

FALLOUT: EQUESTRIA

(Special thanks to Sunrise for originally creating this system, and to all the others whose work and playtesting have helped build and refine it.)

Welcome to the Equestrian Wasteland. There are a few things you're going to need if you want to survive out here: a weapon, armored barding, a bit of guidance... and most importantly, you need to make some friends.

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Character Creation

Pick a race: The main races to choose from are: Earth Pony, Pegasus, Unicorn, Griffin, Buffalo and Zebra. Characters may choose to be a Ghoul of any of these races. Alicorns are a special race only available in games set after the events of *Fallout: Equestria*, and only with GM permission.

Earth Pony: Earth ponies can select either a base perk or an earth pony perk for free at the beginning of character creation. This perk may have a level requirement no higher than level four, and the earth pony must otherwise meet the perk's requirements, they gain +2 SPECIAL and +30 HP. Earth ponies can have a Special Talent.

Pegasus: Pegasi have wings and can fly. They begin with the perk Flight (rank 1), and can increase their flight capabilities with perks. Pegasi have Trick Points, may perform basic Pegasus Tricks, and can take Pegasus Trick perks, and have a special skill 'Pegasus Magic'. Pegasi can interact with clouds. Pegasi can have a Special Talent.

Unicorn: Unicorns can cast spells. Unicorn characters start with the additional statistics of Versatility, Potency and Strain and a special skill 'Unicorn Magic'. Unicorns can have a Special Talent.

Griffin: Griffins have wings and can fly. Griffins begin with the perk Flight (rank 2). Griffins have Trick Points and have a limited ability to perform Pegasus Tricks. They also possess natural talons, giving them a +2d10 to damage when using bare talons in unarmed combat. Griffins may also use items from inventory at half AP cost. Griffons can interact with clouds. Griffons are the only species who can wield two weapons at once without magic.

Zebra: Zebras can use alchemy and may learn zebra shamanism if they have the Shaman Shaman trait. Zebras can have a Special Talent.

Zony: Is a template that may be applied to any of the 3 pony tribes. A Zony is a zebra pony hybrid. You get all the physical attributes of the pony tribe selected. IE if you are a cross between a zebra and a unicorn, you'll have a horn. You will also have partial or even full stripes mixed with normal pony colorations. You then can pick a heritage. If you pick the pony side you may progress down the racial perks for your pony half or you can pick to go with the zebra racial perk line. Your SPECIAL caps will be based off the heritage you pick. Zonies are incapable of having children. They are also often looked down upon by both ponies and zebra's alike. Ponies and Zebra's alike respond at -1 reaction level to them.

HippoGriffon: are a cross breeding between one of the pony tribes and a griffon. They are very rare and considered the result of a perverted pairing, and most species will react poorly to them. A hippogriffon uses the same perk tree as a griffon. They also gain some traits depending on the tribe of pony they came from. HippoGriffons who are descended from Pegasi will have access to all 4 flight perks. HippoGriffons descended from unicorns will have a VER and a POT of $\frac{1}{2}$ a normal unicorns (round up). A HippoGriffon who has an earth pony parent will have +30 HP. To determine attribute caps take the best from each parent. HippoGriffons can't have children and suffer a -2 reaction level from most species.

Ghouls: Are a Template applied to one of the 5 basic races. They apply the following alterations.

- Ghouls do not suffer radiation Sickness and instead gain the following effects, at 1-200 rads they regenerate 2 hp an hour, at 201-400 you regenerate 4 hp an hour, at 401-600 they regenerate at 8 points an hour, at 601-800 they regenerate at 16 an hour, at 801-1000 the regenerate at 32 an hour. Their bodies consume radiation while healing at a rate equal to what they are healing in HP. However they do not heal without radiation being in their system. A Ghoul can regenerate a crippled limb at 600+ rads.
- Ghouls do not need to eat or drink but instead consume 30 points of radiation daily.
- Damage to a Ghouls limbs (except head) does not affect the general Hit Point pool. IE cutting off his legs and wings (if he has em) can not a kill a Ghoul. (but does still hinder it)
- Ghouls do not suffer bleed damage or from a lack of oxygen in the air.
- Ghouls only suffer damage from magical poisons.
- For every CHA days a ghoul goes without radiation he must make a will check. Failure means it loses 1 INT, critical failure 2 INT. When a Ghoul reaches 1 INT he becomes a mindless and feral. INT costs 200 radiation per point to regenerate and come back no faster than 1 point per day.
- Ghouls over 600 rads have what amounts to a radiation aura and will cause their total rads divided by 200 (rounding down) per minute to those near them (3 yards). Ghouls doing this glow, the glow growing brighter the more radiation the gain.

Foal is a template and may be applied to any race, they may at the GM's discretion be a ghoul as well. Foals have the following modifiers: (check size charts for effects in size changes)

- A foal ages 1-8 is size level -2 and gains all the benefits and hindrances therefor of. They also gain blank flank for free and may not gain a cutie mark. (It is not recommended to play a character this young)
- A foal ages 9-14 is size level -1 and gains all the benefits and hindrances therefor of. They *may* take blank flank as a free trait.
- Foals get a free perk Foal at Heart
- Foals can not wear normal suits of armor or clothing unless it is tailored for a foal.
- May with GM permission take a trait instead of a perk when leveling.

Choose SPECIAL attributes: The name "SPECIAL" is an acronym standing for the primary attributes of characters in Fallout: Equestria: Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck.

Your character starts with 5 in each SPECIAL, and you have five additional points to spend. You may chose to lower one or more of your SPECIALS to gain more points. The minimum that you can lower a SPECIAL to is 2, and the highest a SPECIAL can reach is 10 (modified by race).

Once you have assigned your SPECIALS, calculate your derived statistics: Hit Points, Action Points, Critical Success & Failure ranges, Healing Rate, Combat Initiative, Radiation & Poison Resistance and Carry Weight. If you are playing a Unicorn, calculate your derived spellcasting stats as well: Potency, Versatility and Strain. Pegasi should Calculate TP.

Strength is a measure of physical might and determines how much you can carry as well as damage for melee and unarmed combat. Additionally, strength is important for satisfying the minimum Strength requirements on weapons. Also, if you meet the minimum strength requirements of your weapon you do not suffer accuracy penalties with that weapon. It will also affect how much you can carry.

Perception determines your alertness and how likely you are to notice things, from spotting a hidden wall safe to detecting enemies to realizing that something is out of place. It encompasses the use of all senses.

Endurance is a measure of your physical hardiness, resilience, and health. Endurance determines your hit points and your poison and radiation resistance, as well as a the Strain and starting Potency scores for spellcasters, and the resilience of ghouls. You heal your *healing rate* in hit points per hour of rest.

Charisma is a measure of force of personality and strength of mind. Ponies with a high Charisma will often dominate conversations while a low Charisma pony is often a wallflower or goes unnoticed or headed. Charisma is also a gage on a ponies sense of self. A low Charisma means a ponies soul is easily manipulated. Charisma affects the disposition of all NPCs and is a measure of their ability to get others to focus on what they have to say and gain influence over them. Disposition is also affected somewhat by karma (most NPCs like good characters more), quests (doing a quest in a way an NPC likes can dramatically boost disposition), and roleplay (being a jerk in conversations can lower disposition). Charisma is also a measure of the strength of a ponies soul and strength of mind or will power.

Intelligence determines how good a character is at using what he knows, the number of skill points you receive each time you level up, as well as the Strain and starting Versatility scores for spellcasters. This is not rounded, so characters with odd scores in Intelligence will gain an extra skill point on even levels. Skill points gained for raised Intelligence are retroactive for past levels.

Agility is a reflection of a ponies balance, grace and athleticism. It determines the number of *Action Points (AP)* skill points your character has. Agility also helps determine how quickly you act in combat.

Luck affects all skills as well as the likelihood of critical successes or failures. Luck is also used to determine how fortunate you are when scavenging. Unlike other SPECIAL scores, Luck has no specific skills associated with it. Instead, every two points of Luck adds one point to all skills.

Racial SPECIAL limits: (Optional)

	Earth Pony	Pegasus	Unicorn	Griffin	Zebra
Strength	12	10	8	10	11
Perception	10	10	10	12	11
Endurance	12	10	10	10	11
Charisma	10	10	10	10	10
Intelligence	10	10	12	10	10
Agility	10	12	10	10	11
Luck	10	10	10	10	10

Derived Stats:

- $HP = (end \times 10) + 50 + 1/2 \text{ End per level.}$
- $AP = 55 + (3 \times Agi)$
- $Encombrance = (Str \times 25) + 50$
- $Poison, radiation = End \times 2$
- $Stun Resistance = End$
- $Initiative = 1d10 + Agi$
- $Crit Success = Lck \text{ or less}$
- $Crit Fail = 94 + (Lck/2) \text{ or higher}$
- $Unicorn Strain = [(Int + End) \times 3] + 30 \text{ and gain } Int + End \text{ per level}$
- $Versatility = Int/2 \text{ round up}$
- $Potency = End/2 \text{ round up}$
- Skill points are gained at $10 + (Int/2)$ do not round. Odd points appear on odd levels.
- $Shaman Spirit Affinity = Chr/2 \text{ round up.}$
- $Healing Rate = 1 + (End/3 \text{ round up}) \text{ per day}$
- $Pegasi Tick Points = (End + Agi)/2 + Chr$

Choose Virtue, Karma and Special Talent: Your virtue is that one good trait that can help you weather the worst that the wasteland throws at you. Having a virtue is what separates player characters, even the wicked ones, from the completely irredeemable raiders. A player may choose to play a character who has not discovered her virtue yet. But all player characters *must* have a virtue. Your virtue will provide a positive bonus of up to two degrees when you are making contested rolls when fulfilling your virtue.

Your character has her own **Karma** and it is affected by the actions you perform. The ends of the spectrum are +100 in which you are a paragon of everything right in the world and -100 in which you are a vilified monster, with 0 being the middle ground of neutrality or ambivalence. You start the game with a choice of either 10, -10 or 0 karma.

If your character is a pony or a zebra, determine what your character's special talent is. Your

special talent is that one thing your are really good at, that makes you special. If your character is a pony, your character will have a cutie mark that symbolizes this talent. If your character is a zebra, you will have a glyph mark which represents this talent. Decide what your character's talent is and base your cutie mark or glyph mark on it. A player may choose to play a young pony or zebra character who has not yet discovered their Special Talent and thus does not have a cutie mark or glyph mark (see the Blank Flank trait). When rolling an action that falls within the talent, the roll is improved by two degrees of success. (This may make a failed roll a success in some cases.) Talents must be clearly defined. Gm's and players are encouraged to work out interesting talents. Be an individual! A talent does not have to be related to a tagged skill.

Examples:

- *Ms Daisy has a talent for dancing. She rolls against her profession skill dancing and scored a 84 out of 75. She makes a success by one degree.*
- *Slim Jim's talent is for picking pockets. He goes after a ponies wallet and rolls 40 against a skill of 60. The pony who is getting his pocket picked makes his perception check however by 3 degrees of success. Beating his successes by 1. However his talent of picking pockets saves him, improving his success by 2 levels.*

Choose Traits: You may choose up to two traits from the provided list for your character. See the [traits here](#).

Choose TAG skills:

Choose three skills that your character is naturally good at. These are your Tagged skills, and you gain 10 extra points in each of them. These skills represent special interests of study that you have put real effort into. Tagged Skills may be raised to 110 and the first 25 skill points invested in a tag skill are worth 2 per. (the sheet will calculate this for you)

The **Athletics** skill covers all physical stunts, such as jumping, climbing, gymnastics and acrobatics. Covers all sports as well. The governing SPECIALs for **Athletics** is the average of **Strength**, **Endurance** and **Agility**.

The **Battle Saddles** skill determines the character's accuracy with every type of Battle Saddle. Battle Saddles can mount just about any weapon. So long as the weapon is fired through a battle saddle it falls into the skill of battle saddles. The governing SPECIAL for **Battle Saddles** is **Endurance**, **Perception**, and **Strength**.

The **Explosives** skill determines the character's skill with all mines, grenades, and weapons which launch explosive ordnance such as missile launchers and grenade machine guns. It also governs a character's ability to disarm an explosive or craft a precision explosive. With proper components and sufficient explosives skill, a character can craft some forms of explosives. The governing SPECIAL for **Explosives** is **Perception**.

The **Firearms** skill determines the player's accuracy with every kind of conventional firearm, from pistols and rifles to miniguns and covers all kinetic ranged weapons. The governing SPECIAL for **Firearms** is **Agility** and **Perception**.

The **Lockpick** skill governs a character's ability to all pick all types of locks. The governing SPECIAL for **Lockpick** is **Perception**.

The **Magical Energy Weapons** skill determines the character's accuracy with all ranged magical weapons. The governing SPECIAL for **Magical Energy Weapons** is **Perception**.

The **Mechanics** skill governs a character's ability to build, modify or repair mechanical items (and just mechanical items), as well as to disable machines and non-explosive traps, and to scavenge useful parts from mechanical devices components robots. The governing SPECIAL for **Mechanics** is **Intelligence**.

The **Medicine** determines how effective a character is at using medicinal items and many medical spells. A character's medicine skill will affect how many hit points she will replenish when using a healing potion or other healing item -- for every ten full points the administering character has in medicine, magical healing items will heal an additional 1d10 hit points. With proper ingredients and sufficient medicine skill, a character can craft some chemicals and healing items. Non-magical care combined with a successful medicine skill check can double a character's natural healing rate. A medicine check is needed to treat any wound caused by magic damage properly. The governing SPECIAL for **Medicine** is **Intelligence**.

The **Melee** skill determines the character's accuracy with all melee weapons. The governing SPECIAL for **Melee** is **Strength**.

The **Matrix and Electronics** skill determines the character's grasp of hacking, programing and all things electronic. The governing SPECIAL for **Matrix and Electronics** is **Intelligence**.

The **Sneak** skill determines the character's proficiency at remaining undetected and performing acts of theft. The first attack by a successfully sneaking character against an unaware target gains a +30 bonus to hit and a +20% chance of critical success. 'Silent' attacks may make a Sneak roll to stay unobserved. The governing SPECIAL for **Sneak** is **Agility**.

The **Persuade and Negotiate** skill determines the character's proficiency at persuading or intimidating, talking her way out of combat, or convincing people to give up vital information. Speech rolls are used to augment roleplaying when dealing with NPCs and to determine ability

to sell things. The governing SPECIAL for **Persuade and Negotiate** is **Charisma**.

The **Survival** determines the character's overall wasteland savvy and her proficiency basic at cooking, scavenging, tracking and crafting "natural" equipment, consumables and simple traps. Survival informs a character about weather, geography and orientation. The governing SPECIAL for **Survival** is **Endurance** and **Perception**.

The **Unarmed** skill determines the character's accuracy in unarmed or martial combat, as well as non-explosive thrown weapons. The governing SPECIAL for **Unarmed** is **Endurance** and **Agility**.

The **Pilot** skill determines the character's skill in the operation of all forms of mechanized transport (ground or airborne). The governing SPECIAL for **Pilot** is **Perception** and **Agility**.

The **Slight of Hoof** skill determines the character's skill in the fine art misdirection, hiding of small objects on their person and removing or placing things in other's inventory. This is both the art of pick pocket and stage magic. The governing SPECIAL for **Slight of Hoof** is **Agility** and **Charisma**.

The **Alchemy and Chemistry** skill determines your skill at mixing magical brews as well as drugs and chems. The recipes can be found in the equipment list. The governing SPECIAL for **Alchemy and Chemistry** is **Intelligence**.

The **Shamanism** skill determines your skill in calling spirits and binding them if you are a shaman, for everyone else it is just a lore skill. See shamanism for more details. The governing SPECIAL for **Shamanism** is **Charisma**.

The **Magic Skill** determines your skill with your racial magic. For Pegasi and Griffons it determines your ability to pull off flight tricks. For a unicorn it is a measure of how good you are at focusing your magic, be it to hit a target or to impose your magic though somepony's will to resist you. The governing SPECIAL for **Magic Skill** is determined by species and can be found on the character sheet.

The **Basic Repair Skill** determines your ability to repair items and even make minor alterations such as mounting new weapons to a battle saddle, fitting mods to a weapon or resizing gear. It does not allow you to build things from scratch, design things or even repair without preexisting parts. You must have parts for the item you wish to repair; often from another item of the same type. You may break down a object for parts with the following formula. Condition as a number (ie 75% becomes 75) multiplied by skill. For example, if you have a Varmint Rifle at 50% and a skill of 50% you could break down the Varmint rifle for 25%

condition worth of of parts. You could then use the parts to fix a 60% varmint rifle to 85%. The governing SPECIAL for **Basic Repair Skill** is **Intelligence**.

The **Professional \ Craftspony Skill** determines your skill at a given profession or craft at a professional level. It is a catch all category for any skill not specifically listed. Examples include, Musician (chr/agi), Singing (chr), Gunsmith (int), Tailor (int), Cooking (int), Dancing (agi), Archeology (int), Cartography (int), Zoology (int), Botany (int), Brewing (int), Cybernetics Engineer (int) and so on. These skills will always provide more info skill point for skill point then something general. For instance a pony with basic repair could might be able to turn a pile of scrap metal into a very crude gun, but a gunsmith would make one that was a proper gun increasing its reliability, accuracy and so on. It is up to the GM to determine how specific a skill should be. For instance Gunsmith is pretty straightforward but Farmer not so much as it can cover growing crops, animal husbandry, reading the weather and so on. The governing SPECIAL for **Professional \ Craftspony Skill** is determined by the GM based on the skill taken.

Choose Spells: Unicorn characters must choose spell sets and starting spells. All unicorns have access to General spells. These are basic, utilitarian spells. Unicorns gain the spells *Telekinesis* and *Light* for free, unless they have the trait *One Trick Pony*. In addition, every unicorn begins play with access to basic spells equal to their versatility. They are typically associated with their particular talent.

Determine Starting Equipment: Each character starts with 300 caps of equipment (any caps left over are kept as hard currency). Characters purchase starting equipment at cost. In games which start at higher levels, the GM should assign a greater amount of starting caps and may additionally wish to increase the tiers of weapons that the characters have access to for beginning equipment.

Character Improvement

Leveling Up: You gain experience points for accomplishing goals, killing things, cunning plans or really just about anything that the GM feels it would merit it. Experience points are rewarded at the end of each session. Your character gains a level when she reaches the associated experience total.

Level 1:	---	Level 11:	55,000 XP	Level 21:	210,000 XP
Level 2:	1,000 XP	Level 12:	66,000 XP	Level 22:	231,000 XP
Level 3:	3,000 XP	Level 13:	78,000 XP	Level 23:	253,000 XP
Level 4:	6,000 XP	Level 14:	91,000 XP	Level 24:	276,000 XP

Level 5: 10,000 XP	Level 15: 105,000 XP	Level 25: 300,000 XP
Level 6: 15,000 XP	Level 16: 120,000 XP	Level 26: 325,000 XP
Level 7: 21,000 XP	Level 17: 136,000 XP	Level 27: 351,000 XP
Level 8: 28,000 XP	Level 18: 153,000 XP	Level 28: 378,000 XP
Level 9: 36,000 XP	Level 19: 171,000 XP	Level 29: 406,000 XP
Level 10: 45,000 XP	Level 20: 190,000 XP	Level 30: 435,000 XP

The Game Master is permitted to cap the game at Level 20. Levels above 20 are considered “Epic” levels and are usually reserved for long-running games with grand plots.

Improving Skills: Each time your character gains a new level, she gains a number of skill points which may be freely distributed amongst her skills. The number of skill points the character receives is equal to $12 + (\text{INT} / 2)$. This is not rounded, so characters with odd scores in Intelligence will gain an extra skill point on even levels. Enhancements or reductions to Intelligence do not change her number of skill points. Permanent changes to Intelligence do affect skill points gained from previous levels. A character may spend no more than their Intelligence score in a given skill each level.

Improving Hit Points, Trick Points and Strain: Each time your character gains a new level, she gains a number of additional hit points equal to half her Endurance. Pegasi, hippogriffons and griffins gain a Trick Point each level. Spellcasters gain additional Strain equal to their Intelligence plus their Endurance each level. Temporary enhancements and reductions to Intelligence or Endurance do alter a character’s Hit Points and Strain. Permanent changes to these SPECIALs will change Hit Points and Strain gained across all character levels.

Gaining Perks: Your character gains a perk every time she gains a level. There are over 200 perks available in *Fallout: Equestria*. For a list of available perks, see the [Perk Revisions List](#). Perks have requirements which must be met before taking the perk. Temporary enhancements or alterations (such as from drugs or spells) do not allow a character to take perks she would not normally qualify for. Temporary reductions (such as from poison or armor penalties) do not prevent a character from taking a perk, although a character is cannot use perks she has but does not currently qualify for. Many perks have ranks. This means that the perk may be taken multiple times. Usually, these additional ranks may be taken at any level after the perk is gained, although some some perks have separate level restrictions for additional ranks. Any such restrictions are listed in the perk’s description. Additionally, some perks which have multiple ranks also come with a special benefit for taking all levels of the perk. This is called a Mastery benefit and is listed in the perk’s description. Please note that tribal and racial perks are on a separate tab.

Special Bonuses: Your character can also improve her SPECIALS, skills and other attributes through bonuses gained by items. Most bonuses are temporary, either lasting a pre-set limited duration (such as bonuses from drugs) or only while your character is actively

using the item (such as bonuses from clothing). However, there are a few items in the Equestrian Wasteland which can be used for permanent character improvement.

Ministry Mare Statuettes are magical items that grant a permanent boost to one of a character's SPECIALs: Strength, Perception, Endurance, Charisma, Intelligence or Agility. The statuettes are small, indestructible figurines in the form of the Ministry Mares. There are only 42 of these statuettes in existence, seven of each. Character in possession of more than one of these statuettes often find themselves being influenced as if by the Ministry Mares themselves.

A character who possesses two statuettes of the same Ministry Mare only gains a benefit from one. Likewise, only one character may benefit from a Ministry Mare statuette at a time. However, the character will retain the benefit of a statuette until either she dies or she willingly gives the statuette away -- it cannot be stolen. There is no Ministry Mare Statuette which corresponds to Luck. Instead a character who possesses a statuette of one of each of the six Ministry Mares will gain the quest perk *My Little Ponies*, which grants a permanent +1 bonus to Luck. The benefits from Ministry Mare Statuettes cannot raise a SPECIAL above 10.

Minor Cybernetic Implants can grant a permanent +1 bonus to a SPECIAL (except luck). Clinics capable of performing cybersurgery are extremely rare and expensive. A character can only raise each SPECIAL once through these purchased implants and may only possess one such implant per two points of Endurance (not counting Endurance gained from Cybernetic Implants) unless the character has the Cyberpony perk. Every rank of the Cyberpony perk allows the character to possess one additional purchased implant in addition to other benefits. Bonuses gained from cybernetic implants can raise a SPECIAL above 10. A character may not benefit from both cybernetic implants and permanent alchemical enhancements. Cybernetic Implants can be disabled by anti-matrix grenades or similar weapons. Disabled implants can be reactivated at a cybersurgery-capable clinic or a pony with the cybernetic surgeon perk.

Zebra alchemy is capable of crafting brews which bestow permanent **alchemical enhancements**. Alchemical enhancements can increase SPECIALS but not skills. Alchemy recipes exist which enhance derived statistics such as Action Points, resistances, healing rate, strain recovery and even the amount of damage limbs can take without being crippled. All permanent alchemical enhancement recipes require Expert Alchemy to brew. (The expert recipes give only a few examples. GMs are encouraged to create more for their games using these as a guideline.) A character may only benefit from one alchemical enhancement per two points of Endurance. As mentioned above, a character may not benefit from both permanent alchemical enhancements and cybernetic implants.

Specific pre-war **books**, such as *Equestrian Medicine Today* (skill: Medicine), can grant a permanent bonus to skills. Reading one of these books grants the character a +1 permanent bonus to the associated skill (+3 with the Bookworm perk). It takes a character four days to

read a book (two day if the character possesses the perk is one of the perks Egghead or Bookworm; with both it only takes you 1 day). Once a character has read a book, she cannot benefit from reading that book, or another copy of the same book, again (however a different book on the subject can apply).

Specific pre-war **magazines** grant a one-time +10 bonus to a skill. Once a character reads one of these magazines, she has the ability to apply a +10 bonus to a single future skill roll involving the appropriate skill. The character may choose to apply this bonus after the skill roll has been made. A character may have up to per two points of intelligence magazines preread. It takes a character twelve hours to read a magazine; normal reading time reductions apply.

Gameplay

SPECIAL Rolls: Many times, your character may be called on to make rolls based on one of her SPECIALs, such as a Strength or a Perception check. This requires rolling 1d10. To succeed, the character must roll equal to or under that SPECIAL, plus or minus any modifiers. Modifiers can adjust the difficulty of this roll up to plus or minus 3. No character may succeed on a SPECIAL roll for a SPECIAL that has been reduced to 0 by modifiers.

Skill Rolls: Succeeding in a skill test requires rolling percentile dice against a difficulty equal to your skill plus or minus any modifiers. Modifiers can adjust the difficulty of a task up to plus or minus 30% based on conditions and general difficulty, up to a maximum of the character's Critical Failure rate or a minimum of the character's Critical Success rate. *Note this cap ONLY applies to out of combat skill checks.*

Very Easy +30% : These are trivial tasks either far beneath the characters ability or a task that has been made much easier by some other means. Examples would be: Locating an unfamiliar building with directions, repairing pre-war tech inside a Stable or selling something to a merchant you already know for a higher price.

Easy +20% : An otherwise ordinary task made much easier. Examples: Foraging for food in a old farm, tending to a wounded person in a hospital theatre.

Ordinary +10% : This is a task that is commonplace for the character, something they do every day. Examples: Foraging or scavenging for food, operating self explanatory pre-war tech.

Difficult -10% : This task is being hampered by some mitigating factor. Examples: Using poor tools to repair or construct something, trying to find your way through a forest with a poor trail.

Hard -20% : Attempting a feat beyond the characters capacity. Examples: Operating pre-war tech with little to no knowledge of it, calming a feral mutant, performing feats of great acrobatics.

Very Hard -30% : Not only are these tests far beyond the characters capacity they are usually made worse by external circumstances. Examples: Operating complex pre-war tech in the dark, performing surgery in a sandstorm, disassembling a prototype or otherwise unheard of firearm.

Additionally, many challenges require a certain level of skill to even attempt. (For example, a basic repair or weapon skill of 25 is necessary in order to properly modify a weapon with a weapon mod.) Likewise, terminals and locks are rated according to the base skill required to attempt to hack or pick them. Many tests which require specific skill levels can be repeatedly tried, although there is usually a cost or limitation on doing so. Most terminals will lock down and become unhackable after three failed attempts. Picking a lock also requires a screwdriver and a bobby pin, and each failure costs the character a bobby pin. Critical failure ends a character's ability to continue with repeatable tests -- the lock jams, the terminal goes into permanent lockdown, a part breaks, etc.

Very Easy: 0 skill requirement.

Easy: 25 skill requirement.

Moderate: 50 skill requirement.

Hard: 75 skill requirement.

Very Hard: 100 skill requirement.

Opposed Rolls: Characters often find themselves pitted directly against an opponent in a contest of SPECIALs or Skills. At these times, characters may be called on to make opposed tests. To do so, each character makes her required roll and compares how well she did by subtracting her roll from her SPECIAL or Skill. The resulting number is her degree of success. (Failure will result in a negative number.) The opponent with the highest degree of success wins. Ties are won by the character with the highest Luck. (If the same, test again.)

On rare occasions, an opposed roll may be required between a SPECIAL and a Skill. In such cases, a skilled individual has an advantage over someone just relying on natural aptitude. The opponent making the Skill test divides their degree of success by ten, rounding up. The result is then compared to the degree of success from her opponent.

(Example: Red Button knows a timberwolf has gotten into her Stable, and is actively looking for it. The GM called for Red Button to make a Perception test opposed by the Timberwolf's Sneak. Red Button has a Perception of 8 and rolls a 3. This gives her 5 degrees of success. The Timberwolf has a Sneak of 45 and rolls an 13. This gives it $(32 / 10, \text{rounded up}) = 4$ degrees of success. Red Button spots the Timberwolf sneaking across one of the Atrium walkways.)

Depending on the situation, If both parties fail their rolls, garnering negative degrees of success, the better number may still result in victory. (For example: even if both contestants in a tug-o'-war fail their Strength tests, the one who got the higher degree of success is still victorious.)

Critical Success and Critical Failure: Any roll of 1 on a SPECIAL roll is considered a Critical Success. On a skill roll, any roll that is less than or equal to the character Luck is a Critical Success. Critical Success means that the character succeeds above and beyond what is being called for, and the GM should reward the character's success with a bonus. (For example, a zebra who scores a critical success on a Survival roll for alchemy may have a brew that is more powerful than normal, or that required one less herb. A critical success on a Speech check may better the target's disposition.)

Any roll of 10 on a SPECIAL roll is considered a Critical Failure. Likewise, any Skill roll higher than $94 + (\text{LUCK} / 2, \text{rounded down})$ is a Critical Failure. This means something *bad* happens. (For example, a pony who scores a Critical Failure on a Sneak roll may accidentally step into a radroach trap and yelp loudly as it snaps shut on her hoof.) Any roll of 100 is a critical failure.

Players may make suggestions for the effects of a Critical Success or Failure; however it is ultimately it is the GM's decision as to what happens.

Enhancement and Reduction: Some effects can increase or reduce a character's SPECIALs, skills or other values. If multiple effects increase a value, apply any straight numerical bonuses first and any multiplicative bonuses second. If multiple effects reduce a value, apply any numerical penalties first and any divisive qualities second. Always apply effects that increase before effects that reduce.

*(Example: Xelix is wearing zebra prime armor, which normally provides a DT of 10. He has the perk Tough Hide, for an extra +2 DT. A slaver shoots him with a flechette, which doubles DT by also reduces DT by 8. Xelix's DT against the attack is 16: $[(10 + 2) * 2] - 8$.)*

Unless otherwise stated, any perk, spell or other effect that directly increases or decreases a SPECIAL cannot increase that SPECIAL higher than its cap or lower than 1. Poisons, some attacks, and environmental hazards can reduce a SPECIAL to 0 (except luck, perception and agility), this will kill the character.

In some cases, having a SPECIAL reduced to 1 has a unique effect. (For example, a spirit may have a spirit power which drains Charisma, and when the character's Charisma reaches 1, the character becomes "Unmotivated" and will not respond to outside stimuli, they are not paralyzed they just have the will to care anymore. At charisma 0 they lose the will to live entirely and simply stop breathing death follows in Endurance turns) If a character's Strength is reduced to 1, the character is paralyzed (at zero the heart is no longer strong enough to keep beating, death follows in endurance turns); if her Agility is reduced to 0, the character flops around unable to coordinate with the agility of even a newborn foal, they can talk and thrash but thats it. If Perception reaches 0 the character is completely blind death and has no sense of touch taste or smell. If luck reaches 0 the fates have turned against the character and his crit fail chance increased by an additional 10% and they may not critically succeed at anything. (not SPECIAL checks now crit fail on 9 and 10) If intelligence reaches 1 the character is reduced to level of a particularly stupid animal; at 0 the character has no function at all in the brain and is brain dead. The body will die rapidly due to all automatic functions ceasing death is immediate. If endurance reaches 0 the character's body suffers massive shock as all internal organs fail at once, leading to the character literally dropping dead on the spot.

Unless otherwise noted, enhancements or damage from spells end when the spell's duration ends. The recovery time for SPECIAL damage depends on the source of the damage. Some sources of SPECIAL damage, such as **Pink Cloud**, may only be healed through magic. And a few rare sources, such as **Taint**, are permanently debilitating.

Any perk, spell or other effect that directly increases or decreases a skill cannot increase that

skill higher than 100 (or 110 in the case of the tagged skill related to the character's Special Talent) or lower than the character's critical success threshold. The exception is for tools and the like. Tools may not add more than a +5 for normal tools (or clothing) to a +10 for exceptional quality tools (or clothing). The skill exception is sneak, as stealthbucks or invisibility may offer large modifiers. However, increases or decreases beyond these limits still counteract penalties or bonuses.

(Example: Viewing Glass casts expert Soft Light on Red Button, granting her a +40 bonus to her Speech. However, Red Button's Speech is already 80, so the spell only raises it to 100. The last 20 points of bonus have no effect. However, if Red Button was suffering a -20 penalty because she was trying to be diplomatic in a language she barely knew, those 20 extra points would cancel out her penalty.)

Environmental and Other Hazards: In the Equestrian Wasteland, characters will often find themselves at risk from dangers beyond those of other characters or monsters. Below are some of the most common hazards.

Blindness or Total Darkness: Skill checks when the character can't see are at a -30%. Furthermore a character who can not see needs to make a perception check to have any chance of hitting things at range, the perception check uses the same modifiers that a check against a sneaking character would. Even with a success on the Perception Test, to hit penalties for range are multiplied by 4; there is no bonus to hit at point blank. Movement when you can not see is risky. At a slow steady pace and being careful a character does not need to make a roll in relatively flat areas. However in uneven areas or at more than a slow walk a character needs to make an AGI check at -2 for each basic move action they make. The check is -4 to AGI if the terrain is uneven and the pony is moving quickly. For Ponies who have been blind for more than a few months the AGI checks are -1 and -3 respectively.

Drowning may occur if a character remains underwater without means of breathing beyond the point where she can hold her breath. A character may hold her breath for her Endurance in turns without difficulty. Once she has exceeded this time, she may make an Endurance check to hold her breath for an additional turn. Each successive turn after, she may make another Endurance check at a cumulative -1 penalty (to a maximum penalty of -4). Once the character fails an Endurance check, she begins to drown. A drowning character loses one END per turn. When she reaches 0 END, she has drowned. If she manages to get to air before this time, she will recover one lost END a minute.

Falling from a considerable height is likely to cause crippling injuries or death. For every full 3 yard (meters) of distance a character falls, the character takes 10 + 1d10 damage, to a maximum of 150 +15d10 for a fall from 150 feet or higher. This damage divided by 5 and is applied random limbs determined by the hit location chart. Only half of a character's Damage Threshold (DT) from armor applies and half Damage reduction, as well as full DT from perks

(such as *Tough Hide*) or Medical spells. (It is applied once before dividing to spread the damage.) GM's should use logic, if a character falls head first off a ladder modify your hit location rolls to reflect this. If a character jumps feet first out a 3rd story window the random rolls should be again modified to reflect this.

Poisons can be resisted with a Poison Resistance roll. Each administering of the poison is resisted separately. If the resistance roll succeeds, the poison has no effect. Most poisons and attacks have damage that recovers over time. If the recovery time of a poison or similarly damaging attack is not stated, use the following guideline:

Weak: recover one lost SPECIAL point every ten minutes.

Moderate: recover one lost SPECIAL point every hour.

Strong: recover one lost SPECIAL point each day. With a full day of rest, she may recover all lost SPECIAL points if she makes a successful END check at a penalty of -1.

Deadly: once per day, the character may recover one lost SPECIAL point if she makes a successful END check at a penalty of -1.

Radiation builds up in a character's body. For every Exposure Interval (EI) that the character is exposed to radiation, she absorbs an amount of rads equal to the amount of rads the hazard inflicts reduced by her radiation resistance. The length of an EI is determined by the hazard. Passing through a warehouse of seeping barrels of glowing goo will likely inflict Rads every turn, while passing near a megaspell crater will probably only inflict Rads every hour. Rad-inflicting consumables, such as irradiated food, inflict their radiation only once. (Note: the boost to radiation resistance from equipment such as radiation suits do not reduce rads from consumed sources, but the radiation resistance boost from magic or chems will.)

Rads are cumulative. When a character's rads increase beyond certain levels, she takes damage to her SPECIALs according as below, reducing the SPECIALs affected (minimum 1).

0-199	No Effect	No Damage
200-399	Minor Radiation Poisoning	-1 END
400-599	Advanced Radiation Poisoning	-2 END, -1 AGI
600-799	Critical Radiation Poisoning	-3 END, -2 AGI, -1 STR
800-999	Deadly Radiation Poisoning	-3 END, -2 AGI, -2 STR
1000+	Fatal Radiation Poisoning	Death

This damage remains until her accumulated rads are reduced to a lower level.

Sleep Deprivation also results in SPECIAL loss. Sleep deprivation takes place after missing 2 days of sleep, and happens every day after that the character misses getting 8 hours of sleep. Each penalty is tracked separately starting after the second day's worth of sleep is missed. This is not SPECIAL damage but temp mods do to the sleep deprivation.

- Second day without sleep: -1 AGI
- Third day without sleep: -1 INT, -2 AGI, -1 PER
- Fourth day without sleep: -1 END, -2 INT, -3 AGI, -2 PER
- Fifth day without sleep: -2 END, -2 INT, -3 AGI, -3 PER
- END and PER gain a further -1 per day

If any SPECIAL takes a negative that reduces it to 0 the character does not die as normal but suffers depending on the SPECIAL, if end reaches 0 the character becomes ill, could flu or some other minor illnesses. If perception reaches 0 the character loses touch completely with reality. If agility reaches 0 his body becomes consumed with random muscle twitches and spasms. If intelligence reaches 0 the character becomes incoherent and unable to function mentally.

SPECIAL modifiers are lost at the rate of 2 days worth penalty for each days worth of sleep gotten.. These losses will drop the SPECIAL to a minimum effective number of 1. Once the character loses more than one point of Perception, hallucinations may begin. Death does not actually occur from sleep loss, although the severely compromised Endurance of somepony suffering sleep deprivation can make sickness and other hazards far more deadly.

Dehydration:

- Second day without water: -1 END
- Third day without water: -1 PER, -2 END
- Fourth day without water: -1 INT, -2 PER, -3 END
- Fifth day without water: -2 INT, -2 PER, -3 END
- END takes a further hit every other day
- Death Occurs when any SPECIAL hits 0

Dehydration can happen faster in some environments than others. As an example if the character is trapped in a steel box baking in the sun he will go up the dehydration chart 3 times as fast. Middle of the desert? Twice as fast.

Starvation:

- After the first week: -1 STR & END
- After the second week: -1 CHA, -2 STR & END
- After the third week: -1 PER, -2 CHA, -3 STR & END
- After fourth week: -2 PER, -2 CHA, -4 STR & - 4 END
- Further -1 STR & END per week.
- Death Occurs when any SPECIAL hits 0
- Starvation starts when a body does not get 3 pounds of food a day; alter rate of starvation based on short fall meals. Ie if they only get 2 pounds a day use the chart up there every 3 weeks, every two weeks if they are managing 1 pound of food a day. For simplicity's sake assume that 1 pound of food = a meal, and that they need 3 meals a day.

Many other **environmental hazards** will have Exposure Intervals and may offer resistance rolls

to avoid damage.

*(Example: A Crimson's Caravans detachment traveling in the Frozen North finds themselves facing **extreme cold** which deals -1 AGI damage (minimum 2) then -1 END (minimum 0) with an EI of one hour and an END roll to resist with a bonus of +1 to +3 for suitable winter barding. Fortunately, huddling together in shelter around a campfire will allow them to regain lost SPECIALs.)*

Item Condition, Degradation and Repair: Most equipment and other items found in the Equestrian Wasteland are in various states of damage or disrepair. Items in perfect condition are virtually unheard of. Characters skilled in Mechanics may attempt to repair damaged items. To repair a damaged item, you need tools (usually either a toolkit or a sewing kit) and materials. Similar items (such as two weapons which use the same ammo) can be torn apart for materials. Bundles of components, scrap metal and Wonderglue may also be used to repair appropriate items, with the appropriate crafting skill. Armor and weapon repair kits may be consumed to repair degradation provided the character has the appropriate mechanics skill.

A ranged combat weapons degrade at 1% per crit fail, and 5% on a crit fail with a missed luck check. Armor degrades 1% each time damage gets through its DT and by 5% when hit with a critical that gets through the DT.

Degradation Levels

Degradation Levels					
Item Condition	AP Modifier	To Hit Modifier	Critical Chance Luck Modifier	DT	Value
Perfect (120%)	0	+5	+2	+10%	120%
Good (100%)	0	0	+1	0	100%
Used (75%)	+5	-5	0	x3/4	75%
Heavily used (50%)	+10	-10	-2	x1/2	50%
Poor (25%)	+15	-20	-6	x1/3	25%

Fractions for damage, DT and value due to condition are always rounded up.

Items that fall to zero condition are destroyed, and may not be repaired. (But they may still be used to repair items in poor condition.) Melee and unarmed weapons follow slightly different rules.

Degradation Levels				
Item Condition	Degradation Speed	Damage Modifiers	Critical Chance Luck Modifier	Value
Perfect (120%)	Degrades only on a crit fail, followed by a failed luck check		+2	120%
Good (100%)	Degrades on a crit fail		+1	100%
Used (75%)	Degrades on a failed skill check if a luck check is failed		0	75%
Heavily used (50%)	Degrades on a failed skill check		-2	50%
Poor (25%)	Degrades per attack made	Weapon is falling apart and only inflicts ½ damage	-6	25%

Items suffer degradation under the following conditions.

Damage: If an item is directly targeted (such as by a disarm attempt) and the attacker rolls a critical success, the item's condition degrades an amount equal to half the damage rolled (roll damage just for the weapon if necessary). When an attacker scores a hit that penetrates the DT of a suit of armor it loses on condition point, a critical that gets through the armor cause it to loose 5 points of condition. If a character is killed, the barding and clothing that character is wearing drops a degradation level. If an item suffers significant damage from an attack such that the item should logically be damaged or destroyed, the GM may opt to drop the item's condition by one or more levels.

Critical Failure: Every a character critically fails while using an item, the item's condition degrades by 5 point, 5 points on a failed luck check, *in addition to the other effects of the critical failure*. It should be noted that melee and unarmed weapons follow the rules on the chart separate from this.

Neglect: If a weapon or machine goes without routine maintenance for an extended period of

time, the item's condition may drop a level. Normal wear and tear on an item will usually not cause the item to drop more than one condition during the course of a game. With a Mechanics of 25, a character with a weapon repair kit and an armor repair kit can keep their weapons and armor maintained. For weapons, the appropriate weapons skill may be used in place of Mechanics. For powered armor, an additional Matrix and Electronics skill of 25 is required. While powered armor is self repairing it does need to be kept up or it will suffer other problems. **Environment:** Items subjected to damaging or hazardous environments (such as being submerged underwater for an extended period) may cause the item's condition to drop a level.

In addition, items may be damaged or destroyed during a **Breach Lock** attempt: A character may expend an explosive and attempt to substitute Explosives for Lockpick in order to get past a lock. However, this has a good chance of damaging contents inside a locked container. The GM rolls for each item inside (excluding bottlecaps or pre-war bits). On a roll less than or equal to the base damage of the explosive used (minus 5% for each degree of success the character had on her Explosive roll, and minus 5% for each rank the character has in *Explodee McGee*), the item takes damage. Hardy items, such as weapons and armor, suffer one degree of degradation. Others, such as ammunition or medical supplies, will be destroyed.

A critical hit from a magical energy weapon which kills the target will turn the target to ash or goo, and drops the target's armor and any integrated weapons condition by 2 levels. The target's other items will still be scavengable. The target's weapons should be treated as having suffered one critical failure.

Modifying Equipment: Various modifications for weapons, barding and other items exist in the wasteland. In order for a character make these modifications, the character must possess the requisite tools and skill. What follows are basic examples for the skill Basic Repair; the second set of examples is for specific Skill Use, in this case Mechanics.

Simple Modifications (Skill 25): You can add weapon mods to weapons and turn some forms of clothing or light barding into reinforced barding. You may also swap out weapons of very similar design (such as an assault rifle for a Zebra Rifle) in a battle saddle. Requires tools (and the appropriate mod kits). Time required: one hour, halved with a successful easy skill roll.

Standard Modifications (Skill 50): You can build weapons into a new battle saddle, or rebuild an existing battle saddle one with different weapons. You can reinforce combat armor. You can perform a trigger conversion on a weapon. You may modify existing non-powered armor for use by an alicorn with reduced benefit. You can craft an item based on a schematic. Requires tools and a workbench. Time required: 6 hours, halved with a successful moderate skill roll.

Advanced Modifications (Skill 75): You can modify a battle saddle integrated into magically powered armor (such as adding a battle saddle mod or redesigning the trigger to not rely on helmet input). You can combine three or more sets of non-powered armor (all of at least the

desired condition) to create a set of that armor suitable for an alicorn. Requires tools and a workbench. Time required: 12 hours, halved with a successful hard skill roll.

Expert Modifications (Skill 100): You can dismount an integrated vehicle weapon and even modify it for conventional use. You can modify a battle saddle beyond normal limitations. Four light projectile or magical energy weapons can be built into the battle saddle, either two pairs of identical weapon or four identical weapons. If all four weapons are identical, they may all be linked. Time required: 18 hours, halved with a successful very hard skill roll. *Such battle saddles are always custom built and should not be available through other means.*

Skill Specific:

Simple Modifications (Skill 25): You can take a engine from one type of powered wagon and put it in another, add gauges that didn't exist before such as oil temperature gauges and other monitors for the condition of systems in a vehicle. Need armor plate on it? You know how to balance the load for lightweight armor. You can soup up the engine to perform at an above average level.

Standard Modifications (Skill 50): You can mount weapons on a vehicle, or dismount them. You understand how to reinforce the frame to take the load without damaging its performance. You know can also add more armor, without significantly degrading its performance. You know how to soup up an engine to get far more out of it, to help handle the load of weapons and armor.

Advanced Modifications (Skill 75): You can mount a weapon on a vehicle and integrate the weapon's controls so that they may be operated from inside the vehicle or by the vehicle's pilot. You know how to get more out of an engine than anypony but the designers.

Expert Modifications (Skill 100): You can do the most amazing things with a vehicle. Put a jet engine in a delivery wagon? No problem! Get the most out of an engine? The designers of the engine would be interested in seeing what you do to it. Cram a trunk load of weaponry into the wagon so it doesn't show? No problem. At this point you have no difficulty building something from the ground up so long as you have the time and materials.

Invention: Characters with sufficient skill may attempt to create schematics for new crafted chems or mundane equipment. To create a schematic, the character must have the appropriate level of skill and succeed at a Hard difficulty skill test. Before a character can create a higher-rank schematic, they must possess a schematic of the same item for each lower rank.

Creating a schematic takes a day per rank to create. Once a schematic has been created, the player and GM should collaborate to choose four or five required components or ingredients necessary to craft the item from the schematic.

Basic Quality Schematic (Skill 50): Creates a basic schematic for a craftable item. The character who is crafting based off this schematic suffers a -20 to her skill for the crafting roll. Some detailed scribbles on a piece of paper.

Average Quality Schematic (Skill 75): Creates an advanced schematic. The character who is crafting based off this schematic gains no bonus or penalty to her skill for the crafting roll. Well drawn diagrams on a handful of sheets including some basic measurements.

Expert Quality Schematic (Skill 100): The character who is crafting based off this schematic gains a +20 bonus to her skill for the crafting roll. Detailed draftspony's drawings with precision measurements, materials notes and the like. Comprises numerous images and a small reference book worth of detailed information on how to build the item.

Scavenging: Searching for salvageable goods is often critical to survival in the Equestrian Wasteland. When a character searches a general area (such as a house or a factory yard), the character should make a Perception check in order to find possibly valuable or useful items. Success can result in either directly finding items that are out in the open or finding containers which may hold valuables, such as a safe or locker. This roll may be modified by how well hidden the item or container is and how well picked over the area. Obvious containers (like a row of lockers on a wall) or items in plain sight (like a book on a table) should be very easy to find, requiring no Perception check.

After generations of previous scavengers, almost all unlocked containers in the Equestrian Wasteland have been previously looted. Getting into locked containers requires first sufficient Lockpick skill rating to attempt the lock and then a successful Lockpick check (see [Skill Rolls](#)). In some cases, hacking a nearby terminal with a successful Science skill check will allow a character to open a locked safe or vault remotely.

Luck plays a vital role in random looting, determining how much random goods a character finds in addition to any specific items predetermined by the GM. A failed luck roll will usually mean locked containers hold meager rewards and a higher degree of relatively worthless items. GMs are encouraged to reward a critical success on a scavenging Luck check with extra valuables. Likewise, several perks (such as Fortune Finder and Scrounger) will increase the amount of goods a character will discover.

Searching a broad area for specific items, and foraging for alchemical herbs and other ingredients in the wild require a successful Survival or other appropriate skill check.

NPC Disposition: The disposition of an NPC signifies the attitude that the NPC has towards a character or group. This will help determine who likely an NPC is to agree with (or even listen to) a character. Disposition is affected by Charisma, Speech rolls, roleplay and

character actions. Entire communities or factions will develop a disposition towards a character or group based on their actions and associations. These mass dispositions are considered the character's **Reputation** with that community or faction. Disposition commonly modifies Persuade and Negotiate checks as per the chart below.

In many parts of the Equestrian Wastelands, depending on era, NPCs can be expected to have a less pleasant disposition towards certain types of characters (especially ghouls, zebras, cyberponies or pegasi).

Loving / Worship	The NPC or group will readily listen to you and will view your actions in the best possible light. They will want to assist you even at cost to themselves. They will consider how they can be of benefit to you. +20 Bonus
Friendly	The NPC or group will listen to you and will view your actions with a friendly bias whenever possible. They will want to assist you so long as doing so doesn't harm or impede themselves. They will consider you as an ally. +10 Bonus
Indifferent	The NPC or group will give your words a fair hearing and assess your deeds with an unbiased mind. They can be persuaded to assist you, although probably at a cost. They will consider how you can be of benefit to them.
Quarrelsome	The NPC or group will interpret your words and actions in the least flattering or fair way possible. They will not assist, and may even initiate combat with provocation. They may consider you as an enemy, but will largely not want to consider you at all. -10 Penalty
Hostile	The NPC or group will not listen, will actively work against you and will very likely to initiate combat with or without provocation. They will largely consider how they can hurt you. -20 Penalty

Stealth: One of the most valuable skills in the Equestrian Wasteland is often that of going unnoticed. Stealth is always an opposed check between the Sneak skill of the character attempting to go unnoticed and the Perception of the potential observer. As with any check where a skill is opposed by a SPECIAL, the character using the skill rounds up for determining degrees of success. Both the character's Sneak roll and the potential observer's Perception check may be (and often are) modified due to situation and conditions. As with combat, these modifiers are capable of exceeding the +/- 30 modifiers to Skill checks. Likewise, modifiers to Perception checks for spotting characters attempting stealth may exceed the normal +/- 3 limit. Some bonuses may increase a Sneak or Perception score above the normal maximum (usually

100 for Sneak and 10 for Perception); those bonuses which may break the normal maximum are always added last.

While the Sneak skill covers moving quietly, keeping to shadows, using cover and other aspects of stealth, a character's Sneak check may be modified by environmental conditions that are conducive or adverse to stealth attempts. These bonuses or penalties are only applied to a roll where the environment impacts the primary sense that the potential observer would use to notice the character. Environmental bonuses or penalties cannot exceed the +/- 30 limit, and cannot raise a skill beyond its normal maximum. However, stealth perks such as *Ghost* or *Death From Above* grant special bonuses that may exceed this limit and can raise the character's effective Sneak beyond the normal maximum.

Modifier	Example Conditions
+30	Raging battle (hearing), Complete darkness (sight), Dark forest at night (sight), Obscured by a weaponized contrail (sight)
+20	Functioning factory machinery (hearing), Flying under cloudy night skies in the wasteland (sight), Obscured by a cloud contrail (sight)
+10	Observer engaged in conversation (hearing), Poorly lit building with scattered furniture/rubble (sight), Obscured by a contrail (sight)
-10	Creaky wooden staircase (hearing), Wearing noisy clothing or spurs that jingle (hearing), Whispering softly (hearing), Carrying large amounts of caps (hearing), Flying in open air at dusk (sight), Glowing horn (sight)
-20	Floor scattered with broken glass (hearing), Having just made a stealthy kill (hearing), Barren field lacking cover (sight)
-30	Speaking quietly (hearing), Dropping something (hearing), Well lit Stable hallway free of clutter (sight), Flying in open air on a sunny day (sight), Keeping a Pipbuck light on (sight), Unfortunately-placed mirror (sight)

Example: Sweet Tooth is attempting to sneak by a zombie pony (feral ghoul) in a narrow, darkened tunnel. The zombie pony would be using sight as its primary sense, so Sweet Tooth gains a +20 bonus to her Sneak check. Since Sweet Tooth has the Ghost perk, this becomes a +40 bonus, the latter +20 of which (from Ghost) can raise her Sneak above its maximum. If Sweet Tooth was attempting to sneak by a bloodwing (who would detect by echolocation) or a Steel Ranger (who would detect by the arcane detection magic of her E.F.S.), then Sweet Tooth would gain no environmental bonus for the darkness.

Perception checks against sneaking characters are most commonly modified due to range or number of potential observers.

Range	Bonus	Range	Bonus
Touch*	+3	Medium	-1
Point Blank	+1	Long	-3
Short	+0	Extreme	as per long, but cannot be observed except with scope / binoculars

*When a potential observer relying primarily on sight is approached from behind, this is reduced to the Point Blank bonus.

When a Sneak check is being opposed by a group of potential observers, the potential observer with the highest Perception makes the roll. Identically stated groups of creatures gain a +2 variance bonus to Perception checks to simulate a degree of variety amongst the individual creatures' perceptiveness. This bonus cannot raise the creatures' effective perception above 10.

The potential observer in a group gains a +1 bonus to the roll for each additional member of the group, to a maximum of +5. This bonus may increase the potential observer's Perception above 10. Larger groups should be divided, making separate rolls.

Example: Now, Sweet Tooth is attempting to sneak by a group of eight zombie ponies in the same darkened, narrow tunnel. The zombie ponies are generically stated with a Perception of 4. The GM rules that they are all milling about in a general throng, so divides the zombie ponies into one group of six and one group of two. The zombie ponies get two checks to spot Sweet Tooth. The first check is for the group of six, and is rolling using an effective Perception of 4 + 2 (variance) +1 (point blank due to narrow tunnel) +5 (group), for an effective Perception of 12. The second group only gets a +1 bonus for group size, for an effective Perception of 8. Fortunately for Sweet Tooth, she has the Ghost perk and her Special Talent is related to stealth, giving her a maximum Sneak of 115. Sweet Tooth's current Sneak skill is at 100, so for this roll her effective her Sneak is 100 +15 (Darkness, maxing at 115) +20 (Ghost), for an effective Sneak of 135.

Combat

Initiative and Combat Sequence: Combat is divided into turns (generally considered six seconds long). During each turn, a character can take multiple actions by spending Action Points (AP). Each character has a number of Action Points equal to $55 + (AGI \times 3)$. This bank of Action Points refreshes at the beginning of each turn.

Often, one or more combatants will initiate combat without the other side being fully prepared, such as in an ambush. In these cases, the combatant(s) initiating combat get a full turn of actions before their opponents can respond. After those actions are over, or when combat is initiated in a situation where all opponents are combat-ready, then initiative is rolled.

All combatants make an Initiative roll, which is $1d10 + AGI$. The combatant with the highest roll acts first, the combatant with the second highest roll acts second, and so forth, continuing until the combatant with the lowest initiative roll has acted. At that point, the turn is over, every combatant's AP bank refreshes, and a new turn begins.

Combatants who roll the same number for initiative act simultaneously. The Game Master should keep track of the sequence of simultaneous actions. For example, if a character using an AP 20 weapon is going simultaneously with an enemy casting an AP 45 spell, and the character deals enough damage to kill the enemy in the first two attacks, then the enemy will die before she has had time to cast her spell. For ease of gameplay, a Game Master may opt to roll a single initiative for all enemy combatants using the average of their Agility scores.

Basic Combat Actions: The most common combat actions are attacking and spellcasting. The AP costs for these actions depend on weapon or spell being used, and are listed in the weapon's description on the [Tiered Weapons List](#). All spells have an AP cost of 45 except for the two general spells *Light* and *Telekinesis*. It does not take any Action Points to cast these spells; actions taken with *Telekinesis* still require the normal AP costs to take.

Characters in combat will want to perform more complex and tactical actions than just attacking and spellcasting. These are divided into Movement Actions, Advanced Combat Actions and Special Actions. Below is a list of other combat actions that a character may choose to take and their associated AP costs. With the exception of the *Speed Burst* perk, no effect or combination of effects can reduce any action's AP cost below AP 10.

Movement Actions:

Movement: Basic movement of up to half your $(END + [AGI \times 2])$ in yards costs **15 AP**

Charging: It's possible to cover even more distance if you don't care about turning or dodging,

and when you Charge, you cover $END + (AGI \times 2)$ in yards in a straight line per **10 AP** spent, but you take **15 AP** to safely slow down as per Sprinting, and until your next turn, anyone attacking you gets a **+10% accuracy bonus per 10 AP you spent charging**. Instead of slowing down safely however, you can chose to barrel into an opponent for greater damage. For any Slam, Tackle, or Flying Tackle immediately preceded by one or more consecutive Charge movements, you may add your $END + (AGI \times 2)$ as damage provided that you moved at least one full Charge. However, you take half that amount of damage yourself. Barding protects against this damage.

Climbing: You can climb up to half your $STR+END+AGI$ in feet for **30AP** assuming you can find places to grip. The GM may require an Agility or Survival roll to find purchase on trees, rocks, statues, and other objects not explicitly made for climbing.

Dropping (Taking Cover): You can drop to the ground (for instance, to take cover) for **10 AP** while crouching is free. Any cover bonus gained will be as specified by the GM.

Flying: If you are capable of flight, then you may perform aerial movement, charging and sprinting actions. The AP cost for these maneuvers is identical to those for other characters, but your movement distance is multiplied by double your flight rank.

Jumping: Small jumps can be made freely as part of movement, but a pony attempting to jump very high or very far spends AP as if doing a movement action. The maximum height a pony can easily jump is half their $(STR + AGI)$ in feet. For distance, a pony can leap $(STR + AGI)$ in feet with Charging adding a bonus equal one quarter of the distance charged. Both of these can be bolstered by taking a temporary one point penalty to Endurance in order to add the END to the distance. The penalty goes away when you have time to rest e.g. ten minutes of sitting still.

Sprinting: Flat-out movement costs **15 AP per $(END + [AGI \times 2])$ yards + 15 AP** to slow down enough to take other actions. If you do not slow down by the end of your turn, you are still considered to be sprinting at the start of your next turn.

Stand Up: Standing up from a crouch costs only **10 AP**. If you were laying down, standing up costs **20 AP**.

Advanced Combat Actions:

Break Free: To break free of someone choking or pinning you, you must win an opposed STR test at a cost of **35 AP** for you.

Buck: You turn and give your target a powerful kick with both rear hooves. This basic Unarmed attack costs **double your Unarmed weapon AP** to perform and cannot be parried.

This attack can benefit from any hoof-worn unarmed weapon so long as you are wearing the same weapon on both rear hooves. Roll at **+15% accuracy**, and if successful, inflict double your normal unarmed damage to the target. So long as the target is not more than one size larger than you, the target must make a successful END roll to avoid being knocked down, with a penalty of 1 for every 10 damage dealt. Whether successful or not, all opponents gain a **+10% accuracy** bonus to strike you until your next turn for each time you buck.

Burst Fire: Using an automatic weapon you roll 3 attacks at **-10% accuracy** to hit; if you are under Strength for the weapon you are at an additional -5% per strength point you are short. Counts as a Normal Action.

Choke: You may attempt to choke an opponent into unconsciousness. This maneuver is most easily performed on an opponent you are pinning. Otherwise, the initial attack requires an attack roll at a -30 penalty and the opponent may attack or attempt to move while being choked. Opponents being choked suffer a -20 penalty to all attack rolls and -2 to SPECIAL rolls. While choking an opponent, you may take no other actions except attempting basic move actions, requiring you to maneuver your opponent with you. Movement distances for both you and your opponent are reduced by half and move actions are contested with opposed agility rolls. For each turn a character is choked after the first they must pass an endurance check, each end check after the first is at a -1 per check made to a max of -4 (after that you just fall uncon. A character who knows he is about to be choked (and has ap left to do so) may take a deep breath, if this is done treat the attack as per drowning rules. A unicorn with a skill of at least 25 in Medicine or Unarmed may attempt to perform a choke telekinetically on an opponent within line of sight and short range. The opponent gets the normal opposed roll for avoiding telekinesis. Telekinetic choking follows all the normal rules for choking except that movement actions are not reduced or opposed. The opponent may not use Break Free to break out of a telekinetic choke, but may break it by moving out of the unicorn's line of sight for a turn. A choked-out victim remains unconscious for ten minutes, after which she may make an Endurance roll to recover. If she fails, she may repeat this roll once per minute until she awakens. A character who is being choked can not cry out.

Disarm: A difficult close combat maneuver meant to relieve an opponent of their weapon. Roll your Melee or Unarmed skill at a **-40% penalty to accuracy** (This can be improved by making it a precise strike) if successful roll a contest of your skill against the opponent's skill. . The **AP** cost is based off the weapon used.

Flying Tackle: You leap at your opponent attempting to knock them back then pin them to the ground. This risky maneuver costs **double your Unarmed weapon AP** to perform, you must make at least one move action first and cannot be parried. If successful, this attack deals normal damage, plus it knocks them back as with a Slam and allows you to pin them. You must succeed at an opposed STR + AGI test with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. So long as the target is not more than one size larger than you, if you beat your opponent's result, you knock your opponent to the ground and

pin them. In addition, for every degree of success you achieve on the opposed roll, you deal 2 extra points of damage. If you fail any part of this attack, you take half normal unarmed damage and are automatically knocked down.

Full Auto: Using an automatic weapon you roll a number of times equal to the weapon's RoF and expend twice that many bullets. Each shot is at a **-5% penalty to accuracy multiplied by your burt rating**, and if you are under Strength for the weapon, there is an additional **-5% accuracy** to hit for every roll per point of strength you are short. For every success, if the result is even, one bullet hits, whereas if the result is odd, two bullets hit. Counts as a Normal Action.

Parry: Attempt to deflect a close combat attack using a melee weapon or unarmed attack. Using the melee skill, large ranged weapons (rifles and carbines) can be used to parry at a **-20% penalty to accuracy**. Roll Melee or Unarmed skill and compare your margin of success to your opponent's margin of success; defender wins on a tie unless the attacker got a critical success and the defender did not. You must have **15 AP** remaining per opponent whose attacks you wish to parry.

Pin: If your opponent is laying on the ground, you may attempt to pin them. You must succeed at a STR + AGI test at a +2 bonus versus the target's opposed STR + AGI test. A pinned opponent cannot move and is at a 30% penalty to any action other than breaking free. This maneuver costs **20 AP each turn** you maintain it. You cannot move or use your hooves while maintaining a pin unless flying. Unicorns may use magic while pinned or maintaining a pin, but if performing the pin they loose the +2 to the contest for being distracted.

Precise Strike / Precise Shot: This is a carefully aimed strike, shot, or burst which costs **+15 AP** more than a Normal Action but adds **+20% accuracy to hit**. This action cannot be used for a "Wild" attack.

Slam: You slam your body into your target, sending the target flying. This basic Unarmed attack costs **double your Unarmed weapon AP** to perform and cannot be parried. The only unarmed weapons that can be used for this attack are helmets and body spikes. Otherwise, the AP and damage are based on a bare-bodied attack. If successful, this attack deals normal damage. Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1 yard in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take +1d10+5 damage per yard of remaining movement. Should the damage from knockback exceed the object's HP, the object breaks and the target continues moving whatever distance remains. If you fail any part of this attack, roll an Agility check to stay upright.

Suppression Fire: Instead of attacking a specific target, a weapon capable of performing a Full Auto attack can be used to attempt to pin opponents behind cover. Ammo is expended as

normal for a Full Auto attack. In general only one corner of a building or both sides of a small obstruction like a cart can be covered. Any opponent in the suppressed area who expends AP while at least partially exposed (e.g. returning fire or moving out of cover) is automatically attacked once (at normal Full Auto penalties) for every 15AP they spend while not in full cover. These attacks are resolved exactly as if coming from an automatic weapon with RoF: 1. Obviously once all bullets have either hit or missed, no further suppression can occur. Actions performed while exposed to suppression fire (including shooting back) are at a **-10% penalty to skill** since random fire is rather distracting.

Tackle: You grapple a target to the ground. This basic Unarmed maneuver costs **double your Unarmed weapon AP** to perform and cannot be parried. If successful, this attack deals half normal damage. Then make a STR check opposed by your target's STR or AGI (defender's choice). So long as the target is not more than one size larger than you, if you beat your opponent's result, you knock your opponent to the ground and pin them. If you fail any part of this attack, roll an Agility check to stay upright.

Trip: Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action but does no damage. Roll STR (or END for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down.

Wild Swing / Shot: If a character uses one or more move actions in order to be able to attack an opponent and is left without enough AP to attack but they still have some AP left unspent, they may expend all remaining AP to make one Wild Swing or Wild Shot attack with any readied weapon or an unarmed attack. This poorly aimed attack has a penalty of **-1% accuracy** to hit for every point of **AP** that the character is short. For example, if a stallion raced forwards to get into hoof-to-hoof combat only to come up 25 AP short of what he would normally need to Slam his opponent, he could still make an attempt at a -25% penalty to accuracy. ***You must spend a minimum of 10 ap for the action however.***

Special Actions:

Activate PipBuck Function: Characters who possess a PipBuck may activate special features of their PipBuck. Activating or deactivating the PipBuck's light, or accessing its functions like Automapping, costs **10 AP**. Activating the PipBuck's *Stable-Tec Arcane Targeting System* (S.A.T.S.) also costs **10 AP** and gives you access to penalty-reductions for part of the rest of your turn. Finally, accessing the PipBuck's *Eye-Forward Sparkle* (E.F.S.) grants the character an illusionary "heads up display" that allows a character to locate and assess targets. Activating E.F.S. costs **25 AP** but will last until turned off. Turning off E.F.S. is a **0 AP** action.

Dodge: After other actions, you may dedicate any amount of your remaining AP to dodging. For every AP spent, your opponents suffer a -1 penalty to Melee and Unarmed attacks against

you, as well as attacks made against you from long or extreme range, to a maximum penalty equal to your (AGI x 2). This effect lasts until your AP refreshes.

React: Instead of acting immediately, you can choose to hold your action in order to react to others. For instance, a guard might be staring out into the night, watching a lonely stretch of roadway. If the guard became aware of multiple enemies but didn't have a line of sight to them, they could choose to hold their action and attempt to react as enemies became visible while dashing from cover to cover. Such reaction attacks (which are usually ranged or magical) cost an extra **10 AP** each time you acquire a new target and are at a cumulative **-10% penalty to accuracy** for each target after the first.

Reload: This takes **10 AP** for single shot guns or guns with clips / drums / speed loaders or for battle saddles with a reloader lever. Revolvers, Bolt-Action, Lever-Action, and Pump-Action guns without speed loaders, and battle saddles without a reloader lever take **20 AP** to reload.

Use Items: Using an item from your inventory, such as a healing potion or chem, costs **20 AP** if you have hands, the Tail Trick perk or telekinesis. Otherwise, it costs **30 AP**. Because they are hung to be readily available, using holstered items (usually weapons) costs **10AP** less than the above cost. Masks, when worn, can be adjusted for use or disuse with a **10 AP** action. You must have a hand, mouth, or equivalent manipulator free to use this action.

Unjam or De-glitch a Weapon: It costs **30 AP** to clear the jam or fix a glitched plasma or magical weapon. Until then, the weapon will not fire.

Attacking, Damage and Death: To attack an opponent, the character must make a Skill Roll using the appropriate skill for the weapon that the character is wielding. Attacks made without weapons and attacks made with non-explosive thrown weapons use the Unarmed Skill. This roll is usually heavily modified by situational and attack modifiers. Modifiers can adjust the difficulty of a task *beyond* the normal limit of plus or minus 30%, up to a maximum of the character's Critical Failure rate or a minimum of the character's Critical Success rate.

In most cases, a failed attack roll simply means the character missed. However, degrees of failure become important if the character fails an Explosives check when lobbing an explosive or firing ordinance with an AoE value. Every degree of failure places the explosive one AoE value increment away from the intended target in a direction determined by the GM. Failed attacks with explosives may still wound or kill the target, and/or may hurt unintended targets. Also a miss when shooting into melee combat may result in a hit on a friendly if a luck check is not made.

Damage and other effects are usually resolved immediately after an attack is successful. However, the damage and effects of explosives on timers are determined or proximity sensors are determined at the end of the initiative in which they triggered. Characters with react actions may attempt to disarm the explosive (in the case of a mine or other explosive trap), find cover or escape the AoE.

If an attack is successful, the character must then determine the damage dealt. Weapons deal a base amount of damage plus a random additional amount. The base damage may be a static number, a number calculated by one of the character's SPECIALS or other statistics, or both. (For example: a pool cue has a base damage equal the character's Strength).

The random amount is generated by rolling a number of dice and adding the numbers rolled together. The number of dice rolled for each weapon is listed in the weapon's statistics on the equipment pages. Most ranged weapons use d10s which are represented in the weapon's listing as "+" marks. (For example, a sawed-off shotgun has a damage rating of 15++++ with the special note that it loses one "+" for every yard beyond point blank. This means that at point blank, the weapon deals a base damage of 15 plus a randomized additional damage of 4d10.)

Once the damage for the attack has been determined, the character who has been successfully hit reduces the damage with the DR value if any and then DT value of her barding or armor, shield or other defense that grants her a DR or DT value. The value of her DR and DT is subtracted from each successful weapon hit -- *not each attack*. (For example, the DT applies separately to each shot in a burst or the hit from each linked weapon in a battle saddle.)

After the damage has been reduced, the resulting amount of damage is subtracted from the attacked character's hit points. If this reduces the character to 0 hit points or less, the character is unconscious and dying. Attacks which deal stunning or illusionary damage will leave the

character unconscious but not dying.

A dying character will die in a number of turns equal to the character's Endurance unless she receives medical aid that brings her Hit Points back above 0. *(Characters who are reduced to ash or goo by a killing critical success from a magical energy weapon, or "chunky salsa" from a killing critical by an explosive weapon, are simply dead and cannot be saved. This effect is achieved if the character takes damage greater than ½ total hit points and is reduced to 0 hp or less, from a weapon that deals explosive or magical damage.)*

Both base and random damage values, as well as the enemy's effective DT value may be modified by ammunition, special properties or other modifications.

Critical Success or Failure in Combat: Any successful hit that rolls less than or equal to the attacker's Luck is a critical hit. This means that the attacker has struck a particularly devastating blow. For most weapons, roll damage normally and multiply the resulting damage by 150%. Magical Energy Weapons deal 200% damage on a critical hit rather than 150% damage. If a laser or plasma Magical Energy Weapon deals enough damage on a critical hit to reduce the victim to 0 Hit Points or less, the target is disintegrated into glowing ash (if by laser) or melted into glowing goo (if by plasma). Likewise, a critical success with an explosive that reduces a victim to 0 Hit Points or less blows the target into pieces (or "chunky salsa"). *Alternately, the GM may decide to supersede these rules if something more entertaining would make as much or more sense.* (For groups who wish to use a more complex system for weapon-specific critical success values should, see the **Optional Rule: Complex Equipment** under the *Determine Starting Equipment* section of character creation.)

A sneaking character gains a +20% chance to critically hit an unaware target with her first attack. After the first attack, the target is considered aware. Sneaking characters are no longer considered sneaking after an attack unless their attacks are silent and they make a successful sneak check..

Any miss that rolls higher than 94 + (Luck / 2, rounded down) is a Critical Failure. This means something bad happens. *Typically this means either the gun jammed, glitched (for plasma and magical weapons), or the attacker injured themselves or an ally (GM's decision) at normal damage, but ultimately it is the GM's decision as to what happens.*

Regardless of modifiers, a roll of 1 is always a Critical success and a roll of 100 (for skills) or 10 (for SPECIAL rolls) are always Critical Failures.

Attack Modifiers: Attack chance can be modified by numerous factors, including range, attempts to attack a specific part of the body (known as **Called Shots**) and size difference between attacker and target. Below is a list of common attack modifiers.

Attacking From the Ground: For most beings, it is awkward to fight up close while laying down. At point blank range, the accuracy bonus is negated and there is a **-10% penalty to accuracy** if the attacker is laying down. Using Melee weapons from the ground is a bit trickier and inflicts a **-20% penalty to accuracy** due to the awkward movements necessary (though perks can reduce this).

Bipods/Tripods/Pintle Mounts: Long barreled weapons can be mounted on a bipod or tripod (with the Use Item action) which reduces Strength requirements by 4 as well as reducing accuracy penalties by 5% at medium range and 10% at long or extreme range. Pintle mounts negate Strength requirements for a weapon while it is attached, but attaching and detaching weapons from such a mount is generally not a combat action unless the weapon or the mount was specifically designed for it. Being generally low to the ground and not designed to rapidly shift aim, bipods negate the bonus for firing at **point blank range** and instead impose a **-20% penalty to accuracy**. At GM discretion, tripods and weapons on pintle mounts may have a **-10% penalty to accuracy** applied if attacking from an awkward angle.

Bracing: Resting a long barreled weapon on a suitable piece of terrain (a large rock, short wall or fence, etc) reduces Strength requirements by 2. It also reduces accuracy penalties by 5% at medium range and 10% at long or extreme range. Weapons mounted on a Battle Saddle cannot normally be braced.

Called Shots:

Target Location	Penalty
Body	-10% ranged / -5% melee
Limb (includes tails)	-20% ranged / -10% melee
Head	-30% ranged / -15% melee
specific part (crotch, knee, eye)	-20% in addition to the appropriate location penalty above

Cover: Shooting a target in cover applies a penalty as specified by the GM. This will generally be between -10% for sparse soft cover like a dead bush and -75% for near total cover e.g. firing through an arrow slit in a stone wall. Likewise, cover may protect against explosions as if the character was +1 to +3 AoE values farther away from the center of the detonation.

Multiple Weapons: Attacking with two weapons at the same time (**AP** cost of higher AP weapon) gives a **-20% penalty to accuracy** if both are aimed at the same target, or **-40%**

penalty if aiming at different targets. (These penalties may be reduced by some perks.) This penalty does not apply to weapons mounted in Battle Saddles. Some weapons carry additional penalties or simply cannot be multiple-wielded outside of a battle saddle. **You must have a means to do this such as a Griffons hands or a Unicorns TK.**

Range:

	Range***	Accuracy Modifier
Point Blank	0 to 5 yards	+15% for Short Range weapons; -15% for Long Range and Battle Saddles
Short	6 to 15 yards	+0%
Medium	16 to 50 yards	-10% (-15% for short range weapons*)
Long	51 to 150 yards	-30% (-20% for long range weapons; no short range weapons**)
Extreme	Over 150 yards	-40% (only weapons designated as long range**)

*Thrown explosives and thrown weapons count as short range weapons

**At GM discretion, a sufficiently large penalty may be applied to hit something beyond effective range.

*** Gm's discretion yards or meters

Size: If the attacker and defender are different size categories, subtract the attacker's size category from the defender's and multiply the difference by 15% to get the bonus or penalty.

Size	Category
5	Enclave Thunderhead +400%* HP and 75% to be hit; +10 Strength
4	Enclave Raptor or Ursa Major +200%* HP and 60% to be hit +8 Strength
3	Hydra, Ursa Minor, and huge, gigantic, terrifying, enormous, teeth-gnashing, sharp-scale-having, horn-wearing, smoke-snoring, could-eat-a-pony-in-one-bite, totally all grown-up dragon +100%* hp and +45% to be hit +6 Strength
2	Tank, passenger skywagon or young adult dragon +50%* HP and +30% to be hit +4 Strength
1	Adult buffalo, Hellhound, Manticore, wagon or dragon +25%* HP and +15% to be hit, +2 Strength, -15% to sneak
0	Pony, zebra, griffin, or young dragon; no HP and no to hit modification
-1	Baby dragon, colt or filly; -25%* HP and -15% to be hit, -2 Strength Cap, +15% sneak

-2	Small creatures Spritebot, bloatsprite, foal, cougar or medium to large dog; -37.5%* HP and -30% to be hit, -4 Strength Cap, +30% sneak
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Shipboard beam cannons on Raptors and Thunderheads are generally size 1 or 2 for their own targeting.

Sneak Attack: A successfully sneaking character who attacks an unaware target gains a +30 bonus to the attack as well as a +20% chance of critical hit.

STR Requirements: Using weapons when you have less Strength than their minimum requirement inflicts a cumulative -5% to hit and +5 AP for each missing point of STR. Battle Saddles reduce these Strength requirements by 2, or 3 for large guns see battle saddle rules

Stable-Tec Arcane Targeting Spell: While S.A.T.S. is active, your PipBuck negates up to 30% worth of penalizing attack modifiers. S.A.T.S. can only negate penalties; it cannot give a bonus; when S.A.T.S. is active it gives 45 to use while in it.

Target is on the Ground: Similarly, it is harder to defend when not on one's feet/hooves which gives the attacker a **+20% bonus to accuracy**.

Visibility: The exact penalties vary substantially from one situation to another. Such penalties should be assigned by the GM on a case by case basis. Common penalties range from -10% for minor difficulties to -75% accuracy for a target that is completely invisible for any reason.

Unbalanced Battle Saddle: If two weapons of dissimilar design (such as a minigun and a rocket launcher) are mounted in the same battle saddle, the wearer suffers a -10 penalty to Battle Saddles rolls.

Crippling Limbs and Hit Locations: One of the primary reasons of making called shots is to attempt to cripple a limb. A character's torso or head becomes crippled when they have taken damage equal to half of the character's full hit points, rounded down. Legs and wings are crippled if they suffer more than 33% of the characters HP, A unicorn's horn will be crippled if it suffers more than 20% HP damage to that location. The tail has only 10% of the body's HP. All damage taken comes from the characters HP, limb damage is tracked separately for the purposes of determining crippled or lost limbs.

Roll	Location	If the base HP are 100 than the limb has this many:	Effect if Crippled: (Primary location only)
1-2	Horn or Head	20 or 50	-50% magic skill
3-10	Head	50	-3 int and per; -20% all

			actions
11-39	Chest	50	-3 STR, -3 END, +10 AP to all actions
40-49	Right wing or Chest	33 or 50	-3 STR, -3 END, can't fly
50-59	Left wing or Chest	33 or 50	-3 STR, -3 END, can't fly
60-69	Right foreleg	33	-3 STR, -3 END, Doubles movement AP
70-79	Left Foreleg	33	-3 STR, -3 END, Doubles movement AP
89-89	Right Hind leg	33	-3 STR, -3 END, Doubles movement AP
90-99	Left Hind leg	33	-3 STR, -3 END, Doubles movement AP
100	Tail	10	Sweet Celestia that hurts! (but no penalties for getting your tail shot up)

A crippled leg will severely impede movement, doubling move AP for each crippled leg (*So with one leg crippled it now costs 30ap to make a normal movement, 3 legs would cost 45ap [and the character is considered to be crawling] to make a normal movement, if all 4 legs become crippled the cost is 60ap*). With three crippled legs the victim will be stricken immobile. A crippled wing renders a character unable to fly.

Crippled limbs may be cured with the right medical spells or with a successful medicine check and the use of a Doctors Bag. If a crippled limb is not treated, any further damage to that limb runs the risk of severing or destroying the limb entirely. Severed limbs can be re-attached with the right medical spells shortly after dismemberment. Disintegrated or completely destroyed limbs cannot be replaced so easily. Needless to say, while most re-attached limbs regain full functionality, re-attaching a severed head will not bring a character back to life.

A limb may be lost if it takes excessive damage. Damage past the base hitpoints is still tracked, but no longer applied to the primary hitpoint pool. If a limb takes twice its hp in damage a Endurance check -2 (-4 if the damage is from one attack) or the limb is considered lost. If the limb is not lost but takes its HP again increase the Endurance Check by -2.

A lost limb may be restored through several means. Hydra for those willing to turn to powerful drugs. If the limb was lost in such a way that it is not destroyed a character can make a hard medicine check to restore it so long as he has the surgery perk and a doctors bag, if a limb is

restored this way it will suffer a -1 to all Strength and Agility checks made with it, at the GM's discretion if a player puts too much strain on a restored limb he may ask for Endurance checks to make the recovery slower or have complications.

Healing: Wounds recover at a natural rate of $1 + (\text{END} / 3, \text{rounded up})$ hit points per hour of sleep. This recovery speed can be doubled with successful medical aid. This healing will not restore a crippled limb.

Hit Points can be recovered much more quickly through the use of the right medical spells or through alchemical or magical healing items such as healing potions, healing salve and magical bandages. The base healing that these items provide is augmented by the Medicine skill of the character administering the healing item. For every 10 full points of Medicine the character has, these items heal an additional +1d10 hit points. For items which heal over time, this additional healing occurs 1d10 per turn, with any remaining healing occurring on the final turn. (If using hit locations, unless otherwise noted, any item or effect which heals hit points also heals each damaged limb by that amount divided by the character's total number of limbs. A successful Medicine check may be used to focus healing onto restoring a specific, single limb.)

Magical energy damage, such as from magical energy weapons or some offense spells, are extremely gruesome, warping the flesh so that it doesn't heal properly. Such wounds are harder to heal with magic spells and leave permanent scars. Limbs crippled with magical energy damage which are healed through natural healing, healing potions or Regeneration will be permanently debilitated, causing the character to suffer a -10 penalty on skill rolls for actions with that limb. For such wounds to heal properly a easy skill check against medicine must be made and the healer must have use of a doctors bag. Only one such check must be made to heal any number of wounds on the same individual.

A character may heal all stun damage with an hour of rest. Illusionary damage heals the moment the illusion spell ends. Normal healing methods do not heal illusionary damage, and can only heal half of Stun damage (the remaining damage must dissipate naturally with time).

(Example: Get Lost has a Medicine of 73. She succeeds on a Medicine skill check to apply a healing salve to an injured friend. Healing Salve normally heals a base of 4 points of damage per turn for five turns, and gives a -1 penalty to perception for 10 turns. On the first four turns, the salve will heal $4 + 1d10$ damage, and on the final turn it will heal $4 + 3d10$ damage.)

Ghouls regenerate at a rate based on their radiation level. Every hit point regenerated reduces the ghoul's radiation level. If a ghoul is at full hit points, it continues to internally consume radiation at a rate equal to its regeneration rate per hour.

Alchemy and Chemistry

Chems and Addiction: Chem (a truncation of "chemical") is post-apocalyptic slang for "drug". A chem is any chemical, medicinal or otherwise, used to cause changes in a person's behavior or biological systems. The chems of the Equestrian Wasteland alter a character's SPECIALs and/or other statistics for a limited time. Chems are divided into two subtypes: addictive and non-addictive.

Each addictive chem has a chance of causing the character to become addicted with every use. Repeat uses back-to-back will add an additional 10% chance to a maximum of an additional 30%. A character with chem addiction will suffer withdrawal symptoms when the chem wears off, resulting in lowered stats unless the character continues to take the drug.

Drugs in the Equestrian Wasteland are partially magical, and addiction is particularly insidious. While on the drug, the character's stats are returned to normal, and then beneficial effects of the drug are applied. Each time an addicted character uses the drug, she must make the addiction roll again. Each successful addiction roll adds another stackable level of the addiction's penalties. Addiction also installs in the character a psychological drive to continue using the drug. GMs may call for an addicted character to make an Charisma roll to fight off these urges. This roll is at a -1 penalty if the character is presented with either a good excuse or an open opportunity to take the chem, and a -3 penalty if both apply.

Addiction may be cured. However, those doctors in the wasteland who have the capacity to cure chem addiction are extremely rare. The treatment takes the better part of a day, if not longer, and is usually extremely expensive. Even if cured of the effects of the addiction the psychological drive to have them will not fade completely away. The character rolls to resist the temptation at a +4 bonus if the character is presented with either a good excuse or an open opportunity to take the chem, and at +2 bonus if both apply. At the Gm's discretion the character can be made to roll even if the chem isn't to hoof if he feels that the character is underneath a great deal of stress. If the stress is related to performance that the drug could enhance, the GM should feel free to make the roll harder. Also if the character becomes addicted again his resistance checks become harder with a -1 applied to all rolls to resist taking the drug. The penalty is cumulative for each time this happens.

Chems may be created by characters using a chemistry set. Doing so requires that the character possess the chem's recipe, supplies and makes a successful Medicine check.

Alchemy: The simplest uses of Alchemy, called common recipes, may be crafted by any character who possesses the prerequisite skills. Beyond these common recipes, however, the magic of Alchemy is the art of the zebras alone. Basic extracts of natural magic, created with simple combinations of plants and animals. These rules include the basics for creating both

standard drugs and more specialized effects.

Recipes listed in the Common section can be used by anyone with sufficient Alchemy and Chemistry skill. Basic recipes can be used by anyone, but require no specific perk to unlock. Advanced and Expert recipes require the associated Perks to unlock, available only to Zebras.

Alchemy requires that the character possess the appropriate skill prerequisites and ingredients. The character must then make a successful skill roll. This is a Survival skill roll, although characters may instead roll Medicine or Science for recipes with a Medicine or Science prerequisite. Some alchemy recipes are rare and require the character obtain the recipe.

All uses of Alchemy require an appropriate cooking area. A camp fire, hot plate or similar source of heat, in addition to any other materials. Most alchemy requires special herbs, referred to in game mechanics as green, red and blue herbs. These herbs may be found in the Equestrian wasteland with a successful Survival roll. The GM may apply a difficulty modifier to this roll based on how rare the herbs are in the area. Most outdoor or natural underground areas have at least a minor chance of finding herbs. Most indoor areas do not.

Alchemy Perks:

For Alchemy-related Perks, see the zebra racial perks section of the Perk List. For examples of Alchemical enhancements as quest perks, see the Alchemy section of that list.

Common Recipes: (there will be more over time added)

Healing Salve (ve)[vc]

Ingredients: Common Supplies worth 5 caps (Sells for 10)

Description: A greasy yellow salve

Effect: A character will heal their healing rate per turn for 5 turns,

Healing Potion (e)[c]

Ingredients: Common Supplies worth 18 Caps (Sells for 25)

Description: A light purple liquid

Effects: Heals 20 + (Medicine) over 4 turn, (if your medicine is 100 for example a potion you administer will heal 30 a turn for 4 turns for a total of 120) 30AP to apply in combat

Super Restoration Potion (m)[uc]

Ingredients: 2 healing potions and 30 caps in common medical supplies (Sells for 100)

Description: a deep thick purple liquid

Effect: Healing divided over 3 turns. Heals 60 + (Medicine *1.5) or heals a limb uncrippling it if

the healing restores it to full HP, (if your medicine is 100 for example a potion you administer will heal 70 a turn for 3 turns for a total of 210)

Antivenom (e)[vc]

Ingredients: 1 venom sack , 10 caps in common supplies (Sells for 25)

Description: Milky yellow liquid.

Effect: will cure normal poisons from mutant and regular creatures, does not work on magical poisons or alchemical poisons.

Stampede (h)[uc]

Ingredients: 1 dose Rage, 1 dose Med X, 10 caps in common supplies (sells for 80)

Description: transparent liquid, somewhat viscous

Effect: +20% DR and +2d10 damage (4d10 for melee and unarmed), fits of irrational rage

Rainboom (h)[uc]

Ingredients: Dash, Sugar Apple Bombs, 10 caps in common supplies (sells for 50)

Description: yellow white super fine powder (you inhale it)

Effect: granting the user +30 AP and +2 Agility for 4 turns on use. Instills almost insane levels of confidence and makes you hyper for an hour. *If you thought you could fly high before, you've not seen anything yet!*

Balefire Bender (m)[uc]

Ingredients: Mint-als, sparkle~cola RAD, Vodka, Rad-X, 10 caps in common supplies (sells for 125 caps)

Description: 6 ounces of Muddy brown green faintly glowing fizzy fluid

Effects: Grants +4 DT against Magical Energy Weapons, +1 Intelligence, +1 Perception and 25% resistance to Radiation for 30 minutes.

Weak Poison (ve)[vc]

Ingredients: 1 venom sack and 10 caps in common medical supplies or 20 caps in common supplies. (sells for 30 caps)

Description: varies, can be made as a paste, powder or liquid depending on the intended means of delivery. Liquids can be used as contact or injected, pastes smeared on weapons, powder can be inhaled or left as a contact agent.

Effect: weak poisons will inflict 5 points of damage per turn for 5 turns on a failed resist poison check. non magical

Normal Poison (e)[c]

Ingredients: 2 venom sacks and 10 caps in common supplies or 40 caps in common supplies (sells for 60 caps)

Description: varies, can be made as a paste, powder or liquid depending on the intended means of delivery. Liquids can be used as contact or injected, pastes smeared on weapons, powder can be inhaled or left as a contact agent.

Effect: this normal poisons will inflict 10 points of damage per turn for 5 turns on a failed resist poison check.

Strong Poison (d)[uc]

Ingredients: 3 venom sacks and 10 caps in common supplies or 60 caps in common supplies (sells for 90 caps)

Description: varies, can be made as a paste, powder or liquid depending on the intended means of delivery. Liquids can be used as contact or injected, pastes smeared on weapons, powder can be inhaled or left as a contact agent.

Effect: normal poisons will inflict 15 points of damage per turn for 5 turns on a failed resist poison check.

Very Strong Poison (h)[uc]

Ingredients: 4 venom sacks and 10 caps in common supplies or 90 caps in common supplies (sells for 120 caps)

Description: varies, can be made as a paste, powder or liquid depending on the intended means of delivery. Liquids can be used as contact or injected, pastes smeared on weapons, powder can be inhaled or left as a contact agent.

Effect: normal poisons will inflict 20 points of damage per turn for 5 turns on a failed resist poison check.

Lethal Poison (vh)[r]

Ingredients: 10 venom sacks and 10 caps in common supplies or 300 caps in common supplies (sells for 400 caps)

Description: varies, can be made as a paste, powder or liquid depending on the intended means of delivery. Liquids can be used as contact or injected, pastes smeared on weapons, powder can be inhaled or left as a contact agent.

Effect: normal poisons will inflict 30 points of damage per turn for 5 turns on a failed resist poison check.

Sleep Powder (d)[r]

Ingredients: 30 caps in common supplies (sells for 50 caps)

Description: fine off white powder

Effect: This powder forces anypony who inhales it to roll an Endurance check at a or immediately fall asleep for 5 minutes. Any damage dealt to the individual will still awaken them, however. Individuals awoken prematurely suffer a -10 penalty to all actions until the usual sleep duration elapses.

Flash (d)[r]

Ingredients: Dash, 40 caps in common supplies (sells for 90 caps)

Description: Comes in an inhaler

Effect: Grants the user bonus AP equal to their maximum AP for a single round.

Dash is good, Rainboom is better, but Flash? Flash is something else altogether. While vastly

shorter lived, the drug is also much more powerful. Time slows down when you Flash!

Party-Time Mint-als (h)[vr]

Ingredients: Mint-als, Apple Whisky, Drops of Honey and 5 caps in common medical supplies

Description: Pale green tablets

Effect: +2 INT, +2 PER, +5 CHA for 4 minutes

Basic Recipes:

Healer's Brew (e)[c]

Ingredients: 30 caps in common supplies (sells for 35)

Description: translucent pale green liquid

Effect: Heals Medicine Skill +10 HP instantly

Superior Healer's Brew (d)[uc]

Ingredients: 2 Healer's Brew, 30 caps in common supplies (sells for 100)

Description: translucent dark green liquid

Effect: Heals Medicine Skill * 1.5 +30 hp instantly, may be used to restore a crippled limb if the healing applied to the limb is enough to restore its hp to full

Smoke Bombs (e)[c]

Ingredients: 20 caps in common supplies (sells for 25)

Description: grey powder

Effect: Grants those obscured by the smoke a +20 on Sneak checks and enemies attempting to fire into the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 2 rounds.

Smell Concealing Perfume (a)[uc]

Ingredients: 30 caps in common supplies (sells for 40)

Description: clear liquid in a spray bottle

Effect: A basic spray which neutralizes the user's scent. Lasts 4 hours upon use. Sufficient to throw tracking dogs, Hellhounds and other scent-based followers off your trail.

Wall-Crawling Paste (d)[uc]

Ingredients: 60 caps in common supplies (sells for 75)

Description: Sticky silver grey paste

Effects: Makes your hooves sticky enough to walk across walls and ceilings. Lasts 5 minutes after application. Great for surprises!

Blood-Stopping Goo (e)[c]

Ingredients: 40 caps in common supplies (sells for 45)

Description: Dark red tar like substance

Effects: Allows you to automatically stop bleeding from any wound, including amputations, without needing a Medicine roll.

Venomous Sting (d)[uc]

Ingredients: 4 venom sacks and 80 caps in common supplies (sells for 250 caps)

Description: tarry black substance, used as a contact poison.

Effect: Very lethal *magical* poison. Deals 20 damage per turn for 5 turns. Multiple uses of poison stack.

Luminous Dust (e)[vc]

Ingredients: 40 caps in common supplies (sells for 45 caps)

Description: yellow white glowing dust

Effects: Simple dust which naturally glows. Mix with water for glowing paint, or blow it to create glowing clouds. Can be manipulated to create specific shapes with practice.

Minor Restoration Potion (a)[r]

Ingredients: 2 healing potions and 40 caps in common supplies (sells for 100 caps)

Description: Deep purple liquid that seems to glitter

Effect: A basic healing booster, good for chipped teeth or injured hooves. Restores 20 health to each hit location on use. Can restore crippled limbs

Magic Sleeping Powder (d)[uc]

Ingredients: 80 caps in common supplies (sells for 100 caps)

Description: fine white powder

Effect: A more potent form of sleeping dust. Targets of this variety test Endurance without bonuses or penalties. Damage which exceeds 20% of the target's maximum health will awaken them. Individuals awoken prematurely suffer a -15 penalty to all actions until the usual sleep duration elapses.

Hydra (h)[r]

Ingredients: 16 ounces (2 cups) of hydra blood 40 caps in common supplies (sells for 120 caps)

Description: thick dark red black liquid

Effects: Heals crippled limbs over 5 turns and restores 15 hp a turn for 5 turns.

Advanced Recipes:**Flight Talisman (h)[uc]**

Ingredients: 1 Bloodwing wing and 120 caps in common supplies (sells for 180 caps)

Description: dried bloodwing wing done up as a pendant

Effect: Anyone wearing this talisman will grow bat-like wings, allowing them to fly. This grants flight equivalent to the first rank of the Flight perk. Lasts 4 hours of use. *You can fly! Take to the sky!*

Cloudwalk Talisman (d)[uc]

Ingredients: 1 pegasus or griffon feather 120 caps in common supplies (sells for 150 caps)

Description: shimmering feather done up as a pendant

Effect: Grants the Cloudwalk for the duration of its use. Lasts 4 hours of use.

Adder's Venom (h)[uc]

Ingredients: 8 venom sacks and 100 caps in common supplies (sells for 300 caps)

Description: viscous translucent yellow liquid

Effect: Magic Poison deals 40 damage per turn for 5 turns. Multiple uses of poison stack.

Strong Magic Sleeping Powder (h)[uc]

Ingredients: 120 caps in common supplies (sells for 150 caps)

Description: fine white powder

Effect: Targets test Endurance at a -3 penalty. Damage which exceeds 50% of the target's maximum health will awaken them. Individuals awoken prematurely suffer a -20 penalty to all actions until the usual sleep duration elapses.

Expert Recipes:

Dream Stealing Powder (vh)[r]

Ingredients: 300 caps in common supplies (sells for 600)

Description: fine white powder

Effect: Targets test Endurance at a -6 penalty. Recipient can not be woken and is a coma like slumber for 8 hours.

Kiss of the Hydra (d)[r]

Ingredients: 100 hydra scales, 32 ounces of hydra blood, 100 caps in common supplies (sells for 400)

Description: dark red granular powder (often in capsule form)

Effect: Regrows a lost limbs over 5 turns and restores 30 hp a turn for 5 turns. ****Not for use by cyber ponies**** if ingested by a cyber pony, the cyber ponies body will reject the cybernetic implants, forcing them out of the body. Depending on the level of modification this could easily kill the cyber pony.

Bone-Strengthening Brew (h)[vr]

Ingredients: a powdered dragon femur, 1500 caps in common supplies (not for found for sale)

Description: bone white powder often in pill form

Effect: Permanently grants 10% DR to anyone who takes it. Incompatible with Cyber-Pony implants any check to resist a bone breaking is at Endurance +4. GM may rule on a hit bypassing this if the attack would not hit bone, such as some pony with this effect being gutted. **This is the Quest Perk Bones like a Dragon**

World-Weathering Potion (vh)[vr]

Ingredients: a Yao-guai's heart, 1200 caps in common supplies (not found for sale)

Description: dark red liquid that gives off an almost unseen glow

Effects: This potion permanently adds +3 DT and 20% resistance to Fire, Cold, Poison and Radiation to the drinker. **This is the Quest Perk Weathered by the Wasteland**

Alicorn-Slaying Poison (vh) [r]

Ingredients: Bottled Pink Cloud, 500 caps in common supplies (sells for 2000 caps or more if you can even find it)

Description: Sickly pink goo

Effects: Magic poison that Deals 100 damage per turn for 5 turns. This poison warps and twists a body as it spread though it. Amongst the most horrific deaths a pony can have. *One of the most lethal poisons in history. Created from the remains of the Pink Cloud, sufficiently lethal to kill even Princess Luna and nearly kill Princess Celestia!*

Killing Joke Remedy (vh)[vr]

Ingredients: 4 ounces of poison joke vine, fungus from a Everfree Spore Beast, twigs from a timberwolf and 300 caps in common supplies (sells for a 1000 or more caps when it can be found)

Description: Light blue translucent liquid

Effects: This solution can reverse the effects of Killing Joke upon a pony, assuming they're lucky enough to still be alive after exposure to that horrible plant!

Hydra's Gift (h)[vr]

Ingredients: The Heart of a Hydra, 2000 caps in common supplies (not found for sale)

Description: thick dark red liquid that glows faintly

Effect: Allows the user to regenerate 1 hp per turn and over time heal crippled limbs (limb needs to regain at least half its hp and HP is healed evenly through all hit locations damaged.)

Permanent effect! **This is the Quest Perk Hydra's Gift**

Gift of the Phoenix (vh)[vr]

Ingredients: Tears of a phoenix, a diamond worth 10000 caps and 100 caps worth of common supplies (not found for sale)

Description: a diamond pendant

Effect: has a 50% chance upon the wearers death to restore them to full life and health. This is a dramatic and impossible to miss event as the body will burst into flame and reduce itself to ashes over the course of one combat turn. The character will be at -20 to all actions for the following turn.

Flying Magic

In addition to the ability to fly in defiance of the laws of physics, the innate magic of the flying races shows itself in their ability to perform special flight and weather-related tricks. These are called Pegasus Tricks, for pegasi are the most innately skilled and versatile performers of this kind of magic. Pegasus Tricks rely on physical grace and deftness as well as self-confidence and bravado, making Charisma and Agility the most vital SPECIALs to an aerial performer. More powerful fliers are capable of greater feats; many Pegasus Tricks have effects based on Flight Rank.

Most Pegasus Tricks are divided into three broad categories: basic, advanced and expert. Pegasi, griffins and alicorns all begin the game with the ability to perform basic Pegasus Tricks, but only pegasi are capable of taking the perks that open up the wide range of advanced and expert Pegasus Tricks.

When a character has the ability to perform a given level of Pegasus Tricks, that character may perform all of the tricks listed for that category and may learn new unique tricks from characters willing to teach them. In addition, expert performers of Pegasus Tricks may also spend perks to learn individual Wonderbolt Maneuvers, the most powerful and formidable Pegasus Tricks.

A pegasus with an appropriate Special Talent may invent new Pegasus Tricks related to that talent. Perfecting a new Pegasus Maneuver works much like Inventing, with the pegasus using their Special Talent skill. The pegasus must have the required level of skill in their Special Talent skill (50 for Basic, 75 for advanced, 100 for expert), and must succeed on a skill check at a -10, -20, or -30 depending on the level of the trick.

New Pegasus Tricks take a long time to perfect. Each attempt requires one week of practice per level of the trick, with at least two hours per level of the trick spent each day practicing. If the pegasus fails, the practice time is wasted, but the pegasus may try again. Critical success allows the character to succeed and allows something extra to be added, while critical failure results in a crippling accident while practicing (often with associated falling damage).

Example: Thundering Dash has “pegasus-fighting” (aerial dogfighting) as his Special Talent, with Battle Saddles as the associated Tag skill. Thundering Dash wants to perfect a new Pegasus Trick which uses the backlash of an intentionally-failed Sonic Rainboom to stun flying pursuers while hurling him behind them for attacks which would gain the sneak attack bonus. After several days of working with Thundering Dash’s player, the GM settles on acceptable mechanics and decides that this is an expert-level Pegasus Trick. Thundering Dash has a Battle Saddles of 88, so he is skilled enough to try to perfect this new trick. Thundering Dash spends the next three weeks in-game practicing his new trick in his off-time. At the end of this time, he makes a Battle Saddles roll. The roll’s difficulty is Hard, so he has a -20, meaning he needs to roll a 68 or lower. Unfortunately, Thundering Dash rolls a 72, so he doesn’t quite have

all the kinks worked out of his "Thundering Reversal" yet.

Pegasus, griffin and alicorn characters have a statistic that other characters do not: Trick Points (TP). Characters of these races begin the game with a number of Trick Points equal to their $([Agility + Charisma] / 2, \text{rounded up})$ and gain an additional Trick Point every level. A character's number of TP can be increased through increasing one of the associated SPECIALs or through the *Extra Tricks* perk.

Performing a Pegasus Trick normally requires spending the appropriate number of Trick Points as well as any time, AP or skill rolls called for by the trick. Some Pegasus Tricks have large AP costs, far in excess of what a character will have per turn. In such cases, the character must dedicate herself to the trick, spending AP towards it across multiple turns. If the character spends AP on any other action before the trick is complete, or the character's efforts are interrupted by other events (including taking damage from a critical hit or crippling attack), the trick fails and the AP spent is lost. Most Pegasus Tricks which call for large expenditures of AP or long amounts of time can have their efforts split between multiple characters who can perform the trick.

Most Pegasus Tricks cost between 0 and 5 Trick Points. Some Pegasus Tricks have additional TP costs to maintain or based on size of effect. However, pegasus, griffin and alicorn characters may push themselves beyond their normal limits, performing Pegasus Tricks that they do not have the Trick Points for. Doing so causes the character 10+1d10 Stun damage per TP the lack to perform the Pegasus Trick. This damage is mitigated by the character's DT against Stun, but is *not* reduced by Damage Reduction. Pegasus Tricks which with a TP cost of 0 can be used as often as the character wishes and never cause Stun.

Pegasus, griffin and alicorn characters regain 3 TP after each hour of good sleep, or 1 TP each hour of sleep if they are sleeping in an environment not conducive to rest (such as in a small, moving vehicle or in open ruins punctuated by the sounds of not-so-distant gunfire).

Under normal conditions, an individual pegasi can utilize Pegasus Tricks to maintain control over the natural weather in a small area (such as a town or continuously over a group of travelers), by spending four hours manipulating the local weather. This time is reduced by one hour for every Flight Rank above the first, to a minimum of one hour.

Teams of pegasi can manipulate or alter the weather over a large region. This is normally a four-hour task, but the Weather Team Captain can reduce this time in half with a successful Magic skill roll. The difficulty of this skill roll is based on the severity of the weather being altered. In extreme weather conditions, all members of the weather team will be called on to make a hard Magic skill roll (such as in a severe thunderstorm) or very hard Magic skill roll (such as in a hurricane) every hour to continue. Each pegasus gains a +10 bonus to that role for every Flight Rank after the first. Critical failure often results in severe injury.

Pegasus Tricks

Basic Pegasus Tricks (if it says survival check just use Magic)

Buffet (0 TP): You may hover and flap your wings to create wind strong enough to disperse fog and blow objects away from you. This is a 15 AP action and may be maintained. The wind has a short range and an effective strength equal to your Flight Rank. A buffet with an effective strength of 1 can move a pony-sized normal cloud, effective force of 2 may move a pony-sized storm cloud, and a buffet of strength 3 can move cloud sculptures. It takes a buffet with an effective strength one higher to disperse a cloud than it takes to move one.

Cloud Break (0 TP): You may break apart clouds with a punch or kick, or thin out fog with a few well-placed whacks. With Flight Rank 1, you can easily break apart small, normal clouds. You may also attempt to break storm clouds, but must succeed at an Unarmed check to avoid 30+3d10 Stun damage from electrical discharge. With each additional Flight Rank, you gain a +10 bonus to this Unarmed check.

Cloud Touch (0 TP): You may stand on or otherwise interact with clouds as if they were solid. This power may be turned on and off at will with no AP cost, and will even remain active while asleep or unconscious. You may move small clouds around and position them as you desire.

Contrail (0 TP): When you fly, you may leave a thin, harmless contrail of normal clouds or smoke in your wake. This contrail will remain behind a number of turns equal to your Flight Rank. With a successful easy Survival check and 1 TP per movement action, this contrail may be used to create limited visual cover -- attacks against creatures successfully obscured with a contrail are at a -10 penalty, and Sneak checks through a contrail are at a +10 bonus. With a successful Agility check, you can use your contrail write messages or create symbols in the sky. Clouds produced by this contrail are not substantial enough for use with Cloud Touch or other tricks.

Cloud Spin (1 TP): By flying around a cloud for at least three sprinting actions, and making a successful easy Survival check, you may cause the cloud to spin. A spinning cloud may not be used to produce lightning bolts (neither by pegasus tricks nor by the Storm Cloud spell). Failure on the Survival check means the cloud fails to spin, while a critical failure will send the cloud flying off in an unfortunate direction.

Shower (1 TP): You may jump on a cloud to cause it to spill rain. You may continue to do so each turn for an additional 1 TP, for a maximum number of turns equal to double your Flight Rank.

Super-Speed Strut (1 TP): This crowd-pleaser allows you to charge or sprint just above the ground at full flight speed while appearing to casually trot. This trick requires a easy Magic

check. If successful, you increase the disposition of a receptive audience towards you by one level for a number of hours equal to your Charisma.

Dust Devil (1 TP + 1 TP per turn maintenance): You may create a minor whirlwind that can draw up water, tiny animals or other tiny, light and unsecured objects. This requires a successful easy Magic check, along with an additional easy Magic check each turn to maintain it. You can avoid harmful contact when drawing up poisonous gas or other dangerous substances with a Luck check at a -3 penalty. This penalty is reduced by one for every Flight Rank above first. Creatures may make a check to escape as per Telekinesis, opposed by your Flight Rank. Objects thrown by the twister cause (and suffer) 1d10 damage per Flight Rank. Creating a Twister is a 75 AP action.

Lightning Kick (2 TP per attack): You may kick a cloud to cause it to fire off a lightning bolt at a desired target. Hitting the target requires a successful attack roll using the Magic skill. The lightning bolt deals Stun damage equal to $(\text{Magic Skill}/10) + (1d10 * \text{Flight Rank})$, resisted by Stun DT and reduced by electrical resistance. The maximum range of the initial attack is point blank at Flight Rank 1, and increases a range category for each additional Flight Rank. Lightning Kick is a 25 AP action. You may continue to kick lightning out of a cloud for a maximum number of bolts equal to your Flight Rank before the cloud is expended.

Dodge and Weave (3 TP): While sprinting or charging, you may avoid obstacles, and enemies have an additional -5 penalty to hit you per Flight Rank (in addition to existing Flight Rank bonuses). This maneuver requires a successful moderate Unarmed skill check. This effect ends the moment you attack, but if you end the charge with a Buck attack, each Flight Rank reduces the bonus to hit you by 5.

Advanced Pegasus Tricks have yet to look at the these

Cloud Contrail (0 TP): When you fly, you may leave a harmless but more substantial contrail of normal clouds in your wake. The Cloud Contrail may be used to enlarge or patch together normal clouds. Otherwise, this contrail will remain behind a number of turns equal to your Flight Rank. With a successful easy Survival check and 2 TP per movement action, this contrail may be used to create visual cover -- attacks against creatures successfully obscured with a contrail are at a -20 penalty, and Sneak checks through a contrail are at a +20 bonus. Clouds produced by this contrail are substantial enough for use with Cloud Touch or Cloud Sculpture, but not other Tricks. (Cloud Sculptures crafted out of Cloud Contrails only last a number of turns equal to your Flight Rank.)

Signature Contrail (0 TP): When you fly, you may leave a harmless but personalized and stylish contrail in your wake. (For example: a streak of light the color of your mane and tail.) This contrail cannot do actual harm or damage, regardless of appearance, but may be used for secondary effects appropriate to the contrail, such as illumination, obscurement or minor

changes in temperature. This signature contrail is uniquely yours -- no other pegasi can intentionally mimic it -- and will remain behind a number of turns equal to your Flight Rank.

Fierce Cloud Break (1 TP per size category): You may break apart larger clouds. You no longer have to roll to avoid electrical discharge when breaking apart storm clouds your size or smaller. You may break apart minor cloud constructs with a successful Unarmed check.

Fantastic Flash (2 TP): You can to pull out of a dangerous dive, plummet or spin-out with style, even in the worst conditions. This trick requires a hard Survival check, or a very hard Survival check if unconscious or dying.

Fire Streak (2 TP, requires Speed Burst perk): You may sprint or charge along the ground, leaving fire in your wake. This fire lasts one turn per Flight rank, and will deal 1d10 magical energy damage per Flight rank to anyone who comes in contact with it. This burning wake will manifest in a style appropriate to your mane.

Cloud Sculpture (3 TP + 1 TP per size category above small): You can craft temporary items or structures from clouds. These cloud items may be used by characters capable of Cloud Touch as if they were solid to them. Cloud sculptures are easily destroyed by weather or attacks. Otherwise, they will last indefinitely. Cloud Sculpting takes one minute to perform, plus an additional two minutes per size category above small. Multiple characters with Cloud Sculpture may work together to reduce this time.

Fog Bank (3 TP): You can drag down clouds and anchor them as a fog bank, or likewise manipulate dust or mist, in order to create an outdoor area of reduced visibility. For every Flight Rank after the first, all Perception checks in the area take a penalty of -1, all ranged attack rolls suffer a penalty of -10, and all Stealth checks receive a bonus of +10. The radius of the affected area is limited by Flight Rank: 15 feet at Flight Rank 2, 50 feet at Flight Rank 3 and 150 feet at Flight Rank 4. Creating a Fog Bank is an 80 AP action. Multiple characters with Fog Bank may work together, evenly splitting this cost.

Whirlwind (3 TP + 1 TP per turn maintenance): You may create a whirlwind that can draw up water, small animals, children and small, light and unsecured objects. This requires a successful moderate Survival check, along with an additional moderate Survival check each turn to maintain it. The whirlwind can be moved from it's point of origin with a move action. You can avoid harmful contact when drawing up poisonous gas or other dangerous substances with a Luck check at a -3 penalty. This penalty is reduced by one for every Flight Rank above first. Individuals and creatures may make a check to escape as per Telekinesis, opposed by double your Flight Rank. Objects thrown by the twister cause (and suffer) 10 + 1d10 damage per Flight Rank. Creating a Whirlwind is a 150 AP action. Multiple characters with Whirlwind may work together, evenly splitting this cost.

Expert Pegasus Tricks

Weaponized Contrail (0 TP): When you fly, you may leave an impressive (and potentially hazardous) contrail in your wake. This contrail may be either be electrified storm clouds -- a weaponized version of Cloud Contrail -- or may instead be an augmented version of your signature contrail. If using a weaponized version of Cloud Contrail, this contrail may be used to enlarge or patch together normal clouds. Otherwise, this contrail will remain behind a number of turns equal to your Flight Rank. With a successful easy Survival check and 3 TP per movement action, this contrail may be used to create significant visual cover -- attacks against creatures successfully obscured with a contrail are at a -30 penalty, and Sneak checks through a contrail are at a +30 bonus. This contrail usually deals 1d10 damage per Flight Rank to anyone who comes into contact with it. The exact nature of this damage depends on the nature of the contrail. (Consult your GM when fashioning your weaponized contrail.)

Examples: an electrified storm cloud should cause electrical Stun damage and be reduced by Lightning Resistance. A fire contrail should cause an extra 1d10 fire damage per turn, ignoring armor, for five turns (or until put out), and should be reduced by Fire Resistance. The preceding examples are based on adding a melee special quality and associated resistance to the contrail.

Storm Master (3 TP per attack): You may stomp a storm cloud to cause it to fire off a massive lightning bolt at a desired target. Hitting the target requires a successful attack roll using the Survival skill. The lightning bolt deals Stun damage equal to $(15 + 2d10) * (\text{Flight Rank})$, resisted by Stun DT and reduced by electrical resistance. The maximum range of the initial attack is Short at Flight Rank 1, and increases a range category for each additional Flight Rank. Storm Master is a 35 AP action. You may continue to kick lightning out of a cloud for a maximum number of bolts equal to triple your Flight Rank before the cloud is expended.

Contrail Strike (4 TP): You can make a 30 AP attack utilizing your weaponized contrail as a weapon (such as flipping around and jumping on your own storm cloud contrail to produce a lightning strike). These attacks generally deal $15 + 2d10$ damage per Flight Rank, although this amount may vary (see examples below). As per Weaponized Contrail, the specifics of this attack depend on the nature of the contrail. (Consult your GM when fashioning your contrail strike.)

Examples (set one): An electrified storm contrail could cause electrical Stun damage, have long range, and be reduced by Lightning Resistance. A fire contrail could cause an explosive burst (AoE 10), dealing an extra 1d10 fire damage per turn, ignoring armor, for five turns (or until put out), and should be reduced by Fire Resistance. These two examples are designed by adding either a range or AoE quality to the examples given in Glorious Contrail.

Examples (set two): An attack with a rainbow contrail could spray out bands of colored light, dealing $10 + 1d10$ damage per Flight Rank with a Rate of Fire 3 which could be used for

Suppression Fire. And an attack with a weaponized winter storm cloud could be a savage hail-blast, dealing $20 + 3d10$ damage per Flight Rank, applied against triple the target's DT, losing $1d10$ damage each yard past short range and half base damage past medium. These two examples are based on giving the contrail's attack firearm properties (automatic and shotgun respectively) with corresponding adjustments to the contrail's damage.

Harassing Weather (4 TP + 1 TP per turn maintenance): You create a nasty weather pattern that batters those inside the region with strong winds, freezing rain, hail or other unpleasantness. All individuals inside the storm take $2d10$ Stun damage per Flight Level each turn and all actions cost an additional $(3 + \text{Flight Rank})$ AP until they find or make shelter. For an additional +1 TP and +1 TP per turn maintenance, you can also gain the effects of Fog Bank as if you had one less Flight Rank. Creating Harassing Weather is a 80 AP action and requires a hard Survival check. Harassing Weather requires a 40 AP action and a moderate Survival skill check each turn to maintain the weather pattern. Multiple characters with Harassing Weather may work together, evenly splitting this cost.

Cloud Architecture (5 TP + 1 TP per size category above small): You can craft permanent items or structures from clouds. These cloud items can withstand attacks from any Pegasus Trick short of a Wonderbolt Maneuver, and will weather even the most violent natural storms (although supernatural storms and powerful explosions will still cause them to disperse). Cloud Architecture may be crafted to provide buoyancy for non-cloud items with a successful hard Science check. Cloud Architecture takes one hour to perform, plus an additional four hours per size category above small. Multiple characters with Cloud Architecture may work together to reduce this time.

Tornado (5 TP + 1 TP per turn maintenance): You may create a whirlwind that can draw up water, small animals or other small, light and unsecured objects. This requires a successful moderate Survival check, along with an additional moderate Survival check each turn to maintain it. You can avoid harmful contact when drawing up poisonous gas or other dangerous substances with a Luck check at a -3 penalty. This penalty is reduced by one for every Flight Rank above first. Individuals and creatures may make a check to escape as per Telekinesis, opposed by triple your Flight Rank. Objects thrown by the twister cause (and suffer) $20 + 2d10$ damage per Flight Rank. Creating a Tornado is a 300 AP action. Multiple characters with Tornado may work together, evenly splitting this cost.

Wonderbolt Maneuvers

Sonic Rainboom (10 TP, requires Speed Burst perk): Requires at least ten full charging actions, at the end of which, the character temporarily gains Flight (Rank 5), breaking the sound barrier and leaving behind an expanding rainbow explosion. This explosion will expand over a vast area (at least as large as a moderate-sized town or battlefield), destroying any clouds and cloud-structures in its path, including those of Cloud Sculpting, Cloud Architecture and Storm

Cloud Architecture.

Tactical Rainboom (10 TP): The pegasus makes a perilous dive, requiring at least three full charging actions straight down. At the end of the dive, the character must make a very hard Survival check to pull out. If the character fails, hits the ground, taking double falling damage (up to a maximum of $150 + 15d10$). If she succeeds, she creates an explosion that deals that amount of damage to everyone other than herself in an explosion with an AoE interval of 50. (Explosives-related perks such as Hit the Deck! apply to Tactical Rainboom.)

Spitfire's Thunder (10 TP): Requires at least three participating pegasi with the Spitfire's Thunder trick. The pegasi sprint in a circle over the center of the target zone, manifesting storm cloud contrails behind them, for three full turns. At the end of the last turn, they sprint through the center, crossing contrails. When the contrails cross, this trick causes an anti-matrix explosion which causes $100 + 10d10$ AX damage per participating pegasi over a sizeable area (as large as a small-sized town or battlefield).

Storm Cloud Architecture (10 TP + 1 TP per size category above small): You can craft permanent items or structures from storm clouds. These cloud items have all the properties of structures from Cloud Architecture, and also generates a renewable supply of lightning bolts, with a maximum number of bolts equal to triple the pegasus architect's Flight Rank. Spent lightning bolts recharge at the rate of the pegasus architect's Flight Rank per hour. Storm Cloud Architecture may be crafted to provide power, buoyancy or defense with a successful hard Science check. Storm Cloud Architecture requires two hours to perform, plus an additional eight hours per size category above small. Multiple characters with Storm Cloud Architecture may work together to reduce this time.

Shamanism (on hold for now)

A shaman has the ability to summon spirits, bind them and barter for spirit favors. Spirit favors granted to buffalo shamans take the form of immediate acts or quests performed by the spirit. Spirit favors for zebra shamans take the form of magical enchantments on items that have been made into homes for the spirit's power.

Shamans begin the game with a **Spirit Affinity** rating equal to her (CHA / 2, rounded up). This rating may be increased by increasing Charisma or through the Greater Affinity perk.

All spirits have a **Spirit Power** rating. This rating ranges from 1 to 10 for most spirits. (However, there are a few rare, exceptionally powerful spirits with ratings above 10.) A spirit's Spirit Power rating will determine not only how difficult the spirit is to barter with or bind, but how impressive the spirit's favors can be.

Summoning a spirit is a **45 AP** action. If the spirit is resistant, the shaman and spirit make opposed Spirit Affinity vs Spirit Power rolls. A shaman cannot summon a spirit with a Spirit Power rating higher than the shaman's Spirit Affinity. If a shaman has summoned the same type of spirit once already within a day's time, the spirit will resist (unless the shaman is a tribal shaman whose tribe has pacts with that type of spirit.) If a spirit successfully resists, the shaman cannot summon the same type of spirit again for at least a day.

Binding a spirit is a **60 AP** action and is always a contested roll between the shaman's Barter and the spirit's Spirit Power +2. A shaman may attempt to bind a spirit with a Spirit Power greater than the shaman's Spirit Affinity, but she suffers a -10 penalty to her Barter for every two levels (rounded up) higher the spirit's Spirit Power is above her Spirit Affinity rating. Bindings last a number of days equal to the shaman's degrees of success, plus one. Bindings require a **Spirit Prison**. Spirit Prisons are crafted much like talismans, with requirements based on the spirit's Spirit Power +2. Spirits bound in a Spirit Prison will not grant favors to the binder or her allies.

Gaining favors from a spirit requires a successful Barter check and the offering of a gift to the spirit. Buffalo shamans sacrifice their gifts in an offering to the spirit, enticing the spirit to perform feats and tasks. Offerings of gifts beyond what the spirit might require will grant bonuses on this Barter roll. A buffalo shaman who fails her Barter check should wait at least a day before making another attempt with the same type of spirit. However, she may make a second attempt within the same day at a -20 penalty if she offers a significantly better gift. Fair warning: this is dangerous as a second failed Barter attempt is likely to anger the spirit.

Zebra shamans craft the gifts into a **Talisman** for the spirit to invest part of itself in. A zebra shaman who fails her Barter check may not attempt to Barter with the same type of spirit for the same talisman again for at least a day. Once the spirit has invested itself into the talisman,

anyone wielding the talisman is capable of using it as an enchanted magical item with abilities based on the nature and Spirit Power of the investing spirit. (Spirits making such investments benefit from having part of their power rarified and amplified, at the cost of allowing the talisman's wielder to tap into that power.) A talisman may be added to an item (as per adding a mod), at which point the talisman magically grafts to the item, becoming an integral part of it until the spirit favor ends. (Enchanted zebra weapons and armor are all examples of items with permanently-grafted talismans with basic-level enchantments.)

Only one talisman may be grafted to an item. "Enchanted" zebra weapons and armor are already enchanted and may not have a further talisman added. An item may not carry both a zebra enchantment and the benefits of an Imbuing spell. As Imbuing is just an imitation of true zebra enchanting, imbuing an enchanted object will always fail, and enchanting an imbued object will wipe out the effects of the Imbuing spell. Likewise, zebra enchantments are suppressed, not dispelled, by anti-magic effects (such as *Failsafe*).

Crafting a Spirit Prison or a talisman requires both time and a sufficient Survival skill. A talisman for a basic enchantment or a Spirit Prison for a spirit with an effective Spirit Power of 1 - 3 requires Survival 25 and takes one hour to create, halved with a successful easy Survival skill roll. A talisman for an advanced enchantment or a Spirit Prison for a spirit with an effective Spirit Power of 4 - 6 requires Survival 50 and takes 6 hours to create, halved with a successful moderate Survival skill roll. A talisman for an expert enchantment or a Spirit Prison for a spirit with an effective Spirit Power of 7 - 9 requires Survival 75 and takes 12 hours to create, halved with a successful hard Survival skill roll. A Spirit Prison for a spirit with an effective Spirit Power of 10 - 12 requires Survival 100 and takes 18 hours to create, halved with a successful very hard Survival skill roll. A shaman must complete a talisman before enchanting it. However, a shaman can create a temporary Spirit Prison in combat as a **60 AP** action, binding the spirit, but must continue the crafting process afterward for the needed time or the spirit will immediately escape.

The nature of the gifts will depend on both the nature and Spirit Power of the spirit being bargained with. Gifts include offerings of precious items (spirits care more about the emotional value of an item or the difficulty with which it was obtained than the monetary worth of the item), return favors, karma (whether positive or negative karma is required will depend on the nature of the spirit) or even part of the shaman's essence (resulting in a temporary reduction -- or in rare cases permanent -- of the shaman's Luck rating). Or gems.

Gems are a shaman's best friend. The nature of gems allows them to harness, focus and even amplify the powers of spirits. Therefore, spirits are often willing to barter for gems as an alternative to gifts that are more personally costly for the shaman. Gemstones have two ratings: Rarity and Beauty. A gemstone's Rarity will determine the maximum Spirit Power that the gemstone can house. The Beauty determines the general value of the gemstone in spirit bartering. When including gems in an offering to a spirit, at least one of the gems must have a Rarity rating equal to or greater than the spirit's Power rating (with at least two for Advanced

level favors, and three for Expert). Spirits will require (Spirit Power * 5) in Beauty worth of gemstones, modified by the shaman's barter rating.

The duration a zebra's enchantment and the number of favors a spirit will grant a buffalo are both based on the shaman's level of shamanism (basic, advanced or expert). Only the level of the favors given is influenced by the number of high-Rarity gems. At basic level shamanism, a buffalo gains a number of favors from a spirit equal to the shaman's (Spirit Affinity / 3, rounded up). At basic level shamanism, zebra enchantments last a week plus a number of days equal to their Spirit Affinity.

The Beauty value of gemstones for a spirit bargain for a shaman will be equal to: 155% - [Barter x 0.45%] x modifier. Modifiers come from the spirit's disposition towards the shaman.

Example: Sweet Tooth is bartering with a Hatred Spirit (Power 3) in the hopes of enchanting her crossbow with some of its power. Sweet Tooth has a Barter of 25, so the amount of Beauty in the gem offering that the spirit requires is increased from 9 to 12. In order for the spirit to be willing to invest some of itself into Sweet Tooth's crossbow, the shaman must install a talisman into the crossbow which contains twelve Beauty worth of gems, at least one of which must have a Rarity rating of three or higher.

Sweet Tooth has a Survival of 50 and a Spirit Affinity of 4 (giving her a +10 bonus to the crafting check). Sweet Tooth rolls a 43, and thus crafts the appropriate Focus. In addition to the talisman, she offers five points worth of her negative karma. The GM decides this is worth a +10 bonus to the roll. If Sweet Tooth succeeds on a Barter roll of 35, she will now have a crossbow that shoots freezing bolts!

Shamanism Traits & Perks

For Shamanism-related Traits, see the [Traits](#) section. For Shamanism-related Perks, see the Shaman perks section of the [Perk Revisions List](#).

Sample Spirit Favors:

Spirit of Rage (Flame)

Buffalo Favors:

Basic: Make a fire attack equal to (Spirit Power * 10) + (Spirit Power) d10

Basic: Redirect a single target's rage so that it attacks the target of your choice for one turn. Target must be enraged.

Basic: Scout ahead for hostile targets and report back.

Advanced: Kindle and augment the rage in a target, dropping their disposition towards a designated target by one per degree of success on a Spirit Power roll (max 3).

Advanced: Ferment the anger of a group of up to (Spirit Power) individuals over a period of (shaman's Spirit Affinity) weeks towards a designated target or idea. Target group must already be at least somewhat disposed against the target or idea.

Expert: Augment the existing rage of a group of up to Spirit Power individuals to incite mob mentality.

Zebra Favors:

Basic: weapon lights opponents on fire, dealing (Spirit Power / 3, rounded up) d10 fire damage per turn for three turns.

Basic: armor gives (Spirit Power * 2) bonus to DT against fire damage.

Basic: cloak gives you (Spirit Power *3) bonus to Speech for inciting rage.

Advanced: as basic, plus the weapon gains bonus damage equal to (2 + Spirit Power). This is fire damage.

Expert: as above, but the weapon also deals (Spirit Power) d10 fire damage on a critical hit.

Known Spirit Types:

work in progress

Spirit of Rage (Flame)

Spirit of Hatred (Cold)

Spirit of Hope (Light)

Spirit of Storms (Lightning)

Spirit of Nature (Poisons)

Spirit of Friendship (Magic)

Spirit of Jealousy (Darkness)

Spirit of Riddles

Spirit of Whispers

Spirit of Machines

Spirit of Life (Healing)

Spirit of Waves (Water)

Spirit of Wind (Air)

Spirit of Memories

Spirit of Generosity

Spirit of Kindness

Spirit of Honesty

Spirit of Laughter

Spirit of Loyalty

Spirit of Fear

Spirit of Cruelty

Spirit of Emptiness

Spirit of Discord (Chaos)

Spellcasting

All unicorns are capable of basic magical abilities. While specific talent varies from unicorn to unicorn, even the most untalented can manage at least one spell. Many unicorns choose to spend time training their magical abilities to become stronger than they would be normally. Most unicorns have limited range of spell choices, however, based on their particular talents.

All unicorns have access to General spells. These are basic, utilitarian spells. Unicorns gain the spells *Telekinesis* and *Light* for free, unless they have the trait *One Trick Pony*. In addition, every unicorn begins play with VER spells. They are typically associated with their particular talent.

A unicorn may only spontaneously learn spells from her primary spell set, as well as spells related directly to her special talent. All other spells must be learned, either from teachers, through texts on arcane science, or through other mediums of magical education. (This means that the GM can choose which spells are made available to the player after the game begins.) If a means of magical education becomes available, the player has the option to dedicate their next perk to a spell-learning unicorn perk that they would qualify for. This allows a unicorn character to learn spells between levels and advancement, gaining them as they are learned in-game.

Spells with more than one rank need to be learnt in order.

Unicorns have three additional statistics which other ponies do not. **Versatility**, which is equal to $(\text{Intelligence}/2)$ rounded up, **Potency**, equal to $(\text{Endurance}/2)$ rounded up, and finally **Strain**, equal to $(30 + [\text{Endurance} * 3] + [\text{Intelligence} * 3])$ and gain $(\text{Int} + \text{End})$ Strain each time they gain a new level. Increases in Intelligence or Endurance during gameplay increase Strain gained for each level retroactively. Potency and Versatility can be increased through increasing the associated SPECIAL or through the *Powerful Caster* and *Versatile Caster* perks respectively, with a maximum rating of 10.

Unicorns begin play with Telekinesis, Light, and a number of spells chosen from their primary spell set equal to their Versatility.

To **cast a spell**, a unicorn must spend Strain equal to its cost. Then, roll any appropriate checks required by the spell. This may include SPECIAL tests or Skill tests, and frequently involve penalties or bonuses depending on the difficulty of the spell. (Rolls pertaining to the application of magic fall under their associated skills. Magic and spellcasting themselves are considered Arcane Science; therefore, most rolls pertaining specifically to magic, such as a roll to analyze a spell, to cast at a target, or to cast a spell under adverse conditions, are Science skill rolls.) Should the appropriate check be passed, the spell has full effects listed below. A spell cannot be used beyond its listed range. **Casting a spell cost 45 AP.**

Strain recovers naturally with rest. An hour of normal activity recovers 5 strain. An hour of light activity recovers 10 strain. An hour of rest recovers 15 strain. An hour of sleep recovers 20 strain.

Should a unicorn choose to cast a spell which has a Strain value greater than their remaining Strain, they must check Endurance with a penalty equal to $(\text{the total amount they have exceeded their Strain limit} / 10)$ rounded down with each additional spell. Failure causes the spell to fail and immediate **magical burnout**. While suffering magical burnout the Unicorn cannot cast -any- spells, and suffers a -5 to all checks from distracting pain. While in burnout, all Strain recovery rates are reduced by 10 (to a minimum of 0). The effects of Burnout remains until the unicorn has either recovered to full Strain or has gained a permanent increase in Endurance (such as from the Extra SPECIAL perk).

One of the most powerful spellcasting arts in the Equestrian Wasteland is **matrix casting**. Two or more matrix casters who know the same spell can weave a temporary spell matrix that allows them to cast that spell together, adding their Potency and Versatility ratings, and dividing the strain costs as they desire.

Weaving a matrix requires absolute concentration (failing if any of the weavers suffers damage) and takes twelve casting actions divided equally between the participating casters. (The casters must work in tandem, so perks such as Zen Casting or Spell Alacrity may only be applied if all casters have these perks.) A temporary spell matrix lasts a number of minutes equal to the casters' combined Potency ratings. However, if the spell being cast through a matrix has a continuous strain cost (such as Telekinesis or Shield) then the matrix will last as long as the casters spend strain. A spell matrix, once established, can be used to channel any number of castings through it, requiring the usual actions to cast from each of the participating casters.

The unicorns of Equestria's past learned the now-lost art of weaving permanent spell matrices into specially-crafted structures, many of which further altered or enhanced the spells they were designed for. The greatest of these spell matrices were known as Megaspells.

Spellcasting Traits & Perks:

For spellcasting-related Traits, see the [Traits](#) section. For spellcasting-related Perks, see the Unicorn racial perks in the [Perk Revisions List](#).

Spells

Spells are divided into spell sets. There are nine spells sets: General, Defense, Illusion, Imbuing, Manipulative, Medical, Necromancy, Offense and Perception. All unicorns gain the two spells in the General set for free (unless they have the trait *One Trick Pony*). Spells from the Necromancy set are never available to starting characters and cannot be learned from any

conventional source -- these spells are entirely under the GMs control and are thus not presented in this document.

A [Spell Set](#) listing of all the spells available can be found at the end of the spells section.

General spells:

These are the simplest spells. Unlike other spells, General spells do not cost AP to cast (although actions taken with Telekinesis require their normal AP to perform).

Telekinesis

(Cost: 1 per attack or per 10 minutes): The easiest and most basic spell, *Telekinesis* is usually the first spell learned by a unicorn. This spell allows a Unicorn to move up to Versatility objects, or perform fine manipulation on up to one object. Fine manipulation is required to use a skill with the affected objects (such as picking a lock or firing a weapon). *Telekinesis* has a range of (Versatility * Potency) yards; however, (Magic) skill roll is necessary to use *Telekinesis* to move objects outside of your line of sight or telekinetically grasp a target in combat. Attempting fine manipulation of objects outside of your line of sight requires a skill rank of at least 70 in the associated skill.

The weight of an object is irrelevant for the purposes of *Telekinesis* -- while the object is under the effects of *Telekinesis*, the object is considered weightless. (In reality, any heavier object is reduced to about the weight of a baseball.) The caster may attempt to move or manipulate any object which fits into a cube of space equal to (Potency) feet on each side. A potency of 4 is required to lift an adult pony, 3 for an adult pony with the Small Frame trait, and 2 for a foal. *Self-levitation*, the act of effecting oneself with *Telekinesis*, is exceptionally hard, costing 15 Strain a turn merely lighten oneself, and requiring a Science check at a -30 penalty each turn to maintain. If the caster has at least two ranks in Mighty Spell for *Telekinesis*, she may achieve telekinetic flight through self-levitation for the cost of 30 Strain a turn, equivalent to Flight Rank 1. Self-levitation can not be zen cast.

The caster's effective Strength for attacks using *Telekinesis* (such as making a melee attack with a telekinetically wielded weapon) is equal to her (Potency +1). Her Potency for calculating effective Strength is not modified by any ranks of Mighty Spell; however, she gains a +1 bonus on opposed rolls for each rank. Opponents in possession of an item may make an opposed test against the caster's effective Strength using their (Strength+2) to contest the caster's attempt to manipulate the item. Targets may make an opposed test against the spell's effective Strength using their Strength or Agility at a penalty equal to the degrees of success on the caster's Science roll (up to a maximum penalty of -3, this cannot reduce the target's effective Strength or Agility below 1) to break out of a telekinetic grip. Targets who have a means of propulsion, such as wings or a nearby surface to kick off from, can use (Strength+2) with no penalty. If firing a projectile weapon to get out of a telekinetic sheath, use the weapon's strength requirement (with no bonus) for the check. Heavy weapons and projectile-weapon battle saddles always kick a

character out of a telekinetic field -- no roll required. Heavy weapons and battle saddles (not including those which fire magical energy), will kick themselves out of the caster's telekinetic control with the first shot. This can be extremely hazardous to the caster if the weapon has a rate of fire beyond one.

Light

(Cost: 2 per hour): The caster's horn becomes a dazzling beacon of light, brightly illuminating an area of (Potency) yards radius (with lesser effects beyond that). Creatures within (Potency / 2, round up) yards who look directly at the light source are dazzled and take -10% to all checks involving sight for 2 rounds. Creatures within one yard looking directly at the light source are blinded and take -30% to all checks involving sight for (Potency / 2, rounded up) minutes.

Defense spells:

Alicorn Shield (Alicorns Only)

Basic (Cost 15 + 1/round): Duration for concentration or until depletion. Creates a thin, transparent, spherical shield around the caster. The shield has a DT of $(10 + \text{Potency} * 2)$ and $50 + (\text{Potency} * 10)$ HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield. Shields get double their DT rating against Stun damage. An alicorn may only have one alicorn shield manifested.

Advanced (Cost 20): As per the basic version of the spell, but with no maintenance cost, and $75 + (\text{Potency} * 10)$ HP. Perception checks through the shield are at -1.

Expert (Cost 30): As per the advanced version of the spell, but with $100 + (\text{Potency} * 10)$ HP, and all damage dealt over the shield's DT is applied to the shield's HP until the shield is depleted. Perception checks through the shield are at -2.

Bonds of Friendship

This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship. This circle of close friends is always considered to be adjacent to be "touching" each other for the purposes of casting spells, so long as they are conscious and willing. In addition, the caster may cast spells from the Defense, Medical and Perception spell sets friends within this circle that normally can only be cast on herself. Duration is permanent or until the friendship is broken.

Basic (Cost 10): The maximum number of friends that can benefit from the *Bonds of Friendship* is equal to the caster's (Charisma / 2) plus the caster.

Advanced (Cost 20): As basic, but the maximum number of friends affected increases by +2.

Expert (Cost 30): As advanced, but the maximum number of friends affected increases by +2.

Equestria's Love

This spell grants the caster protection from mundane environmental elements. It will not protect against damage from attacks or spells, nor from the effects of supernatural hazards like radiation, taint or Pink Cloud.

Basic (Cost 10): Duration equal to (Potency * 10) minutes. Protects the caster from normal weather and environmental conditions. The caster will not get wet in the rain, will not suffer frostbite or heatstroke in severely cold or hot environments, etc. The character will be comfortable in such environments and take no penalties from them.

Advanced (Cost 40 or 10): Duration equal to (Potency) hours. Protects the caster from normally fatal mundane environmental elements. The character will not suffer the effects of natural poisons or drowning, and may even swim in magma with the dragons. Such environments will not be comfortable -- the character's maximum AP will be reduced by half and all the character's actions will suffer a -20 penalty. The caster may also now cast the Basic version of this spell on others for a cost of 10 strain.

Expert (Cost 40): The caster may cast the Advanced version of this spell on others for a cost of 40 strain.

Mental Bulwark

Basic (Cost 10): Duration equal to (Potency) minutes. Adds a +1 bonus to all Endurance checks against spells from the Detection and Illusion spell sets, as well as an effective +6 DT against attacks that deal illusory damage

Advanced (Cost 15): Duration equal to (Potency * 10) minutes. Effects increase to a +2 bonus and effective +12 DT.

Expert (Cost 20): Duration equal to (Potency) hours. Effects increase to a +3 bonus and effective +18 DT.

Rad-Guard

This spell grants the caster's target a degree of protection against the necromancy-laced magical radiation that pervades Equestria in the aftermath of the apocalypse. The spell has a range of touch.

Basic (Cost 10): Duration equal to (Potency) minutes. Adds (Potency * 5) percent resistance against radiation. May only be cast on a single target.

Advanced (Cost 30): Duration equal to (Potency * 10) minutes. Adds (Potency * 10) percent resistance against radiation. May be cast on up to (Versatility / 2) targets by touching each over the course of a single turn.

Expert (Cost 50): As the Advanced version, but may be cast on up to (Versatility) targets. In addition, the expert version of this spell grants (Potency * 5) percent resistance against the effects of Pink Cloud for a duration of (Potency) minutes.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Resilience

Basic (Cost 5): Duration equal to (Potency) months. Protects an item from normal wear and tear, weathering, soiling and similar natural decay. Effects only a simple item (such as a dress,

a wall or a coffee cup).

Advanced (Cost 15): Duration equal to (Potency) years. As basic, but can effect a complex item (such as a building, a machine or a computer).

Expert (Cost 30): Duration is permanent.

Shield

Basic (Cost 10 + 2/round): Duration for concentration or until depletion. Creates a basic moldable energy shield colored appropriately to the user's magic. The shield is thin, transparent, and can be wrapped around any target area, covering a maximum of (Versatility * 5) feet in its largest dimension. The caster chooses if position of the shield is fixed or consistent in relation to the caster. (For example: the caster may choose for the shield to be consistently in front of her and it will turn and travel as she does.) The shield has a DT of (Potency * 2) and 30 + (Potency * 10) HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield. Requires a Skill Roll of Science + (Versatility * 5) to change shield shape without recasting. Shields get double their DT rating against Stun damage. A caster can only manifest one shield at a time.

Advanced (Cost 15): As per the basic version of the spell, but with no maintenance cost, a maximum largest dimension of (Versatility * 10) feet, and 50 + (Potency * 10) HP.

Toughen Hide

This spell grants the target toughened skin, resulting in a bonus to DT at the cost of a penalty to Agility and to Perception for tests based on touch. This bonus stacks with worn armor.

Basic (Cost 10): Duration of (Potency) rounds. The target gains (Potency) DT at a penalty of -2 to Agility and touch-based Perception checks.

Advanced (Cost 15): Duration of (Potency) minutes. The penalty is reduced to -1.

Expert (Cost 20): Duration of (Potency * 10) minutes. The penalty is removed altogether.

Bulwark of Friendship (Advanced)

This spell allows a circle of close friends to bolster each other's physical and mental defenses against a variety of attacks and effects. The number of friends that can be affected by the spell is equal to the caster's (Charisma / 2). If the caster also has *Bonds of Friendship* then *Bulwark of Friendship* will affect that number of friends instead. This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship.

Advanced (Cost 15): Duration is (Potency) days. The friends gains a +1 to all Charisma and Endurance checks made to resist spells and other undesirable effects for every two friends in circle (rounded up).

Expert (Cost 30): Duration is (Potency) weeks. As Advanced, but the caster may also choose either Charisma or Endurance. The friends under the effects of this spell may all make rolls for the chosen SPECIAL using the value of the friend with the highest score in that SPECIAL. (This spell may not be cast twice for both effects.)

Disintegration Ward (Advanced)

Advanced (Cost 5): Duration of one hour. Protects a group of up to (Versatility) allies from energy weapons' disintegration effects (negates crit extra damage). One charge, shared among the group.

Expert (Cost 15): Duration equal to (Potency) hours. As advanced, but with (Potency) charges, shared among the group.

Power of Friendship (Expert)

This spell affects a close circle of friends, allowing a Defense or Medical spell cast upon one member of the circle to also grant full benefits to the target's friends as well. The number of friends that can be affected by the spell is equal to the caster's (Charisma / 2). If the caster also has *Bonds of Friendship*, then *Power of Friendship* will affect that number of friends instead.

This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship. A targeted friend may refuse the spell.

Expert (Cost 30): Duration is (Potency) hours or until the next Defense or Medical spell is cast on one of the friends in the circle.

Illusion spells :

Amplify

This spell exaggerates a source of sensory stimuli. A light can become blindingly bright, a sound can become deafeningly loud, a smell can become nauseatingly overpowering, etc. Using this spell to augment a speaker's voice adds a bonus of (Potency * 5) to the speaker's Speech check for intimidation.

Basic (cost 8): Duration of one turn. Debilitating effects only last for the duration of the spell. Targets may make an Endurance check at a +1 bonus to avoid any debilitating effects.

Advanced (cost 12): Duration of (Potency) turns. Debilitating effects last for the duration of the spell plus (Potency / 2) turns. Targets may make an Endurance check at a -1 penalty to avoid any debilitating effects.

Expert (cost 16): Duration of (Potency) minutes. Debilitating effects last for the duration of the spell plus (Potency) turns. Targets may make an Endurance check at a -3 penalty to avoid any debilitating effects.

Compulsion

Compulsion allows you to magically command a behavior within a creature. While the caster is not required to speak, the player must iterate the command in 5 + (caster's Versatility) words or less. This is a very tricky spell, as unnatural compulsions often result in unexpected behavior. Additionally, each turn the compulsion would affect an intelligent target's actions, that target may make an Intelligence roll to fight off the effect of the spell. This roll normally has a penalty equal to the caster's (Potency / 2) to shake off the effect; however, if the action would bring direct harm to the target or one of the target's loved ones, this check is made without that penalty. If the

induced behavior would result in obviously lethal harm, this check gains an additional +3 bonus. This spell has no effect on robots or other machines.

Basic (cost 20): Duration of (Potency) turns. Target's a single creature within (Potency * 10) feet. Effects only unintelligent biological creatures.

Advanced (cost 35): Duration of (Potency) minutes. Targets unintelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight, or targets a single intelligent biological creature within (Potency * 10) feet.

Expert (cost 50): Duration of (Potency * 10) minutes. Targets unintelligent biological creatures within a (Potency * 100) yard radius centered on the caster, or targets intelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight.

Illusion

This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell creates an illusion effecting the relevant sense (or senses). The illusion may be static, or the caster may manipulate the illusion (such as having an illusory pony walk around, or an illusory voice speak) as a 30 AP action with a successful Science skill check. This spell cannot cause direct harm or impairment.

Basic (cost 15): Duration of (Potency) turns.

Advanced (cost 25): Duration of (Potency) minutes.

Expert (cost 35): Duration of (Potency * 10) minutes.

Sensory Foil

This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell's exact effects may vary according to the caster's personal taste -- one caster with visual *Sensory Foil* may cause the target to become blurred, while another might create a camouflage effect. Alternate names for the different versions of this spell are common.

Basic (cost 15): Duration of (Potency) turns. This spell is cast on a single target and impedes all attempts to perceive that target with the appropriate sense or senses. The target gains a bonus of (Potency * 5) to Sneak rolls against the impeded sense(s).

Advanced (cost 25): Duration of (Potency) minutes. Can be cast as an Area of Effect spell with a fixed center and a maximum radius of (Potency * 5) yards. The affected area can be shaped with a Skill Roll of Science + (Versatility * 5) into any shape that fits within the maximum radius. This spell affects all who are within the area or who attempt to perceive into that area with the impeded sense(s) (including the caster).

Expert (cost 40): Duration of (Potency * 10) minutes. Attempts to perceive the target or within the targeted area with the impeded sense(s) automatically fail.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*. Blue Alicorns have *Invisibility* as a racial spell, which is a visual Sensory Foil spell with expert-level effectiveness, but with a duration in accordance to the level that the alicorn has taken the spell (starting at Basic).

Soft Light

This spell subtly blends the illusory and behavior-affecting aspects of Illusion magic, causing

the caster to appear in the best possible light. The caster's appealing and positive traits seem more pronounced, while the character traits that are less pleasant qualities seem to be more trivial.

Basic (cost 15): Duration of (Potency) minutes. Adds a bonus equal to $(5 + [\text{Potency} * 2])$ to Barter and Speech checks, and improves NPC disposition by one step. At the basic level, the caster may only cast this spell on herself.

Advanced (cost 30): Duration of $(\text{Potency} * 10)$ minutes. Bonus increases to $(10 + [\text{Potency} * 3])$ and the spell gains a range of touch.

Expert (cost 45): Duration of (Potency) hours. Adds a bonus equal to $(20 + [\text{Potency} * 4])$ to Barter and Speech checks, and improves NPC disposition by two steps.

Target

This spell creates an illusion only the caster can see which illuminates targets and assists in attacks. The duration of this spell is (Versatility) minutes or until the AP duration is depleted, whichever is sooner. Movement actions that consume AP are not counted against this depletion.

Basic (cost 8): Duration of $(\text{Potency} * 15)$ AP. Negates 10 points of penalties to attack rolls.

Advanced (cost 12): Duration of $(\text{Potency} * 30)$ AP. Negates 20 points of penalties to attack rolls.

Expert (cost 16): Duration of $(\text{Potency} * 45)$ AP. Negates 30 points of penalties to attack rolls.

Discord (Advanced)

Targets up to $(\text{Versatility} / 2)$ biological creatures, shifting each target's mood and attitude towards the other targets in a negative direction. Targets which were loving become indifferent. Targets which were indifferent become quarrelsome. Targets which were quarrelsome become outright hostile. Currently friendly or indifferent targets whose underlying relationship is quarrelsome or hostile will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets.

Advanced (cost 30): Duration of (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's $(\text{Potency} / 2)$ (minimum 1).

Expert (cost 45): Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).

Note: This spell can only be learned from dark sources such as certain spirits and star-touched creatures. When spirits use this power, it is a spiritual attack that functions off of Spirit Power and is resisted by Charisma. Thus it requires that the caster also have the Quest Perk *Great and Powerful*. The effects of this spell are immediately dispelled by *Harmony*.

Grand Illusion (Advanced)

Can create an illusion spanning $(\text{Versatility} / 2, \text{rounded up})$ sense categories -- sight, hearing, smell & taste (combined), and touch -- over an area of $(\text{Potency} * \text{Versatility})$ yards radius. The illusion may be static, or the caster may manipulate the illusion as a 25 AP action with a successful Science skill check. Each turn the caster succeeds in manipulating the illusion, she

may choose to use the illusion to cause impairment or illusionary damage to up to (Versatility) targets within the area of the spell's effect.

Advanced (cost 35): Duration of (Potency) minutes.

Expert (cost 50): Duration of (Potency * 10) minutes. Adds +1 to the caster's Potency and Versatility for determining the effects of this spell.

Note: This spell may be used to cause illusionary damage equal to $30 + (3 * [\text{Potency} + \text{Versatility}])$ to affected targets each turn (so long as touch is one of the senses affected). This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends. Alternately, this spell may also be used to disorient or similarly impair targets, giving the targets a penalty (Potency / 2, rounded up) to the SPECIAL of the caster's choice (to a minimum of 1).

Harmony (Advanced)

Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a positive direction. Targets which were hostile become indifferent. Targets which were indifferent become friendly. Targets which were friendly become loving. Currently hostile or indifferent targets whose underlying relationship is friendly or loving will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets. Speech and Barter checks made between the targets gain a (Potency * 3) bonus.

Advanced (cost 25): Duration of (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency / 2) (minimum 1).

Expert (cost 40): Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).

Note: If a target who has shaken off the effect of the spell and becomes hostile or dangerous, the effects of the spell are negated, but only towards that target. If the caster included herself as a target, she may not attempt to throw off the effects. Many spirits can use a spirit power similar to Harmony. However, that power attacks the spirit rather than the mind; it is a spiritual attack that functions off of Spirit Power and is resisted by Charisma.

Hidden Aura (Expert)

Expert (cost 30 + special): Duration of concentration. You hide the glow from your horn and the aura of magic that surrounds objects you manipulate with your magic. This spell adds 5 Strain to the cost of every spell cast during its duration.

Simulacrum (Expert)

This spell creates an illusion that is not only perfect to all senses, but that can be functionally interacted with. (For example: a caster could conjure a simulacrum of a door in the middle of a field just so she could shut it in somepony's face. That somepony could then open the door.)

The simulacrum naturally interacts as if it is real within the limitations of the spell. The simulacrum is not actually real, however, and thus cannot hold weight or stop a moving object.

Using a simulacrum requires skill checks as if it was the actual item. If the simulacrum is used to cause harm (such as striking an opponent with a simulacrum of a sword) then it deals damage as if it was the actual item up to a maximum amount of cumulative damage dealt equal to the caster's (Potency * 20). If the simulacrum deals more damage than this, any additional damage is negated and the simulacrum vanishes on the next turn. This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends. **Expert (cost 30 + 5 per turn):** Maximum area of the spell is equal to (Potency) feet on its largest dimension. Short range.

Want It, Need It (Expert)

All intelligent creatures (except the caster) who observe the targeted object grow an insatiable desire to possess it. They will resort to any non-lethal means available to acquire it and hold onto it. This spell has a range of touch. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's Versatility (with a minimum effective Endurance of 0). This spell may be dispelled prematurely by the caster with a successful Science skill roll so long as the caster is touching the targeted object.

Expert (50): Duration of (Potency) hours or until dispelled.

Imbuing spells

The zebras of the past had perfected the art of crafting objects that were permanently imbued with spiritual energy and could imbue other objects with their power -- the most infamous examples being firearms which could imbue each bullet shot with magical lightning or fire. The Ministry of Magic worked to unlock the secrets of such magic, and marginally succeeded. Imbuing spells are spells which can temporarily enchant objects (usually weapons and armor) with magical qualities.

No item may be enchanted with more than one Imbuing spell at a time (although you may enchant both a projectile or energy weapon and a clip of ammo, gaining the benefits of both). Nor can Imbuing spells be cast on items enchanted by zebra shamanism. Weapons with the "Set" quality are considered a single item for purposes of Imbuing, as are all the components of complex items. (For example: medium and heavy armors include a helmet, so that helmet cannot be enchanted separately.) The effects of multiple items Imbued with the same spell do not stack. (For example: Imbuing both armor and a cloak with *Spirit of Diamond* will not grant double DT bonuses.) All Imbuing spells have a range of Short unless otherwise stated.

Notably, while Imbuing spells alone are never permanent, the ponies of the past learned that by weaving exact spell matrices into particular items (usual gemstones or perfect spheres), they could create magic items with permanent versions of these spells' effects. The knowledge of how to craft these spell matrices is apparently lost... despite persistent rumors to the contrary.

Spirit of Flame

Basic (Cost 10): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with

Spirit of Flame deal an extra (Potency * 2) fire damage to biological opponents and will ignite the target on a critical hit, burning for an additional 2d10 damage each turn until they pass a Luck test or spend a turn putting themselves out. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 25): Duration lasts (Potency * 10) in minutes. Damage increases to (Potency * 3). Critical hit effect increases to 3d10 damage.

Expert (Cost 45): Duration lasts (Potency) hours. Damage increases to (Potency * 4). Critical hit effect increases to 4d10 damage.

Spirit of Diamond

Basic (Cost 15): Duration lasts (Potency) minutes. Weapons imbued with *Spirit of Diamond* gain $2 + (\text{Potency} / 2)$, rounded up Armor Penetration. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $2 + (\text{Potency} / 2)$, rounded up DT, to a maximum total DT of 25.

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Weapons imbued with *Spirit of Diamond* gain $4 + (\text{Potency})$ AP. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $4 + (\text{Potency})$ DT, to a maximum total DT of 30.

Expert (Cost 50): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Diamond* halve the value of opponent's armor (rounded up), or by (Potency * 2), whichever is greater. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $6 + (\text{Potency} * 2)$ DT to a maximum total DT of 35.

Spirit of Light

Basic (Cost 10): Duration lasts (Potency) minutes. Objects imbued with *Spirit of Light* glow brightly, casting illumination equal to (Potency * 3) candles. Weapons or projectiles gain a bonus to hit equal to $10 + (\text{Potency})$. Anyone carrying or wearing an item affected by *Spirit of Light* suffers a penalty of $-(10 + [\text{Potency} * 2])$ to Sneak checks. Range is medium.

Advanced (Cost 25): Duration lasts (Potency * 10) in minutes. Bonus increases to $20 + (\text{Potency})$ and the penalty for sneaking increases to $-(15 + [\text{Potency} * 3])$. Range is long.

Expert (Cost 45): Duration lasts (Potency) hours. Bonus increases to $30 + (\text{Potency})$ and the penalty for sneaking increases to $-(20 + [\text{Potency} * 4])$. Range is extreme.

Spirit of Lightning

Basic (Cost 15): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with *Spirit of Lightning* deal an extra (Potency * 2) electrical damage to living biological opponents and machines. *Spirit of Lightning* will disrupt the machine for $\text{potency}/2$ turns on a critical hit. Against living biological opponents, weapons imbued with *Spirit of Lightning* drain 2d10 AP on a critical hit. This spell has no effect against unliving biological opponents. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Damage increases to (Potency * 3). Critical hit effect increases to $10 + 2d10$ AP.

Expert (Cost 50): Duration lasts (Potency) hours. Damage increases to (Potency * 4). Critical hit effect increases to $20 + 2d10$ AP.

Spirit of Poisons

Basic (Cost 15): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with *Spirit of Poisons* deal an extra (Potency * 2) poison damage to living, biological opponents. On a critical hit, a living, biological target will lose (Potency / 2, rounded up) points of Endurance or Agility (caster's choice), to a minimum of one. SPECIALs reduced this way recover at the rate of one point per hour of rest. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 3).

Expert: (Cost 50): Duration lasts (Potency) hours. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 4). Critical hit effect is equal to (Potency).

Spirit of Wind

Basic (Cost 15): Duration lasts (Potency) minutes. Weapons imbued with *Spirit of Wind* reduce their AP cost to use by (Potency) to a minimum AP cost of 10 and a maximum AP savings per turn of (Potency + 15). Characters wearing clothing imbued with *Spirit of Wind* may make an extra move action during their turn for free, as can vehicles and robots imbued with this spell.

Advanced (Cost 30): When cast on weapons, the maximum AP savings becomes (Potency + 20). In addition to the benefits of the basic version of this spell, Characters wearing clothing or operating vehicles imbued with *Spirit of Wind* gain one-for-one benefits for spending remaining AP on dodging at the end of their turn, as can robots imbued with this spell. Duration lasts (Potency * 10) minutes.

Expert (Cost 50): Weapons imbued with *Spirit of Wind* reduce their AP cost to use by (Potency + 5) to a minimum AP cost of 10 and a maximum AP savings per turn of (Potency + 25). In addition to the benefits of the advanced version of this spell, characters wearing clothing imbued with *Spirit of Wind* may make an additional extra move action (for a total of two) during their turn for free, as can vehicles and robots imbued with this spell. Duration lasts (Potency) hours.

Note: The reduction to AP from *Spirit of Wind* stacks with the reductions from the perks *Gladiator Pony* and *Lead Rain*, but no combination of AP cost reducers can reduce a weapon's AP cost below 10. In addition, the maximum AP savings do not stack -- only the higher value applies.

Spirit of Friendship (Advanced)

This spell affects all intelligent characters or creatures who perceive the character possessing an item imbued with this spell. *Spirit of Friendship* ceases to affect any character or creature towards whom the individual with the imbued item becomes hostile.

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Weapons imbued with this spell will not cause alarm when worn. Characters wearing clothing imbued with *Spirit of Friendship* gain a bonus equal to (15 + [Potency * 2]) for Speech tests.

Expert (Cost 30): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Friendship* will not cause alarm when drawn or carried. Characters wearing clothing imbued with *Spirit of*

Friendship gain a bonus equal to $(25 + [\text{Potency} * 4])$ for Speech tests.

Spirit of Machines (Advanced)

While this spell affects an entire object, the core of the magic resides in a single component (considered the “heart of the machine”) chosen by the caster. If that component is removed, the spell automatically ends, even if cast at Expert level.

Advanced (Cost 25): Duration lasts (Potency) hours. Items imbued with *Spirit of Machines* require half the normal time to repair or modify. Tools imbued with this spell grant this bonus for all items they are used to repair or modify. All applicable Mechanics skill tests gain a $(10 + [\text{Potency} * 2])$ bonus.

Expert (Cost 50): Duration lasts (Potency) months. As above, except that when cast on an item, tools are no longer required as the item will assemble itself according to the caster’s intent so long as the caster remains focused completely on the spell. (Appropriate parts and materials are skill needed, however.) All applicable Mechanics skill tests gain a $(15 + [\text{Potency} * 4])$ bonus.

Spirit of Nature (Advanced)

This spell is most useful when cast on cauldrons, stoves, chemistry sets and similar equipment.

Advanced (Cost 25): Duration lasts (Potency) hours. All equipment imbued with this spell greatly increase the natural potency of ingredients used in cooking, brewing or chem-making with them. Any recipe which requires multiple of a single component (for example: three green herbs) now requires only half that many (rounded up). All Survival skill tests gain a $(10 + [\text{Potency} * 2])$ bonus.

Expert (Cost 50): Duration lasts (Potency) months. As above, except that any recipe which requires multiple of a single component now requires only one. (Appropriate parts and materials are skill needed, however.) All Survival skill tests gain a $(15 + [\text{Potency} * 4])$ bonus.

Spirit of Riddles (Advanced)

When this spell is cast on items that present a puzzle, that puzzle becomes either harder or easier to solve -- locks become harder or easier to pick, complex explosives become harder or easier to disarm, and terminals become harder or easier to hack.

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Items imbued with *Spirit of Riddles* grant either a bonus or a penalty equal to $(15 + [\text{Potency} * 2])$ for applicable Explosives, Lockpick or Science tests.

Expert (Cost 30): Duration lasts (Potency) hours. Items imbued with *Spirit of Riddles* grant either a bonus or a penalty equal to $(25 + [\text{Potency} * 4])$ for applicable Explosives, Lockpick or Science tests.

Spirit of Whispers (Advanced)

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Weapons imbued with *Spirit of Whispers* become silenced, making only the faintest of sounds. Characters wearing clothing imbued with *Spirit of Whispers* gain a bonus equal to $(15 + [\text{Potency} * 2])$ for Sneak tests.

Expert (Cost 30): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Whispers*

become completely silent. Characters wearing clothing imbued with *Spirit of Whispers* gain a bonus equal to $(25 + [\text{Potency} * 4])$ for Sneak tests.

Spirit of Life (Expert)

Expert (Cost 35): Duration lasts (Potency) hours. Characters wearing clothing imbued with the *Spirit of Life* regenerate one HP each minute for the duration of the spell.

Spirit of Memories (Expert)

Expert (Cost 50): Duration lasts (Potency) years. An item imbued with *Spirit of Memories* becomes a receptacle for Memory Implant. The memory can be triggered through any directed magical connection.

Spirit of Waves (Expert)

Expert (Cost 35): Duration lasts (Potency) hours. Items imbued with *Spirit of Waves* will produce one gallon of purest water every turn until the duration runs out or a condition set by the caster is met (such as filling a container), whichever is sooner.

Manipulation spells

Manipulation spells are spells that alter the shape or placement of objects, how they interact with each other, or how magic interacts with them.

Arcane Mark

This spell can be used to either leave a magical mark on a selected surface or activate an existing one. Magical marks can be of any design, can be either visible or invisible to the naked eye, permanent or temporary. The casting of the *Arcane Mark* spell upon the surface where the mark is hidden will also reveal hidden marks.

Basic (cost 5): Leaves a mark on selected place. The mark may be either up to (Versatility) feet with small details or up to (Versatility) inches with complex details.

Advanced (cost 15): The arcane mark may be up to (Versatility) yards with complex details. The arcane mark may be designed to remain invisible until a triggering phrase is spoken or a triggering action is taken.

Expert (cost 35): As advanced, except the arcane mark may be designed to be visible or invisible to a general class of creatures. (For example: "all unicorns" or "not zebras".)

Note: While Cutie Marks are a form of unique arcane mark, no magic may permanently create an artificial Cutie Mark nor cause one to appear before its time.

Note: The lines of arcane energy created by an arcane mark can be woven into a matrix, making Arcane Mark a valuable spell for Matrix Casters or friends of zebra shamans. Weaving an Arcane Mark into a spell matrix requires an additional six casting actions, but grants all involved casters the benefits of Zen Casting while casting through the matrix (if they do not already possess the perk). A talisman with an integrated Arcane Mark will grant a zebra shaman a +5 bonus to her Barter check for enchanting that talisman, +15 if dealing with a spirit of magic.

Cloudwalk

Basic (cost 10): Duration of (Potency) hours. Allows the target to interact with clouds.

Come to Life

Animates an inanimate object. Animated objects will move under the guidance of the caster with a successful Science skill check. However, if the caster fails this check, the animated object will take on a life of its own until the spell duration ends. The caster may need to make skill rolls to make proper use of items which she has brought to life (for example, she would need to make a Firearms skill check to properly guide an animated rifle). Such rolls are made with a +20 bonus. Duration of (Potency + Versatility) minutes.

Basic (cost 15): May animate a single small object up to (Potency * 10) inches in its largest dimension. Animated objects will be only capable of basic movement. Caster gains a +10 bonus to the Science skill check.

Advanced (cost 30): May animate a single large object up to (Potency * 10) feet in its largest dimension or (Versatility) small objects. Animated objects will be capable of fluid and complex movement. Caster's Science skill check gains no bonus.

Expert (cost 40): May animate a single huge object up to (Potency * 10) yards in its largest dimension, or (Versatility) large objects, or (Versatility * 3) small objects. The objects affected by Expert-level *Come to Life* will change in appearance, seeming to become actual living creatures. Caster's Science skill check is made at a -10 penalty.

Growth

Causes seeds to sprout and eggs to hatch, speeds pregnancy, or causes a living plant or creature to physically mature rapidly over a period of (Potency) turns. Requires a successful Science skill check. Unwilling targets may resist with a successful Endurance or Luck check at a +3 bonus. This spell cannot induce growth beyond the natural "adult" stage of a plant or creature's physical development.

Basic (cost 20): Will cause (Potency) days worth of growth. Short range. Can affect (Versatility * 10) seeds, (Versatility) plants, one unborn/unhatched living creature or one non-intelligent living creature.

Advanced (cost 35): Will cause (Potency) weeks worth of growth. Medium range. Can affect (Versatility * 100) seeds, (Versatility * 10) plants, (Versatility) unborn/unhatched non-intelligent living creatures, (Versatility) non-intelligent living creatures, one unborn/unhatched intelligent living creature or one intelligent living creature.

Expert (cost 50): As advanced, but will cause (Potency) months worth of growth.

Organize

This spell automatically sorts your inventory, maximizing space in your saddlebags or other containers, putting the object you desire on the top for easy access. The spell will continue to reorganize your inventory, putting the desired objects in easy access, for the duration of the spell. Accessing items in an Organized pack costs 10 less AP than normal.

Basic (cost 5): Duration (Versatility) hours.

Advanced (cost 10): Duration (Versatility) days.

Expert (cost 20): Duration (Versatility) weeks.

Phase

This spell is cast upon a solid, mundane object to make the object or a section of the object of the object intangible for (Potency) turns. *Phase* cannot be cast on magically-enhanced objects or magical shields. The affected area glows dimly with the color of the caster's magical aura. Casting *Phase* on an item worn or carried by another character requires a successful Science skill check (with any appropriate called shot or target size penalties). Worn items which are phased will remain on the wearer, but will provide no DT (although other bonuses remain intact). Items that have been phased cannot be used or equipped. If two items occupy the same space when *Phase* ends, the foreign item is ejected. Ejected beings suffer (Potency * 5) damage on a failed Luck check. Items ejected suffer one level of condition degradation. The duration of *Phase* may be ended early with a successful Science skill check at a penalty equal to -5 * (remaining turns).

Basic (cost 20): The object or area of an object affected may not exceed the caster's (Versatility * 3) inches in its largest dimension or have a DT greater than 10.

Advanced (cost 35): The object or area of an object affected may not exceed the caster's (Versatility) feet in its largest dimension or have a DT greater than 20.

Expert (cost 50): The object or area of an object affected may not exceed the caster's (Versatility) yards in its largest dimension or have a DT greater than 30.

Note: An object affected by *Phase* does not become intangible to itself, in whole or in part. As such, an object will not lose structural integrity if part of that object is phased, nor will components of complex objects that are phased cease to function in regards to the object they are part of. (For example: phasing the lock on a safe will not allow you to open it -- the lock is considered an integral component and remains solid in regards to the rest of the safe. However, the caster can tip the safe and dump out what is inside through the phased section.)

Sculpt

This spell allows you to reshape matter. It may be used on any non-magical, non-aware, simple substance. Sculpting an object with a DT rating (such as barding or a safe) requires a successful Science skill check with a penalty equal to 10 + (Object's DT * 2). Sculpting a substance that is in motion requires a successful Science skill check at a -30 penalty. Sculptures created through this spell are usually simple, but the caster may make the sculpture refined and detailed with a successful Perception check and an additional 10 strain.

Basic (Cost 20): Range of touch. Effects last (Potency) hours. Area of effect is up to (Versatility) feet in its largest dimension.

Advanced (Cost 35): Short range. Effects last (Potency) days. Area of effect is up to (Versatility * 2) feet in its largest dimension.

Expert (Cost 50): Medium range. Effects are permanent. Area of effect is up to (Versatility * 4) feet in its largest dimension.

Spell Closet

This spell allows you to pre-cast one or more other spells and “hang” their effects, triggering them at a later time. As well as paying the cost for *Spell Closet*, you pay half of the cost (rounded up) of any spells you are hanging now, and the other half when the spell is triggered. Triggering a hung spell is a 15 AP action.

Basic (cost 20): The caster may hang one spell. The spell must be triggered within (Potency * 10) minutes or it will be lost.

Advanced (cost 30): The caster may hang (Versatility / 2) spells. The spells must be triggered within (Potency) hours or it will be lost.

Expert (cost 40): The caster may hang (Versatility) spells. The spells must be triggered within (Potency) days or it will be lost.

Summon Object

This spell allows the caster to summon one or more pre-defined objects. To define an object as summonable by this spell, the caster must touch her horn to the object and spend 5 strain. Summoning takes a full turn. An object about to be summoned will glow in a magic aura throughout the turn, teleporting to the caster at the start of her next action. A summoning can be interrupted by someone moving the object before it departs. This spell cannot be used on items that are integral parts of other items (such as the clip out of a gun or the hinges off of a door), nor on living or undead creatures.

Basic (cost 10): Summons a chosen, pre-defined object to the caster. The object cannot be something larger than the caster. The caster may have (Versatility) pre-defined objects. Range is (Potency * 100) yards.

Advanced (cost 25): Summons up to (Versatility / 2, rounded up) pre-defined objects to the caster. The objects cannot be something larger than yourself. The caster may have (Versatility * 2) pre-defined objects. Range is (Potency) miles.

Expert (cost 40): Summons up to (Versatility) pre-defined objects to the caster. At the cost of +20 strain, this may be used on items which are integral parts of other items. Range is (Potency * 100) miles.

Teleport

Basic (cost 20): Teleport yourself instantly a short distance within line of sight (far enough to cross most buildings). You can teleport a single willing targets along with you at a cost of an additional +20 Strain.

Advanced (cost 30): Teleport yourself instantly a moderately long distance (far enough to easily cross a large town). You no longer need to have line of sight to the destination, as long as it's a familiar place. You can teleport up to (Versatility / 2, rounded up) willing targets along with you at a cost of an additional +15 Strain each.

Expert (cost 40): Teleport yourself instantly a very long distance, reaching substantially across the wasteland. Teleporting into an area that is not familiar adds +20 Strain and requires a successful Survival check at -20 to avoid mishap. You can teleport up to (Versatility) willing targets along with you at a cost of an additional +10 Strain each. You may also teleport up to (Versatility / 2, rounded up) targets a short distance within line of sight without teleporting yourself at the cost of 30 + (15 per target after the first). Targets may resist with an Endurance

roll a +2 bonus.

Note: Travel occurs during the casting of the spell. For example: *Magic Trace* will tell the caster's new location at the end of casting *Teleport*.

Note: There is a version of Expert *Teleport* with the additional option that you may attempt to teleport a single target up to a very long distance without teleporting yourself. Doing so requires a successful Survival check a -30 and +30 Strain. This version of the spell may only be gained after acquiring the Quest Perk *Great and Powerful*.

Note: Teleportation only allows the caster to teleport creatures and the possessions they are immediately wearing and/or carrying. The teleportation spell of Purple Alicorns is unique in that it will allow the teleportation of objects as well. At basic, a Purple Alicorn may teleport a single, unattended object of a size up to (Versatility * 3) inches in its greatest dimension. An unattended object is one not held or carried by another creature, or integral to a larger structure (such as a clip from a gun). At advanced, the Purple Alicorn may teleport up to (Versatility / 2, rounded up) unattended objects of a size up to (Versatility) feet in its greatest dimension. And at expert, she may teleport up to (Versatility) *attended* objects of the same size, or she may teleport a single object of up to (Versatility) yards in its greatest dimension (such as a passenger wagon) and any objects held within it.

Failsafe (Advanced)

Failsafe dispels all magic and magical effects up to a given intensity and within a given area. Failsafe always targets *all* magic within its area of effect, affecting any magic whose intensity is not beyond the spell's scope. Affected spells or magical effects with a finite duration are instantly eliminated. Affected permanent spell effects, as well as magical items and places, have their magical abilities suppressed for a short duration. Affected naturally magical creatures do not lose innate, ongoing magical abilities (such as a pegasus' ability to stand on clouds) but are rendered unable to actively invoke spells or similar effects (such as a young dragon's breath at advanced or a young adult dragon's breath at expert.)

Advanced (cost 30): Dispels all weak magic and magical effects, including those created by Basic-level spells. Area of effect is a (Potency * 10) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).

Expert (cost 50): Dispels all moderate magic and magical effects, including those created by Advanced-level spells. Area of effect is a (Potency * 100) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 0).

Note: There is rumored to be an even greater version of this spell capable of dispelling powerful magic, including spells cast at Expert-level. If true, this might be an entirely new class of spell. Such a spell would require, at the very least, the Quest Perk *Great and Powerful*.

Memory Implant (Advanced)

This spell causes a target to experience a memory. The memory may be either one of the caster's, one of the target's, or a memory obtained through the *Memory Extraction* spell. The target must be either unresisting or restrained, and the caster must hold her horn to the target's

horn or forehead for the duration. The memory is perfectly real, affecting all senses. Implanted memories do not carry any of the thoughts or emotions from the individual that the memory is from. However, causing a target to relive their own memories will cause the target to also relive the emotions and thoughts she had during the original experience. Reliving a memory takes the same amount of time as the events originally took, and the target is rendered helpless and unable to act while the memory is being experienced. Once the target has relived the memory, it becomes a permanent part of her own memories. The spell may be used to give the target a temporary bonus to a skill related to the memory. This bonus lasts for (caster's Potency) hours.

Advanced (cost 30): The target remembers the memories clearly, but is able to easily distinguish them from her own if they are not. Can give a +10 temporary bonus to a skill.

Expert (cost 50): The caster can cause the target to relive the memory over the course of (11 - Potency) minutes, minimum one minute, regardless of length of the memory. The target remembers the memories as if they were her own (although the target will realize something is wrong with the memories if they are from someone with different physiology or abilities than herself). Can give a +20 temporary bonus to a skill.

Note: Reliving too many memories, or reliving the same memory too many times, can have negative psychological effects, including schizophrenia and loss of identity.

Transformation (Advanced)

This spell allows the caster to change one object into another object. When the caster learns this spell, she must choose a narrow classification of "target" objects she can transform and a narrow classification of "result" objects she can transform them into. The caster may choose (Versatility / 2, rounded up) classifications for each. These classifications are up to GM approval. (For example, a caster may choose "unicorns" and "small animals" as target objects, and "horses" and "potted plants" as "result" objects. The caster could then turn a couple of mice into horses or potted cacti.) The caster may affect up to (Potency / 2, rounded up) targets within the same target classification at once. Living creatures may only be transformed into living creatures; non-living objects may only be transformed into non-living objects. This spell may be learned multiple times, taking different classifications each time.

Advanced (cost 30): Range is short. Duration is a set time of day designated by the caster. (For example, the caster may transform a pumpkin into a carriage with the spell set to expire "at midnight".) If the caster does not set a time of day for the spell to end, the spell ends in (Potency) hours. Transformed targets bear obvious characteristics of their original form, and can be identified with a successful roll, usually Science or Perception. (For example, a pumpkin transformed into a carriage resembling a giant pumpkin.)

Expert (cost 50): Range is short. Duration is a set until a specific condition is met, and that condition must be spoken by the caster during casting. If the caster does not set a condition for the spell to end, the spell ends in (Potency) days. This condition is written into the spell in such a way that the spoken words are revealed when *Arcane Mark* is cast upon the target. Targets transformed by the Expert level of this spell cannot be identified as transformed objects.

Note: This spell cannot change the core essence of the target it is transforming. A living target cannot breed in this new form, and does not get any of the innate magical abilities of the creature transformed into. Nor does the living target lose her own innate magical abilities. This

spell cannot create, alter or remove a cutie mark. The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Bypass (Expert)

This spell causes the target item or spell to completely ignore a particular class of objects or spells. A bypass spell must be cast onto an object when that object is forged, crafted or assembled. A bypass must be integrated into a spell as the spell is cast via a spell matrix (see the Advanced Matrix Caster perk). When cast upon an object, the spell affects all the object's component parts and immediate effects, even if those component parts should change. (For example, a bypass spell cast on a firearm would affect the bullets in that firearm, even if the clip was changed. Likewise, bypass on a shield spell which causes the spell to ignore an individual would continue to do so even if the individual gained up to three levels of taint.) When casting Bypass, the caster must designate what class of object is being ignored. The classification may be broad (example: all ponies), narrow (example: unicorns) or tight (example: one particular unicorn). The tighter the classification, however, the more imprecise the Bypass becomes. (For example: a bypass spell designated to cause a shield spell to ignore a specific individual will also allow members of that individual's bloodline through.)

Expert (cost 50): Range is short. Duration is permanent (or at least as long as the item or spell that the Bypass is being cast upon lasts).

Note: A caster with the *Bonds of Friendship* spell may designate "my friends" as a tight classification. This spell requires the caster also have the Quest Perk *Great and Powerful*.

Memory Extraction (Expert)

This spell extracts a memory from a target. The target must be either unresisting or restrained, and the caster must hold her horn to the target's horn or forehead for the duration. Finding the desired memory requires a successful Intelligence or Luck test. This test may be performed once an hour until successful. The extracted memory is perfectly real and perfectly accurate, unaffected by personal beliefs, nostalgia or the normal deterioration of memory caused by the passage of time. (The memory may be affected, however, by altered psychological or chemical states.) The memory includes information from all the target's senses, including any special ones, but does not include any of the target's thoughts or emotions. Duration is permanent.

Expert (cost 40): The caster may choose to either create a copy of the memory or to remove the memory from the target completely.

Note: The memory becomes the casters' unless she instead implants it into an appropriate receptacle through either *Memory Implant* or *Spirit of Memories*.

Remake (Expert)

Remake uses temporal magic to revert an item to its original condition. Casting *Remake* requires at least 75% of the target object, and requires a Mechanics skill roll. This roll has a bonus equal to the caster's (Potency * 5) and a penalty based on the target item's level of disrepair or damage. Success immediately removes all damage done to the object -- missing pieces re-appear, broken parts mend back together, worn and stressed materials become whole. Objects healed in this way aren't so much repaired as they are unbroken, returned to

their state before they were damaged.

Penalty	Condition Example
-10	Relatively new but broken
-20	A lot of wear and a few bullet holes
-30	Severely battle damaged
-40	Rusted into a solid, barely recognizable hunk
-50	Turned to ash

Expert (cost special): Base strain is 20. The condition of the object adds strain equal to the (positive) amount of the penalty. (For example, an object with a -20 condition penalty would cost 40 strain to remake.) Duration is (Potency) hours, after which the target item(s) will quickly degrade back to their original level of damage (plus any additional damage accrued). Remake may be used to affect either (Versatility) objects of the same type at once where the items' largest dimension does not exceed (Versatility * 3) inches, or one object whose largest dimension does not exceed (Versatility) yards in its largest dimension.

Time Jaunt (Expert)

This spell allows you to teleport back in time for a very short duration. The caster is able to interact with the past, but nothing the caster does will alter the future -- the actions the caster takes are the actions the caster has always taken at that point in time, forming a stable time loop. The caster may choose to travel to any point in time she can clearly envision (whether it be from her own lifetime, or thanks to photographs or accurate text).

Expert (cost 50): Duration (Potency) turns.

Note: This spell may only be used by a caster *once*. This spell requires the caster also have the Quest Perk *Great and Powerful*.

Wings (Expert)

The subject gains fragile wings and Flight 2. (Treat the subject as a pegasus for hit locations. Wings made from this spell have half the normal health of a limb, rounded down, and are destroyed if crippled.)

Expert (cost 50): Duration of (Potency) hours.

Medical spells:

Alter Physiology

Only one application of this spell may affect a single patient at a time. Patients may resist with an Endurance check. Range is short.

Basic (Cost 10): Duration lasts (Potency * 5) minutes. Causes an instantaneous, minor physical alteration (such as changing palette or growing a mustache).

Advanced (Cost 20): Duration lasts (Potency * 30) minutes. Alterations become more substantial, allowing the caster to add +2 or -2 to any one of the target's SPECIAL attributes,

except for Luck, for the duration. This may not drop a target's SPECIAL below 1 or raise it above the target's natural maximum (usually 10). The caster may attempt to alter the patient to look like a specific other target of the same size, race and gender with a successful Perception check so long as the caster is very well acquainted with the individual being imitated.

Expert (Cost 30): Duration lasts (Potency * 3) hours. As advanced, but the caster may now add +2 or -2 to any two SPECIAL attributes, except for Luck, for the duration. This may not drop a target's SPECIALs below 1, but may raise the target's SPECIALs above the target's natural maximum (usually 10). The patient's *apparent* gender may be changed, as may the patient's *apparent* race so long as the new race is relatively similar. (A unicorn could be turned into a pegasus or even a zebra, but not a griffin.) These changes are cosmetic.

Note: The core nature of the patient does not change. The patient cannot breed in the new form, and does not get any of the innate magical abilities of the race they are mimicking. Nor does the patient lose her own innate magical abilities. This spell cannot create or alter a cutie mark. Changelings gain Alter Physiology at Expert level for free, but the strain cost is only 10, the duration is indefinite and the range is self only.

Clean

Basic (Cost 5): Cleans one patient or matter fitting within a cube of up to (Potency) feet.

Advanced (Cost 10): Cleans one patient disinfecting all wounds, or cleans and sanitizes up to (Potency) square yards of matter

Heal

The signature spell of medical ponies, *Heal* enhances natural regeneration of the patient's tissues. Range is touch.

Basic (Cost 10/20): Heals (2d10 + [4 * Potency]), spread over 2 turns; immediately closes wounds. Heal amount is spread among all limbs evenly. Cannot restore crippled limbs. Healing magical energy damage is especially difficult, requiring double the strain and requiring a Medicine skill roll at a -10 penalty.

Advanced (Cost 15/30): Healing amount increased to (5d10 + [5 * Potency]) over 3 turns. Cannot restore crippled limbs.

Expert (Cost 20/40): Healing amount increased to (8d10 + [6 * Potency]) over 4 turns. Cannot restore crippled limbs.

Note: Heal can be shaped by more expert ponies with surgical precision, given the necessary time and concentration. With a successful Medicine skill check at moderate difficulty, the caster may target only a specific injury or ailment, adding +2d10 to the amount healed.

Pain Relief

While under the effect of *Pain Relief*, the target can ignore crippled limbs (albeit at the risk of hurting herself further), and gains a bonus to DT. Range is touch.

Basic (Cost 4): Duration of (Potency) minutes. Patient gains +2 DT

Advanced (Cost 8): Duration of (Potency) hours. As basic, but gains +4 DT.

Restoration

As *Heal*, but Strain cost is halved, the effect takes minutes instead of turns.

Sound Slumber

Basic (Cost 10): Maximum duration of sixteen hours. Patient recovers (Potency) in extra HP with each hour of sleep.

Advanced (Cost 20): As above, but the caster may affect (Versatility) patients.

Alter Chemistry (Advanced)

Advanced (Cost 20): Duration lasts (Potency * 5) minutes. Creates a hormone surge which causes the patient to become one of the following: fearful, enraged, calm, panicked, happy, drowsy, horny or suggestible. Once every five minutes, intelligent living creatures can ignore the effects for five minutes with a successful Intelligence check. Non-intelligent living creatures cannot negate the effect. This spell has no effect on non-living creatures (such as ghouls or robots). This spell may be used to grant a bonus on Speech and Barter checks made against the target by (Potency * 5) so long as the patient is not able to ignore the effect. Range is medium.

Expert (Cost 40): Duration lasts (Potency * 30) minutes. As the advanced version, but can affect (Versatility) patients. Every fifteen minutes, intelligent living creatures can ignore the effects for fifteen minutes with a successful Intelligence check at a penalty equal to (Potency / 2, rounded up) (minimum 1).

Bone Mending (Advanced)

This spell allows the the caster to regrow bones and otherwise restore crippled limbs. Unlike most healing spells, the magic of Bone Mending must be carefully guided by the caster. This is a delicate and precise process, calling for a successful Medicine skill roll to properly repair the limb. Range is touch.

Advanced (Cost 15): Heals (2d10 + [4 * Potency]) over 3 turns to any single body part of the caster's choice. The spell also heals one fifth as much (rounded up) to the patient's actual health pool in addition to this restoration to limbs. At this level, repairing severed limbs or limbs crippled by magical energy damage is impossible.

Expert (Cost 20/40): Heal amount increased to (3d10 + [6 * Potency]) over 4 turns to each of (Versatility/2) limbs simultaneously. Also heals one fifth as much (rounded up) to the patient's actual health pool as it does to any individual limb. Reattaching severed limbs is possible, but requires restoring at least half of the limb's missing health within 5 rounds of being severed without outside aid. External magic may further increase the duration which can pass before treatment begins. Restoring limbs crippled by magical energy damage is especially difficult, requiring double the strain and imposing a -30 penalty to the Medicine skill roll.

Purge System (Advanced)

Advanced (Cost 20): This spell allows for poison/drug purging and quickens drug recovery, but is also draining for the patient. The patient's body goes through up to (Potency) days' worth of metabolism, without suffering the ill consequences. This cleanses the body of all toxins with durations which would expire in that time, and quickens recovery of the rest by the same

amount. This also burns through the patient's inner resources by half that amount, causing the patient's hunger and thirst to increase accordingly, and for patients who heal through radiation to shed their radiation as if that amount of time had passed, healing the appropriate amount.

Regeneration (Advanced)

Advanced (Cost 30): Duration is (Potency) minutes. Patient regenerates (Potency) HP at the end of their turn.

Expert (Cost 50): Duration is (Potency * 10) minutes. Patient regenerates 5 + (Potency) HP at the end of their turn. Can regenerate entirely missing limbs, but requires healing the limb to 5 times its normal maximum health to do so. Recovery from missing limbs may take weeks beyond simply growing it back.

Note: Magical energy damage is particularly egregious. Regeneration of such damage will leave permanent scars, and regeneration of a limb crippled by magical energy damage will result in debilitation, imposing a -10 penalty on actions involving the use of that limb.

Speed Recovery (Advanced)

This spell allows a patient to regain points of SPECIALs lost from a single source so long as the source of the damage is no longer present. (This does not aid in cases where the points of SPECIAL are lost because the source of the damage is still present, such as rads or poison.)

Advanced (Cost 25): Duration is (Potency) hours. Patient recovers damage to SPECIALs at double the normal rate for the duration of the spell.

Expert (Cost 50): Patient recovers damage to SPECIALs at double the normal rate. The spell lasts until the patient has recovered.

Anesthetic (Expert)

Expert (Cost 40): Duration is special (see below). Conjures a ball of anesthetic magical energy a few inches in front of the caster's horn. The caster must roll to hit the patient (using the Medicine skill). If successful, the patient loses their sense of touch and pain. This also results in a loss of associated motor capabilities, effectively paralyzing the patient. Duration is one hour on a willing or unconscious subject. Duration lasts (Potency) turns on an unwilling patient, and the target suffers a -10 to all skill checks for the rest of the hour.

Life Surge (Expert)

Expert (Cost 45): Brings a deceased target back to life with (Potency * 10) HP so long as the patient died within the past (Potency) turns.

Offense spells

Arcane Blast

Arcane Blast is the most basic of offensive spells. The caster fires one or more bolts of magical energy, making a Science skill roll to successfully hit. The bolts from an arcane blast may be used to target multiple opponents, and the caster may choose whether to do lethal damage or

stunning damage. Stunning damage reduces HP as normal, but the target merely passes out when they reach 0 HP, and Stunning damage recovers fully after an hour of rest.

Basic (Cost 10): Short range. Spell fires a single blast that does $10 + (\text{Potency} * 3) + 1d10$ damage.

Advanced (Cost 15): Medium range. Spell gains a Rate of Fire of $(\text{Versatility} / 2)$, rounded up, using normal RoF rules. Each bolt deals $20 + (\text{Potency} * 3) + 2d10$ damage.

Expert (Cost 25): Medium range. Spell gains a Rate of Fire of (Versatility) and a Burst attack of $(\text{Versatility} / 2)$, using normal RoF rules. Each bolt deals $30 + (\text{Potency} * 3) + 3d10$ damage.

Note: Arcane blasts will not pierce or deplete shield spells, but will instead ricochet at full power in a random direction. A successful Luck check will allow any potential victims to avoid being struck by a deflected arcane blast. Arcane blasts will likewise bounce off of polished or reflective surfaces. Arcane blast manifests less than an inch from the caster's horn and may be manifested on the other side of a shield if the caster is touching her horn to that shield. Damage from an Arcane Blast does not count as magical energy damage for purposes of healing.

Eldritch Knives

Conjures a swarm of magical energy knives around the caster which are then mystically directed to attack a single target. The knives strike with a single attack roll dealing $(\text{Potency} / 2)$, rounded down) +13 magical energy damage per knife. The target applies only half of his armor's DT (rounded down) against the total damage. Eldritch knives ignore shields. This spell takes two casting actions to cast.

Basic (Cost 10): Short range. Creates $(\text{Versatility} + 3)$ knives.

Advanced (Cost 15): Medium range. Creates $(\text{Versatility} + 5)$ knives.

Expert (Cost 20): Long range. Creates $(\text{Versatility} + 7)$ knives.

Energy Strike

This spell must be purchased separately for each following energy types: fire, lightning, cold, light and plasma. The caster must roll to hit the target (using the Science skill). The attack manifests several inches in front of the caster's horn and moves away from the caster.

Basic (Cost 10): Short range, damage equal to $15 + (\text{Potency} * 4) + 1d10$, adds basic energy effect. Does not count as magical energy damage for purposes of healing.

Advanced (Cost 15): Medium range, damage equal to $30 + (\text{Potency} * 4) + 2d10$, adds advanced energy effect and counts as magical energy damage for purposes of healing.

Expert (Cost 25): Long range, damage equal to $45 + (\text{Potency} * 4) + 4d10$, adds expert energy effect.

Fire

Basic: A critical hit causes the target to catch fire. Target burns for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.

Advanced: Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Creatures hit by the spell catch on fire, burning for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.

Expert: Area of Effect increased to $(\text{Potency} * 2)$ feet. Flames are magical, dealing an

additional 2d10 fire damage per turn and cannot be extinguished for the first (Potency) turns.

Lightning

Basic: Range is medium. A critical hit will disrupt a machine for (Potency / 2, round up) turns or drain 2d10 AP from a living opponent.

Advanced: Range is long. A critical hit will shut down a machine or arcanotech device completely or paralyze a living opponent for one turn.

Expert: Range is extreme. Will shut down a machine or arcanotech device completely or paralyze a living target for one turn unless the target makes a successful Luck roll.

Cold

Basic: A critical hit causes a biological target (living or undead) to slow down, making all the target's actions cost an additional +10 AP to perform for 2 turns.

Advanced: Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Biological targets hit by the spell are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for 2 turns.

Expert: Area of Effect increased to (Potency * 2) feet. Affected biological targets are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for (Potency) turns.

Light

Basic: Precise attack adds +10 to Science skill roll to hit the target.

Advanced: Color spray -- three beams. May attack two separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.

Expert: Rainbow spray -- seven beams. May attack up to four separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.

Plasma

Basic: Critical strike multiplier as per Magical Energy Weapons.

Advanced: Range is short. Critical strike multiplier as per basic plus critical strikes lower the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.

Expert: Range is medium. Critical strike multiplier as per basic and will liquify a target reduced to 0 HP. Any successful hit lowers the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.

Rainbow Tornado

Caster can seize control of a rainbow and turn it into an ensnaring weapon. The caster and target make opposed Versatility and Agility rolls respectively, with the caster gaining a +2 bonus. If the caster succeeds, the target is ensnared in the rainbow for the spell's duration. With a successful Science check, the caster may move the rainbow along with its trapped target

anywhere within range. An ensnared target can take no actions except attempting to break free of the snare. Doing so requires a successful Agility roll at a penalty equal to the caster's (Versatility / 2, rounded up), to a minimum of 1.

Basic (Cost 15): Duration of (Potency / 2, rounded up) turns. Range is short.

Advanced (Cost 25): Duration of (Potency) turns. As basic version, but the spell creates the rainbow, and the caster's bonus on her Versatility roll increases to +3.

Expert (Cost 35): Duration of (Potency * 2) turns. As advanced version, but the caster's bonus on her Versatility roll increases to +4, and the rainbow may be Imbued with spells from the Imbuing school or utilized as a magical conduit for the delivery of a spell at range that would otherwise have a range of touch. Range is medium.

Storm Cloud

This spell conjures a small storm cloud overhead capable of unleashing directed lightning attacks. Starting the round after casting the spell, the caster may direct a single lightning strike against a target each turn for 15 AP with a successful Science skill check. This spell may only be cast outdoors. Damage from this spell does not count as magical energy damage for purposes of healing.

Basic (Cost 20): Duration of (Versatility / 2) lightning strikes. Medium range. Each strike deals (Potency * 4) + 15 + 4d10 damage. Cloud size is (Potency) feet in radius.

Advanced (Cost 25): Duration of (Versatility) lightning strikes. Long range. Each strike deals (Potency * 4) + 30 + 6d10 damage. Cloud size is (Potency * 2) feet in radius.

Expert (Cost 35): Duration of (Versatility * 2) lightning strikes. Extreme range. Each strike deals (Potency * 4) + 45 + 8d10 damage. Cloud size is (Potency * 10) feet in radius.

Petrify (Advanced)

Petrify will turn the caster's target to stone, including all equipment. *Petrify* is an unusually difficult spell to cast effectively. The spell requires two turns of casting (costing spellcasting AP each turn). On the first turn, the caster must make a successfully cast the spell with a Science skill check. On the second, the caster must then beat the target in a contest of wills -- an opposed Endurance test -- in order for the spell to take hold. Once the spell has taken hold, it takes a third full turn for the target to become petrified. During that turn, the doomed target's maximum AP is reduced by -50. A stoned target has a DT of 40 and ignores all environmental hazards. The stone statue will not erode or otherwise deteriorate over time.

Advanced (Cost 40): Duration of (Potency) hours. Range of Touch.

Expert (Cost 50): Duration is effectively permanent. However, there is always a flaw to this permanency -- a circumstance or set of conditions which will allow the petrified character to break free -- that is unknown to the caster. Short range.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Telekinetic Grasp (Advanced)

This spell creates a telekinetic field with real force behind it. It can be used to cause damage directly, grapple or apply force against a resisting target. Targets held by the spell may attempt

to break free as per *Telekinesis*. Attacks with *Telekinetic Grasp* require a successful Science skill check and cost 15 AP each, doing damage as per bare hooves. The spell's range is short. *Telekinetic Grasp*, is extremely clumsy and unsubtle; it cannot be used for wielding weapons or any sort of fine manipulation.

Advanced (Cost 15 + 5 per turn after the first): Effective strength of (Potency * 2).

Expert (Cost 30 + 5 per turn after the first): Effective strength of (Potency * 4).

Heart Attack (Expert)

This spell induces a heart attack in a living, biological target with recognizable, life-supporting organs. (This spell has no effect on plants, robots or the undead.) *Heart Attack* is almost always fatal if the target cannot find a way to disrupt the spell. Casting the spell requires a successful Medicine skill check to cast and an additional successful Medicine skill check each round to maintain.

Expert (Cost 45 + 10 per turn): Short range and the target must remain within line of sight. *Heart Attack* drains one point of the target's Endurance each turn. If the target reaches 0 Endurance, the target dies. While under the effects of *Heart Attack*, the target's maximum AP is reduced by 50.

Note: Endurance lost through *Heart Attack* is recovered at the rate of 1 Endurance each minute once the spell has ended.

Telekinetic Bullet (Expert)

This spell creates a single, focused telekinetic strike. This attack requires a successful Science skill check, and manifests a few inches in front of the caster and moves towards the target.

Expert (Cost 50): Extreme range. Damage of 100 + (Potency * 10), ignoring half DT (rounded down).

Perception spells :

Combat Precognition

Basic (Cost 8): May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency / 2, rounded up). This spell ends at the end of combat.

Advanced (Cost 12): May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency).

Expert (Cost 16): May be cast up to (Potency*10) minutes before combat. The caster goes first.

Detect Magic

This spell creates an aura only the caster can see outlining sources of magical energy, including spells and enchanted objects. A successful Science skill check may allow the caster to read the aura, determining the general strength and nature of the magic. This will, for example, tell the caster which spell vocation a spell effect is from, and what level (basic, advanced or expert) at which the spell was cast.

Basic (Cost 10 + 1 per turn): Range is (Potency) * (Perception) in feet. Can only detect auras of objects in plain sight.

Advanced (Cost 15 + 1 per turn): Range is (Potency) * (Perception) in yards. Can detect any auras within the area of effect.

Detect Others

This spell creates an aura only the caster can see outlining potential targets. This aura becomes red if the target is hostile.

Basic (Cost 10 + 2 per turn): Range is (Potency) * (Perception) in yards. Can only detect auras of targets who are not actively hiding and would be partially in an unblocked line of sight.

Advanced (Cost 15 + 2 per turn): Range is (Potency) * (Perception * 10) in yards. Can detect any auras within the area of effect, even if fully behind walls or other obstructions. Can detect targets attempting to hide using an opposed Science check, with a bonus equal to double the caster's Perception, against the target's Sneak skill check.

Expert (Cost 25 + 2 per turn): Range is (Potency) * (Perception * 100) yards. Can detect any auras within the area of effect, even if actively concealed by illusionary magics. If a target is actively concealed by illusionary magics, the caster must make an opposed Science check, with a bonus equal to double the caster's Perception, against the opposing caster's Science skill check with a bonus equal to double that caster's Potency.

Note: StealthBucks are considered to have a Science skill of 100 and no Potency bonus for the purpose of this roll.

Heightened Senses

Basic (Cost 5): Duration of (Potency * 10) minutes. You gain a bonus equal to (Potency / 2, rounded up) to your Perception with a single basic sense (sight, hearing, smell, taste or touch) for the duration. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen.

Advanced (Cost 10): Duration of (Potency) hours. As the basic version, but you gain the bonus with (Versatility / 2, rounded up) basic senses (sight, hearing, smell, taste or touch) for the duration.

Expert (Cost 20): Duration of (Potency) hours. You gain a bonus equal to (Potency) to your Perception with (Versatility) senses for the duration. Senses enhanced may include extraordinary senses. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen.

Note: The Perception bonus from *Heightened Senses* does not stack with the Perception bonus from *Night Vision*.

Locate Item

When taking this spell, the caster chooses a type of object (for example: gemstones, bullets, clean water). This spell allows the caster to locate the target object(s) within the spell's range with a successful Survival skill check. If the location of the target object(s) are within the caster's line of sight, the location will be illuminated by a glow only the caster can see and no check is required. Creatures attempting to remain hidden from this spell may do so with a

successful Sneak check at a penalty equal to the caster's (Potency * 3).

Basic (Cost 5 + 1 per minute): Detection range is (Versatility * 10) yards.

Advanced (Cost 5 + 2 per 10 minutes): Detection range is (Versatility * 100) yards. The caster can sense the specific type and amount of the target object(s) located.

Expert (Cost 5 + 5 per hour): As per the advanced version of the spell, but the detection range is (Versatility * 1000) yards.

Night Vision

Basic (Cost 5): Duration of (Potency) minutes. You can see in the dark (penalties halved) and your Perception is temporarily improved by 1 point in dim or dark conditions. You receive a -1 penalty to Perception in well-lit conditions.

Advanced (Cost 10): Duration of (Potency) hours. You can see in the dark clear as day (no penalties for darkness), and Perception is temporarily improved by 2 points in dim or dark conditions. You receive a -1 penalty to Perception in well-lit conditions.

Expert (Cost 15): As per Advanced, but you may cast this spell on others with a range of touch and there is no longer a penalty in well-lit conditions.

Note: The Perception bonus from *Night Vision* does not stack with the Perception bonus from *Heightened Senses*.

Shared Sense

Shared Sense allows the caster to perceive through the senses of another creature. The caster chooses whether the sense effected will be sight, hearing, smell and taste (combined), touch or a specific special sense. The caster must make a successful Science skill check and any unaware or unwilling target creature may make an Endurance check to negate the spell. If the caster also possesses the shared sense, the sensory input will be overlayed. In the case of sight, hearing or touch, this effect causes extreme disorientation and a -20 to all skill checks unless the caster should takes measures to dampen her own sensory input first (such as with a blindfold or earplugs).

Basic (Cost 10): Duration is for (Potency) turns or until the target moves more than (Versatility * 10) yards from the caster. The casting range of the spell is touch.

Advanced (Cost 20): Duration is for (Potency) minutes or until the target moves more than (Versatility * 100) yards from the caster. The casting range of the spell is short.

Expert (Cost 30): Duration is for (Potency * 10) minutes or until the target moves more than (Versatility * 1000) yards from the caster. The casting range of the spell is medium.

Telepathy

Telepathy allows the caster to read the surface thoughts of a target and communicate with them through thought. The caster must touch her horn to the forehead of the target (or the horn, if the target is also a unicorn) to initiate the spell. In addition to other benefits, telepathically connected targets may use combat synchronization which allows the caster and target to act on the highest initiative between them.

Basic (Cost 10): Duration is for the length of time the caster's horn continues to touch the target's forehead.

Advanced (Cost 20): Duration as above plus (Potency) minutes afterwards.

Expert (Cost 30): Duration as above plus (Potency * 10) minutes afterwards. Can be cast on up to (Versatility) targets by touching their foreheads one after the other over the course of a single turn.

Note: The Green Alicorn version of this spell may be cast at range, with a maximum range of (Potency *100) yards. Casting it against a target that is not within line of sight requires a successful Science skill check. (This check can be heavily modified by the GM based on conditions, familiarity with the target, and the number of minds in the area.) Green Alicorns within (Potency *100) yards of each other are automatically in telepathic communication. Green Alicorn telepathy does not work on non-pony races.

Magic Mirror (Advanced)

Magic Mirror allows the caster to use a mirror or other reflective surface as a visual and auditory window to another location. The range is unlimited but the caster must have personal familiarity with the location, and the location must also contain a reflective surface.

Advanced (Cost 20 + 5 per minute after the first): Duration is concentration.

Expert (Cost 40 + 5 per minute after the first): As advanced, but the spell now allows a pseudo-telepathic communication with a single target within the viewed area. The target will see the caster's visage in one or more nearby reflective surfaces of the caster's choice. The target may resist this communication with a successful Endurance check.

Mind Probe (Advanced)

Mind Probe allows the caster to delve into the memories of a target. If the caster is attempting to find a specific memory, the caster must succeed on a Perception check. The caster may attempt one such check every minute until successful or the target breaks the spell. The caster must touch her horn to the forehead of the target to initiate the spell.

Advanced (Cost 20 + 5 per minute after the first): Duration is for the length of time the caster's horn continues to touch the target's forehead. A resisting target may attempt to mentally break the spell each minute after the first with a successful Endurance check at a penalty of -1.

Expert (Cost 40 + 5 per minute after the first): Duration as above plus (Potency) minutes afterwards. A resisting target may attempt to mentally break the spell with a successful Endurance check at a penalty of -3.

Magic Trace (Expert)

Magic Trace allows the caster to track another caster's spell back to that caster, providing the caster with the location that the traced spell's caster occupied at the end of casting the spell. The caster may treat the location as "familiar" for the duration of *Magic Trace*.

Expert (Cost 30): Duration (Potency) minutes. The caster may trace a spell that was cast within (Potency * 10) minutes. Range is point blank.

Note: *Magic Trace* will only tell the location of a caster at the end of casting a spell, not at the end of a spell's duration.

Spells Sets:

General Spells

Telekinesis
Light

Defense Spells

Basic

Alicorn Shield
Bonds of Friendship
Equestria's Love
Mental Bulwark
Rad-Guard
Resilience
Shield
Toughen Hide

Advanced

Bulwark of Friendship
Disintegration Ward

Expert

Power of Friendship

Illusion Spells

Basic

Amplify
Compulsion
Illusion
Sensory Foil
Soft Light
Target

Advanced

Discord
Grand Illusion
Harmony

Expert

Hidden Aura
Simulacrum
Want It, Need It

Imbuing Spells

Basic

Spirit of Flame
Spirit of Diamond
Spirit of Light
Spirit of Lightning
Spirit of Poisons
Spirit of Wind

Imbuing Spells (continued)

Advanced

Spirit of Friendship
Spirit of Machines
Spirit of Nature
Spirit of Riddles
Spirit of Whispers
Expert
Spirit of Life
Spirit of Memories
Spirit of Waves

Manipulation Spells

Basic

Arcane Mark
Cloudwalk
Come to Life
Growth
Organize
Phase
Sculpt
Spell Closet
Summon Object
Teleport

Advanced

Failsafe
Memory Implant
Transformation

Expert

Bypass
Memory Extraction
Remake
Time Jaunt
Wings

Medical Spells

Basic

Alter Physiology
Clean
Heal
Pain Relief
Restoration
Sound Slumber

Medical Spells (continued)

Advanced

- Alter Chemistry
- Bone Mending
- Purge System
- Regeneration

Expert

- Anesthetic
- Life Surge

Offense Spells

Basic

- Arcane Blast
- Eldritch Knives
- Energy Strike
- Rainbow Tornado
- Storm Cloud

Advanced

- Petrify
- Telekinetic Grasp

Expert

- Heart Attack
- Telekinetic Bullet

Perception Spells

Basic

- Combat Precognition
- Detect Magic
- Detect Others
- Heightened Senses
- Locate Item
- Night Vision
- Share Sense
- Telepathy

Advanced

- Magic Mirror
- Mind Probe

Expert

- Magic Trace