

Centra/Shadelow's Game Rules:

These rules are mostly a guideline to ideas that the game's of mine can run under, or hold details to keep in mind. Feel free to make of these rules what you will and ask me about making use of any of these within my PNP's I run.

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Hit Locations:

To determine where you've been hit in combat, look at the ones column to the attack roll and that determines the area hit.

When hit by a critical attack and your crit rate is under 10, roll 1d10 to determine the area hit.

Normal	Winged
1: Head 2-6: Torso 7: Left Hoof 8: Right Hoof 9: Left Leg 0: Right Leg	1: Head 2-4: Torso 5: Left Hoof 6: Right Hoof 7: Left Leg 8: Right Leg 9: Left Wing 0: Right Wing

Condition and Degrade values:

The basis for items being damaged is based off a slightly altered system to Kkat's system. Condition is measured by a percentage:

- 100 to 124: Perfect. The item is in impeccable condition. It's not only perfect, but surpasses it's original ability.
- 100 to 75: Good. The item is fairly new and has seen little wear, if any, from battle.
- 74 to 50: Used. The item is beginning to show wear, it's effectiveness less so than what it could be.
- 49 to 25: Heavy Use: The item has been broken, cracked, ripped, or torn in ways that clearly affect it's use.
- 24 to 1: Poor: The item's basic functions barely remain, many things unnecessary gone already.
- 0 to -24: Broken. Something essential to it's function has been permanently broken, reducing the item to only use in scrap.

- -25 to -49: Detached: Pieces of the item are separated, chances of being reattached all but gone.
- -50 to -74: Destroyed. The item loses distinctive characteristics. Delicate parts are all obliterated. Unique non-legend items become unrecognizable from generic counterparts.
- -75 to -199: Devastated. The item is reduced to the most basic form of scrap material
- -199 to -399: Atomized: The items very molecular bonds making the material are broken. Whatever havoc would come by this will happen. For example, atomized water becomes a gas that can
- -400: Atoms Split: You have broken the very atoms inside the object. Expect explosions and radiation.

Clothing:

Wearing clothing under these rules differ slightly to the normal ones.

Coats/Cloaks take up their own slot separate from armor. Cloaks always have their effect, but clothing have a time when they can't be used.

Cloaks are always working

When clothing and armor are worn at the same time, clothes only work when timing is not important, such as in town or at a store. When you are in an ar

Encumbrance:

When over-encumbered (More carry weight then you have available), your AGL is equal to 1 for the purpose of movement speed. Excessive amounts will disregard AGL's bonus completely.

Combat Technique:

Offense

Multi-Weapon Combat: You can attack with two weapons at the same time for the cost of the higher AP weapon. -20 accuracy for both attacks, -40 if both are attacking different targets. Telekinesis (With at least 2 VER) or use of two hands/mouths/tentacles is necessary for dual wielding. Heavy, Set, or Unwieldy may not be used this way outside of a Battle Saddle. Using more than 2 weapons is unheard of, but could be possible.

Defense

Dodge: For every 2 points of AP spent to dodge, there is a culmative -1 chance to be hit by Melee, Unarmed, or weapons fired from Long range or beyond, to a maximum of (AGL*3). This lasts until your next turn.

Cover: You may never be directly targeted unless a direct line-of-sight can be made. The penalty to be hit can differ between -10% for hiding behind a bush, or -70% for near complete cover. This penalty is reduced by revealing yourself through your actions. Attacking from cover offers you a stable bonus, but it will be lowered if you use a movement action and leave said cover.

Parry: If you have AP left over from a turn you may use it to deflect a melee/unarmed attack. You may use ranged weapons for this at a penalty of -20% melee skill. Compare your margin of success to to the attacker's; you win on a tie unless the attacker crit and you did not. All parrys cost 15 AP.

Movement

Flight: While flying you travel at speeds multiplied by your flight rank for movement, sprint or charging. When

traveling over 45 degrees upwards, you lose a flight rank. When traveling under 45 degrees downwards, you gain a flight rank. Flying against strong winds can lower your Flight Rank up to two levels while you can gain one through flying with them. When over-encumbered, your flight rank is reduced to 1 and when holding excessive weight, you cannot fly at all.

Other

React: If an enemy is not in the line of sight and you are unable to target them on your beginning turn, you may hold your action and wait for the opportunity to act to them. You may state a single action and what will make you take the action. (No one is in sight, so you ready your rifle to fire as soon as they exit a certain cover. OR There's a combat unicorn readying a spell, so you get ready to hit their horn to interrupt the spell as soon as they begin to cast.) Changing what you're reacting to or the action done costs 10AP and adds -10 to your accuracy.

Crit Success and Failure:

When you roll equal to your LCK or a 1 on a 1d10 will be a critical success. You will not only get the desired action, but it will surpass your expectations.

When rolling 94+(LCK/2, rounded down) or a 10 on 1d10, you will have crit failed the roll. Whatever your goal was in the action will completely backfire and cause something undesired to happen.

Rolling a 1 or 100 will offer an extra special reaction, should a very fitting one exists for the situation.

If the critical fail was part of a series of rolls (3#1d100 [99] [50] [1]), all hits still register before the effect takes place. If you roll individually, you must face the consequences of a jam roll before any more attacks may be done.

Condition:

Weapons break every so often, and will need maintenance to still be able to protect you. Condition is marked as CND under all weapons and armor alike.

Weapons:

If you crit fail a weapon roll, you will take 8 CND damage, then roll a 1d10 to determine a proper fate.

1. The damage is halved and jam can be cleared through reload AP.

2-7: Weapon is damaged and must be unjammed for 30AP.

8 & 9: The gun will misfire, rather than jam. All immediate targets, beginning with the closest to the shooter, must pass a LCK test with a cumulative -1 to not be hit per roll unless under the effects of Jinxed.

10: The weapon is broken in an immediate or major way, hindering it's effectiveness. This lasts until repaired under a certain difficulty, depending on tier. A unique weapon counts as it's own tier, one above the weapon it is based off. This can take thirty minutes plus another thirty to repair for every tier of the weapon, halved by a successful skill roll.

Very Easy: 1 & 2. Easy: 3. Intermediate: 4. Expert: 5. Master: 6

Armor:

All armor has a chance to be damaged when worn and the user is attacked. Generally, items worn have a 50% chance to be damaged. After being attacked, check the first 1d10 of damage per strike that hits an item worn on you. If 5 or less, then the attack does not damage the clothing. Only one hit counts when using automatic weapons

Some worn items have Resistant or Fragile qualities that adds or reduces the chance to be damaged by 2. The hardest of armors (Power armors, high quality designs) are Resistant while most simple outfits (pre-war businesswear, dresses) are fragile.

Whether or not the item is armor or a weapon, they can be damaged through misuse. If you don't protect items when going through difficult weather, terrain, or use it for purposes it's not designed for, they can be damaged.

Traps:

Traps are devices that use surprise and tactics to capture, harm, or alert a target. Traps have the advantage of keeping you free to do other things or be in a safe place when they go off. Survival, Mechanics, and Stealth can all have a part in the use of traps. If the trap is simple and can be easily placed within any given area, a survival roll is required to make it right. If the trap's function is complex and is not easy to pull off, then it takes a Mech roll. Mech can be substituted for simple traps, but these traps have a decreased success chance, as they are clearly unnatural in the surroundings and animals cannot be fooled as easily.

Basic:

Trespasser Detector: An item or obstacle placed in such a way that the target is not alarmed or will replace it, giving the one who sets it the ability to recognize that someone's passed through the area. Multiple of these can be used to track the direction of your target. Requires placement of an item to be damaged or disturbed by a certain action.

Basic Snare: A simple slipknot attached to a stick. Catches onto the victim and tightens around the area. Effective and cheap enough for use catching smaller game like squirrels, rabbits, or a pony's hoof. Requires a foot of string (rope is too thick) and a sturdy stick.

Tripwire: A string attached by two points used to activate other traps. This can also be used as a Trespasser Detector, but intelligent targets can realize that it's not a natural object. Requires enough string to stretch over the length of the detection and two spots to hold it in place.

Net: A simple net woven up

Tree Catch: A large snare or netting activated by a heavy object falling or a bent tree being released. Catches a target within the circle and drags them up. There must be a Counter-Weight or something (like a bent tree) large enough to easily pick up the target.

Death:

No one wants to die, but it's a possibility.:

- You will be dead for END turns until you can be brought back up to enough health to live again. Temporary loss of SPECIAL is common after a death, as it's no pleasant experience.
- If you do not wish to lose the character, you may attempt to make an agreement between you and the GM for them to still be alive. WARNING: The character will receive a change that WILL have an effect on gameplay.

Quest perk rules:

Animal Trainer: Animals successfully tamed will learn a name after being called it for five days, subtracted by their INT. They are free to know how to play catch, shake your hoof, or other kinds of minor or useless tricks. There are a few abilities that the animal may know dependant on their race and can be increased through training.

- Retrieving: The animal can find objects upon request. The animal becomes more able to determine what you want or find better things as they use this skill. This is only available with animals who have the means to pick up items they can lift
- Tracking and Senses: The ability for the animal to sense things around them. Generally an animal favors a sense to use for this, like smell, sight, or even hearing. Dogs, Birds, Bats, and Rodents may know this.
- Attacking: Using claws, teeth, talons or anything they can manage, your animal may act on it's own to

attack or be told to stand down and wait for commands.. You may instead spend it's AP attacking specific targets. As they attack, they become better at the skill and deal more damage along with learning more moves.

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You may tell co“Simple” tricks count as things like

Effects

Worn:

Camouflage (Camo): Hides the character in a specific environment. Examples are Desert, Forest, Snow and Rainbow.

Muffled: Bonus to hiding from targets sensing by hearing..

Smelly: Item gives off a scent, can be a bonus or debuff.

- Non-Washable: Smelly rule is permanent unless item is destroyed.

Disguise: Hides your identity in some way. Headwear covers your face, bodywear makes your coat colors unable to distinguish.

Flammable: No luck rolls to avoid being set on fire. Fire deals it's damage on the beginning of your turn rather than at the end.

Reaping: Item gives wearer a bonus after a kill. Doesn't stack, stops at the end of combat if a time isn't mentioned.

Mask: Covers the face. Cannot be combined with glasses. Usually combined with disguise effect.

Weapons:

Bladed: Weapon causes 150% crit damage and applies bleeding effect.

Short: -10 to parry, -10 to opponent if being parried. Concealable if not mentioned. A concealable short can be concealed without Sneak skill.

Long: +10 to parry. May strike a target as soon as they enter PB range for free.

Collapsible: Concealable when sheathed.

+Concealable: Weapon needs 50+ sneak or a bag to be hidden.

Crippling: Deals 100% damage to limbs instead of 50%

Thrusting: Weapon deals 150% critical hit damage. Attack ignores DT as if it had another rank of Armor Piercing.

Durable: Weapon has a permanent 50% resistance to break on a crit fail.

Fragile: Weapon breaks an extra level of CND on a crit fail.

Stunning: Deals stun damage and a quarter to HP.

Not a Weapon: Everything that's not supposed to be a weapon uses the Unarmed skill and has HP like a normal character, breaking once it hits 0. Doors, chairs and vases are types of non-weaponry.

Quick Draw: Weapon can be fired on the moment it's taken from its holster for no AP. User must make no attacks or other combat actions for a turn before you can quickdraw again. Can only be parried by a readied attacker or other Quick Draw. A quick draw weapon requires training to use.

Bonus Rules:

- Charisma's bonus is not specifically put in use through the GM's rules, it is up to you to uphold them. When your character has high CHA, you can pick what it stands for. It can be the handsome air about you, or a sexy saucy way you talk to others, to being cute enough to induce heart attacks. A high Charisma gives you the leeway to show off these features in a positive way through RP, generally giving you a higher disposition to those you meet.
- Turrets use skills based on the kind of turret. They all can be used with Battle Saddles, but a skill of 25 in the turret's type (MEW, Firearms, Explosives) is required to run without a penalty. 50 skill will let you run these using said skill. Some complex turrets may require science or mechanic skill to also run.
- Weapons designed to be thrown or used in combat use the Unarmed skill. Melee skill may be used with a penalty of -20.
- Pistols can be used for a pistol whip attack. This attack uses Unarmed and deals 1xSTR+
- Rifles may use Melee to hit an opponent with the butt of their gun, dealing 2xSTR+10+ for **25AP**. Useful when other melee weapons are lacking. This has +3 chance for Crit Failing and damaging the weapon.
- Heavy guns deal 3xSTR+15+ for **30AP** melee damage and a Slam move can be used for **45AP**.

WORK IN PROGRESS BELOW

DO NOT USE/NOT SAFE FOR LIFE

Races:

Kirin: You may pick a set of magic spells to have at the beginning of the game, however you must learn all

traits and advanced versions just as you would learn new spells. You have +1 LCK but must start with 5 or more luck with this bonus. You must take the Good Natured trait. Should a player follow their virtues in your game or be of a helpful/kind nature, they or their teammates are subject to a bonus in a skill or SPECIAL for a certain time or the full session.

Added Perks/Traits

Perks:

Traits:

Gunslinger: You roll for initiative twice and always take the better roll, but every missed attack lowers your accuracy by 5 until you crit.

Flail Master: If someone attacking you rolls a 1 for their first 1d10 of damage, the attack misses and you gain +10AP for your next turn. This does not stack, but can dodge multiple times. You only gain +10 points for your tagged skills and you cannot raise skills over 85 unless tagged to 95

Background Pony: You are just an extra to the story. +8 sneak. Your max/min Karma is -50 to 50 and you only get half karma for all actions. Towns or groups of ponies are less likely to recall things you have done for them. It is more common for good actions to be forgotten than bad ones.

Soulbound: You are dedicated to using only a single weapon. Ever. Or maybe it's just cursed. You will pick an unmodded melee weapon (it may be any weapon, even unlisted. However, it should have at least 1 stat.) A soulbound weapon may pick from the list of Weapon Perks multiple times.

- Sharpened: Bladed weapons only. A cut is a cut. Make a better cut. Weapon deals 5+1d10 more damage.
- Weighted: Blunt weapons only. Unpredictable, just how you like it. Weapon deals 2d10 more damage.
- Pointed: Thrusting weapons only. Poke. Pokepokepoke. +3 Damage. Weapon ignores 1d10 DT (Roll once a turn).
- Boomerang: Throwing only. +5 Damage. 20% chance to automatically retrieve a thrown weapon.

Riot Shield: When there were riots, a rare occurrence in Equestria before the wars, there was issues when they applied force trying to cease the issues. Nightsticks broke bones too easily and firearms lead to too much internal energy and backlash, much more so during peaceful protests. A design was made that would not only act as a mobile wall to push away ponies from an area, but protect an M.O.P. officer from melee weapons and small firearms.

Riot: 10 DT and 25% DR (Separate and before your own DR) to being attacked head on. When put away offers +3 DT to the torso and full effects to attacks landing on torso from above. This weapon has a penalty to Parry is reduced by CND values (+5%, +0%, -5%, -10%, -20%) Deals STRx2+15+ blunt damage. Can be used with Unarmed (Melee at -15) for advanced combat actions, dealing damage as per them.

Special Attack:

Brick Wall. +20AP +5 for every attack taken (10 for Explosive) Shield halves all damage before applying +25 DT. All attacks that make it through the Shield's resistance deal half the damage directly to the shield's CND and the rest to yourself. You may not move or attack without stopping your Brick Wall status

Riot Shield: 15 DT and 33% DR. +20% to all resistances (Physical only).

Mods:

Gun port: You may fire a pistol at -15% accuracy through the shield. -1DT and -3% DR.

Windshield Wipers: Scratches and smudges are removed while using the shield. Resists the loss of PER through the non-permanent marks on your screen.

Road Spikes: Armor Piercing (light), counts as stabbing damage.

Point System: When first creating a character you may purchase point gains or bonuses to further what you can do. For every two unspent points you gain 1% Crit Chance, or -1% for every negative two points, up to two times.

Gaining Points: **Tip:** You can take one less point for any of these to allow yourself the ability to overcome the debuff; and **yes**, using this for a +1 gives you nothing back. Feel free to ask GM for your own ideas and get them appraised for pointage and balance.

- Cannot Swim: +2. You cannot move in deep water, instead roll AGL every turn until you fail and drown in END+2 turns.
- Minor Fear: +1. A small, common fear that isn't unusual or bothersome. Compare to fear of harmless bugs, spiders, or domestic farm creatures.
- Fear: +2. A fear that is somewhat a common occurrence or harmful. Compare to fear of heights, bridges, or claustrophobia.
- Major Fear: +3. Crippling when confronted or just so common that it's constantly an issue. Compare to fear of open spaces, water, or guns/weapons.
- Unlucky: +1. -1% Chance to crit. This is a good point if you are unsure what to gain with.
- Limp: +1. -1 AGL. Limb has 75% max HP.
- Bad Limp: +2. -2 AGL. Limb has 40% max HP.
- Crippled: +3. Limb is counted as permanently crippled constantly.
- Missing Eye: +2. -1 PER. Double debuffs for range when attacking.
- Headache: +1. -1 to one of the following: PER (Distracting), INT (Chronic), CHA (Irritable)
- Migraine: +2. As per headache, but pick two of the three SPECIAL.