

# Tango PnP Group PnP Rules

Hello and welcome to Tango's custom PnP rules!

Now that you're reading this, it probably means you'll be using these rules for playing around and having fun! So, let's skip this intro and get right to everything you need to know, okay?

For reference, here is a nice overview of what's all covered in this guide.

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## Changes

## Building your character

So you decided to submit to my rules! May I be the first to congratulate you on this great decision? Well, congrats! Now that the formalities are out of the way, I'm sure you're eager to get started, so let's get to it!

First things first. In order to play, you'll need a character. This is really quite obvious and also pretty important. So, open up [this sheet](#) and pick a blank character page to fill in! Here's what you need:

- A name, names are great for knowing who you're talking about. Actually, this is sometimes the hardest part of making a character.
- Basic stuff like age (this can stay vague, it's more important to see if you're, for example, trying to play a foal. For the rest what the character looks like, think coat and mane colour and cutie mark (The cutie mark will come back later!).
- What species/race your character is. Do you want to play a unicorn, earth pony or

pegasus? Or perhaps you'd like to be a little more exotic and try your hooves at a zebra or hell hound. Each species/race has its own pros and cons, so be sure to read those too!

- A background story. This is for roleplaying purposes, and can be as simple and complicated as you like. It helps give you and the others an idea of where your character has been, what his/her motives are and so on.

Now to fill in that sheet!

You've got boxes for all the things mentioned above, and a whole bunch more. Don't get scared by the amount of data though, as it will all make sense in time. Just start by filling in the boxes for the things we just determined, and then go on to the next step: S.P.E.C.I.A.L.!

## **That's right, you're S.P.E.C.I.A.L.**

This system forms the corner stone, the backbone of the PnP rules, so make sure you distribute your points wisely! Now, about those points, there are seven stats you can put points in. A character with five points in a stat is average at best, while they excel at stats with nine points and really suck at the stats with two points. You get forty points to divide, so choose wisely! It isn't forbidden to put one or ten points into a single stat, but it's not recommended either.

- Strength is an indication for how strong your character is. It determines how hard you hit and how much you can pull.
- Perception shows how easily you can spot things. It's also used to see whether or not you hit a magical spell like magic missile.
- Endurance is how tough your character is. How much of a beating your character can take before going down.
- Charismatic characters can easily persuade others. Charisma is also used to determine illusion spells.
- Intelligence is used as a measure for how smart a character is.
- Agility, with this stat you determine whether you're a slowpoke or a roadrunner. This skill is used to see how much you can do in a turn of combat too.
- Luck. Well, who couldn't go without a little luck? Luck helps slightly with all skills, and give you a higher chance at getting lucky!

Your skills (we'll come to those next), are affected by your SPECIAL stats. Each skill has a base value of 2 times its relevant SPECIAL + 0.5 times a character's Luck. For example Speech has a base value of  $2 * \text{Charisma} + 0.5 * \text{Luck}$ .

## **Skills and Tag!**

Now that you've filled out your S.P.E.C.I.A.L. stats, you might have noticed that the big block of skills has changed a little. This is perfectly fine, as it should have. The numbers in the second column show the total skill level, and that will be the number we'll use for skill rolls.

Now, because I'm really nice, you all get to put some Tags in your skills. What these Tags will do is raise the skill level by a whopping 15! So here's what you do, you find the three skills you think your character could use some extra points in, and you type in '15' in the Tag column. Simple as that. The sheet should automatically update you total skill points too! Couldn't be easier right?

The maximum amount of points you can have in any skill by means of the base amount + Tag + leveling

points + book points is 100. Once you reach a total of 100 in the sum of those categories, you won't be able to gain more points that way. Perks, traits, effects, racial bonuses and cutie marks are exempt of this rule, and can thus be used to raise you points in a skill above 100.

## Species bonuses

After filling in your stats, you might notice another column in the S.P.E.C.I.A.L. and skill blocks called 'Species'. Here's where that column comes in. Every species and race has its own pros and cons, which are reflected in the Species Bonus (or malus in some cases). I present to you, a handy list of all of them!

- Earth ponies can't do magic, nor are they able to fly. They're sturdy, though and get a bonus of 1 END in their SPECIAL stats. And, to top it off, they get a free perk to spend. You can take that perk straight away, or keep it until later. Did I say to top it off? Ha, just kidding, they can carry more weight and get a bonus in mechanics too! (+1 END, 1 free perk, +10 carry weight, +10 Mechanics)
- Unicorns can perform magic! I mean, think about it, magic! How cool is that? That in itself would be worth a ton, as it allows for lots of versatility. Still, they receive a nice bonus in INT too. (+1 Int, Magic)
- Pegasi are built for speed. They get a whopping +1 bonus to agility for that! Also they can fly, reaching normally unreachable places! And they can use clouds for all sorts of things! (+1 Agi, Flight)
- Zebras, with their keen eyes and sneaky nature, receive 1 extra PER point, and a 5 point bonus to both Unarmed and Sneak. On top of that they get the ability to brew potions with alchemy. (+1 Per, +5 Unarmed, +5 Sneak, Alchemy)
- Griffons, being mostly proud mercenaries, are adapt at both fighting by claw and gun, using their flight advantage to full effect. This is reflected in their +5 Unarmed and Gun skills. They can also interact with clouds. (Flight, +5 Unarmed, +5 Guns)
- Changelings are still distrusted in large parts of Equestria, if only because of their strange appearance. The fact that legends about the changeling attack on Canterlot still exist doesn't help their cause either. To reflect this they get -1 Cha when untransformed. When they are transformed however, they'll do their best to win over ponies to feed on their love. Their innate magic gives them a +1 Cha and +5 to both speech and barter when transformed. On top of that they are capable of flight and weak magic when untransformed. Additionally, when in the body of a magic user, they will get their spells at entry level too. Furthermore, changeling carapace offers them a +2 DT when untransformed. (-1 Cha, +2 DT and flight and magic when untransformed, +1 Cha when transformed. +5 Speech, +5 Barter)
- Alicorns can both fly and cast powerful magic. They lack versatility though, which will be worked out in the magic section. Their history with the Goddess didn't do much good for their reputation though, and they suffer a -1 Cha for that. Still, they get the freaky ability to actually heal when near radiation. (Flight, Magic, Cloud interaction, Rad Regeneration, bad reputation -1 Cha)
- Hellhounds are the mutated descendants of the diamond dogs, their bodies warped by the taint. Their great smelling senses grant them a +1 Per while their claws are sharp enough to cut through almost anything, including armour, so they ignore DT and do 10 more damage than usual, while simultaneously getting +10 skill in unarmed. (+1 Per, +10 unarmed skill/damage, Perk: Devastating Swipe: unarmed ignores DT)
- Buffalos, strong and tough as they are, get +1 Str and End. Being big has disadvantages though, which come in the form of -1 Agi. Not all is bad though, as they can carry 20 more units of weight. (+1 Str, +1 End, -1 Agi, carrying weight +20)

- Minotaurs, with their imposing, powerful bodies, get +1 Str and +5 Unarmed. They've learned from their kin Steel Will, and are experts at being assertive, granting them +5 Speech. (+1 Str, +5 Unarmed, +5 Speech)
- Ghouls are corpses, animated by the necromantic magic from the balefire bombs. They're pretty lucky to not have been melted away instantly, though that might be arguable. Still, they get a nice +1 Lck for surviving the apocalypse. The black magic keeping them alive grants them a nice +1 End too. The fact that they're literally rotting doesn't help their appearance though, losing them a point in Cha. The nice thing about being undead is that instead of getting killed by RADs, ghouls actually get healed by it. The bad part is that after two centuries of falling apart didn't do a lot of good for their structural integrity though, and their limb health is halved. (Species specific, +1 Lck, +1 End, -1 Cha, Heal in radiation, Limb hitpoints halved.)

## Cutie Mark Bonuses

Apart from building the stables, that is. Well, let me tell you, Cutie Marks (and Glyph marks) are awesome! That reason is pretty simple: they give you a personalized bonus! A cutie mark represents a ponies personal talent, and as such will grant you a bonus. Before starting the game, players will have to consult with the GM to determine the exact bonus, since each mark is very unique. The bonus would range from an increase in a certain skill or two at all times, or just at certain times. Or perhaps granting a unique ability, much like a perk. Whatever it is, this bonus should allow you to personalize your character a bit more.

Now, you might wonder: what about other species and alicorns? Well, allow me to explain. Alicorns firstly start of as blank flanks, earning no bonus whatsoever. Still, perhaps later on they might gain a mark, and a bonus with it.

Griffons, buffalos and minotaurs can receive a bonus for their backstory, which will also have to be discussed.

Now for changelings. Changelings are an interesting bunch. When they they take over something's body, they receive their Cutie Mark bonus as well, making changelings the most versatile character in the game probably.

Ghouls will still have their old bonus, from before ghoulfication, and a bonus to survival. 'Surviving' the apocalypse would warrant that. Though in return their limb health is down to three quarters, since they're basically falling apart already.

## Traits

Traits are similar to perks, but different in the way that they offer an advantage, and a disadvantage at the same time. You can pick up to 3 traits from the Perks and Traits Appendix.

## Other Stats

Health means how much of a beating you can take before going down. It is based off of your End and grows bigger once you level up. Alicorns and ghouls can reach a health of up to 1.5 times their normal health by radiation effects. Limb health is unaffected by radiation. Normal health restores at a rate of

END/4 per hour normally (non strenuous activities), and a rate of END/2 per hour of sleep. Once your health reaches 0 or lower you will pass out and start bleeding out at a rate of -1 health per round. If your negative health reaches your total health/10 you are dead. You can still take damage when passed out of course.  $(100 + 3 * \text{END Per level} + \text{END})$ .

Limb health determines how much your limbs can take before being crippled. It is based off of your total health. Once a limb reaches 0 health, it is crippled and you will receive a stat penalty until it is fixed. Legs and wings give a -1 AGI penalty while a crippled head loses you -1 PER. Torso means -1 END, and crippled wings/horn disable the character's ability to fly/cast magic respectively. Limb health regenerates at the same rate as normal health, except for crippled limbs. If a changeling has its limb crippled in one form, changing forms will not heal said limb.

Initiative determines who goes first in combat. Further explanation is given in the combat section. The maximum initiative is 80 without bonuses.  $(2 * \text{AGI} + \text{PER} + \text{LCK} / 2 \text{ Per level} + \text{AGI} / 4)$ .

AP, or Action Points, determine how many actions you can perform in one turn. Further explanation in the combat section. The maximum AP is 120 without perks and bonuses.  $(50 + 3 * \text{AGI Per level} + \text{AGI} / 4)$ .

Energy. Some might call it mana, some might call it a love pool for changelings. I call it Energy. Energy is used mainly for spell casting. The energy capacity of a character is 5 plus his/her Endurance, and this capacity is raised every every level by a quarter of his/her Endurance. Alicorns, ghouls and changelings can go over this capacity. Alicorns and ghouls have an extended capacity of 1.5 times their normal Energy when gaining energy by absorbing RADs. Changelings do not have a capacity at all. All species except for changelings will regain their energy with a rate of 1/hour of rest, or 2/hour of sleep.  $(5 + \text{END Per level} + \text{END} / 4)$ .

Unarmed damage. This is the amount of damage you do with a single unarmed attack. It is equal to 2 times your STR and 1d10.  $(2 * \text{STR} + 1d10)$ .

## **Starting Gear**

Every character starts with 300 caps to spend on starting equipment from the equipment list. Any remaining caps will be kept by the character. You can pick any starting gear, as long as it stays within your budget.

## **Perks And Leveling Up**

After playing for a bit the GM will reward the players with Experience points. Once a character has accumulated enough Experience points to reach a new level, he or she will gain a level. Upon reaching a new level you will gain naturally  $10 + \text{INT} / 2$  skill points (don't worry, this is shown at the bottom of your skill table). This number is rounded down on even levels, and up on uneven levels.

Apart from gaining skill points, characters will be able to pick a new perk to add to their perk list. Magic and flight users will also get Magic and Flight Tokens at certain levels, don't forget about those!

For each new level you need 1000 points more to level up. Here's a list of how many Experience is

needed for each level:

Level 1: 0 XP. Level 2: 1,000 XP. Level 3: 3,000 XP. Level 4: 6,000 XP. Level 5: 10,000 XP.  
Level 6: 15,000 XP. Level 7: 21,000 XP. Level 8: 28,000 XP. Level 9: 36,000 XP. Level 10: 45,000 XP.  
Level 11: 55,000 XP. Level 12: 66,000 XP. Level 13: 78,000 XP. Level 14: 91,000 XP. Level 15: 105,000 XP.  
Level 16: 120,000 XP. Level 17: 138,000 XP. Level 18: 155,000 XP. Level 19: 173,000 XP.  
Level 20: 192,000 XP. Level 21: 212,000 XP. Level 22: 233,000 XP. Level 24: 256,000 XP.  
Level 25: 280,000 XP. Level 26: 305,000 XP. Level 27: 331,000 XP. Level 28: 358,000 XP.  
Level 29: 386,000 XP. Level 30: 415,000 XP. Level cap reached!

## Species Specific Skills (incomplete)

### Magic

Every species has some kind of innate magic, but for the most species this magic is passive. Unicorns, alicorns and even changelings are capable of taking that magic and turning it into spells however. These spells allow for a great deal of versatility, and can be very potent at higher levels. Magic spells can be found in the Magic Spells Appendix, in which the name, type of spell, minimum level requirement, other requirements and spell descriptions can be found. You'll note that the spell descriptions are divided into three Levels: Entrance, Expanded and Epic. Each successive level is more powerful than the previous, and the previous level is always required before being able to learn a new level.

At the start of the game, unicorns, alicorns and changelings will receive the Entrance Ranks for both Telekinesis and Light. On top of that, alicorns get the Expanded Levels of these two spells too, and the Expanded Level of Shield and one of the following three: Telepathy, Teleportation or Invisibility. That spell will be reflected by what type the alicorn is. Green alicorns take Telepathy, blue ones take Invisibility and purple alicorns take Teleportation. Changelings receive the unique spells, for changelings only: Viscous Ichor, Corrosive Ichor and Insult To Injury.

Besides these standard spells, Spell Tokens are given to spend. A Spell Token allows you to either learn the Entrance Level of a new spell, or the next level of a spell your character already knew. Alternatively, you can spend a spell token to lower the energy cost of a spell. The minimum energy cost is always 1, unless it's base cost is also 1 (only at Entry and Expanded rank it is possible to reduce the cost to 0) and 1 token lowers the energy by 1 point. Changelings form an exception on this rule as they can only take the Entrance Levels of spells. At the start of the game, unicorns and changelings receive 3 Spell Tokens, while alicorns receive 1. Unicorns get a spell token every even level, meaning level 2, 4, 6, 8, etc. while alicorns and changelings get a general token instead, which they can spend as either a magic /or/ a flight token. Take note that Epic Level spells can only be taken from level 8, and other spells have requirements too.

When casting a spell, take note of the type of spell. This is either the S.P.E.C.I.A.L. or skill that you will have to use for your roll. In case of a S.P.E.C.I.A.L. being used, still roll a 1d100, and take the S.P.E.C.I.A.L. stat times 10 as your target. This is done for critical hits and failures.

Matrix casting:

**Take note**, alicorns and changelings now receive a general token every 2 levels, which they can choose to spend as either a flight or a magic token. This was a change from them getting both a flight and a

*magic token every 4 levels and is done mainly to allow the players to specialize their character better.*

## **Flight**

Pegasi, griffons, alicorns and changelings are all capable of flight. When looking at the Flight Moves Appendix you might note that the flight moves follow a very similar concept as the magic system. Still, there are some minor differences, and we'll go over the whole flight system in case you haven't read the magic rules or are not interested in those.

First of all, there are several categories of flying moves, and each category has 4 levels of specialization. The first level is Standard Level. Every flier has standard level abilities for each category. Besides the Standard Level there are the Entrance, Expanded and Epic Levels, each with bigger bonuses for each skill.

In order to unlock a higher level, Flight Tokens are used.

At the start of the game, all characters capable of flight receive 3 flight tokens which they can spend freely. Epic Level requires a minimum of level 8 to unlock. Pegasi and griffons additionally receive 1 Flight Token every two levels, starting at level 2. This means they get a flight token at levels 2, 4, 6, 8, etc. while alicorns and changelings get a general token instead, which they can spend as either a magic /or/ a flight token.

## **Alchemy**

### **Transformation**

Changelings are the only species capable of natural transformation. They require visual identification to do this though. If a changeling has set his/her eyes on a pony, he/she can spend 3 Energy points to take over the target's form. Together with the target's form the changeling takes over his/her cutie mark bonus, and will learn all spells and flight moves the target had. Though magic spells are at Entrance Level, and flight moves at Expanded Level max.

Alternatively a changeling can take the form of a pony from a picture. The quality of such a copy is lower though, and the changeling suffers by not being able to make the most perfect copy. This means that you don't get the cutie mark bonus, nor any spells and flight moves from the copied pony.

## **Combat rules**

Step by step, combat goes as follows:

Step 1: Initiate a fight. There are a lot different and creative ways to start a fight, but the simplest one is to shoot first. If you start a surprise attack (if the enemies are not aware of your presence), they will lose their first turn. Though since it isn't exactly honorable to shoot first, ask later, this tactic might lead to karma loss, depending on who you're fighting.

Step 2: Determining turns. Every character has a certain amount of initiative, which determines who goes first. The person with the highest initiative gets to go first, followed by the next etc. If two or more characters have the same initiative, they can go in whatever order they want. Their actions are played out as if they happen at the same time.

Step 3: Figuring out what to do. Once it is your turn, you get to do whatever it is you're planning to do. Every character has an AP (Action Point) pool, and every action costs a certain number of AP. This

means that the sum of the AP of your actions can't be higher than your AP pool. On top of that, any remaining AP automatically become null at the end of a round, meaning you can't save AP for a later round. You can, however, decide to take your turn later, if you want to.

**Step 4: Declaring your actions.** Now that you know what to do, it's time to share that information with the world. This is done by a combination of two actions. First of all you state Iclly (In Character) what you do: Pony runs towards the enemy, firing his pistol wildly at those bastards. Then you state your exact actions in the OOC (Out Of Character) chat room like so: I run 30 meters, then fire 3 snap shots at enemy X. This is to get a good overview of what's going on still.

**Step 5: Rolling for hitting.** After stating your actions, the GM will tell you what modifiers you get for your roll. Modifiers mean bonuses and penalties. The snap shot from the previous example gives you a -10% hit penalty for example. Now, say you have a Guns skill of 50, what you do now is the following. In the OOC chat, with the dicebot, you type: 3d100 Guns 50-10. The 3 means that the dicebot will roll three dice, the d100 means that the dicebot simulates a roll of a 100 sided die. The Guns 50-10 is an indication to make it easily visible what you're rolling for. In this case you are attempting to roll lower than 50-10=40. If you roll anything from 1 to 40, you hit. Higher than 40 means a miss. Critical hits and failures are determined by your luck. Critical hits are determined by your Luck. Any roll  $\leq$  LCK is a critical success (perks can change this). Any roll  $\geq$  90+LCK is a critical failure.

**Step 6: Rolling for damage.** After your hit roll, the GM will now allow you to roll for damage. Look at how much damage your attack does, for example 20++. Each + means a 1d10 of random damage. Say you hit two of the three shots from the previous example, that means that for damage you can roll: 4d10+40. This is simply the sum of the two shots. If you happen to roll a 10 on a d10, it counts as a critical damage, and you can roll an additional d10. Once you're done, all the damage is summed and adapted to the target DT and DR by the GM and the results are stated in the chat.

**Step 7: Repeat.** Go over steps 4 to 6 until everyone has had a turn. Then the character who went first is up again. Keep repeating until one side is victorious.

**Step 8: Profit!** If all went well, you now have a bunch of corpses to loot! Yay for murder. If all went horribly wrong, the enemy has some corpses to loot. Still profit technically, just not for you.

## AP costs

**Note:** When reducing your AP for attacks by means of any of the ways below, the cost of attacking can not go lower than 10 AP.

**Movement:** 3 AP per 1 meter. (Old way of 1 AP / meter was due to a failure of unit conversion on my part)

**Attacking:** Depends on weapon, basic unarmed attack is 20 AP, a heavy unarmed attack costs 25 AP and does 1.5 times the unarmed base damage.

**Magic:** Spells cost 30 AP unless stated otherwise in the spell description.

**Snap Shot:** Decrease AP cost of attack by 10, **lose 20% accuracy.**

**Precise Shot:** Increase AP cost of attack by 10, **gain 20% accuracy.**

**Dual Weapon Wielding:** Costs half secondary weapon AP, **lose 20% accuracy on both weapons.**

**Using Item:** Using an item from your inventory costs 20 AP.



**Swapping Weapons:** 20 AP to swap or store your weapon, 20 AP extra to get a replacement from your inventory if you don't switch to your secondary.

**Burst Fire** – Using an automatic weapon you roll 3 attacks at **-5% accuracy** normally and **-10% accuracy** to hit if you are under Strength for the weapon. Counts as a Normal Action. **Costs 5 AP more than normal shot.**

**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 **-10% penalty to accuracy**, and if you are under Strength for the weapon, there is an additional **-10% accuracy** to hit for every roll. For every success, if the result is even, one bullet hits, whereas if the result is odd, two bullets hit. **Costs 10 AP more than normal shot.**

**Reloading.** Normal weapons take 10 AP to reload. Guns like missile launchers and bolt action sniper rifles require 20 AP to reload.

**All Out Attack** – Using melee or unarmed you can add **+20%** to hit for the added cost of 10 AP. This is only applied to one weapon, but if dual wielding you can all out attack with both weapons.

**Un-Jamming a Gun** - When a gun is jammed, you lose the shot which counts as a miss. If you fired a burst, all shots from the burst after the jam miss as well. To unjam the gun, you have to spend as much AP as a normal shot for the specific gun, then you can fire again.

**Parry** – Attempt to deflect a close combat attack using a melee or unarmed weapon. Roll Melee Weapon / Unarmed skill, if pass it negates the hit. Each Parry costs 20AP and is expended on the opponents turn as a reaction. A parry is declared before the enemy's attacks, and applies to all of that characters close combat attacks versus the player.

**Using Item** - 20 AP

**Called Shot** - Precise shot at a specific body part. Torso: -5% accuracy. Legs and wings: -10% accuracy. Head: -15% accuracy. Anything smaller: -20% to GM-determined.

**Suppressive 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 from cover and under suppression fire (including shooting back) are at a -3% skill for every projectile that hasn't been resolved yet, since random fire is rather distracting.

**Trip** - When performing an unarmed or melee attack, you may spend 10 extra AP to attempt to trip your opponent. Tripping requires you to hit the attack as normal. If the attack hits, it does damage as usual, and the opponent takes an AGI check to see whether or not he/she/it trips (when the attack is a critical hit, it will trip automatically). As long as someone is tripped, all normal attacks on that character have a +10 bonus to hit. Getting up counts as a move action of 3 meter and must be done before being able to perform other move actions. Attacking from a tripped position causes a -10 penalty.

**Tackle** - A tackle costs you 35 AP and is done without weapons involved. Tackling requires an unarmed roll to hit, after which the opponent is automatically knocked over with the tackler on top of him/her/it, after which the attacker may commence a pin. Without a pin, as long as the attacker stays on top of the defender, the attacker receives a +20 bonus to attempts to hit the defender. Note that this replaces the +10 for all attacks from the trip rules (due to the attacker being right on top of the defender, it negates the bonus from having the defender on the ground). Escaping from a tackle requires for the defender to roll a higher combined AGI+STR+1d10 than the attacker, and counts as moving 5 meters.

**Pin** - If an opponent is on the ground and the attacker is at point blank proximity, the attacker may attempt to pin the defender. Pinning takes 50 AP for each round the opponent is pinned down. Pinning down someone renders that person immobile and makes it rather difficult for them to escape. An escape attempt takes 50 AP and requires winning an AGI+STR+1d10 check, at a -3 penalty for the defender should he/she be on his chest. If you have pinned an opponent there are a few actions you may attempt:

**Chocking** someone out takes END/3 rounds, rounded up, for the defender to pass out due to lack of oxygen and costs an extra 10 AP per turn. The defender regains consciousness after 11-END rounds.

**Binding** someone's limbs together requires having a piece of rope or something similar readily available. Binding someone renders that person completely immobile and gives him/her a -70% penalty should they decide to attack with a weapon that does not require using their limbs.

**Beating** someone is just what it sounds, performing unarmed/melee attacks to the defender at a +70% bonus. When pinning someone, if you are not a magic user, you are incapable of performing attacks other than unarmed/melee attacks, as you're too occupied keeping the defender pinned.

**Other.** Other actions involve for example shooting or cutting someone are possible, but are limited to small weaponry (except for unicorns who float bigger guns) and count as point-blank attacks.

You are allowed to hold your AP for the purpose of another action in a later turn. There are some limits on this though. The character in whom's turn you decided to spend your leftover AP goes first. Only exception being a parry, where the parry is declared prior to the rolling of the enemy's attacks, and is handled simultaneously.

## **Additional Rules (incomplete)**

### **Pipbucks**

Pipbucks. Almost every stable dweller is in the possession of this amazing survival tool, and most don't even realize how great of an aid this baby is in the wasteland that once was Equestria.

Built by the makers of the great stables, this Stable-Tech product offers a great number of functions to its user, and greatly aids in keeping him/her alive and well. Here's a list of this device's amazing features:

**Radio.** Surviving in the wasteland can be very stressful. Relax with this great feature! Offers a wide variety of bandwidths to receive, though not a whole lot are in use anymore.

**EFS.** Eyes Forward Sparkle, or EFS, is a built in HUD (Heads Up Display). It overlays the vision of the pipbuck user with a ton of useful information, most notably the compass, health bar and RAD meter. The compass indicates the location of nearby friendlies, hostiles and map markers, giving you the ability to see almost anyone within a 30 meter radius around you.

**Rad Meter.** The built in RAD meter indicates when you're near a RAD source, giving you the opportunity to get the hell away from it before it becomes a big problem.

**Status Meter.** The status meter is a more elaborate version of the health meter in your HUD. The status meter shows which limbs have how much health left, if you're poisoned in any way. Basically it tells you how fucked you are, which is always a nice thing to know.

**Inventory Management.** The inventory management automatically stores your items, making switching guns or using an item much more easy. Using items from your inventory costs 5 less AP with a pipbuck.

Furthermore it shows how much each item is worth, and how much something weighs. This might be handy for bartering purposes, though shopkeepers don't always agree with you.

**Automap.** The automap is the ultimate explorer's tool. It does what you think it does and more! When exploring the wastes, it automatically updates the map, adding new locations. It also allows you to place your own markers, making making traveling in a straight line that more easy! And, on top of that, it also updates current quests, and adds those locations to the map too! It's almost like magic... Oh wait, it is magic!

Stable-Tech Assisted Targeting System, or **SATS** for short, is a great aid in targeting enemies. It outlines enemies and displays valuable targeting information. When you decide to fire, the magic aids you in guiding your gun. All of this offers you a +10% hit chance and a -5 AP cost for shooting and targeting purposes for 1 round. Then the magical systems need 4 rounds to recharge.

Trade-off. A pipbuck is a great tool, but it does have some disadvantages to use such a thing. Characters with pipbucks take one of two traits, dependant on their background.

**Trait 1:** Stable Pony: You've grown up in the giant, underground Stables for most of your life. This has left you with a PipBuck, and a more specialized way of doing things. If you take this trait, your Tag skills are changed from three Tags of 15 points each to one Tag of 10, one Tag of 15, and one Tag of 20. There are no other changes to your skills. Your starting health is also reduced by 10, and you gain health more slowly (at .8\*END) to reflect your sheltered beginnings.

**Trait 2:** Reliant: After acquiring your pipbuck you've grown reliant on this great tool, slowly losing the ability to use your own skills. You gain 5 less skill points per level and get 10% less experience whenever experience is gained.

## **Radiation and Poison**

### **Radiation**

When the bombs fell, large areas were covered in radioactive isotopes, making crossing these areas quite dangerous. Radiation intensity is measured in RAD/s, with RAD being a measurement for how much radiation someone has been exposed to. Radiation can be pretty dangerous, even in small concentrations. For example, stay in a single spot with 1 RAD/s intensity for 5 minutes/1 round and you will have gained 300 RADs.

Gaining RADs means you have the chance of contracting radiation sickness. The levels of radiation sickness go as following:

0-199 RAD: No effect.

200-399 RAD: Minor Radiation Poisoning. -1 END

400-599 RAD: Advanced Radiation Poisoning. -2 END, -1 AGI.

600-799 RAD: Critical Radiation Poisoning. -3 END, -2 AGI, -1 STR.

800-999 RAD: Deadly Radiation Poisoning. -3 END, -2 AGI, -2 STR.

1000+ RAD: Fatal Radiation Poisoning. Death/Ghoulification.

If you were unlucky enough to gain a dose of over 1000 RAD, roll a Luck check with a -5 penalty. If your total Luck is 5 or lower, still roll the check. Upon a succes, or a critical 1 you will be ghouliified by the intense radiation. You will be passed out and have 1 hitpoint left. After gaining enough health to gain consciousness again, roll another Luck check, unmodified. If failed, you will turn feral and attack anyone

on sight, except for other feral ghouls.

#### **RAD restoration.**

Some creatures have adapted to the hostile, radioactive environment and have mutated in a such a way that radiation is actually beneficial for them. Alicorns and ghouls are immune to RAD poisoning and will gain health and Energy when exposed to high radiation levels. Furthermore, since their bodies use the radiation alicorns and ghouls will slowly lose their radiation levels over time, but only when out of the RAD source. The rate depends on the amount of radiation they've absorbed. Irradiated alicorns and ghouls have a health and energy capacity of 1.5 times their regular health and energy. Radiation does not increase limb health though, and normal health and energy regeneration do not count towards reaching the extended capacity, only radiation effects do.

0-199 RAD: No effect. No RAD loss.

200-399 RAD: Gain END/4 health per minute. RAD loss of 10/minute.

400-599 RAD: Gain END/3 health per minute. Gain 1 Energy per minute. RAD loss of 15/minute when not near RAD source.

600-799 RAD: Gain END/2 health per minute. Gain 2 Energy per minute. RAD loss of 20/minute.

800-999 RAD: Gain END health per minute. Gain 3 Energy per minute. RAD loss of 30/minute.

1000+ RAD: Gain 2\*END health per minute. Gain 5 Energy per minute. RAD loss of 60/minute, or 1 RAD/second.

#### **Poison**

Poison effects depend greatly on the poison itself. Some poisons are lethal, rapidly lowering a target's health. Others have other effects, like causing the drinker to hallucinate, become weaker (-STR), have trouble seeing (-PER) and so on. It is of no use to describe each poison's effects in this section. Instead, each poison will have to have a detailed description of its effects and cure methods.

### **Changeling Love Feeding**

Changelings feed on love and signs of affection. This is tricky to define, though here's a good indication. Compliments from friends and allies after completing a task successfully are worth about 1 energy. That is for a bunch of compliments at the same time. Signs of affection, like nuzzles are worth 1 Energy each. A kiss on the cheek is worth 2 points. A lover's kiss however, is worth 3 points. And the GM should decide for himself how much going further than that is worth.

Note, this is just a guideline, and the situation might reward a higher Energy point count. Furthermore there are a lot of undescribed signs of love and affection. The GM will have to decide what's fair in those cases.

### **Armour, Clothing and Headwear**

Armour, clothing and headwear can be worn by you. They will protect you and something grant bonuses.

DT stands for Damage Treshold. A DT of 5 means that every attack, doing 5 or less damage, will not hurt the player. An attack of 10 damage will do  $10-5=5$  damage after DT for example.

Light / Heavy / Full Body - Armour is either Light, Heavy, or Full Body. Light armour uses only your Armour slot, allowing you to wear clothing underneath. Heavy armour uses both your Clothing and Armour slot,

while Full Body wear uses your Clothing, Armour and Headwear slot.

Headwear - Eyewear can be worn together with most other headwear, except full headwear. To properly show this on the sheet, add + [name eyewear] to the headwear and add the effects of the eyewear to the effects of the headwear.

Health - This stat indicates the strength of a piece of armour or clothing. Every time you are hit by an attack that surpasses DT and deals damage to you, the armour or clothing being worn takes damage equal to that taken by the player. If the attack was targetting the head, the helmet being worn takes this damage; otherwise, both the clothing and armour being worn will take it. Once armour, clothing or headwear reaches a health of 0, it is no longer capable of protecting you and its DT will drop to 0. Any stat bonuses the armor provides still apply.

## Repair

Repair is determined by a mechanic check. When combining items to repair an item, a succesful check adds the second item's condition to the first one. A critical succes doubles the amount of condition added. A failure halves the amount of condition added. Finally a critical failure makes the second item get lost, and has the original item's condition go down by 2d10.

## Healing

Healing consists of using your medical skills to help your allies or yourself regain health again. Using items to help you will grant you a bonus in healing, while the severity of the wound will grant penalties. The total health regained by healing is determined by a medical skill roll. The rate of succes, meaning the difference between the skill, combined with bonuses and penalties, and the actual rolled value. Some items, like healing potions, have a base value of healing too. Add those together and you know how much you've healed.

Bonusses and penalties for healing. +/- a number means the bonus or penalty for using just that method. (+/- a number) means the bonus or penalty for each item you use.

Method / condition	Normal check-up	Healing minor injury (>30 damage)	healing deep injury (>50 damage)	Restoring Crippled Limb (no effect on total health)	Poison cure
No aid	0	-10	-20	-50	-50
Bandage	0	(+5)	(+5)	(+10)	(0)
Healing potion	0	(+10)	(+10)	(+10)	(0)
Med-X	0	+5	+5	+5	(0)
Doctor's bag	+5	+10	+20	+30	(0)
Hydra	0	-10	-20	+30	(0)
Anti-venom	0	-10	-20	-50	+100

## Range

Each weapon has a certain range at which it is most effective. Ranges are defined as following:

Point Blank: 0-2 meters.

Short: 2-10 meters.

Medium: 10-20 meters.

Long: 20-50 meters.

Extreme: 50+ meters.

The modifiers depend on the effective weapon range and are as shown in the table. A battle saddle adds the modifier on top of the normal weapon modifier.

Range	Point Blank	Short	Medium	Long	Extreme
Short	+10	0	-10	-20	-30 -10 / 100 meters
Medium	0	0	0	-10	-20 -10 / 100 meters
Long	-10	0	0	0	-10 -10 / 100 meters
Sniper	-20	-10	0	0	0 -5 / 200 meters
Shotgun	+20	0	-10	-20	-30 -10 / 100 meters
Battlesaddle	-10	0	0	0	0

## Difficulty modifiers

Some tasks are easier than others. Picking locks, hacking computers and other things can get easier.

Here's a handy table to see how that adds up.

Very Easy	Easy	Normal	Hard	Very Hard
+30 Skill	+15 Skill	-	-15 Skill	-30 Skill

## Mind Taint

Oh boy, if you need to look up what this is, you either are curious or screwed. Mind taint is the effect some forms of black magic or other forms of corruption have on your very soul itself. The effects are very hard

to get rid off and can put you at a pretty big disadvantage if you don't find help. Mind taint is measured in your poison bar by mind taint points. Every 24 hours you lose 1 mind taint point naturally. There is of course a catch. Whenever you reach certain amounts of points, your natural healing won't drop them below that number. So if you've reached for example 3 points, natural healing won't make them drop to 2 the next day.

Here is a table showing what amount of points what effect has. The amount of points indicated are also the points for each level of corruption which you can't drop below naturally.

Mind Taint Level	Effects
3	You can hear the voices from your victims coming from right behind you, whispers, which could be mistaken for gusts of wind. But they're still there, blaming you for their deaths with hateful remarks. When in combat, at the beginning of each turn, roll a PER check. If you make it, roll the following skill check with a -5 penalty.
6	Whenever you take a life, you can catch a glimpse of its soul. Roll a CHA check, on a failure the soul will leap directly at you as a last revenge, causing 2d10 damage to your head and, if you are a magic user, will make you lose 1d5 energy before it dissapears into the aether.
10	
15	
20	
25	