in their lives, but some enjoy the thrill of taking from others or playing pranks. These tricksters pride themselves on their ability to sneak into a place, grab as much treasure as possible, and vamoose before someone knows what is going on. Though publicly the ponies of Equestria hate the idea of criminals in their midst, some go on to become folk heroes who steal carrots and radishes from tyrants and give them to the hungry ponies across the land.

Wizards: Magic is powerful, and power can corrupt. Equestria history is full of spellcasters (mostly unicorns) who used their magic for evil. From the misguided Stygian in the days of Star Swirl the Bearded and the Pillars of Equestria, to modern examples like Starlight Glimmer's time ruling in Our Town, examples abound. While not every magician is evil, many fall to the temptations that mastery of the power of the universe can offer. Whatever their morals, wizards have studied magic for so long they have gained many powerful extra abilities due to their skill and knowledge. The question is, how will they use what they have learned?

BULLY PONY

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4

MOVEMENT: 30ft Ground

STRENGTH: 5 **SPEED:** 5

SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 15 **EVASION:** 15

WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Brawn +d4
- Deception +d4
- Driving +d4
- Initiative +d2
- Might (Punch) +d6*
- Targeting +d4

ATTACKS

Punch (Might): +d6*, Range Reach (1 Blunt damage) Alternate Effects: 1 Blunt damage (↓1), maneuver (↓1)

Kick (Might): +d6, Range Reach (1 Blunt damage) Alternate Effects: 2 Blunt damage (↓1), Shove up to 30ft. (↓1)

Kick an Item (Targeting): +d4, Range 50ft/100ft (1 Blunt damage) Alternate Effects: 2 Blunt damage (↓1), Knock Prone (↓1).

POWERS

Adaptable (1/scene, Free): As an Earth Pony, a bullypony finds ways to use their strengths in different situations. A bully pony can choose to use Athletics in place of another Strength Skill and roll as though you are Specialized.

Hurt Feelings (Move): If a bully defeats another pony in an opposed test, that pony suffers ↓1 on their Skill Tests for the rest of the scene, unless they successfully make a DIF 15 Survival test.

HANG-UPS

Fragile Confidence: Bullies aren't used to their targets hitting back. If a bully suffers any damage from a creature they have attacked that combat, they suffer Snag on all Tests until the end of that round.

CELEBRITY PONY

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 3

MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 3

SMARTS: 5 **SOCIAL:** 6

TOUGHNESS: 12 **EVASION:** 13

WILLPOWER: 15 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d2
- Athletics +d4
- Alertness +d4
- Animal Handling +d2
- Culture (Celebrity Gossip) +d6*
- Driving +d2
- Initiative +d2
- Performance +d6
- Persuasion +d4

ATTACKS

Punch (Might): Snag, Range Reach (1 Stun damage) Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)

PERKS

Best of the Best: Celebrities usually excel



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at something that their colleagues do not. Select one of the celebrity's Skills: this Skill always has ↑2.

POWERS

Mane Flip (1/round, Free): The celebrity may not be the fiercest fighter, but they know how to use their natural charisma to disarm their opponent. If they successfully strike a pose and with a DIF 15 Persuasion Test their opponent cannot make an aggressive move towards them until the end of their next turn.

GUARD PONY

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 10

MOVEMENT: 45ft Ground

STRENGTH: 9 **SPEED:** 7

SMARTS: 4 **SOCIAL:** 4

TOUGHNESS: 22 **EVASION:** 17

WILLPOWER: 14 **CLEVERNESS:** 14

SKILLS

- Alertness +d8
- Animal Handling +d4
- Athletics +d4
- Brawn +d4
- Conditioning +2
- Driving +d4
- Initiative +d6
- Might (Halberd) +d6*
- Persuasion +d4
- Targeting +d4

ATTACKS

Punch (Might): +d6, Range Reach (1 Stun damage) Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)

Halberd (Might): +d6*, Range Reach (1 Blunt or 2 Sharp damage)

POWERS

Adaptable (1/scene, Free): As an Earth Pony, a guard pony finds ways to use their strengths in different situations. A guard pony can choose to use Athletics in place of another Strength Skill and roll as though they are Specialized.

Defensive Maneuver (1/turn, Move): Guard ponies have a talent for defending. A guard pony can make a defend action as a Move action instead of a Standard action.

Fair Warning (1/scene, Free): Before engaging with an enemy, guard ponies are trained to establish the other creature's infractions and declare the consequences they face if they

continue. As a Free action they can announce to a potential intruder the consequences of standing against them. This might be something like:

- "One more step and I will sound the alarm."
- "Attack anyone here and you will be attacked."
- "Attempt to pass me and you will be arrested."

If the intruder meets the condition, the guard pony can take their next Free action to perform the action they threatened them with. This action must be taken before any others though. Note that the condition must be both relevant to their remit as a guard and possible. They can't say "Take one more step and I will grow wings and become rich."

GEAR

Armored Barding (Heavy armor, +3 Toughness)

OTHER KINDS OF GUARD PONIES

The default guard pony is an Earth Pony. However, guard Pegasi and guard Unicorns are also common.

Guard Pegasus

Most guard ponies defend the horizontal, but guard Pegasi defend the vertical. As a result, they sacrifice flexibility for aerial superiority.

To turn the guard pony into a guard Pegasus, replace their d4 in Driving with Acrobatics d4. Replace their Adaptable Power with Lighter than Air. Finally, replace their Movement with 30ft Ground and 45ft Aerial.

Guard Unicorns

Magical lands require magical solutions.

To turn the guard pony into a guard Unicorn, replace Defensive Maneuver Power with telekinesis from the Unicorn Origin. Replace their Animal Handling and Driving Skills with Spellcasting d8. Finally, replace the Adaptable Power with the following list of mastered spells: Common Ground, Healing Bandages, Lancing Beam, Summon Shield.

ROLEPLAYING DREAMS INTO NIGHTMARES

Dreams into Nightmares is intended to dangle a treat over a player. ↑2 at 7th level is a significant bonus, after all. But why would the player ever accept it? Surely they know they're being manipulated and that the upshift will have a downside.

Rather than just accepting or rejecting the Shadowbolt's offer, this is an opportunity for a player to roleplay what their character really wants. In the episode in which they appear, Rainbow Dash had to choose between fulfilling her dream the easy way, or helping her friends. She stood by her friends, proving herself worthy of the Spirit of Loyalty. If the player puts the effort in to show their character's struggle, Game Masters are encouraged to reward them with a Friendship Point for their immersive roleplaying.

The Game Master should also reserve a Shadowbolt's use of Dreams into Nightmares for important moments. If the player characters don't think they can complete a complex or preposterous challenge, an offer whispered from the shadows carries much more weight than when nothing's at stake.

or coincidence, they can't leave the house without running into some sort of trouble, scrape or adventure. It may be fun, but it can be dangerous for those who just joined them for a walk to the shops!

GEAR

Adventure Barding: (+1 Deflection to Toughness)

Adventure Map: This map contains the location of some great treasure or sinister menace that is afflicting the region.

SHADOWBOLT

THREAT LEVEL: 8

SIZE: Common **HEALTH:** 8

MOVEMENT: 30ft Ground and 45ft Aerial

STRENGTH: 3 **SPEED:** 11

SMARTS: 3 **SOCIAL:** 5

TOUGHNESS: 13 **EVASION:** 21

WILLPOWER: 13 **CLEVERNESS:** 15

SKILLS

- Acrobatics (Flying) +d8*
- Alertness +d6
- Deception (Dreams into Nightmares) +d8*
- Initiative +d6
- Infiltration +d2
- Might +d6
- Targeting +d4

PERKS

Joining the Dark: Any Pegasus can petition the powers of darkness to become a Shadowbolt. They just put on the uniform and fly and if their need/ego or pain is enough, they gain all the powers of a Shadowbolt. Their friends have a short amount of time to talk them into returning to normal before it becomes permanent. They suffer ↓1 to all Strength, Smarts and Social Skills during this time. If they resist their friends, they become a Shadowbolt permanently and lose this penalty.

Lighter Than Air: As a Pegasus, a Shadowbolt gets ↑1 on Acrobatics Skill Tests. Additionally, they can land on clouds and walk around Pegasus sky cities.

Lightning Crash: As a Free action while flying through a cloudy sky, a Shadowbolt can kick a lightning bolt out of a cloud! By succeeding on a DIF 10 Athletics Skill Test, they set the bolt loose. Then, they can attempt a Lightning Bolt attack with the bolt. A bolt may be saved and held for 1 minute before it dissipates.

HERO PONY

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 7

MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 6

SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 18 **EVASION:** 16

WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Athletics +d8
- Animal Handling +d4
- Culture +d6
- Driving +d4
- Initiative +d4
- Might (Martial Arts) +d4*
- Persuasion +d4
- Streetwise +d4
- Targeting +d4

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ATTACKS

Shadow Punch (Might): +d6, Range Reach (1 Blunt damage)

Lightning Bolt (Targeting): +d4, Range 30/80ft. (1 Electric damage). In order to use the Lightning Bolt attack, the Shadowbolt must first successfully use the Lightning Crash Perk.

Wind Buffet (Might): +d6, Range 60ft (Targets Evasion, Push Target up to 30ft); Alternate Effects: 1 Stun damage.

POWERS

Dreams into Nightmares (Special, Move):

Shadowbolts excel at giving other creatures exactly what they want, for all the wrong reasons. A Shadowbolt can offer a creature $\uparrow 2$ on a Skill for a scene. That creature can ask any questions about the offer, negotiate terms, whatever they feel they need to accept or reject the offer. The Shadowbolt rolls a Specialized Deception Skill Test against the creature's Willpower or Cleverness to convince them that their terms are met. In reality, if the creature accepts the offer, all of the creature's allies and contacts suffer $\downarrow 1$ for the entirety of a later scene as the Shadowbolt draws on the power of their victim's friendships to give them what they want.

Shadow Boom (1/round, Free): Cunning interceptors, Shadowbolts use their speed to manipulate the battlefield and run interference. A Shadowbolt can set a special contingency action that lets them move and attack a creature based on an action the creature takes or an area of the map they designate. For example, a Shadowbolt could use Shadow Boom to attack anycreature who comes within 10ft of an enchanted tree, assuming the Shadowbolt can get to the area with a single Move action. The Shadowbolt is still free to use their Standard, Move, and other Free actions on their turn, whether or not they use Shadow Boom.



TRICKSTER PONY (UNICORN)

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 5

MOVEMENT: 30ft Ground

STRENGTH: 5

SPEED: 7

SMARTS: 6

SOCIAL: 6

TOUGHNESS: 15 **EVASION:** 17

WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Athletics +d6
- Culture +d4
- Deception +d8
- Initiative +d2
- Infiltration +d8
- Might +d4
- Persuasion +d4
- Targeting +d4
- Technology +d2

ATTACKS

Punch (Might): +d4, Range Reach (1 Stun damage). Alternate Effects: 1 Blunt damage ($\downarrow 1$), Maneuver ($\downarrow 1$).

POWERS

Silent Mystic Grabber Horn (Free): As a

MY LITTLE PONY ROLEPLAYING GAME

Unicorn, the trickster has learned how to move things silently without emitting a mystical glow to give away what they are doing. They can grab things in their vicinity and drop them into their treasure sack without any sounds heard or any light being made.

Pilfering Hooves (Move): Tricksters sometimes act on their urges to take possessions from others. A trickster can take an object from another pony if they cross paths by making a DIF 15 Survival Test. If they fail their target notices what they were trying to do.

WIZARD PONY

THREAT LEVEL: 8

SIZE: Common **HEALTH:** 6

MOVEMENT: 30ft ground

STRENGTH: 4

SPEED: 6

SMARTS: 8

SOCIAL: 4

TOUGHNESS: 14 **EVASION:** 16

WILLPOWER: 19 **CLEVERNESS:** 14

SKILLS

- Alertness +d4
- Animal Handling +d4
- Athletics +d4
- Deception +d4
- Finesse +d4
- Initiative +d4
- Science +d4
- Spellcasting +d8
- Targeting +d4
- Technology +d4



CUSTOMIZING YOUR EVIL WIZARD

The Wizard threat details can be used for most of your all purpose Evil Wizard needs. They might be the main villain of a 6th level adventure, a significant antagonist in an 8th level adventure, or magical support in a squad of threats for a 10th or higher level adventure. However, Game Masters can tweak the statistics to add personality or fit a campaign need.

Details

Like with player characters, fleshing out who a character is informs their wants, needs, and how to play them. What is this wizard's name? What is their Cutie Mark? What does magic mean to them? What is their goal? The clearer a picture you have of the Wizard in your campaign, the easier they will be to run, and customize if you feel the need.

Spell List

The eight spells the generic wizard mastered are broadly useful. That includes some spells that are useful if they have assistants, or if they are assistants to other creatures. If you plan on having your wizard face the player characters on their own, you might want to replace Adapt with an offensive spell, like Explosive Beam. If your adventure's final confrontation takes place in Cloudsdale, you might want to give them Fluttery Wings. If they're a purely support player, what if they instead had Healing Bandages?

Skills

In addition to being a spellcaster, wizards in fiction are typically smart about a variety of subjects. If you'd rather focus their knowledge on a specific area, you can move some Skill points around, maybe even add a Specialization. Furthermore, your wizard doesn't always need to be that clever. What would a high Social wizard with a Streetwise Specialization look like? Or an eccentric spellcasting dirigible pilot with a high Driving Skill.

PERKS

Inner Magic (Standard): Wizards disregard the dangers of pushing spellcasting limits, tapping into the magic deep inside of them when they feel the need. An Evil Wizard can ↓1 their Technology Skill to ↑1 Spellcasting until the end of their next turn. Alternatively, they can ↓1 Spellcasting to ↑1 Technology until the end of their next turn. If they ↑1 Spellcasting but their Spellcasting at the end of their next turn isn't at least D2, their Technology Skill gains ↑1, and they take 1 Damage.

Magical Telekinesis: Unicorns learn to use their telekinesis to skillfully apply their talents, and the most powerful spellcasters have a talent for magic. A wizard casts spells as a Move action, and can manipulate objects related to magic and spellcasting at a range of 100ft.

Mind Palace: A wizard fortifies their mind. They gain +1 to Willpower.

Spellcaster: Any wizard has mastered a selection of powerful spell. The following are the most commonly mastered: Adapt, Enchant, Energy Beam, Don't-Notice-Me-Field, Help Yourself, Mind Beam – Confuse, Summon Shield, Teleport

Well Read: A Wizard has usually read a lot of books and acquired a lot of knowledge. As such, they can always roll at least a d4 for any Smarts based Skill Test. However, if they wish to improve a Smarts Skill they must build it up as usual, starting at d2. They can apply this Perk until they have improved the Skill in question to d6 or higher.

ATTACKS

Punch (Finesse): +d4, Range Reach (1 Stun damage)

Spell (Spellcasting): +d8, Details as per spell, usually a Beam.

PRINCESS CELESTIA

A monarch whose power is said to have summoned the sun to provide gorgeous days for all ponies to enjoy, Princess Celestia possesses extraordinary power, and her wisdom is said to guide numerous ponies on to their destinies. With the aid of her sister Princess Luna, they created the natural rhythms of the land and created a

sense of gentle harmony for all beings to enjoy. Her powers are tremendous, though she prefers to use them sparingly and never rashly.

Princess Celestia welcomes all ponies and other beings who dwell in Equestria. She encourages all ponies to explore the world and learn as much as possible as she believes this is the way for each pony to find their true selves. Those that threaten her kingdom should beware; though she encourages peace at all costs, Celestia strives to protect her people as much as possible and can summon formidable magical energies based upon the flow of harmony within the land.



FRIENDS & FOES

Though virtuous and noble, a hidden secret lurks at the heart of Princess Celestia. Known as the Daybreaker, it is said her hidden counterpart is as powerful (or even more so) than the Nightmare Moon lurking within Princess Luna. For now, Celestia keeps the Daybreaker in check, but a few ponies dread what might happen if the noblest and purest pony of them all finally unleashes all of the raw emotions within her heart.

USING PRINCESS CELESTIA IN YOUR CAMPAIGN

Princess Celestia is frequently seen as a mentor, a leader, and a champion of her people in the face of great challenges. For ponies that encounter her, she is a source of great wisdom and patience, seeking only to help her people. But how do you use a figure such as Princess Celestia in your campaign?

THE WISE MENTOR

Princess Celestia has mentored countless ponies since the formation of Equestria. She views her role as a leader to help make Equestria strong by making all those who live there the best ponies that they can be. Possessing great wisdom, she prefers to teach others by allowing them to learn by themselves, and is content to play the part of a guide along their journey rather than directly intervening.

LEADER OF HER PEOPLE

Princess Celestia is the guardian of Equestria. She prefers to let her people sort out their problems on their own but she never avoids conflict if it means saving her people. Wielding formidable powers means that she must be careful with her response, but if a problem is so important that it requires her intervention few things in Equestria could keep her away.

RISE OF THE DAYBREAKER

Though this facet of Princess Celestia's personality has not been encountered yet, Daybreaker lurks just beneath the surface of her mind. Where Princess Celestia is patient, Daybreaker is impatient, and refuses to sit by and watch when

she could be doing something. Daybreaker is impulsive and refuses to listen to reason once she has set her mind to a task. This is more than a simple personality shift within the mind of the princess; Daybreaker is a tyrant who wields the power of the sun. In her hands, she could wreak untold devastation across the land and is every bit a threat as Nightmare Moon was.

PRINCESS CELESTIA

THREAT LEVEL: 20

SIZE: Large **HEALTH:** 15
MOVEMENT: 45ft Ground, 60ft Aerial

STRENGTH: 6 **SPEED:** 16
SMARTS: 12 **SOCIAL:** 12

TOUGHNESS: 20 **EVASION:** 26
WILLPOWER: 22 **CLEVERNESS:** 22

SKILLS

- Acrobatics +d8
- Alertness +d8
- Culture +d8
- Deception +d6
- Finesse +d8
- Initiative +d8
- Intimidation +d6
- Might +d6
- Persuasion +d8
- Spellcasting (Elementary Beam, Virtuoso Utility) +D12
- Streetwise +d2
- Targeting +d8

BOOST CONFIDENCE (SUPERIOR ENHANCEMENT SPELL)

You break through the doubt in a pony's mind, allowing them to recover their confidence and raise their self-worth.

↓2 Spellcasting, 3 rounds, 30ft

The target pony has all negative mental effects removed and any condition that blocks access to their Cutie Mark is removed as a wave of positive energy courses through them. For the duration of the spell no further conditions can be applied to that character, although any conditions and effects removed by it do not return at its end.

MY LITTLE PONY ROLEPLAYING GAME

PERKS

Light Magic Talent: Princess Celestia's Cutie Mark depicts a blazing sun, illustrating her talents for light and daytime. When the sun is in the sky, or Princess Celestia is exposed to sunlight, she can cast spells as a Free action. She also recovers ↑2 Spellcasting per round instead of ↑1.

Radiance: As a beacon of the sun, Princess Celestia may use a Free action to emit a burst of light that can dispel magical darkness.

Spellcaster: Princess Celestia is a powerful Spellcaster. She's Mastered the following spells: Barreling Beam*, Don't-Notice-Me-Field, Boost Confidence, Energy Beam*, Extra Sensory Projection*, Lancing Beam*, Manipulate Gravity*, Mind Beam – Frighten, Ponymorph, Self-Improvement, Summon Shield, Teleport, Teleporting Beam, Wayfinder

Princess Celestia is specialized in spells marked with *

The Boost Confidence Spell is not listed in **Chapter 8: Magic** as only Princess Celestia has learned it (although she may teach it to her friends) see sidebar

ATTACKS

Sun Strike (Finesse): +d8, Reach (2 Fire Damage, plus 2 more Fire damage from burning*)

Energy Blast (Targeting): +d8, Range 100ft/200ft (1 damage, plus 1 more Fire damage from burning*)

*Burning means that the target also suffers the listed damage at the start of their next turn. This happens once, unless they are hit with another burning attack. Multiple burning attacks in the same round do not stack.

POWERS

Booming Voice (1/round, Standard): When Princess Celestia speaks, creatures listen. Princess Celestia can target the Willpower or Cleverness of a creature within 50ft with an Intimidation Skill Test. On a success, the target suffers Snag on Skill Tests until the beginning of Princess Celestia's next turn.

Daybreak (1/day, Standard): As monarch of the sun, Princess Celestia has learned how to channel her energies to help wash away negative powers from the land. If the sun has been unnaturally forced to set, she can cause it to rise to its proper place in the sky again. She can also use her ability to dispel negative effects and conditions that affect those nearby, such as the side effects of greed spells or summoned creatures. Doing so drains her magic until dawn of the next day.

GEAR

Magical Royal Plate (+4 to Toughness, no penalty)

DAYBREAKER

Princess Luna isn't the only Alicorn under pressure. Her sister, Princess Celestia, not only felt the guilt of banishing her sister, but also the stress of being in charge of day and night for millennia. Although Luna's return lifted some of that pressure, it also completely changed Celestia's way of life. As Starlight Glimmer discovered when she explored Celestia's unconscious mind, a tyrannical being of fire and fury lives within the Princess of the Day. This alter ego, Daybreaker, is every bit as dangerous to Equestria as Nightmare Moon.

Daybreaker is an excellent villain for an alternate telling of the Friendship Is Magic story, in which Luna trapped Celestia in the sun and the player characters are the heroes of Equestria. Perhaps the only way to stop Daybreaker is to bring Nightmare Moon back, as the only force that can prevail against her...



PRINCESS LUNA

An ancient pony possessing formidable powers on par with Princess Celestia, Princess Luna is the embodiment of the night and possesses the powers of the moon. She is Celestia's counterpart and is said to have created night so that all ponies could have a safe time to sleep and to spare them from the scorching light of day. Today she travels Equestria helping travelers and providing counsel to her sister and other ponies who seek her advice.

Princess Luna was imprisoned for a thousand years when her magic overpowered her and brought out the darkness in her heart. This alter ego of Princess Luna was known as Nightmare Moon, and her bitterness towards the joy of others and feelings of being rejected turned her against the realm. Thanks to the elements of Harmony, Princess Luna was restored to her original personality and now endeavors to protect the realm and atone for all the pain she caused others.

Princess Luna is working to understand modern Equestria. Hailing from another time, she sometimes speaks in archaic Equestrian and is sometimes surprised by modern inventions such as roller skates or new holidays. When she learned that ponies celebrated a holiday called Nightmare Night, she feared she was being mocked by everyone in the land and banned the holiday. Only the efforts of other ponies convinced her that the holiday was in good fun and she restored the holiday.

USING PRINCESS LUNA IN YOUR CAMPAIGN

Princess Luna regrets her time as Nightmare Moon and works towards understanding the modern era she finds herself in. While she is not the mentor that Princess Celestia is, she is very much a force for good and seeks not just to understand Equestria but help out the land she finds herself in.

Something to understand about Princess Luna is that she is a stranger in this era. For her, everything is new and certain holidays and traditions confuse her. She had a hard time wrapping her head around Nightmare Moon, and originally perceived it as the same insults that drove her into despair and created her villainous alter ego. But she is a powerful ally to those who show her respect or kindness, who quickly become her friend.

THE DREAM GUARDIAN

Princess Luna possesses the rare ability to enter the dreams of others. She is careful not to meddle with this gift and values other ponies' privacy but can be sought out to use her gift if it helps others. Princess Luna is one of the few beings in Equestria capable of keeping her wits about her in the chaotic dreams some ponies have, and may come to the aid of those who are trapped in an eternal sleep.

ANCIENT KNOWLEDGE

Princess Luna has seen much through her access to pony's dreams. This combined with her mastery of magic have given her great insight into the world. Though she was imprisoned for a thousand years, she is still full of wisdom and is willing to share what has learned with ponies that are friendly and do not mock her or the night.

PRINCESS LUNA

THREAT LEVEL: 20

SIZE: Large **HEALTH:** 15
MOVEMENT: 45ft Ground, 60ft Aerial

STRENGTH: 10 **SPEED:** 17
SMARTS: 11 **SOCIAL:** 8

TOUGHNESS: 24 **EVASION:** 27
WILLPOWER: 21 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d4
- Alertness +d8
- Culture +d2
- Deception +d8
- Finesse +d8
- Initiative +d6
- Infiltration +d10
- Intimidation +d8
- Might +d6
- Persuasion +d6
- Spellcasting (Elementary Beam, Virtuoso Utility) +d10*
- Survival +d6
- Targeting +d6

PERKS

Dark Magic Talent: Princess Luna's Cutie Mark depicts a crescent moon in shadows, illustrating her talents for darkness and night. When the moon is in the night sky or Princess Celestia is isolated from the light of the sun, such as deep underground, she can cast spells as a Free action. She also recovers ↑2 Spellcasting per round instead of ↑1.

FRIENDS & FOES

Night Eyes: Darkness does not affect Princess Luna like it does other ponies. She can see in darkness as well as in light.

Spellcaster: Princess Luna is a powerful Spellcaster. She has mastered the following Spells: Barreling Beam*, Don't-Notice-Me-Field, Dreamwalking, Energy Beam*, Extra Sensory Projection*, Lancing Beam*, Manipulate Gravity*, Mind Beam – Frighten, Ponymorph, Self Improvement, Summon Shield, Superior Ponymorph, Teleport, Teleporting Beam, Wayfinder, Weather Control

Princess Luna is specialized in spells marked with *

The Dreamwalking Spell is not listed in **Chapter 8: Magic**, as only Princess Luna has learned it (although she may teach it to her friends) see sidebar

ATTACKS

Punch (Might): +d6, Range Reach (1 Stun damage). Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1).

Moon Strike (Finesse): +d8, Reach (2 Cold Damage, plus 2 Cold damage from burning*).

Shadow Strike (Targeting): +d6, Range 100ft/200ft (1 Cold Damage, plus 1 Cold damage from burning*).

*Burning means that the target also suffers the listed damage at the start of their next turn. This happens once, unless they are hit with another burning attack. Multiple burning attacks in the same round do not stack.

POWERS

Booming Voice (1/round, Standard): An ancient aspect of authority, Princess Luna can raise her voice so that all hear. Princess Luna can target the Willpower or Cleverness of a creature within 50ft with an Intimidation Skill Test. On a success, the target suffers Snag on Skill Tests until the beginning of Princess Luna's next turn.

Sunset (1/day, Standard): Princess Luna controls the sunset, lowering the sun and allowing a gentle peace to fall upon the land. When she sets the sun, the land is covered in darkness. For the next 8 hours all those who go to sleep wake up with +1 to their Willpower and Cleverness.

GEAR

Magical Lunar Plate (+4 to Toughness, no penalty)



DREAMWALKING (SUPERIOR ENHANCEMENT SPELL)

Princess Luna possesses the ability to open a pathway between worlds and allow her to visit the dreams of others in order to soothe them and help them face troubling images they encounter.

↓2 Spellcasting, 3 rounds, 30ft

A portal opens allowing Princess Luna and others to enter or exit the dream of a creature in range at will. The portal can only access those that are currently dreaming, and once the subject has woken they are unable to return to that dream. Note that while the spell lasts for 3 rounds in the real world, in the dreamworld this may feel much longer.

NIGHTMARE MOON

Magic flows from the heart of its caster. It ties into their emotional core. When it comes from a place of joy, diligence, or contemplation, magic can be a force of positivity. However, being born from rage, frustration, and heartbreak corrupts the magic. In turn, such dark magic corrupts the caster.

Luna, the Princess of the Night, regularly argued with her sister Celestia, the Princess of the Day, over how Equestria should be ruled. Princess Luna tirelessly watched over the nights, monitoring ponies' dreams fervently to ensure they aren't restless, but because every pony took their sleep for granted, as only a path towards enjoying the morning sun, she became increasingly bitter towards her sister and her subjects. The disharmony in her heart manifested rapidly, ultimately seizing her might, mind, and body. Her virtues succumbing to her rage, she became Nightmare Moon, vowing to plunge Equestria into eternal night. As Nightmare Moon took over Luna's body, mind, and magic, the entity sought to rule over all of Equestria. But first, she would plunge the world into eternal night.

Although the heroes of Equestria drew Nightmare Moon from Luna, the Princess feared that Nightmare Moon could return. This fear served as a self-fulfilling prophecy, as it fed the part of her heart from which her alter ego first manifested.

USING NIGHTMARE MOON IN YOUR CAMPAIGN

Nightmare Moon was defeated some time ago, returning to her Princess Luna ego. If your campaign takes place during the events of the animated series, that gives Game Masters very little room to use Nightmare Moon as a villain. Or does it?

RETURN OF NIGHTMARE MOON

Luna became Nightmare Moon 1000 years ago because she felt neglected and often argued with

her sister. 1000 years later, upon her return, what changed? Luna did, but did the environment that created Nightmare Moon? She and Celestia get along for the most part, but not always, and ponies are still not nocturnal creatures. If the environment that created Nightmare Moon hasn't changed, Nightmare Moon's return isn't a matter of what if, but when.



NIGHTMARE MANIFESTATION

Twilight Sparkle and her friends drew Nightmare Moon from Princess Luna, but what if the evil energy wasn't destroyed, merely displaced? Maybe, somewhere out there, this magical energy is looking for a new host. A campaign in which the shadow of Nightmare Moon returning in somepony else's body is a very real possibility and gives the player characters a mystery to investigate. The constant threat that any creature could be the campaign's next villain forces the heroes to be ever vigilant, and gives the Game Master as many adventure hooks as there are NPCs with issues. What helps is that Princess Luna has created a device known as the Tantabus, which helps her contain the dark emotions that led to the creation of Nightmare Moon. The Tantabus might slowly become unmanageable with each passing day, leading many to fear that Princess Luna may one day transform back into her malevolent alter ego if she does not learn to control her emotions on her own.

NIGHTMARE MOON

THREAT LEVEL: 20

SIZE: Large **HEALTH:** 15
MOVEMENT: 45ft Ground, 60ft Aerial

STRENGTH: 10 **SPEED:** 18
SMARTS: 9 **SOCIAL:** 9

TOUGHNESS: 24 **EVASION:** 28
WILLPOWER: 19 **CLEVERNESS:** 19

FRIENDS & FOES

SKILLS

- Acrobatics +d6
- Alertness +d8
- Deception +d10
- Intimidation +d8
- Finesse +d8
- Initiative +d8
- Infiltration +d6
- Might +d4
- Persuasion +d8
- Spellcasting (Elementary Beam, Virtuoso Utility) +D10*
- Survival +d4
- Targeting +d8

PERKS

Dark Magic Talent: Nightmare Moon's Cutie Mark depicts a crescent moon in shadows, illustrating her talents for darkness and night. When the moon is in the night sky, or Princess Celestia is isolated from the light of the sun, such as deep underground, she can cast spells as a Free action. She also recovers ↑2 Spellcasting per round instead of ↑1.

Night Eyes: Darkness does not affect Nightmare Moon like it does other ponies. She can see in darkness as well as in light.

Spellcaster: Nightmare Moon is a powerful Spellcaster. She's Mastered the following Spells: Barreling Beam*, Don't-Notice-Me-Field, Doubt Talent, Energy Beam*, Extra Sensory Projection*, Lancing Beam*, Manipulate Gravity*, Mind Beam – Frighten, Ponymorph, Self Improvement, Summon Shield, Teleport, Teleporting Beam, Wayfinder

Nightmare Moon is specialized in spells marked with *

The Doubt Talent Spell is not listed in **Chapter 8: Magic** as only Nightmare Moon has learned it (although she may teach it to her most loyal minions) see sidebar.

ATTACKS

Moon Strike (Finesse): +d8, Range Reach (2 Cold damage, plus 2 Cold damage from burning*).

Dark Energy (Targeting): +d8, Range 100ft/200ft (1 Cold damage, plus 1 Cold damage from burning*).

*Burning means that the target also suffers the listed damage at the start of their next turn. This happens once, unless they are hit with another burning attack. Multiple burning attacks in the same round do not stack.

POWERS

Booming Voice (1/round, Standard): When Nightmare Moon speaks, creatures cower.

DOUBT TALENT
(SUPERIOR
ENHANCEMENT SPELL)

You fill a pony's mind with existential dread.

↓2 Spellcasting, 1 Encounter/Scene, 30ft

The target pony faces their worst fear, questioning their worth. They lose the benefits to their Cutie Mark for the duration of the spell. This usually desaturates the colors of the target's Cutie Mark, if not erasing it completely.

A NEW NIGHTMARE

Princess Luna and Princess Celestia have Nightmare Moon and Daybreaker within them, respectively. How could the stress the other Princesses of Equestria manifest? Would Twilight Sparkle, Princess of Friendship, miss her alone time and become Solitary Star? Could ruling the Crystal Empire be too much for Princess Cadence and turn her into Shatter Pitch?

If the Game Master wants to develop such a threat, they can use Nightmare Moon as the basis. Then they should customize her with abilities that reflect the powers of the new threat.

Nightmare Moon can target the Willpower or Cleverness of a creature within 50ft with an Intimidation Skill Test. On a success, the target suffers Snag on Skill Tests until the beginning of Nightmare Moon's next turn.

Nightfall (1/day, Standard): Nightmare Moon controls the sunset, lowering the sun and raising the moon with the same effort most creatures put into making their beds. When she sets the sun, the land is covered in darkness. For every month of uninterrupted nightfall, diurnal creatures (that is, creatures awake during the day) suffer ↓1 on all Skill Tests.

GEAR

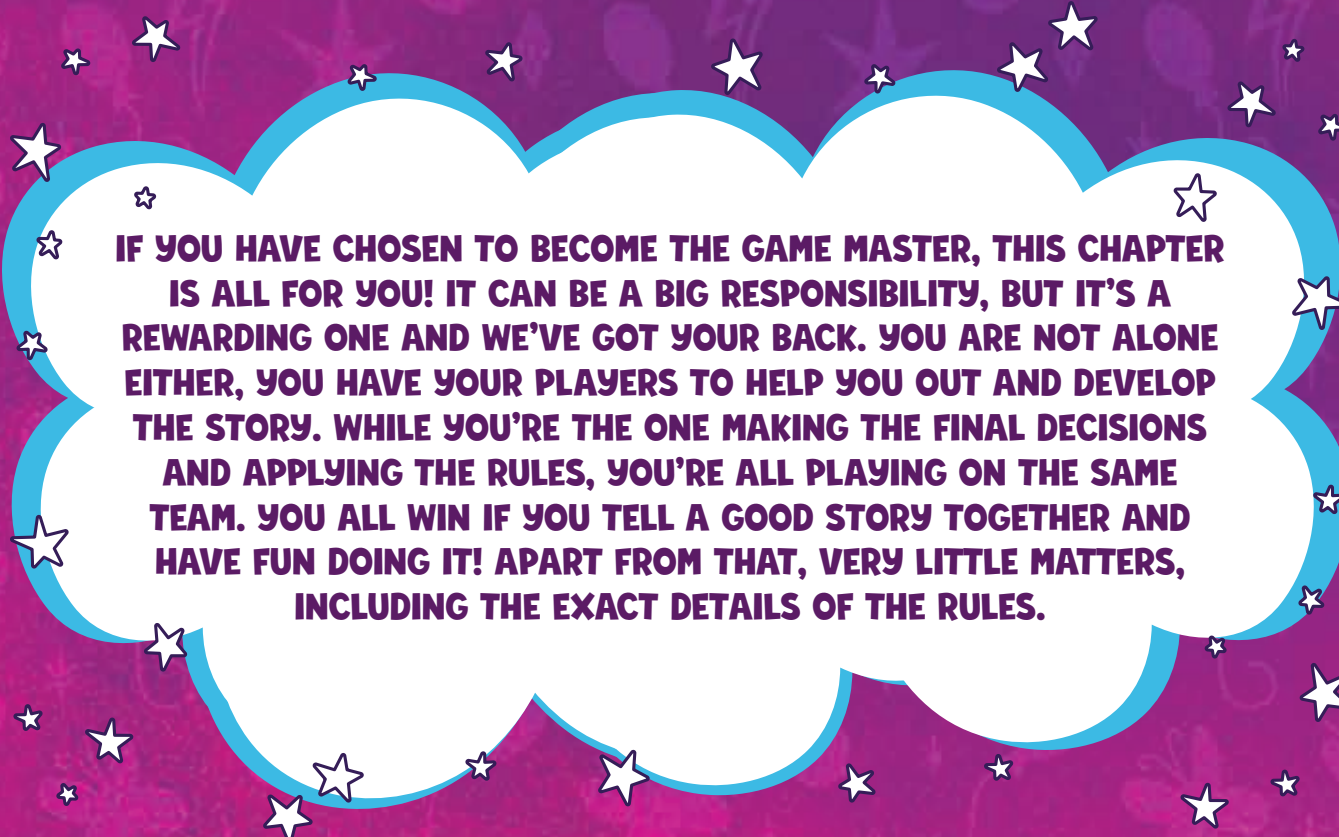
Magical Terror Plate Barding: (+4 to Toughness, no penalty)



A decorative header featuring stylized white clouds with blue outlines and small white stars scattered across a blue cloud-like shape.

CHAPTER 14

RUNNING AN ADVENTURE

A large, stylized white cloud with a blue outline, surrounded by numerous small white stars of varying sizes, set against a dark purple background with a repeating pattern of lighter purple stars and floral motifs.

IF YOU HAVE CHOSEN TO BECOME THE GAME MASTER, THIS CHAPTER IS ALL FOR YOU! IT CAN BE A BIG RESPONSIBILITY, BUT IT'S A REWARDING ONE AND WE'VE GOT YOUR BACK. YOU ARE NOT ALONE EITHER, YOU HAVE YOUR PLAYERS TO HELP YOU OUT AND DEVELOP THE STORY. WHILE YOU'RE THE ONE MAKING THE FINAL DECISIONS AND APPLYING THE RULES, YOU'RE ALL PLAYING ON THE SAME TEAM. YOU ALL WIN IF YOU TELL A GOOD STORY TOGETHER AND HAVE FUN DOING IT! APART FROM THAT, VERY LITTLE MATTERS, INCLUDING THE EXACT DETAILS OF THE RULES.

In the My Little Pony Roleplaying Game, the Game Master runs adventures for their players' pony characters, each encapsulating a tale of heroics. These can be stand alone adventures, like episodes of a series, possibly even featuring different pony characters each time. They can be run in succession, like snapshots of the player characters' greatest hits, with threads and subplots creating an overarching narrative. They can even be run as a single ongoing campaign, with downtime between adventures played out to develop the characters and their relationships. Essentially, each story or adventure can be as complex, simple, layered, nuanced and developed your group needs it to be.

Whether you are running a prewritten published adventure like *Stealing Thunder*, found later in this chapter, or creating a story of your own, there are some important factors you will want to consider before beginning:

KNOW THE CORE RULEBOOK

As the Game Master, it's important that you know at least the basic rules of the game. While the main job of the Game Master is to be a storyteller, you are also the game's referee. If a player wants their character to do something, it's up to you to make a judgment call on whether it falls within the scope of the game's rules. Of course, fun should always outrank rules, and as the Game Master, you may decide that allowing a fantastic, out-of-the-box idea is much better than pigeon-holing a character's actions to a strict rule, and that's perfectly OK! However, a basic understanding of those rules will help you make that decision, so a thorough read of this book is important.

The three most important parts of the rules that a Game Master needs to know are how conflict and combat works, how Skill Tests work, and while you don't need to memorize them all, an understanding of the Roles and their Perks. If a player character tries to bite a dragon, what happens? What if they try to open a locked door, or sidle across a ledge, then what happens? Automatically knowing how to resolve these situations allows for smooth and fun gameplay

without the interruption of looking up the rules. But if you need to take a moment to figure something out, that's fine. Call a break, get someone to sort out more snacks and you can take a moment to check the rules and make a call.

BE PREPARED

If you're using a pre-written adventure, read through it entirely, so you have a good understanding of all of its sections, including the various threats and options your players come across. This is important so that if your player characters decide to do something outside of the given story or go to a location that isn't in the adventure, you have an idea of how to roleplay the NPCs to get them back to where the action is. The Adventure Breakdown on page 285 shows the different ways information is presented in an adventure, and helps you structure adventures of your own. Telling the story of the adventure comes down to communicating details, and in order to do so, you have to know those details.

FINE TUNING

It's important to look at the adventure's recommended character levels and adjust for your group of players and the overall campaign that you're running. Modifying the adventure to have lower-level threats for novice players or adjusting motivations of NPCs to fit into your overarching story is a great way to create a custom, engaging game for your players. One of the main goals of a Game Master is to create a rich world with which player characters can explore and interact. This book provides many resources to keep you equipped: descriptions of locations your players may visit, and information on the history of Equestria, the ponies and their main threats. Once you get used to adjusting adventures for your player characters, you start to become comfortable making them your own, changing threats or even adding your own story hooks and plots for future sessions. Plus, don't be afraid to adjust the adventure on the fly if you have to. If bad dice rolls are turnings a minor encounter into a deadly climax, you can always reduce the Health or Skill levels of the creatures to make things a little easier (or the reverse if things are too easy).



SESSION 0

Before you begin the actual adventure, it's worth spending time creating the characters in what is generally known as a "session zero." This is a good time to discuss what kind of game you all want to play (see #5 Make It Your Own), what limits you want in place, and to guide your players through making their characters. For experienced players, the Game Master may not need to have much oversight, but they should still review everyone's final choices to make sure they are done correctly as well as to make any further adjustments to the story. Often, a player's character choice can inspire a side quest or fun backstory in an adventure, and it makes players feel more engaged and involved when an adventure applies to their character's motivations.

Remember as the Game Master, character creation is also the most important way the players tell you what sort of game they want to play. A player who creates a highly social character wants lots of role-play opportunities and character interaction. A player whose character has a lot of combat abilities is looking forward to a lot of fights. Make a note of what

their best abilities are and design adventures and encounters towards the styles the players have built their character around. They don't always have to win but give them the type of adventure where their character can potentially shine. Also take note of their weaknesses and gaps in their Skills as a group, because facing them with challenges that test those forces them to come together and face the problem as a team.

Session 0 is also a perfect time to talk to your players about comfort levels and safety tools, including "lines and veils." Lines and veils is a term used to cover sensitive topics or situations that players don't feel comfortable having in their game. Lines are things players (or Game Masters) do not want to see in the game at all, veils are things they are ok with, as long as you don't go into too much detail (you "draw a veil" over the scene). For example, a player may have a serious phobia of spiders, so it's perfectly fine for them to mention this and the Game Master ensures spiders don't appear in the game. That still leaves plenty of scary and exciting things available. It's important that everyone in the group feels they can speak and be heard when discussing what can be very sensitive subjects.

There are many other safety tools available online. Check them out and discuss with your players to decide the best one for your group. Be sure that the whole group understands and respects that safety tools aren't a joke. Like a fire extinguisher, they're critical to have even if you never have to use them.

MAKE IT YOUR OWN

Equestria is a setting that means different things to different fans. Players who watched the animated series may expect a game with very little combat and only conflict resolution that requires exploration and investigation, mixed with a little diplomacy. Players who read the comic books may want more combat, more mature storylines, and to dive deeper into the lore. Many players want a little bit of both. A discussion setting expectations should be had in your Session 0, but ultimately, it's up to the Game Master to decide the type of story you tell. Even while running a pre-written adventure, you can easily scale how silly or dark the story plays out. Want a game full

of laughter and cheesy one-liners? Go for it! Want a game full of mystery and frightening outcomes? You can do that, too. While each adventure has a set series of encounters and scenes, how the player characters interact with those scenes and encounters determines much of the style of the game.

HAVE FUN

The rules of the game are what makes the "game" part of roleplaying games work. However, if a story and all the action is being held up by a rule, just go with what you feel works best. Remember, you are the referee and storyteller here! The object of playing a game is to have fun. That being said, it is important to remember that while the Game Master is playing the role of the team's adversaries, they are not and should not be "against" the players in any way. This is not a game of players vs. Game Master. RPGs are cooperative storytelling games, and that includes everyone. While the Game Master provides conflicts for the players to overcome to make the game exciting, there are no "winners" or "losers" in these games. The way to win is to have a great time!



ADVENTURE BALANCE

Most adventures are built on three pillars, which cover the three main areas that encounters and scenes tend to fall into: combat, exploration and puzzle solving, and social interaction. In general a good balance of all three is best in each adventure, unless the group has a favorite they'd like more of. So let's have a look at each in turn.

Combat: Any scenario where the characters must fight their way out of a situation with physical conflict is combat. Resolved in rounds with Initiative dictating the order of play, combat is where ponies use their wits along with their hooves and their guile to take down threats.

Exploration: When characters explore and investigate their surroundings, whether outside in a natural environment or indoors searching through files, it's exploration. Players decide to visit a location and the Game Master presents them with options, clues, and results of their choices. This may include mysterious puzzles to solve as much as finding their way around. If players are tasked with finding an underground vault, the journey and all obstacles they meet along the way are all part of exploration. Exploration also includes activities found outside the book, such as puzzles, riddles, and other challenges that work players' and characters' brains.

Social Interaction: Conversation, interrogation, diplomacy, and even stopping at a nearby cafe for directions are all social interaction. Any time one character talks to another, whether a teammate or an NPC, they're playing the role of their character, gaining valuable information, or accomplishing tasks for their goal. In an adventure, social encounters often allow characters to gain information from NPCs, but social encounters need not develop the plot of the adventure. It's fine to have social encounters with characters who are just fun to interact with!

A well designed adventure that keeps players engaged and having fun usually includes all three aspects of gameplay in some way. They often overlap in different combinations, and some adventures may lean heavily on one over another. To keep the interest of all types of players, it's

best to encourage them to participate in all three, as well as include them when thinking about your own adventures you want to run. The Game Master should also take note of which types of encounter are more or less popular with the group.

ADVENTURE BREAKDOWN

Adventures have a specific format to find the information you need. In general, all the information in the adventure is for the Game Master only, including prewritten text for them to read out aloud to the players to describe a new scene.

Text designed to be read out to the players (when they reach that scene) looks like this!

Text designed to give the Game Masters a response from an NPC looks like this

In all cases, the Game Master is free to read these sections verbatim or use their own description or play the NPC as they please, as long as the player characters get the necessary information.

The adventure itself is then broken down into Parts (such as "Part 1: Helpful Ponies!"), which each detail a complete section of the narrative, usually in the same location. Within each Part are a number of scenes and encounters (such as "Ponyville Square") you can present to the players in turn. The other main things in the adventure are Adventure descriptions, Statistic blocks for NPCs, and Rewards

AREA DESCRIPTIONS

Area Descriptions give basic highlights of the location in the adventure. This may include lighting, flooring, and key points of interest in a room. These aren't meant to be read aloud, but instead, revealed as characters explore the area. If a character makes an Alertness Skill Test to look around a room, it is then that the Game Master decides, based on the results of the roll (or where they look), what that character discovers.

NPCs AND STAT BLOCKS

Notable NPCs (and important items) are **bolded** in the text. This signifies that the NPC has a stat block available that the Game Master can use to play that character. If the NPC is a friend or someone willing to discuss information, a good look at their Social-based Skills helps you roleplay the character. If the NPC is a threat, some of the important information may be what they do in combat. Stat blocks for adventure-specific NPCs are often found either in the part of the adventure where they show up, or in the threat section of the book, all condensed together.

REWARDS

The end of an adventure lists what the characters get out of it. Since ponies don't typically adventure for treasure, rewards are usually character development or items for use in future adventures. Otherwise, the Rewards section mentions how much it advances characters towards the next level. The sample adventure, *Stealing Thunder*, rewards players with a whole level for their characters. Generally an adventure of its size would reward $\frac{1}{4}$ of a level.

Longer or more challenging adventures can reward $\frac{1}{2}$ a level or rarely, a whole level, but never more than 1 level. Essentially, the generosity of the Rewards is up to the Game Master. If you want to advance quickly, it's fine to go up a level every adventure. But if you enjoy the sort of creatures you are meeting and the amount of abilities your characters have, you don't actually have to advance at all! Somewhere between the two is generally a good rule of thumb.

CAMPAIGN VS. SESSION VS. PART VS. SCENE

Campaign: A campaign is your complete storyline from beginning to end, when your players' characters all first meet (or get together for the first time) to the final session that they play in, concluding the overarching story. A

campaign can last anywhere from a few play sessions to many years of weekly playing, depending on the story and the group playing it. Many Game Masters string together various adventures to make a very long campaign, fitting everything inside an intricate storyline. It's helpful to imagine each adventure is like an episode of a television show, with the campaign being the whole series.

Session: A session is the commonly used word to describe a full play session with a group of players. Some players only have time for a one-hour session during lunch at school or work. Some groups play for an entire day. There are 3-4 hour sessions at conventions and everything in between. It doesn't matter how long a session lasts, just what's best for the group.

Part: A part is a segment of an adventure. For instance, in the adventure in this book, there are four main parts. Parts sometimes have a designation of how long they take to play on average, so a Game Master and their players can plan for the length of their play session for the day. In general, you can probably play through at least one part of an adventure in a single game session. As such, the end of a part is often a good place to pause the game if you don't have time to complete the adventure. Sometimes, parts can be played in any order, allowing a group to decide where to go next. Sometimes parts might even be skipped over altogether if a group chooses a different path to their goal or misses a clue.

Scene: A scene is usually an event, person or group, place, or thing that the players come across and must interact with during an adventure. There are usually several in each adventure's part. A visit to Zecora, stopping at a library to do research, or a fight with a swarm of parasprites all make up scenes, and players resolve them through combat, exploration, or roleplaying – often even a combination of these things. A series of scenes in one area or story within the overall campaign that all go together generally make up an adventure, with the end of that series a good place to stop and move on to the next one.



STEALING THUNDER



AN ADVENTURE

The following is an adventure ready made for you and your group to take their first steps into Equestria. The Game Master (and only the Game Master!) should fully read it through before play, and it suits any group of beginning level pony characters. You may wish to have a Session 0 beforehand to establish how the player characters know each other (or don't know each other) and what sort of lives they live in Ponyville.

In this adventure, Ponyville is getting ready for one of the biggest festivals of the year, complete with a parade and an airshow put on by Rainbow Dash and the Wonderbolts! The whole town is getting ready for the day: baking treats, decorating floats for the parade, and planning all of the fun events around town. But little do they know, a dark and gloomy force coming from Everfree Forest is going to put a damper on their plans!

Stealing Thunder takes place over four parts and should take approximately three hours to play.

- **Part 1: Helpful Ponies:** The ponies are asked to help around town to get ready for the festival. This gives players a chance to learn about Skill Tests and the things they can do.
- **Part 2: Parade Panic:** The Shadowbolts show up at the festival and cause havoc during the parade. What's making them do this?
- **Part 3: Into the Forest:** The player characters make their way to Everfree Forest to find out what is causing the strange weather changes and arrival of the Shadowbolts to ruin their day. They encounter a cragodile along the way.
- **Part 4: Ruins of the Two Sisters:** The ponies finally discover the source of the disturbances. Rainbow Dash has been overcome by the effects of a Sorrowbloom flower, and the characters must find a way to break her free from the Nightmare Shade that has taken her over!

You find battlemaps for the River (Part 3: Into the Forest) and the Throne Room (Part 4: Ruins of Two Sisters) at the back of the book and printed in the text. You can copy them for use at the table or print them out if you have a digital copy of this book.

PART 1: HELPFUL PONIES

It's time for the annual Bountiful Bouquet Festival in Ponyville! Ponies come from all over Equestria to enjoy local treats and take part in the Bountiful Bouquet Parade: The most impressive float is given the Bountiful Bouquet Blue Ribbon, an oversized award designed by Rarity and decorated with gems! It's a common practice for everyone to volunteer to help get everything ready the morning of the parade.

The player characters begin the adventure in Ponyville, either as residents or visitors. If a character is a resident, give them the opportunity to describe their house and how they contribute to the town of Ponyville. If the character is visiting, let them say where they're from and what brought them to the celebration. Each pony should say what they're most excited to do at the festival! If a character says something fun and unique, feel free to add it to your Bountiful Bouquet Festival! Otherwise, here are some common activities:

- Admiring all the beautiful flowers
- Seeing the impressive floats in the parade and finding out who wins the Bountiful Bouquet Blue Ribbon
- Eating lots of tasty treats
- Going to the craft fair, or selling their own wares
- Hearing the music performed by local songbirds
- Seeing the Wonderbolts perform at sunset.

The activities start early in the morning with all the participants putting finishing touches on their floats and decorating the festival space. A little bit after sunrise, volunteer ponies run and fly through Ponyville ringing bells and cheerfully calling out for help.

"Hear ye, hear ye! Volunteers please come to Ponyville Square to help set up the Bountiful Bouquet Festival!"

PONYVILLE SQUARE

The player characters should answer the call for volunteers, but if they don't, they may still overhear **Mayor Mare** in this scene. Ponyville Square has the podium, market, and frames for the floats erected for the festival, but they are all completely undecorated! Mayor Mare, in a special floral sash, stands on a podium. Behind her is a stand with the Bountiful Bouquet Blue Ribbon (as well as several participation ribbons!) proudly displayed. Behind her, ponies can see the frames of all the floats, ready for all their decorations! Mayor Mare clears her throat loudly to quiet the group of gathered ponies

"Thank you all for coming to help with our 74th annual Bountiful Bouquet Festival Celebration! There is much to do and time is not on our side! Would any remaining volunteers please find a group captain with a vest and join a team of helpers!"

Ponies begin milling about, heading off to hang baskets of flowers, set up their market booths, and paint and decorate floats.

Many volunteers are still needed, and when the player characters see the list of work groups, they quickly realize this is a chance to work with the Mane Six themselves! The Game Master should allow them to volunteer where they like, and if they do well they can volunteer for more than one work group. They might do several different scenes as individuals or stay together and only do a few.

Twilight Sparkle is the only mandatory pony for the group to visit. If the player characters don't pick her, someone assigns them to her as she requests more volunteers. It's recommended to have her come last, but if the players would really like to visit her earlier, that's ok! If there is a lull in the action, Twilight can approach the group with the **Wonderbolts** and **Tank**.

The work groups (and the scenes they lead to) are the following:

- **Fluttershy** works with the birds to provide music for the parade (The Songbird Tree).
- **Applejack** helps with decorations around the parade grounds (The Perimeter Fence).
- **Rarity** is delivering a shipment of flowers and gems for finishing the parade floats (Float Route).
- **Pinkie Pie** cooks treats for everyone to enjoy (Sugarcube Corner).
- **Blossomforth** is taking **Rainbow Dash's** place to clear the sky (Up Above).
- **Twilight Sparkle** is the project coordinator, and needs help sending messages between teams (Parade Headquarters).

THE SONGBIRD TREE: FLUTTERSHY

Fluttershy is gently flying around a large tree, wearing a light green vest with a small patch in the shape of a singing songbird. The branches of the tree are lined with colorful birds. Fluttershy flips through pages of sheet music, mumbling to herself. The songbirds sing over each other and every so often, Fluttershy tries to harmonize with the group. Once she notices that the PCs are approaching her, she immediately stops singing and looks bashful, flipping back to the beginning of her book.





"Oh hi....thanks for coming. I'm working with these birds but..." She flips back to the beginning of the song. "I got this new music this morning and I'm afraid I don't know the song! Do any of you...happen to know anything about music?"

The birds cannot read music and need to be taught the new song. They learn easily enough if somepony can either sing, play, or hum the song. A **DIF 12 Performance (Music or Specialized instrument)** or **DIF 16 Culture (Music) Skill Test** is required to teach the birds and Fluttershy the melody. Ponies with the Animal Handling Skill may Lend Assistance to any pony making the Skill Test attempt.

- **If successful**, one of the songbirds grants the pony with a beautiful red feather, fine enough to gift to another pony in the future or be used to make a pretty accessory.
- **If unsuccessful**, Fluttershy sighs, thanks the pony characters for trying, and tells them that she will keep practicing, and hopefully she'll find someone to teach her.

THE PERIMETER FENCE: APPLEJACK

Applejack stands in front of a long fence, wearing a red vest with a yellow patch in the shape of a banner, marking her as leader of the banner team! She is currently working her way around the town center, climbing up ladders to hang huge banners and streamers.

"Well howdy partner! I'm glad to have an extra pair of hooves to get all these banners hung! I need the most help down the parade route on the way to Sweet Apple Acres! I need some fast ponies to run streamers down the fence!"

The player characters need to work together to run the length of the parade route, stopping periodically to fasten streamers on the fence posts. A **DIF 12 Athletics Skill Test** allows a pony to hang the banners quickly, and if two or more ponies succeed, the banners are hung in time. A pony with a Speed Essence Score of 4 or higher gains Edge on this Skill Test.

If successful, Applejack gives the ponies a large jug of Granny Smith's special pressed cider, known for its healing properties. The jug has 6 servings, and each serving heals a pony 1 Health or erases any Conditions, if they aren't feeling quite themselves.

FLOAT ROUTE: RARITY

Rarity wears a light blue rhinestone vest with a patch in the shape of a flower. She holds a rope in her mouth, struggling to drag a large crate of decorations from the town square to the nearly completed parade floats being hidden behind the larger buildings of Ponyville. As soon as she notices that the player characters are approaching her, she drops the rope and trots towards them, stopping only to hold a hoof to her forehead, dramatically.



"Goodness gracious me, what fantastic timing! Won't you please help me bring these crates to their specific floats? The ponies scheduled to help me finish decorating are all running behind, leaving me here all by my lonesome to finish up!"

Along with the crate she has dragged halfway to the area, there are five other crates. With a **DIF 12 Alertness (Perception) Skill Test**, a pony recognizes that each of the six crates is marked with a sticker that corresponds to the appropriate float. The images are a cake, a castle, a dragon wing, an ear of corn, a fence, and a frog.

These floats are the pride of the event and one of them will be awarded the Bountiful Bouquet Blue Ribbon! Without any Alertness Skill Test needed, it's clear that the designs of the floats are:

- A farm themed float with a false set of growing crops, an orchard, and a barn at the top with cows.
- A cake themed float with tiers of frosting made from white flowers and a large, colorful cannon on the top.
- A replica of Canterlot Castle with a beautifully carved balcony and magical, glittering lights.
- A swamp themed float with a false pond with bullfrogs, glittery vines, and a big leafy tree rising up with small landings for ponies to stand.
- A float that's being decorated only by fillies and colts, simply shaped with a low platform and ramp up to one additional story, lined with a safety fence.
- A dragon themed float with a big mountain with holes for smoke and a false dragon curling around a pile of gold.

The ponies can drag each crate to its corresponding float easily with a separate successful **DIF 12 Brawn Skill Test**. Once moved to its proper float, Rarity asks them to stick around to help finish decorating, which is a breeze with a **DIF 12 Performance (Craft) or Culture (Decorating) Skill Test**.

If the pony characters are able to get this task done with 12 Skill Test Rolls or less, each pony can take their pick from Rarity's stash of costumes for the event. They are expected

RUNNING AN ADVENTURE

to return these after! Each player should describe what costume they pick, which could be anything given Rarity's extensive collection.

SUGARCUBE CORNER: PINKIE PIE

Not too far from the town square, there are fantastic smells coming from Sugarcube Corner! Outside the shop are a set of long tables set with beautiful tablecloths. There is a whoosh of movement as a white vest-wearing **Pinkie Pie** whips back and forth between running into the kitchen to mix up new batches of treats and putting out plates and piles of pies, cookies, and cakes. She's got splotches of cake batter and frosting all over her! **Mr. and Mrs. Cake** are looking on with worry, trying to help organize the tables while also wrangling their magical children, **Pound Cake** and **Pumpkin Cake**.

Mrs. Cake notices the players first and trots over with relief:

"Oh goodness, I'm so glad you came to help us! Pinkie Pie is running herself so ragged that she's starting to..." Here she drops to a whisper "...make some real baked BADS! Won't you please go into the kitchen and offer her a hoof? Maybe all of your hooves?"

As the ponies enter Sugarcube Corner, they are met with an incredible sight. There are tables full of already-completed treats (the food Pinkie has been bringing out to the tables) as well as every oven, mixing bowl, and spoon in use to make even more baked goods.

"Oh Hi!!" Pinkie Pie exclaims, popping out from behind a bag of flour. "Are you my number one pie pals? Cookie comrades? Sweet treat stewards? I'm so glad you came! You see, I made plenty of yummy scrummy treats for the festival but I forgot the most important thing!" She pauses for one of the players to ask her what that could be. "Why, the cupcakes for the CUPCAKE CANNON of course!!! It's not gonna be a very good float if I can't shoot cupcakes right into every pony's open mouth, is it???" She yelps as a buzzer starts to go off, thick black smoke coming out of an oven.

Each pony should choose one way they feel they could help Pinkie Pie best. Ponies can help Pinkie Pie bake cupcakes with a successful **DIF 12 Performance (Baking)** or **DIF 16 Culture Skill Test**. Ponies may also help out by bringing batches of cupcakes to the cake-themed float with a **DIF 12 Brawn Skill Test**. If a character has a Specialization or another Skill that they feel would be useful to help the situation, allow them to make a case to use it for their Skill Test.

If each pony character succeeds in their specific task with one roll, Pinkie Pie finally feels able to relax and get ready for the parade! She'll give each pony a handwritten coupon good for one "Ultra Yummy Special Pinkie Pie Sweet Treat," redeemable at Sugarcube Corner.

UP ABOVE: BLOSSOMFORTH

Up in the sky on a grassy hill nearby the town square, **Blossomforth**, a Pegasus, is flying a few feet off the ground. She nervously looks through a spyglass at the sky, at approaching clouds, assessing the weather situation. If there is a Pegasus in the group when they approach, she immediately looks relieved and says:

"Um hi, excuse me! If you aren't too busy, would you mind helping me clear those clouds before they ruin the festival? We've been given some specific notes from Rainbow Dash to make the sky 'Awesomely awesome' and I could really use the help! If they aren't cleared soon, I'm afraid it may start to rain!"

Blossomforth has a report given to her originally by the local Weather Control Pegasi, who are out of town to study a weather phenomenon on the far side of Equestria. It reads in a nice, handwritten script "Bountiful Bouquet Festival: Possible chance of rain, slightly overcast for a stunning sunset over Sweet Apple Acres." Rainbow Dash has crossed this out with one line to write "MAKE IT AWESOMELY AWESOME" in big letters with a red marker.

The clouds can be cleared with a **DIF 12 Acrobatics or Athletics Skill Test** by any Pegasus, but takes two ponies to finish the work alongside Blossomforth before it starts to drizzle. If a pony

MY LITTLE PONY ROLEPLAYING GAME

chooses to look through Blossomforth's spyglass, a **DIF 12 Alertness Skill Test** allows them to assess the weather, including wind speed, allowing one pony instead of two to clear the clouds efficiently.

If there aren't two Pegasi in the group, Blossomforth can still use their help! She needs assistance to track the weather, as well as having somepony wrangle up another Pegasus or two to help her. A successful **DIF 12 Persuasion** (or possibly **Deception** if they are shady) **Skill Test** convinces a nearby Pegasus or two to come help, and there's a pair of Pegasi helping clear out the gutters on a nearby building within sight (called **Cloud Blossom** and **Lightning Strike**).

If the group is able to clear the clouds before it starts drizzling rain, they receive a coin with a cloud on one side and lightning bolt on the other, a Weather Pony Favor! This grants the characters a request from the Weather Control Pegasi for specific weather on a day in the future.

Note that if anyone asks after Rainbow Dash, no one has seen her recently. It's unlike her not to be involved, but everyone assumes she is helping out someone else.

PARADE HEADQUARTERS: TWILIGHT SPARKLE

Twilight Sparkle wears a multicolored vest, showing her coordinator status! She levitates her clipboard with her sparkling purple magic, flipping through pages. She has several small satchels laid out neatly on a table and is mumbling to herself as she checks through the process of the festival preparations. She is focused on her task, she doesn't even notice the group approaching until they're almost on top of her.

"Oh! Hi, thank you so much for coming! I don't have any messages to send quite yet but I'm sure someone will- "

"Uh Twilight?" A voice interrupts her. It is **Spitfire**, head of the Wonderbolts, along with **Soarin** and **Misty Fly**!

"Twilight, we can't find Rainbow Dash, and we're really supposed to be practicing at Sweet Apple Acres for the performance at sunset with the Rainboom...do you have any idea where she is?"

Twilight Sparkle seems shocked! "I thought she was with you all morning! By my calculations, I anticipate it will take at least 6 hours of practicing to get tonight's performance perfect! We've already lost an hour! That's a 16.67% decrease in perfection!"

As Twilight Sparkle continues, have the characters make a **DIF 15 Alertness Skill Test**. **Tank**, Rainbow Dash's loyal pet tortoise, is flying towards them using the helicopter engine in his shell! Any Pony who notices him can duck before he buzzes into the group, startling any pony who didn't get a heads up!

Tank flies around the group in slow circles, much to the annoyance of Twilight and the Wonderbolts. A successful **DIF 12 Animal**



RUNNING AN ADVENTURE

Handling Skill Test lets the characters know that Tank is trying to get the group to follow him – maybe he knows where Rainbow Dash is!

Twilight thanks Tank, and Spitfire lets the player characters know she and the Wonderbolts will be waiting for Rainbow Dash at the huge white rock by the entrance to Everfree Forest. That's their practice spot, far enough away from the action to keep everything a surprise!

Tank eagerly leads the characters to Ponyville Park where they find **Rainbow Dash**. When they arrive, Tank flies right up to a small cloud, where Rainbow Dash is sitting, looking upset. Tank starts to spin around her, and she looks around and notices the group. She flaps her wings to lower the cloud she's sulking on down to the group but stays aloof, avoiding eye contact.

"Jeez, I didn't mean to make them send a whole search party. Listen, I'm just really not feeling it today. Like everyone's having all this fun and going to a cool festival and I've got to spend my whole day practicing something I'm already perfect at. It's just a Rainboom! I've done a billion of them!"

Rainbow Dash needs to be convinced to join the Wonderbolts and get to practicing. A successful **DIF 15 Persuasion Skill Test** makes her understand that the rest of the Wonderbolts are counting on her and need the practice themselves.

Otherwise, a successful **DIF 18 Intimidation** or **Culture (Local History) Skill Test** annoys her or reminds her of her role in the celebration, and both are just as effective as Persuasion.

Once convinced, the Rainbow Dash asks the characters where the Wonderbolts are practicing. Then she kicks her sulking cloud apart and lets out a deep sigh. If they cannot convince Rainbow Dash to practice, she remains on her cloud, leaving the Wonderbolts to try to convince her.

"Yeah, you're right. I better go. Make sure Pinkie Pie saves me a cupcake or whatever."

After watching Rainbow Dash fly off to Everfree Forest, the characters hear an announcement

that the parade is about to begin. There are several good spots to claim to watch and enjoy the parade.

PART 2: PARADE PANIC

As the sun climbs high in the sky, it's time to start the parade! Ponies have put the finishing touches on their floats, banners and streamers flutter in the breeze, and plenty of treats are available for snacking. **Mayor Mare** returns to her pedestal and clears her throat to get attention:

"Thank you ponies for attending our Bountiful Bouquet Festival! We are about to get started on the parade, please take your seats or head to your floats so we can begin!"

JOINING THE PARADE

Suddenly, the player characters hear a panicked call from **Twilight Sparkle**, who needs more volunteers to ride on the parade floats!

As described earlier, the designs of the floats are:

- **Applejack's Team Float:** A farm themed float with a false set of growing crops, an orchard, and a barn at the top with cows.
- **Pinkie Pie's Team Float:** A cake themed float with tiers of frosting made from white flowers and a large, colorful cannon on the top.
- **Rarity's Team Float:** A replica of Canterlot Castle with a beautifully carved balcony and magical, glittering lights.
- **Blossomforth's Team Float:** A swamp themed float with a false pond with bullfrogs, glittery vines, and a big leafy tree rising up with small landings for ponies to stand.
- **Twilight's Team Float:** A float that looks to be decorated only by fillies and colts, simply shaped with a low platform and ramp up to one additional story, lined with a safety fence.
- **Fluttershy's Team Float:** A dragon themed float with a big mountain with holes for smoke and a false dragon curling around a pile of gold.

Each character should pick which float they want to ride on (they need not all pick the

same one). The Game Master should have them describe what they're wearing or adding to their appearance to fit the theme of the float they pick. If they helped Rarity, they have their pick of costumes, otherwise they may have to improvise a little!

Each float has a specific theme and the Game Master should encourage the players to describe how their character gets involved, but here are some ideas!

- **Drive the float in a fancy costume!** Each float is pulled by donkeys, all dressed up in gear that suits the float's theme. It only takes a successful **DIF 8 Driving Skill Test** to drive down the wide, easy road, since the donkeys are doing most of the work.
- **Throwing candy or flowers off the float.** If a character is trying to hit something specific, they must roll a **DIF 10 Targeting** or **Athletics (Throwing) Skill Test** to do so. The exception here is if they'd like to fire Pinkie Pie's Cupcake Cannon! This requires a **DIF 15 Targeting Skill Test** to hit somepony square in the mouth with a cupcake!
- **Performing around the float with either dance, song, or other performance!** Any of these tasks can be done with a **DIF 10 Performance Skill Test**, as this is a loud and joyous event with low stress!

For characters that aren't interested in being a part of the show, feel free to let them have a quieter moment here where they can experience life in Ponyville with a fun parade. The Game Master may describe:

- Each float and the antics taking place, such as three ponies in a dragon costume bumbling around Fluttershy's float, almost knocking into it.
- A youngster getting hit right in the face with a cupcake from the Cupcake Cannon and comically licking it off in one bite.
- The beautiful songs of the songbirds in the trees, harmonizing together.

As the floats line up on the parade route, Mayor Mare trots alongside, evaluating each float while carrying the Bountiful Bouquet Blue Ribbon. She makes her way to the front of the line and makes her announcement of who wins the Blue Ribbon: Rarity's Canterlot Castle float!

The player characters will enjoy being on the

float that wins the Blue Ribbon, so the Game Master may also assign it randomly or based on which float had the most assistance from the party during preparations, or for how well the player characters support their chosen float.

The gathered ponies clap with excitement for the float that wins, and any ponies affiliated with that float jump with joy and hug each other – what an honor! Mayor Mare gives out a participation award to each other float as a sign of appreciation for their hard work.

The winning float hangs the Bountiful Bouquet Blue Ribbon high and visible on their float, and the party gets underway with a celebratory BANG! from Pinkie Pie's Cupcake Cannon!

TROUBLE STRIKES!

Just after the judging, as all the floats continue the parade towards Sweet Apple Acres, the player characters should make a **DIF 18 Alertness Skill Test** to notice a change in the weather. If no ponies sense the change, the changes begin to get stronger, allowing for a new series of rolls. Each change lowers the Awareness Difficulty by 1 point, but the effects get worse and worse!

- First, the gentle breeze turns colder than expected.
- Next, the breeze becomes a wind, causing branches to sway and for a nearby pony to lose their hat.
- Dark clouds start to gather in the direction of Everfree Forest, growing darker by the moment! It is much harder to see anything in this darkness, giving a Snag to rolls that require it for the rest of the adventure or until the clouds depart.
- Then the occasional raindrop begins to fall.
- The final sign requires no Skill Test, as a big boom of thunder makes everyone jump! Several birds fly out of the trees and ponies begin to murmur among themselves – what on earth is going on?

Any characters that noticed the turn of the weather in the first two rounds of Skill Tests gain **↑1** on any non-combat Skill Tests for the remainder of the scene and immediately see the culprits, allowing them a bonus (surprise) Standard action to do something to stop or distract them.



MY LITTLE PONY ROLEPLAYING GAME



Once the rain starts, a huge gust of wind blows through the parade route, ripping down banners and stripping flowers from the floats! A few ponies start to rush back to the town square to save their marketplace goods. A huge blast of lightning reaches across the sky, seeming to open up the dark clouds with a torrential downpour! Chaos breaks out immediately, as ponies look to protect themselves! The characters can help with the following:

- Herding ponies to get under cover beneath awnings or in buildings (Persuade/Athletics).
- Helping the fillies and colts from the float and to safety (Persuade).
- Moving items indoors (Brawn/Might).
- Coaxing the songbirds inside (Animal Handling).
- Using Unicorn magic to levitate umbrellas or other objects to protect the floats from the rain (Spellcasting).
- Using Pegasus flight to grab up the blown away banners (Athletics).

While we have offered some suggestions, the Game Master should allow the characters to offer up what kind of skills they'd like to use to help the attendees.

As the wind blows and rain falls, characters can make an **Alertness Skill Test** to notice something strange in the clouds, the results depend on how well they roll, with each result seeing the event of the Difficulty they reached and all those below it:

- **DIF 12** Sounds of laughter coming from sky
- **DIF 14** Colorful shapes zipping about in the storm clouds
- **DIF 16** There are **3 Pegasus ponies** up there wearing flight suits!
- **DIF 18** The flight suits look almost like a dark version of the Wonderbolts suits
- **DIF 20** And they just stole the Bountiful Bouquet Blue Ribbon!

Once these mysterious ponies notice that they've been spotted, they fly down, seemingly unphased by the rough weather.

"Oh dang, did we mess up your little party? Should have read the weather forecast!"

The lead pony holds up the Bountiful Bouquet Blue Ribbon and says, "Well with this shindig ruined, I guess you won't be needing this! Ha ha ha!"

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They do one last loop around the soggy parade route, laughing, and kick a cloud on their way out, causing a final lightning crash! Their gray and purple streaks fly back to Everfree Forest, where the dark clouds still swirl.

With a **DIF 15 Culture (Local History) Skill Test** (or if any characters have some justification to know them), the player characters recognize the outfits as those of the **Shadowbolts**.

As they leave, the clouds clear quickly. The sun shines through with glowing rays, showing the destruction the Shadowbolts have left in their wake. If the characters were able to help many ponies, there are only a few soggy cookies and dirtied banners to deal with. If the characters didn't or couldn't help, some houses that have lost shingles, some floats are overturned floats, and **Pinkie Pie** is crying huge waterfall tears at a pile of cupcakes that are now frosting-deep in a mud puddle. **Twilight Sparkle** approaches the group, remembering their assistance earlier.

"What a disaster... I thought I saw them carry off the Bountiful Bouquet Blue Ribbon off to Everfree Forest! It's too dangerous for me to send anyone in there after them, I suppose we can at least clean up and get everyone to Sweet Apple Acres...we can all fit in the barn if they return..."

Applejack grumbles, kicking a fallen fencepost back upright, saying:

"Consarnit, of all the days to bring a storm through Ponyville! If I didn't need to get all these floats out of the muck, I'd go give them all a piece of my mind!"

Rarity trots over to the group with a pair of borrowed rainboots and says:

"Weren't the Wonderbolts and Rainbow Dash practicing over the Everfree Forest? Oh I hope they didn't get caught in the storm! Someone really ought to check up on them!"

At this point, the party should be willing to head into Everfree Forest. But if they need more coaxing **Fluttershy** sadly flits between trees, cooing softly to all the songbirds who fled her choir during the storm. She tells them that Ponyville should be safe and they can come out, in a very unsure manner. She then turns to the player characters and tells them that if there is something wrong in Everfree Forest, Ponyville and everyone who lives here could be in serious danger.

PART 3: INTO THE FOREST

The Everfree Forest, located just outside of Ponyville, is rarely entered by ponies. The plants grow by themselves, the clouds move on their own, and all manner of creatures live there with unknown magic. As the player characters enter the forest, the sound changes, becoming more muffled. The wind isn't heard any longer, and the birds are different and unusual to any pony unfamiliar with the place. It's also darker in the forest due to the thick canopy, but ponies can still see as usual, unless the dark clouds obscured the sky in **Part 2**.

The characters need to track the Shadowbolts through the forest and there are several ways they can do this:

- A **DIF 13 Survival Skill Test** tracks the wet trail from the Shadowbolts' rainclouds.
- A **DIF 15 Alertness (Perception) Skill Test** notices broken branches from the wind high up in the canopy.
- A **DIF 15 Animal Handling Skill Test** allows a pony to glean from animals which way they saw the Shadowbolts go.

If they fail all these Tests the player characters can try again, but they will have traveled a little further into the forest and gotten a little more lost. They should all make a **DIF 12 Survival Skill Test** and if they fail, they gain the Frightened condition for the next scene.

If there is a Pegasus in the party, a **DIF 12 Acrobatics Skill Test** lets them fly up through the canopy to see the Shadowbolts in the distance. The Shadowbolts are having a lightning fight, kicking bolts of lightning at each other at random!

MY LITTLE PONY ROLEPLAYING GAME

It's too dangerous to be in the sky, and the Pegasus should stay down on the ground with their friends.

BEWARE THE CRAGADILE!

Once the characters have succeeded in tracking the Shadowbolts, they come across a river. Read or paraphrase the following:

As you make your way through the overgrown path tracking the Shadowbolts, you begin to hear rushing water. The leaves and branches part to show a small waterfall falling down into a river dotted with rocks big enough for a pony to hop across. On the other side of the river is a large pile of rocks. On the near side of the river, large leafy plants grow from the wet soil with large flowers with black petals with white stripes. The blooms have an unusual, stinky smell. Your hooves start to stick in the mud the closer you get.

THE RIVER

The Cragadile River is 40 feet wide, scattered with large rocks that jut out from the water to provide a slippery but available surface for crossing. The river banks are soft brown dirt, blooming with scattered bushes and flowers on each side. The river's water is swift, but the current isn't too strong to swim against. However, a pony who cannot swim at all or is incapacitated in any way can be swept downstream, with the dangers of hitting rocks and another higher (100-foot) waterfall drop further down river as prominent concerns.

What the ponies don't know is that the big pile of rocks on the far side of the river is actually a sleeping **cragadile (young)** see page 254! Cragadiles are often found near water, and a savvy Pony will give them a wide berth. Characters can learn the following information about the area:

- Spotting the cragadile requires a **DIF 15 Alertness (Perception) Skill Test**. Anypony who was looking for danger specifically gets an Edge on their Skill Test.
- To recognize or identify the cragadile requires a

DIF 15 Survival or Science (Biology) Skill Test.

A pony who successfully identifies it knows that it is a young cragadile.

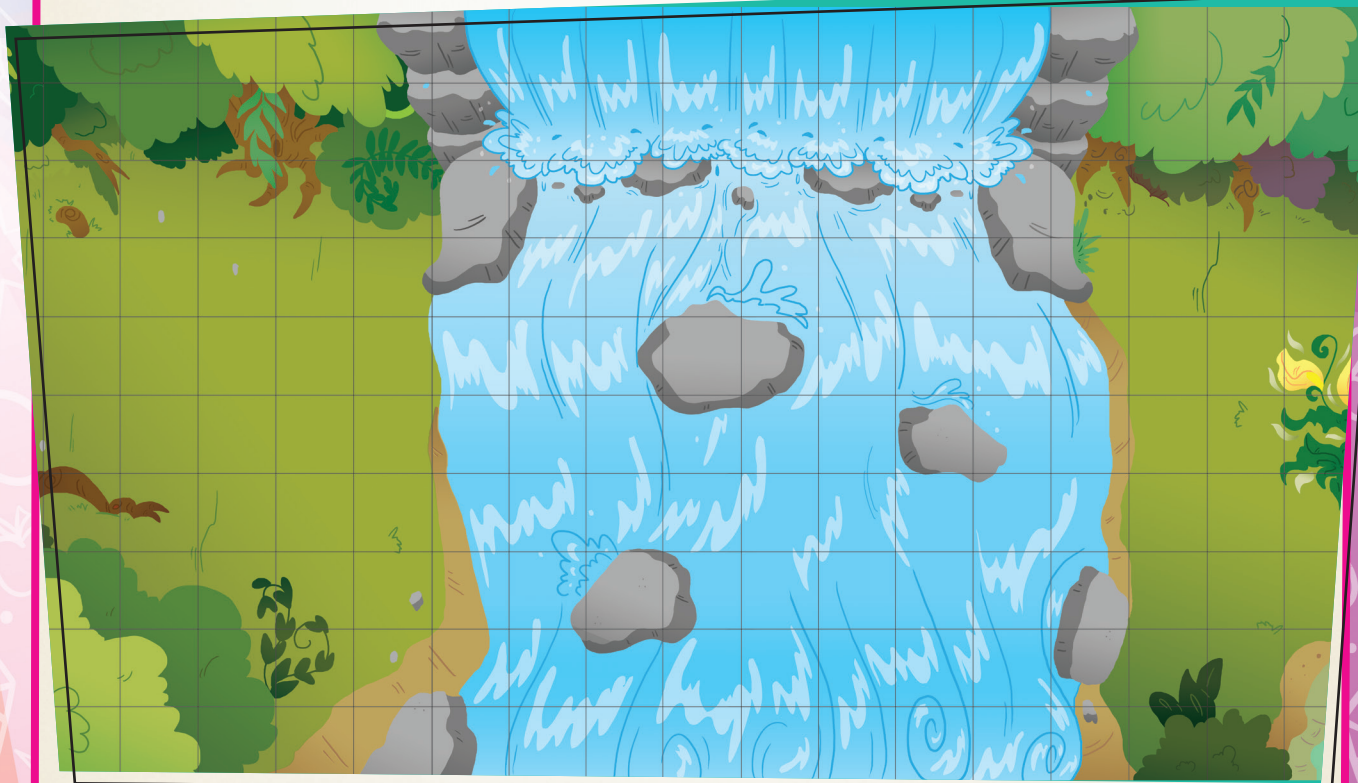
- To identify the flowers as skunk cabbage requires a **DIF 13 Science (Biology or Botany) Skill Test**.
- Spotting the rocks in the river that make it easier to cross for non-flying ponies requires a **DIF 12 Alertness (Perception) or Survival Skill Test**.

If the ponies don't notice the sleeping cragadile while investigating the area, the cragadile wakes when the first pony is halfway across the river, even if that pony is flying. If using an encounter map, a full size version of the River Map can be found at the back of this book.

The cragadile is a great way to introduce your group to conflict. But this scene can also teach the player characters that fights are not always won with violence alone. Threats and foes usually have details on how to defeat them through social or environmental means. Here are some ways the characters might defeat the cragadile:

- The cragadile is not hungry, they're just grumpy because it got woken up from its nap! It wants to chase the ponies back across the river, from where they came.
- If the ponies ask the cragadile what is wrong without upsetting it further, they tell them they're tired and can't go back to sleep. The characters may come up with ways to make them sleepy again, including singing it a lullaby, which requires a **DIF 15 Performance (Singing or Musical Instrument) Skill Test** to work.
- The cragadile has a surprisingly high jump and snaps at flying ponies that get within 15 feet of it unless they are on friendly terms! It lets out a big bellowing roar when it does so, which is sure to alert the Shadowbolts! Stay far away!
- The cragadile doesn't like the smell of the skunk cabbage flowers on the other side of the river, and runs away from any flowers downstream. A character notices that the cragadile doesn't like the flowers with a **DIF 15 Alertness (Observation or Perception) Skill Test**. Once this happens, characters may either use the flowers to deter the cragadile or offer to get rid of them to make it happy.
- Anypony who knows about cragadiles through their Specializations or from the earlier Skill Test knows that a cragadile whose mouth is

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restrained will swim downstream.

Ponies who wish to charge straight into combat instead may do so, as well. If at any point the cragadile feels threatened by the pony characters, combat begins with an **Initiative Skill Test**.

After the cragadile is appeased or Defeated, the characters hear a loud crash of thunder close by. The Shadowbolts are near!

CONFRONTING THE SHADOWBOLTS

As the characters make their way through the forest towards the sound, the trees part into a clearing. The sky is dark, covered with rain-threatening clouds. The Shadowbolts are still having their lightning fight, zooming around between clouds playing a game of hide-and-seek with lightning tag. The bolts of lightning reflect off the glittery details of the stolen Bountiful Banquet Blue Ribbon.

While the Wonderbolts are known as heroes and athletes around Equestria, the Shadowbolts are the antithesis of everything they stand for. Creating mischief and wreaking havoc is the name of the game!

These Shadowbolts (**Soarin**, **Spitfire**, and **Misty Fly**) are not like those described in **Chapter 13: Friends and Foes**, as they have only recently become affected by the Nightmare Shade. These statistics also reflect the adventure's current drain on the Shadowbolts' Essence Scores by the Nightmare Shade, and the Game Master should keep track of how this progresses for each Shadowbolt separately.

SHADOWBOLTS

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 6

MOVEMENT: 30ft Ground, 50 Aerial

STRENGTH: 4 **SPEED:** 3

SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 15 **EVASION:** 15

WILLPOWER: 13 **CLEVERNESS:** 13

SKILLS

Strength: Athletics+d6, Might +d2

Speed: Acrobatics (Flying) +d6*, Targeting +d4

Smarts: Alertness +d6

Social: Performance (Aerobatics) +d6*

PERKS

Bully Intimidation: As a Free action, a Shadowbolt can use their dark personality to use the Intimidation Skill at a $\uparrow 1$, targeting a creature's Cleverness. On a success, the creature cannot take an action against the Shadowbolt until the end of the Shadowbolt's next turn.

Lighter Than Air: As a Pegasus, a Shadowbolt gets $\uparrow 1$ on Acrobatics skill tests. Additionally, they can land on clouds and walk around Pegasus sky cities.

Lightning Crash: As a Free action while flying through a cloudy sky, a Shadowbolt can kick a lightning bolt out of a cloud! By succeeding on a DIF 10 Athletics Skill Test, they set the bolt loose. Then, they can attempt a Lightning Bolt attack with the bolt. A bolt may be saved and held for 1 minute before it dissipates.

ATTACKS

Kick (Might): +d2, Reach (1 Blunt damage)

Lightning Bolt (Targeting): +d4, Range 30ft/80ft. (1 Electric damage) In order to use the Lightning Bolt Attack, the Shadowbolt must first succeed with their Lightning Crash Perk.

Wind Buffet (Might): +d2, Range 60ft (Targets Evasion, Push Target up to 30ft.) Alternate Effects: 1 Stun damage

The clearing leads to a hill where the darkest clouds swirl slowly, with rumbling thunder and subtle flashes of cloud lightning. There appears to be an overgrown path up the hill, with the dark branches of thin trees at the top.

As the characters get close to the Shadowbolts, they overhear their conversation. They are giving their highlights of the ruined parade as they play in the sky:

"Did you see when all the cupcakes fell off that big pink float from my gust of wind? BAM!! Right in the mud!"



"I sent a lightning bolt right down next to all those singing birds, did you hear them all start tweeting off key??"

"My raincloud made all the paint run off that fancy float! Were they still painting it this morning?"

Once they get close enough (within 50 feet), the player characters also notice that these Shadowbolts aren't strangers. They're actually the Wonderbolts! **Spitfire**, **Soarin**, and **Misty Fly** are wearing Shadowbolt uniforms! If the group wants to make any Skill Tests for more information, here are some things they can learn:

- **DIF 15 Alertness (Insight) Skill Test:** These Pegasi seem really mean, which is very out of character for them! Spitfire can be intense, but she's never been cruel like this!
- **DIF 15 Culture (Magic) or Science (Biology):** There is a strange gleam on their uniforms that seems magical in nature. Something reminds you of a dream or...a nightmare!
- **DIF 15 Survival or Science (Meteorology):** The weather here is really strange and seems to be more than these three Pegasi could do on their own. It must be coming from somewhere else!

If the ponies call out to the Shadowbolts or otherwise make themselves known, the Shadowbolts stop laughing and come to harass the group. Shadowbolt Soarin shouts:

"Hey, who's there? Oh it's you, did we mess up your little party? Too bad!"

Shadowbolt Spitfire tosses the ribbon trophy from hoof to hoof, teasing the ponies, stating that if the ponies want the ribbon back, they'll have to race her for it. If anypony decides to take the challenge, Spitfire points to a hill in the distance and tells them they must beat her there to get the ribbon back.

THE RACE

The winner of the race is the first one to reach a set of Ruins that can be seen in the distance. The race is a sequence of Skill Tests that can

be augmented by different Skills for everypony involved. Ponies who cannot fly can race Spitfire from the ground, but Aerial Movement is usually a lot faster. Once Spitfire takes off, Misty Fly and Soarin try to alter the race, and the rest of the ponies can stop them or try to cheer the racing ponies on!

RUNNING THE RACE

Each Pony should roll their Initiative. Spitfire acts on 15, Soarin on 10, and Misty Fly on 5.

Ponies with a default ground or aerial movement of higher than 30 feet get a $\uparrow 1$ to their Athletics (Running or Flying) Skill. Ponies with a default ground or aerial movement of lower than 20 feet get a $\downarrow 1$ to their Athletics (Running or Flying) Skill. Outside this modifier, Movement isn't taken into consideration for this race.

The player characters won't know this, but Spitfire reaches the Ruins on their initiative on Round 6. The Game Master doesn't need to make any Skill Tests for Spitfire for the race.

The player characters who are racing make **Athletics Skill Tests** on their turns. They should record the result of the test and add all of them together into a running total. When they reach a total of 75, they reach the Ruins. If they can do this before Spitfire's action on Round 6, they win the race.

Any non-racing pony may use their Standard action on their turn to cheer on a friend who is racing. By doing so, they grant that racer an Edge on their Athletics Skill Test for the round.

During the race, the Shadowbolts try the following dirty tricks each round:

ROUND 1

- **Spitfire** focuses on flying, trying to get an early head start.
- On his turn, **Soarin** attempts to flash a surprise Lightning Bolt attack at any group of ponies left behind, aiming at the pony with the lowest Evasion. He doesn't want to hurt them, just scare them! If he hits, the bolt strikes at the targeted pony's hooves and they have a $\square 1$ to all Skill Tests for the next two rounds instead of the bolt doing damage.

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- **Misty Fly** does nothing to the pony characters but tries to catch up with Spitfire with a **DIF 15 Athletics Skill Test**, just to see how the race is going.

ROUND 2

- **Spitfire** tries to gloat to any ponies she's racing. She makes an **Intimidate Skill Test** as a Free action with a d2 against the target's Cleverness. If the target is Intimidated, their total Skill Test roll for this round is halved.
- **Soarin** spends this round going as fast as possible to a dead tree further up the path. The ponies who are not racing can alert their friends to this if they spot his actions with a **DIF 15 Alertness Skill Test**.
- **Misty Fly** splash-dives in a puddle, trying to soak the pony with the highest Social Essence Score. She rolls a +d4 to attempt the soaking. If she succeeds, they get a Snag to all Social Skill Tests for the rest of the scene, as they're splashed with chilly, gross mud.

ROUND 3

- **Spitfire** focuses on her speed, only racing this round.
- **Soarin** tries to kick a tree with a Toughness of 17 down in front of a racing pony, using his Might. With a success, he drops the tree on his turn and any ponies who are racing must avoid it, taking a Snag on their **Athletics Skill Tests** to get around it. If he doesn't drop it, he tries again next round.
- **Misty Fly** is distracted by Soarin's tree-kicking, and does nothing else this round.

ROUND 4

- **Spitfire** flaps her wings hard enough to make a Wind Buffet attack at a pony she's racing. On a success, the pony gets a Snag on its next Skill Test, instead of being Pushed or Stunned.
- **Soarin** tries to drop the tree again if he hasn't already, which now only affects the non-racing ponies. If he dropped the tree last round, he flies towards the finish line.
- **Misty Fly** aims a Lightning Bolt the same way Soarin did in round 1, aiming at the pony

with the lowest Evasion. Again, she just wants to scare them, so a hit has the same effect as Soarin's.

ROUND 5

- **Spitfire** focuses on getting to the finish line.
- **Soarin** skids in front of one of the non-racing pony characters, kicking up a sheet of muddy dirt! He rolls a +d4 to target the pony's Evasion, and if he succeeds, the pony gets ↓2 on all Skill Tests for 1 round, as they have to wipe their eyes.
- **Misty Fly** continues toward the finish line to try to catch the end of the race.

ROUND 6

Spitfire makes it to the ruins of the Castle of the Two Sisters. If a player character makes it there with a Skill Test total roll of 75 or more, they win the race, and she grumbles, "*Your friends helped you cheat. Fine, take it, it's ugly anyway.*" Spitfire tosses the ribbon in anger and jealousy. Any Pony can make a **DIF 12 Athletics** or **Acrobatics Skill Test** to try and catch it before it falls in a mud puddle.

If she wins the race, Spitfire gloats, "*Geez, you nerds are slow,*" and tosses the ribbon back over her shoulder as she and the other Shadowbolts walk into the ruins. Any pony can try and catch the ribbon, but they do so with a □1 since they aren't ready for the throw.

CREEPY RUINS

The ruins raise up like dark stone skeletons of buildings, old, tattered banners and tapestries blowing in the wind. With flashes of magical lightning and swirls of dark clouds, it's obvious: this is where all the weather and bad feelings are coming from! If the player characters are to find Rainbow Dash and restore the Wonderbolts they are going to have to enter the Ruins to find out what is going on.

PART 4: RUINS OF THE TWO SISTERS

The dark, broken spires and rubble from the walls stand starkly against the natural wildness of the Everfree Forest. A dark swirl of clouds spins slowly over the ruins, spattering light rain along with rumbling thunder and flashes of cloud lightning. The wind blows fiercely, making it difficult to fly in this area. Anypony that attempts to fly in this weather does so at half speed, due to the gusts of wind.

There is no barrier to the ponies entering the ruins, as the large wooden doors hang open on their broken hinges. As the characters enter, read or paraphrase the following:

Once inside the ruins, the weather somehow gets even more intense. The wind picks up, the rain is stronger, and as you step into the ruins, there's a loud crash of thunder! You hear a flapping noise, maybe wings? Before you can react, a flutter of napkins and a mostly empty picnic basket blow across your path.

The foyer leads down a long hallway trimmed with an old, threadbare carpet and up crumbling stone stairs to the throne room. Once they enter the hallway, they hear a strange noise over the shrieks of the wind that sounds like crying.

THRONE ROOM

The throne room is a large chamber, 150 feet long and 60 feet wide, with stained glass windows between 5-foot wide columns running up the walls to its tall ceilings. Two thrones sit atop a 10-foot tall platform, accessible by a short flight of stairs. During times when the royal court was in session, the room would be filled with ponies facing the dais with the Sisters' ornate thrones, but now, the room is cleared and empty, with dusty floors and windows and cobwebs connected to what little decor is left.

In the center of the ancient throne room chamber, the characters immediately see **Rainbow Dash** sitting in front of a strange black flower.

Rainbow Dash hangs her head sadly over the flower, surrounded by a vortex of dark glittering energy. The cloud of energy flows up to the crumbling royal balcony on the second story. As the player characters gaze up, a shimmering form comes into view: it is a giant **Nightmare Shade**! The shade is slightly transparent, hunched over in a similar position to Rainbow Dash, glistening tears falling occasionally from its glowing eyes.

As the ponies enter the chamber, the Game Master should have everyone roll their Initiative. Even though no combat has begun, it helps the players take turns as they try to help Rainbow Dash. But before anyone can take an action, the Shade lets out a deep yell:

"I don't want to see anyone! Go away!"

A strong gust of wind blows down through the chamber and hallway, aiming to push the ponies right back out the room! This wind attack is a **Might +d4** against Toughness. Any ponies that fail to defend against the blast are rolled down the hallway and have to spend a Move action to run back in.

If using an encounter map, a full size version of the Throne Room Map can be found at the back of this book.

Ponies evaluating the scene may notice the following:

- Anypony may make a **DIF 15 Survival or Science (Botany) Skill Test**. Success reveals the flower to be the mythological Sorrowbloom flower, which only grows from a Princess's tears. Princess Luna/Nightmare Moon must have sown the seeds for it to bloom thousands of years ago when she was banished to the moon!
- The player characters also notice the Shadowbolts hovering around the Nightmare Shade as if they are being commanded to protect it.
- Rainbow Dash is protected by a swirling vortex of magic and wind. A successful **DIF 13 Brawn Skill Test** is required to push past the winds and approach her.
- Rainbow Dash (and the Nightmare Shade) appears to be crying softly. Whenever Rainbow Dash makes a noise, it seems to reverberate through the Nightmare Shade.

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SO, ARE WE GONNA FIGHT?

The Shadowbolts are relentless and continue to egg on the player characters, spoiling for a fight. Due to the corruption of the Sorrowbloom flower, they won't listen to reason and have lost all of their Wonderbolt selves! After any banter or attempts at conflict resolution by other means, one of the Shadowbolts instigate combat by sending a Lightning Bolt towards one of the characters, initiating Initiative Skill Tests and Combat.

The Shadowbolts use the following tactics during combat:

When the combat scene starts, the Shadowbolts begin flying around the Nightmare Shade. If the ponies get close, they try to hit them with their Lightning Bolt attacks!

The Nightmare Shade tries to consume Essence to save itself. The Shade has already been consuming Essence throughout the day to keep Rainbow Dash and the Wonderbolts under its spell. The Shadowbolts have current Essence Scores in their stat blocks. Rainbow Dash is already down to 1 Essence in each Essence Score and can't provide any more sustenance without shutting down completely. Each time the Nightmare Shade gets down to half of its Health, it uses its Sorrow Eater Power to consume a point from the Strength, Speed, Smarts, or Social

WHAT HAPPENED TO RAINBOW DASH

The Wonderbolts and Rainbow Dash were practicing their routine over Everfree Forest to not spoil the surprise for the parade. They happened to stop in the ruins courtyard for their lunch. Rainbow Dash was excited to tell her heroes about her time defeating Nightmare Moon.

The Wonderbolts listened but seemed like they were in a rush to get back to practicing and didn't want to join her in the throne room so she could reenact the story. Rainbow Dash felt like the Wonderbolts didn't think she was cool, and she went off to explore the ruins on her own.

Rainbow Dash went into the throne room herself to check it out again. Saddened that she wasn't getting to spend any time with any of her friends down at the Festival and thinking that the Wonderbolts didn't like her story, she started to cry with frustration and loneliness. As her tears hit the ground, a strange flower sprouted out of nowhere! Immediately, it started to glow with a dark purple magic, entrancing her!

The flower drew a Nightmare Shade which took over Rainbow Dash, feeding on her insecurity and loneliness. When the Wonderbolts came to find her after she had been gone for too long, they were swept up in the magic as well, becoming the Shadowbolts!

Essence of whichever Shadowbolt is closest, and once any of their scores hits 1 point, the Shadowbolt is incapacitated (with the usual rules for 0 Essence).

The Nightmare Shade tries to take over any player characters that it can sense might feel a negative emotion, using its Deep Sympathy Perk and Fall into Shadow Power. This can be fear, anger, or sadness.

Any pony that's showing strong positive emotions is painful for the Nightmare Shade to bear. A pony can spend a Move action to say something supportive and kind which gives a downshift to the Nightmare Shade to keep its hold on either Rainbow Dash or an individual Shadowbolt. This also causes 1 damage to the Nightmare Shade.

The Game Master should make it obvious to players when the Nightmare Shade is damaged by their positive attitudes, either by roleplaying how positivity hurts it or just by stating that something that they are doing is damaging it.

Appealing to Rainbow Dash with any of the following gives the Nightmare Shade ↓2 and a Snag to its Skill Test to keep her under its spell:

- Everyone's been looking forward to her performance all day
- She gets to perform with the Wonderbolts!
- This isn't the first time she's beaten a Nightmare! Come on!

If things get bad, the Game Master might like to remind the player characters that they have the special cider that was given to them earlier (if they earned it), which heals Health.

If they don't think of it themselves, a **DIFF 10 Animal Handling Skill Test** might remind them they could gift the red feather, or a cupcake, or make a similar gesture to any of the Shadowbolts, upon which they immediately break free from the Shade! If the ponies try to give a gift to the Nightmare Shade, it loses half of its remaining Health immediately. There is powerful Friendship magic in each, given the way it was acquired.

Once the Nightmare Shade loses half its Health, it consumes as much as it can from the Shadowbolts! This drain makes each of the Shadowbolts force the Nightmare Shade to try and keep its hold over them. If any of the Shadowbolts break, their outfits immediately change back to Wonderbolts colors, and they immediately join the ponies to try and defeat the Shade!

When the Nightmare Shade reaches a quarter of its health, it releases its hold on the Shadowbolts completely, restoring them to the Wonderbolts!

On their first turn after becoming Wonderbolts at any stage of the encounter, they say the following:

RUNNING AN ADVENTURE

- **Soarin:** *"Dash, your Rainboom is one of the coolest things we've ever seen! You're amazing!"*
- **Misty Fly:** *"We couldn't wait to perform with you today! Let's get back to Ponyville!"*
- **Spitfire:** *"Your Rainboom over the sunset is gonna be so freaking awesome!"*

Should that happen, the Nightmare Shade (not horribly outnumbered) begins to stutter and shrink, her angry cries beginning to turn into sad sobs, and whispered apologies. Once the Shade loses the last of its Health, the flower withers, and the shadowy shimmer dissipates from around Rainbow Dash. She sits up and rubs her eyes, almost as if she's waking up from a dream. She looks surprised that everyone is around her, wondering what happened!

The characters can now ask questions, and Rainbow Dash sheepishly explains it all. She's embarrassed for causing so much trouble and very apologetic. If the characters show her the Bountiful Bouquet Blue Ribbon and it's dirty, she holds it reverently, zipping off to a nearby cloud to clean it the best she can with collected cloud water.

"We all gotta go back and help clean up! I did this, I gotta go make it right!"

If any character moves to study the flower, they can easily collect the specimen. This would be a great find to bring to a botanist, Zecora, or even the Princesses in Canterlot. This flower could even start a larger adventure based on the study of Nightmare magic (as long as the player characters are careful).

CONCLUSION

The ponies return to Ponyville, most likely expecting to need to help clean everything up. To their surprise, everyone has come together and the party is back on track! Ponies are muddy, the floats are pretty disheveled, but once the weather cleared up everyone was able to make quick work of the mess.

As they come back to town, **Twilight Sparkle**, **Applejack**, **Rarity**, **Fluttershy**, and **Pinkie Pie** run out to meet them. Everyone is so happy to see Rainbow Dash and, speaking over each other, want to know what happened. Rainbow Dash looks sheepish, but admits everything.

The characters have an opportunity to ask questions or convince Rainbow Dash to continue with the show at the festival. If none of them speak up, the Wonderbolts convince her that they can't do the show without her, and they still want her there.

With happy laughter and hugs, the group has been reunited! Pinkie Pie's party cannon begins shooting cupcakes, and the party continues through the night!

As the sky begins to change colors, the whole festival is moved to Sweet Apple Acres. Sitting on the broad lawn of the farm, ponies eat the last of their treats and drink delicious apple cider as Rainbow Dash and the Wonderbolts begin their performance, bursting clouds like fireworks, illuminated by the changing sunset sky. Just before the sun passes past the horizon, a shimmering, enormous Rainboom blasts across the sky, illuminating the burst clouds with rainbow prisms over the whole farm. Now THAT'S a good festival!

REWARDS

The ponies have concluded their very first adventure. If they aren't already at that level or above, they advance to Level 2 immediately! Each of the player characters may also pick one of the Mane Six (whichever they got on with best) as a temporary contact for the next adventure. Rescuing Rainbow Dash has made them new friends.

APPENDIX



IF YOU WANT TO GET PLAYING THE MY LITTLE PONY ROLEPLAYING GAME RIGHT AWAY, WE PRESENT 'THE RENEGADE SIX' AS PREGENERATED PLAYER CHARACTERS, ALL READY TO GO. JUST COPY OUT THE DETAILS OF WHICHEVER ONE YOU WANT TO PLAY AND GET STARTED. THESE CHARACTERS REPRESENT ONE OF EACH OF THE ROLES AND OFFER A VARIETY OF ORIGINS AS WELL AS SKILLS AND ABILITIES. THERE IS ALSO SOME DETAIL ON THEIR CHARACTER AND BACKGROUND AND HOW THEY CONNECT AS A GROUP.

THE RENEGADE SIX

You don't even have to play them as they are. If you have your own idea for a Pegasus journalist you need not play Aurora Glow as she is. You can just take her statistics and give the character a new name and background that suits what you want to play. With a little more care you can change a Unicorn to a Pegasus or an Earth Pony into a Unicorn etc. Going further you can change around some of the Skill and Perk options. However, if you are going to go much further than that you should create them from scratch. If it is going to take longer to adjust and amend the Renegade Six, you may as well create new characters!

Even if you don't choose to play the Renegade Six, they offer a good example of the sort of characters you can create and the ways you can connect the group together. So, as usual, take from this appendix what you need to help develop your game and play the way you want to.

THE RENEGADE SIX

Unofficially led by Aurora Glow, the Renegade Six come together to solve mysteries and right wrongs in Equestria. The name comes from Aurora's insistence that they must remain outside the system to remain impartial and report the truth. Everyone else isn't exactly sure what she is on about, but thinks the name is pretty cool so they are happy to go with it.

Aurora Glow is an investigative journalist looking to shine the light of truth on wrongdoing in Equestria. Her investigations are usually what drive the group to adventure. Her best friend from childhood is Bubble Brew, who she often asks for gossip and news from the heart of the Canterlot Court. She is also a huge fan of Ditty Riffs but tries to stay cool about it (and usually fails).

Bubble Brew is a potion maker and would love a quiet life. But her friend Aurora Glow keeps trying to draw her into adventure. She works on magical defenses for Canterlot and so has inside knowledge about threats to Equestria, which very much interests Aurora. Recently she has been asked to take on a filly called Gillyam as an

apprentice and teach her magic. She likes Gilly a lot but is worried Gilly's gift may be too powerful for even her expertise.

Ditty Riffs is one of Equestria's premier musicians and loves nothing better than being on stage. He became friends with Aurora Glow when she interviewed him for the newspaper. They got on very well and stayed in touch, so Aurora now covers all his concerts. His best friend is Feather Fall since they worked on many charity projects together. He is deeply impressed at Feather Fall's selfless dedication and looks up to him as an example.

Feather Fall is a care worker helping out the elderly and those in need in Equestria. He fixes things, fetches things and offers company to anyone in need. His best friend is Ditty Riffs who he has worked on several charity building projects with. In fact, Ditty was so 'down to earth' it was a long time before Feather Fall realized he was a famous musician. It has now become a running joke between them for Feather Fall to pretend he's forgotten who Ditty even is.

Stormy Night is well known as a storyteller, albeit a scary one. But she has a way of always making her audience laugh. She runs several storytelling groups and it was through one of these she met Gilly and noticed her powerful magical talent. She made sure Gilly got an apprenticeship to a qualified magician to develop her talent, which turned out to be Bubble Brew. But Stormy Night still considers herself Gilly's mentor and while she has the greatest respect for Bubble Brew, still feels she should be the one to take care of Gilly.

Gillyam (Gilly) is a young filly who loves stories and painting, and really wants to get her Cutie Mark as soon as possible. She especially loves hearing Stormy Night's tales of horror and hysterical laughter. It was during one of these her emotions got the better of her and she found herself casting a spell by accident. But instead of being upset, Stormy Night made sure she got apprenticed to Bubble Brew. While Gilly has more interest in spells than potions, she idolizes Bubble Brew and thinks her ability with magic is very cool.

AURORA GLOW

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.

CONCEPT: Journalist

ROLE: Spirit of Honesty

ORIGIN: Pegasus **LEVEL:** 1 **HEALTH:** 2

INFLUENCES: Adventurer, Vigilant

HANG-UPS: Misplaced Confidence

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.

SIZE: Common **WEALTH STATUS:** Average

MOVEMENT: 30ft ground and 30ft aerial

CUTIE MARK: A shooting star with a colorful tail

CUTIE MARK SKILL: Alertness, Aurora Glow has a nose for clues

ESSENCES

STRENGTH: 3 (Bronze) **SPEED:** 4 (Silver)

SMARTS: 4 (Gold) **SOCIAL:** 5 (Diamond)

DEFENSES

TOUGHNESS: 13

EVASION: 14

WILLPOWER: 14

CLEVERNESS: 15

SKILLS

STRENGTH: Athletics —, Brawn —, Conditioning —, Intimidation d4, Might d2

SPEED: Acrobatics —, Driving —, Finesse d2, Infiltration d6, Initiative —, Targeting —

SMARTS: Alertness* (Investigation) d4, Culture d2, Science —, Survival —, Technology —

SOCIAL: Animal Handling —, Deception d2, Performance —, Persuasion d6, Streetwise d2 —

SPELLCASTING —

*Skills marked with an * are Specialization Skills. Italicized Skills are Influence Skills*

PERKS

Air Born (Origin): 30ft ground and 30ft ww

Cutie Mark (Origin): Step up your skill die by 1 when your action applies to your Cutie Mark Skill area.

Lighter than Air (Origin): Aerial acrobatics are in your hollow bones. You get ↑1 on Acrobatics Skill Tests. Additionally, you can land on clouds and walk around Pegasus sky cities.

Wild Tales (Influence): You're passionate about exploring new places, environments, and cultures and have a deep wealth of stories about your adventures to draw from. Once per scene, when you tell a short story about your experiences, you gain Edge on a Smarts or Social Skill Test.

Take in a Scene (Influence): When you roll for Initiative, also roll an Alertness Skill Test to see any creatures trying to Surprise you. If you succeed, you are not Surprised.

Misplaced Confidence (Hang-Up): When you Take In A Scene, if your Alertness Skill Test fails, you are surprised by any creature you failed to notice for two turns instead of one.

A Talent for Honesty (Role): You can perform actions related to Honesty more easily than most ponies. Once per turn, treat a Standard action related to Honesty as a Move action, or a Move action as a Free action. Free actions related to your Honesty cost no actions for you.

Honesty is Magic (Role): Once per scene, when you act in the spirit of Honesty, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Speak your Truth (Role): Ponies tend to focus on your words and not your tone or theatrics. At 1st level, choose an Essence other than Social. When you increase that Essence Score, you can spend the skill point on Persuasion, as though it was that Essence's Skill.

THE RENEGADE SIX



BUBBLE BREW

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.

CONCEPT: Alchemist

ROLE: Spirit of Loyalty

ORIGIN: Unicorn **LEVEL:** 1 **HEALTH:** 2

INFLUENCES: Precise

HANG-UPS: None

BACKGROUND BONDS: I enjoy crafts that require fine details.

SIZE: Common **WEALTH STATUS:** Affluent

MOVEMENT: 30ft Ground

CUTIE MARK: A heart shaped potion bottle

CUTIE MARK SKILL: Potion making and alchemy

ESSENCES

STRENGTH: 5 (Gold)

SPEED: 2 (Bronze)

SMARTS: 6 (Diamond)

SOCIAL: 3 (Silver)

DEFENSES

TOUGHNESS: 15

EVASION: 12

WILLPOWER: 16

CLEVERNESS: 13

SKILLS

STRENGTH: Athletics d2, Brawn —, Conditioning —, Intimidation —, Might —

SPEED: Acrobatics —, Driving —, Finesse d4, Infiltration —, Initiative —, Targeting —

SMARTS: Alertness d6, Culture d2, Science d2, Survival —, Technology d2

SOCIAL: Animal Handling —, Deception d2, Performance —, Persuasion d2, Streetwise d2

SPELLCASTING* (Magical Knowledge) d6

Mastered Spells: Energy Beam (Elementary Beam), Healing Bandages (Elementary Aid), Bestow Expertise (Superior Enchantment)

*Skills marked with an * are Specialization Skills. Italicized Skills are Influence Skills*

PERKS

Magical (Origin): You gain Magical as a free General Perk.

Cutie Mark (Origin): Step up your skill die by 1 when your action applies to your Cutie Mark Skill area.

Telekinesis (Origin): Unicorns can maneuver any object by magic as if picking it up themselves up to a distance of 10ft away from you. However, this power uses their Smarts not their Strength to move the object. So any Skill Test they make to manipulate the object uses their Alertness Skill instead of their Might or Brawn Skill.

Detail Oriented (Influence): When you make a Finesse Skill Test you may choose to use either a Move or a Standard Action for the Test. You may use this Perk three times/day.

A Talent for Loyalty (Role): You can perform actions related to Loyalty more easily than most ponies. Once per turn, treat a Standard action related to Loyalty as a Move action, or a Move action as a Free action. Free actions related to your Loyalty cost no actions for you.

Loyalty is Magic (Role): Once per scene, when you act in the spirit of Loyalty, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Reactionary (Role): You're quick to Spring into Action. At 1st level, you get ↑1 on Initiative Skill Tests. If you're not first in Initiative order, you can roll a new Initiative check as a Free action once per turn to set your Initiative for the next turn.

THE RENEGADE SIX



FEATHER FALL

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.

CONCEPT: Care Worker

ROLE: Spirit of Kindness **ORIGIN:** Pegasus

LEVEL: 1 **HEALTH:** 2

INFLUENCES: Nimble, Spring into action

HANG-UPS: Ambush prone

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.

SIZE: Common **WEALTH STATUS:** Average

MOVEMENT: 15ft ground and 45ft aerial

CUTIE MARK: Three falling leaves

CUTIE MARK SKILL: Helping those in need

ESSENCES

STRENGTH: 3 (Gold) **SPEED:** 5 (Bronze)
SMARTS: 2 (Silver) **SOCIAL:** 6 (Diamond)

DEFENSES

TOUGHNESS: 13 **EVASION:** 15
WILLPOWER: 12 **CLEVERNESS:** 16

SKILLS

STRENGTH: Athletics d2, Brawn d2, Conditioning —, Intimidation —, Might d2

SPEED: Acrobatics d4, Driving —, Finesse —, Infiltration —, Initiative d4, Targeting d2

SMARTS: Alertness d2, Culture —, Science —, Survival d2, Technology —

SOCIAL: Animal Handling d4, Deception —, Performance —, Persuasion* (Understanding) d6, Streetwise —

SPELLCASTING —

*Skills marked with an * are Specialization Skills.*

Italicized Skills are Influence Skills

PERKS

Air Born (Origin): 15ft ground and 45ft aerial movement

Cutie Mark (Origin): Step up your skill die by 1 when your action applies to your Cutie Mark Skill area.

Lighter Than Air (Origin): Aerial acrobatics are in your hollow bones. You get ↑1 on Acrobatics Skill Tests. Additionally, you can land on clouds and walk around Pegasus sky cities.

Acrobatic Reaction (Influence): Once per day, when an effect successfully targets your Evasion, you can immediately make an Acrobatics Skill Test against a DIF set by the results of the effect's Skill Test. If you succeed, the effect fails. For example, if a snare trap successfully hooks your hoof, you can use Acrobatic Reaction to see if your natural nimbleness saved you at the last second.

Springy (Influence): When you roll your first Initiative Skill Test in a Conflict, you can do so as if you have a specialty in Initiative.

Ambush Prone (Hang Up): Enemy creatures targeting you when you're surprised get Edge on attacks.

A Talent for Kindness (Role): You can perform actions related to Kindness more easily than most ponies. Once per turn, treat a Standard action related to Kindness as a Move action, or a Move action as a Free action. Free actions related to your Kindness cost no actions for you.

Kindness is Magic (Role): Once per scene, when you act in the spirit of Kindness, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Empathy (Role): Choose either Alertness, Animal Handling, or Persuasion as your Empathy skill. When one of your Spirit of Kindness Role Perks mentions making an Empathy Skill Test, this is the Skill Test you roll. Even if your Empathy skill is Animal Handling, you can still use it on ponies and other creatures. Think of it as learning empathy from handling animals, and applying those lessons to interacting with other creatures.

THE RENEGADE SIX



DITTY RIFFS

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!

CONCEPT: Musician

ROLE: Spirit of Generosity **ORIGIN:** Earth Pony
LEVEL: 1 **HEALTH:** 3

INFLUENCES: Crowd Pleaser
HANG-UPS: None

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

SIZE: Common **WEALTH STATUS:** Rich
MOVEMENT: 45ft Ground

CUTIE MARK: A guitar playing musical notes
CUTIE MARK SKILL: Performance skill

ESSENCES

STRENGTH: 4 (Gold) **SPEED:** 3 (Silver)
SMARTS: 2 (Bronze) **SOCIAL:** 7 (Diamond)

DEFENSES

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 17

SKILLS

STRENGTH: Athletics d2, Brawn d2, Conditioning —, Intimidation —, Might d4

SPEED: Acrobatics d2, Driving —, Finesse —, Infiltration —, Initiative d4, Targeting —

SMARTS: Alertness d4, Culture —, Science —, Survival —, Technology —

SOCIAL: Animal Handling —, Deception —, *Performance** (Music) d8, Persuasion —, Streetwise d4

SPELLCASTING —

*Skills marked with an * are Specialization Skills. Italicized Skills are Influence Skills*

PERKS

Adaptable (Origin): Once per scene, when using a Skill from the Social Essence score, you can make the roll as though you are specialized. If you already have a specialty for that skill you get no bonus so you'd best save it for later!

Cutie Mark (Origin): Step up your skill die by 1 when your action applies to your Cutie Mark Skill area.

Grounded (Origin): Gain the Wealth General Perk

Wealth (General): Once per game session, you may choose to automatically pass any Skill Tests whose success could be bought. You gain Edge on Social Skill Tests where you can flaunt your wealth. Improve your Wealth Status by 1 level (you may take this Perk again multiple times to improve your Wealth Status by 1 each time).

Wow the Audience (Influence): You gain ↑1 on Performance Skill Tests if 10 or more creatures are present and observing you. You gain an additional ↑1 if 100 or more creatures are present and observing you, and another ↑1 if 1000 or more creatures are present and observing you.

A Talent for Generosity (Role): You can perform actions related to Generosity more easily than most ponies. Once per turn, treat a Standard action related to Generosity as a Move action, or a Move action as a Free action. Free actions related to your Generosity cost no actions for you.

Generosity is Magic (Role): Once per scene, when you act in the spirit of Generosity, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Generosity of Spirit (Role): You can grant another player character an upshift ↑1 to any Skill Test, but you must declare you are using the ability before they roll the dice. On the next Skill Test you make (whatever it is), you suffer a downshift ↓1 on that Skill Test. You cannot use this ability again until you have made a Skill Test and suffered the penalty.

THE RENEGADE SIX



STORMY NIGHT

A fan of telling stories and scaring her friends, Stormy Night gives tours of "Equestria's most haunted neighborhoods." She recounts the history of weird happenings in each area, sharing the rumors of what supernatural events transpired there. She can come off as a little 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 helps set the tone for her stories, and helps her keep her cool when she visits haunted sites looking for story ideas. But in truth she is always trying to make people laugh instead of really scaring them.

CONCEPT: Storyteller

ROLE: Spirit of Laughter **ORIGIN:** Earth Pony
LEVEL: 1 **HEALTH:** 4

INFLUENCES: Mentor

HANG-UPS: None

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

SIZE: Common **WEALTH STAUS:** Average
MOVEMENT: 45ft Ground

CUTIE MARK: A blue ghost and purple rain cloud.

CUTIE MARK SKILL: Storytelling, especially spooky stories

ESSENCES

STRENGTH: 5 (Diamond) **SPEED:** 2 (Bronze)
SMARTS: 5 (Silver) **SOCIAL:** 4 (Gold)

DEFENSES

TOUGHNESS: 15 **EVASION:** 12
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

STRENGTH: Athletics —, Brawn —, Conditioning 1, Intimidation* (Frighten) d6, Might —

SPEED: Acrobatics —, Driving —, Finesse —, Infiltration —, Initiative d2, Targeting d2

SMARTS: Alertness d4, Culture d4, Science d2, Survival —, Technology —

SOCIAL: Animal Handling —, Deception d2, Performance* (Storytelling) d4, Persuasion —, Streetwise —

SPELLCASTING —

*Skills marked with an * are Specialization Skills. Italicized Skills are Influence Skills*

PERKS

Adaptable (Origin): Once per scene, when using a Skill from the Social Essence score, you can make the roll as though you are specialized. If you already have a specialty for that skill you get no bonus so you'd best save it for later!

Cutie Mark (Origin): Step up your skill die by 1 when your action applies to your Cutie Mark Skill area.

Grounded (Origin): Gain 'Fearsome' general perk

Fearsome (General): You make other creatures nervous. Intimidation is a Social Skill for you, in addition to being a Strength Skill. You gain a ↑1 on Intimidation Skill Tests with your hard stare.

Those Who Know, Teach (Influence): Three times per day, when you Lend Assistance, the creature you assist gains the benefits of your help for the rest of the scene/encounter instead of 1 Skill Test.

A Talent for Laughter (Role): You can perform actions related to Laughter more easily than most ponies. Once per turn, treat a Standard action related to Laughter as a Move action, or a Move action as a Free action. Free actions related to your Laughter cost no actions for you.

Laughter is Magic (Role): Once per scene, when you act in the spirit of Laughter, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Cheer (Role): You have a pool of Cheer Points. Cheer Points can be used as a Free Action to reroll a failed Perform Skill Test. The more Cheer Points in your pool, the brighter your mane. Using Cheer Points desaturates your colors, to the point that you turn a grey shade of your usually exuberant self when your Cheer Points pool is empty. Your Cheer Point pool refreshes back to full each day after a good night's sleep.

THE RENEGADE SIX



GILLYAM (GILLY)

This colorful Unicorn filly found herself mastering magic even before getting her Cutie Mark. She enjoys painting, but gets uncomfortable when older ponies assure her that her Cutie Mark will symbolize art. She wants to explore her interests and talents just like any other filly her age. She wouldn't mind if her Cutie Mark was about art but she's worried "You'll definitely have an artist's cutie mark" will turn into either "I knew you'd have an artist's cutie mark" or "I can't believe you don't have an artist's cutie mark!" She already feels overshadowed by her Cutie Mark, and she hasn't even gotten hers yet. However, art has helped her understand magic. Just as she knows where to put her colors when she's painting, she knows how to cast a spell by feeling and instinct. But her instinct isn't always right, and she magicked her way into a spotty coat as a result.

As a Filly, Gillyam doesn't have a Cutie Mark or Cutie Mark Origin Perk. She can also only have one Influence. But she has already proved talented enough in magic to gain a Role.

CONCEPT: Apprentice Magician

ROLE: Spirit of Magic **ORIGIN:** Unicorn

LEVEL: 1 **HEALTH:** 3

INFLUENCES: Artisan (Painting)

HANG-UPS: None

BACKGROUND BONDS: I pump all of my feelings, good or bad, into my art.

SIZE: Common **WEALTH STAUS:** Strained

MOVEMENT: 30ft Ground

CUTIE MARK: None

CUTIE MARK SKILL: None

ESSENCES

STRENGTH: 2 (Silver)

SPEED: 4 (Gold)

SMARTS: 4 (Bronze)

SOCIAL:

6 (Diamond)

DEFENSES

TOUGHNESS: 12 **EVASION:** 14

WILLPOWER: 14 **CLEVERNESS:** 16

SKILLS

STRENGTH: Athletics d2, Brawn —, Conditioning 1, Intimidation —, Might —

SPEED: Acrobatics —, Driving —, Finesse d2, Infiltration d2, Initiative d4, Targeting —

SMARTS: Alertness d2, Culture d2, Science —, Survival —, Technology d2

SOCIAL: Animal Handling d2, Deception —, Performance* (Painting) d4, Persuasion —, Streetwise —

SPELLCASTING d6

Mastered Spells: Adapt (Elementary Enchantment), Common Ground (Elementary Enchantment), Help Yourself (Elementary Utility)

*Skills marked with an * are Specialization Skills. Italicized Skills are Influence Skills*

PERKS

Magical (Origin): You gain Magical as a free General Perk.

Telekinesis (Origin): Unicorns can maneuver any object by magic as if picking it up themselves up to a distance of 10ft away from you. However, this power uses their Smarts not their Strength to move the object. So any Skill Test they make to manipulate the object uses their Alertness Skill instead of their Might or Brawn Skill.

Express Yourself (Influence): You are passionate about your art style, and gain Edge on Social and Smarts Skill Tests where your art style applies.

A Talent for Magic (Role): You can perform actions related to Magic more easily than most ponies. Once per turn, treat a Standard action related to Magic as a Move action, or a Move action as a Free action. Free actions related to your Magic cost no actions for you.

Magic is Magic (Role): Once per scene, when you act in the spirit of Magic, you gain a Friendship point.

Friendship Circle (Role): You can form a friendship circle with other ponies to share a bonus

Mystical Understanding (Role): You understand the magic of the universe, and can use it when you need it. At 1st level, you gain a pool of Mystical Points. You can spend these points to gain the following benefits:

- **Essential Research:** You can temporarily increase an Essence score related to where you are or who you're with by spending an hour there and spending a Mystical Point.

THE RENEGADE SIX

Your Essence Score increases by 1 for the rest of the day. As usual, when you increase an Essence Score, your Defense increases as well, and you gain a Skill Point to invest in a Skill related to that Essence, or the Spellcasting skill. You lose these once you've had a night's sleep. This ability can be used only 3 times per day.

- **Magically Fit In:** You gain ranks in a skill related to where you are or who you're with. For example, if you are at a gym, you could spend Mystical Points to gain ranks in Athletics. The number of ranks you gain is equal to the amount of Mystical Points you spend. These ranks last for the rest of the scene.
- **Refocus: Your Current** Spellcasting Rank, whatever it is, returns to your Total Spellcasting Rank. Refocus is a Standard

action and costs 2 Mystical Points.

- **Spellcosting:** You can reduce the Cost to cast a spell you've mastered by the number of Mystical Points you spend as a Free action. For example, if you cast a spell with $\downarrow 1$ Spellcasting Cost, and spend 1 Mystical Point, you cast the spell without downshifting your Spellcasting skill.
- **Spellcialize:** When you roll a Skill Test that you have at least one Rank in but you aren't Specialized, you can spend a Mystical Point as a Free action to roll as though you are Specialized.

Your pool of Mystical Points refills once per day after you sleep 6 hours. The Game Master might let you sleep and refresh your pool earlier, but only after an exhausting enough day to sleep that often.




NAME

ORIGIN

DESCRIPTION

INFLUENCES

HANG-UPS



ROLEPLAYING GAME

CHARACTER SHEET

PRONOUNS

ROLE

LANGUAGES

MOVEMENT

FRIENDSHIP POINTS

WEALTH STATUS

HEALTH

DAMAGE

ATTACK				
NAME	RANGE	ATTACK	EFFECTS	NOTES



STRENGTH

TOUGHNESS ☐

10 + ☐ + ☐ + ☐

ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

BRAWN D2 D4 D6 D8 D10 D12

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

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INTIMIDATION D2 D4 D6 D8 D10

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MIGHT D2 D4 D6 D8 D10 D12

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SPEED

EVASION ☐

10 + ☐ + ☐ + ☐

ESSENCE PERKS ARMOR

ACROBATICS D2 D4 D6 D8 D10 D12

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specialization

DRIVING D2 D4 D6 D8 D10 D12

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FINESSE D2 D4 D6 D8 D10 D12

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specialization

INFILTRATION D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

INITIATIVE +1 +2 +3 +4 +5 +6

○ ○ ○ ○ ○ ○

specialization

specialization

specialization

TARGETING D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

SMARTS

WILLPOWER ☐

10 + ☐ + ☐ + ☐

ESSENCE PERKS ARMOR

ALERTNESS D2 D4 D6 D8 D10 D12

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specialization

CULTURE D2 D4 D6 D8 D10 D12

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specialization

SCIENCE D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

SURVIVAL D2 D4 D6 D8 D10 D12

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specialization

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TECHNOLOGY D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

SOCIAL

CLEVERNESS ☐

10 + ☐ + ☐ + ☐

ESSENCE PERKS ARMOR

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

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DECEPTION D2 D4 D6 D8 D10 D12

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PERFORMANCE D2 D4 D6 D8 D10 D12

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PERSUASION D2 D4 D6 D8 D10 D12

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specialization

specialization

specialization

STREETWISE D2 D4 D6 D8 D10 D12

○ ○ ○ ○ ○ ○

specialization

specialization

specialization



BACKGROUND BONDS

GEAR

PERKS

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



CUTIE MARK

SPECIAL TALENT



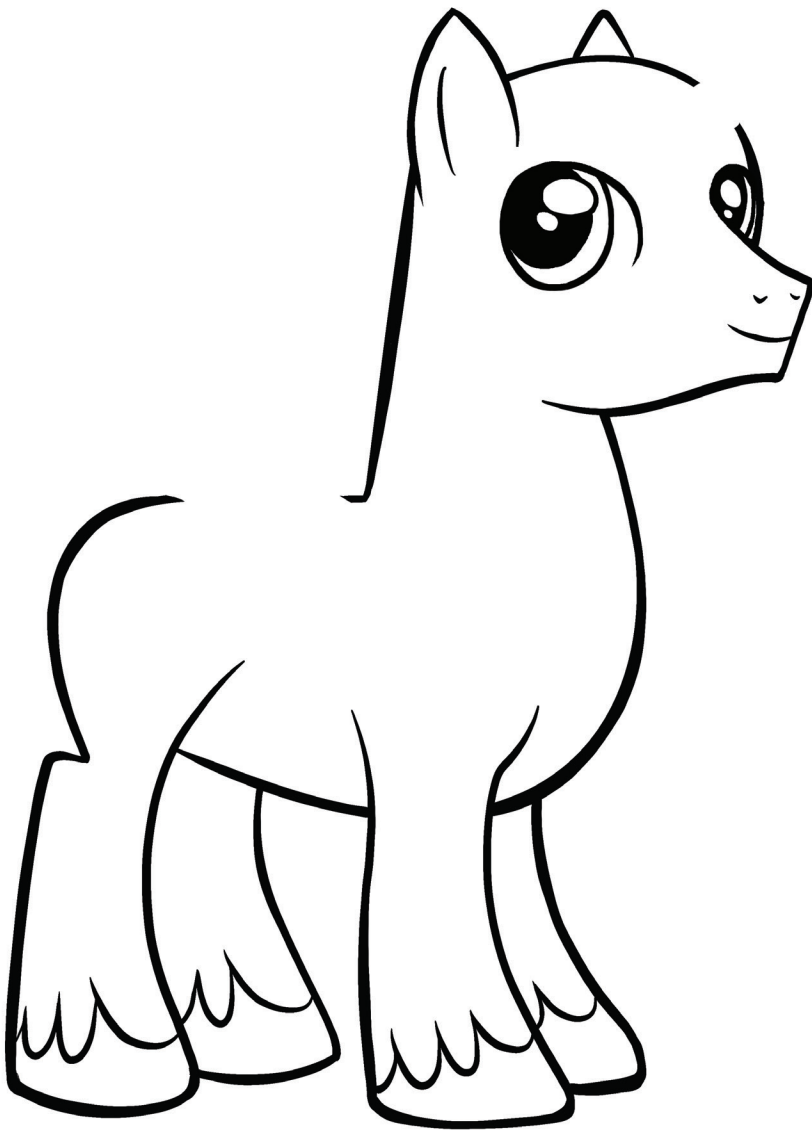


CUTIE MARK

Blank box for drawing the Cutie Mark.

SPECIAL TALENT

Blank box for drawing the Special Talent.




MAGIC SHIFT TRACKING SHEET


MARK YOUR USUAL SPELLCASTING SKILL RANK IN THE TOTAL COLUMN, THEN USE A TOKEN TO TRACK YOUR CURRENT RANK IN THE CURRENT COLUMN. REMEMBER THAT EACH SPELL HAS A DOWNSHIFT COST BUT YOU REGAIN $\uparrow 1$ EACH TURN UNTIL YOU RETURN YOU YOUR USUAL SPELLCASTING SKILL RANK. IF YOU NEED TO RESTORE YOUR SPELLCASTING SKILL FASTER, ON YOUR TURN YOU MAY SUFFER 1 HEALTH DAMAGE TO GAIN AN ADDITIONAL $\uparrow 1$ TO YOUR SPELLCASTING SKILL.

Each player can use a tracker of their own, or you can all use the same one together as long as you have different tokens to track each magician.

Critical Success: You automatically succeed without needing to roll the dice, but you may instead roll anyway but with 3d6 as the Skill dice. If that roll succeeds, it's not just a success but a Critical Success.

Auto Success: You succeed without having to roll the Skill Test.

 **(3d6):** You roll your d20 Base Die, plus 3 d6s as your Skill Dice. You add all 3d6 together to find your Skill Dice total before adding your d20 roll. If you have a Specialization in this Skill Test, make sure you know which d6 roll is your d6 roll, and which ones are for your 3d6 roll.

 **(2d8):** You roll your d20 Base Die, plus two d8s as your Skill Dice. You add the 2d8 together to find your Skill dice total before adding your d20 roll. If you have a Specialization in this Skill Test, make sure you know which d8 roll is your d8 roll, and which ones are for your two d8s roll.

Base Die: You only roll a single d20, not your Skill die as well. Unlike when you're rolling a Skill Test for a Skill that you have no Ranks in, you don't get Snag on this roll.

Auto Fail: You fail without having to roll the Skill Test.




Fumble: The test being rolled for is a failure, and the Game Master adds an additional effect of their choice for failing so spectacularly.

Advanced Rule – Heroic Casting: If the downshift places you below Base Die level on the table, you can still cast the spell at the Base Die level. However, you take 1 Health point of damage for each upshift you need to get you back to Base Die level. Using the option you can cannot rise past Base Die level by sacrificing even more Health. The Health damage heals at the normal rate.

Advanced Rule – Exhaustion: The Game Master may decide that anypony who reaches *Fumble* is utterly exhausted. They do not regain the usual $\uparrow 1$ until they spend a round not casting any spells. After that they begin regaining ranks at $\uparrow 1$ as usual.



MAGIC SHIFT TRACKING SHEET

CURRENT	SKILL DIE	TOTAL
	CRITICAL SUCCESS	
	AUTO SUCCESS	
	 (3D6)	
	 (2D8)	
	 D12	
	 D10	
	 D8	
	 D6	
	 D4	
	 D2	
	BASE DIE	
	AUTO FAIL	
	FUMBLE	

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Stunned	200
Unconscious	200
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