

House rules

Fallout Equestria: Group o

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Character Creation

All players start at level 4, with 6000 XP

Races

Earth Ponies:

- They get 2 starting perks instead of one.
- One of them is suppressed due to the strain of slavery.

Pegasi:

- Cloud Manipulation will be based on Survival rolls for collecting and assembling different types of clouds for area effects and cloud objects. Other weather effects may rely on AGI.
- Flight is impossible until they remove their restraints.
- After removal of the restraint, each Flight perk can be reacquired through a successful test of AGI-5, which can be made once an hour at most.

Unicorns:

- The unicorn is encouraged to create their own starter school of thematically similar spells, based on their cutie mark or background. The school must have more spells than the ones the unicorn starts with, up to 8+VER.
- Spellcasting is impossible until the suppressor is removed.

Zebras:

- Zebra Shamanism requires Barter rolls both for convincing the spirit and for preparing the talisman.
- Zebras also get one extra perk from start, up to level 4.
- The starting perk is suppressed due to the strain of slavery.

Donkeys:

- Donkeys need just 1.5 portion of food each 12h, as well as 1 bottle of water each 12h and 6h of sleep each 24h;
- That's it, since there are no Donkeys for whom to expand it...

Dragons:

- Dragons need 4 portions of food every 12h and 4 pints of water every 12h;
- Every step of deprivation reduces the amount of daily fire breaths

- Fire breath at END/times day (Flamer rules)
- +2 DT
- 30% base Fire resist
- Hands: -50% to access inventory

Stats

Skills

- Starting Skills equal to $[\text{related SPECIAL}] \times 3 + \text{LUK}/2$.
- Tags are worth 20.
- 1 tagged skill can be raised to 120 for any species
- Ponies with Blank Flank have only 2 tags, but get $[\text{related SPECIAL}] \times 3 + \text{LUK}$ as their base skills, that is, they get the full LUK value in all their skills for as long as they are Blank Flanks.
- Skill point earning equals to $5 + (\text{INT}/3)$ rounded up.

Perks:

- Battle Saddle Training (lv. 2): Allows the use of Battle Saddles. The skill rolled to hit is the same as the weapons attached to the battle saddle, highest in case of multiple types.
- Combat Coordinator (modified): +1 to initiative and +2 to the initiative of ponies with slower initiative.
- Combat Courtesy: Once a turn, you can pick another ally and swap initiatives with them if both agree.
- Donkey:
 - Sommeleier (lv 6): You get no SPECIAL penalties from drinking alcohol.

Traits

- Light Sleeper: No penalty for PER checks when asleep, but false alarms may occur. Each Sleep interruption requires at least 30m to resume sleep.
- Slow Metabolism: You need 0.5 less portions of food per check, but you need to sleep 2 additional hours.

Mechanics

Deprivation

Failure to fulfill your character's basic needs causes penalties over time. After a certain number of penalties, the deprivation advances stages and becomes more severe.

Thirst

- Checked once every 12 hours, needs 1 bottle of water.
- First stage: Cycling cumulative penalties progress through AGI -> END -> AGI -> INT, -1 after each unfulfilled timeframe;

Hunger

- Checked once every 12 hours, needs 2 portions of food.
- First stage: Cycling cumulative penalties progress through STR -> END -> STR -> CHA, -1 after each unfulfilled timeframe;

Sleep

- Checked once every 24 hours, needs 2 intervals of 4 hours of sleep.
- First stage: Cycling cumulative penalties progress through PER -> CHA -> PER -> INT, -1 after each unfulfilled timeframe;

Related Perks

Related Traits

- Light Sleeper: No penalty for PER checks when asleep, but false alarms may occur. Each Sleep interruption requires at least 30m to resume sleep.
- Slow Metabolism: You need 0.5 less portions of food per check, but you need to sleep 2 additional hours.

Skills

Sneak

- By setting an ambush ahead of time, only the leader needs to roll
- In any group effort of sneaking, the difference between the leader's roll and skill is added as a bonus to the others, in addition to any other bonus

Speech

Rolled anytime it's needed to lie or convince anyone. Bonuses can be given depending on how convincing the character is.

Powers

Shamanism

- Zebra Shamanism requires Barter rolls both for convincing the spirit and for preparing the talisman.
- Certain spirits may accept objects other than gems and prized possessions.
- Whenever Karma use is required, the spirit will demand specific actions to justify it.

Weather magic

- [Viewing Glass' rules](#)

Spellcasting

- Learning new Schools requires observation of another pony who has their spells. The first spell to be taken must be one of the spells observed.
- To unlock each new spell purchased by perks (other than starting ones) a roll of INT-3 is required. Strain is spent regardless of the spell's success. The supervision of a pony who has the spells eliminates the penalty.
- An unicorn can learn up to VER spells as Quest Perks under tutelage of a pony who has them, including spells from schools the pony doesn't have, through a rolls of INT-5. The penalty is reduced to INT-3 if they already have the Spell School. They must be made once an hour at most and strain is spent regardless of success. This counts as observation for the purposes of getting a new Spell School, but unless the unicorn already has it, they still need Additional Vocation before acquiring any other spell from that school, otherwise, further spells from that school still need tutelage and count down to the limit of Quest Perk earned Spells. Any penalty only reduces the INT roll target to a minimum of 1.

Ally missions

As your influence grows among the locals, they may agree to be sent into missions to assist you. Their capability in such missions is measured by their tags and how they rank in such skills

Ranks

Buck Twin	
Unarmed:	☆☆☆☆
Sneak:	☆☆
Survival:	☆☆

Each ☆ (rank) equals to roughly 25 skill. An ally can earn more ranks along time or by going into challenging missions. An ally can have at least 1 ☆ in each tag, and at most 5 ☆ in one tag, then 4 ☆ in all others.

Types

Each mission is made up of one or more phases from the following categories:

- Combat: Fighting and killing foes
- Recovering: Aiding groups and preventing mission failure
- Infiltration: Covertly gaining access to facilities and surveying them
- Sabotage: Destroying assets in a location
- Negotiation: Earning trust and resources from a faction
- Exploration: Surveying outdoors for locations and resources
- Tech: Planning and construction of machinery, weapons and useful objects
- Magic: Spellcasting, potionmaking and magical studies

To succeed in each phase type, only certain skills are applicable, marked by ☆:

	Combat	Recovery	Infiltration	Sabotage	Negotiation	Exploration	Tech	Magic
Barter		☆			☆+1			☆? ¹
Explosives	☆			☆+1				
Firearms	☆+1							
Lockpick			☆+1					
MEW	☆+1						☆-1	☆
Medicine		☆+1						
Melee	☆+1					☆		
Mechanics		☆		☆	☆		☆	
Science			☆	☆			☆	☆+1
Sneak			☆+1			☆		
Speech			☆		☆+1			
Survival		☆			☆	☆		☆
Unarmed	☆+1					☆		

“+1” means the presence of the skill increases the group’s total rank in 1.

“?” means the skill is only applicable in certain conditions.

Some missions may require (!) certain skills or double (☆☆) the effectivity of some skills.

¹ Only if Shaman

Test

Success is calculated by the party's total rank in a phase category against a phase challenge rating.

1d10 rolled, target = 10 + [Party Rank] - [Phase Challenge Rating]

If the target number is 11 or higher, success is instantaneous;

If the target number is exactly 10 or 0, the player still rolls, subjected to critical success or critical failure;

If the target number is -1 or lower, there is no way to succeed;

Should Buck be sent to kick a puppy for a Combat challenge rating of 0, his target roll would be above 10, he would raise his eyebrow at the strange request, but succeed instantly. You monster..

Should Buck be told to sneak into the Nnoto village unseen as a Infiltration challenge rating of 8, he would have to roll 5 or under (10+2+1-8) to succeed.

The party rank is calculated different depending on whether it is a Group Challenge, or a Specialist Challenge

Group Challenge: The pony with the largest skill rank is the base and they add +1 for every pony with an applicable skill, one skill per character, as well as any bonuses for the phase category

Specialist Challenge: The pony ranks are summed, but there is a -2 penalty for every pony after the second. In a multiphase Mission you may choose to detach ponies from the full group to surpass a Specialist phase without any penalty, but they will be unable to count on mitigation from outside of their detachment

In case of failure, a character with a Recovery skill must be dedicated to Mitigate the Damage. If the total Recovery ranks of all characters used to Mitigate Damage surpasses the degrees of failure, you may choose to either retreat or try again. Ponies used to mitigate damage are considered too busy salvaging the mess that happened to participate in

If nopony can mitigate damage, BAD THINGS will happen to the ponies sent, from injury or imprisonment to death.

Retreat will happen if a there had been enough degrees of failure to exceed the largest Loyalty

in the group, even if all failure was mitigated. Loyalty is based on whether the characters belong to the same group, know each other, trust each other, if they are being paid and whether they may be Bold or Cowardly. A party may be told to avoid risks and retreat in case of problems regardless of their loyalty, but it means they will retreat at the first instance of failure, mitigated or not.