

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.

Table of Contents

Character Creation

- [Races](#)
- [SPECIAL](#)
- [Virtue, Karma and Special Talent](#)
- [Traits](#)
- [Skills](#)
- [Spells](#)
- [Starting Equipment](#)

Character Improvement

- [Levels](#)
- [Improving Skills](#)
- [Improving Hit Points and Strain](#)
- [Perks](#)
- [Special Bonuses](#)

Gameplay

- [SPECIAL Rolls](#)
- [Skill Rolls](#)
- [Opposed Rolls](#)
- [Critical Success and Critical Failure](#)
- [Special and Skill Enhancement and Damage](#)
- [Item Condition, Degradation and Repair](#)
- [Modifying Equipment](#)
- [Invention](#)
- [NPC Disposition](#)
- [Scavenging](#)

Combat

- [Initiative and Combat Sequence](#)
- [Basic Combat Actions](#)
- [Movement Actions](#)
- [Advanced Combat Actions](#)
- [Special Actions](#)

Combat (continued)

- [Attacking, Damage and Death](#)
- [Critical Success or Failure in Combat](#)
- [Attack Modifiers](#)
- [Crippling Limbs and Hit Locations](#)
- [Healing](#)

Alchemy and Chemistry

- [Chems and Addiction](#)
- [Alchemy](#)
- [Alchemy Perks](#)
- [Common Recipes](#)
- [Basic Recipes](#)
- [Advance Recipes](#)
- [Expert Recipes](#)

Shamanism

- [Shamanistic Traits](#)
- [Shamanistic Perks](#)
- [Sample Spirit Favors](#)

Spellcasting

- [Spellcasting Traits](#)
- [Spellcasting Perks](#)
- [Spells](#)
- [General Spells](#)
- [Defense Spells](#)
- [Illusion Spells](#)
- [Imbuing Spells](#)
- [Manipulation Spells](#)
- [Medical Spells](#)
- [Offense Spells](#)
- [Perception Spells](#)
- [Spell List](#)

Character Creation

Pick a race: The main races to choose from are: Earth Pony, Pegasus, Unicorn, Griffin 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 4, and the earth pony must otherwise meet the perk's requirements. Earth ponies can have a Special Talent. Earth ponies may invent schematics based on their Special Talent, substituting the Tagged skill associated with their Special Talent for the Invention rolls.

Pegasus: Pegasi can fly. They begin with the perk Flight (rank 1), and can increase their flight capabilities with perks. Pegasi are also capable of cloud interaction and manipulation. Pegasi have wings and can have a Special Talent.

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

Griffin: Griffins can fly and begin with the perk Flight (rank 2). Griffins are also capable of cloud interaction. They also possess natural talons, giving them a +d10 to damage when in unarmed combat. Griffins may also use items from inventory at half AP cost. Griffins have wings.

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

Buffalo: Buffalo gain the Large Frame trait for free. They may take the Small Frame, gaining the benefits of both. (Small-framed buffalo are the size of a pony.) Buffalo may learn buffalo shamanism if they take the Shaman or Tribal Shaman trait. Buffalo have double the normal base poison and radiation resistance (or the normal resistance if they have the Stable Dweller trait).

Ghouls: Playing a Ghoul requires that you take the Ghoul Trait. Any other race may be a ghoul.

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 choose to lower one or more of your SPECIALS to gain more points. The minimum that you can lower a SPECIAL to is 3, and the highest a SPECIAL can reach is 10.

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 (or Alicorn), calculate your derived

spellcasting stats as well: Potency, Versatility and Strain.

Strength 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. You start with a Carry Weight of 25 lbs and gain 25 lbs. of **Carry Weight** per point of Strength (unless you have the Large Frame or Blueblood trait). Also, if you meet the minimum strength requirements of your weapon you do not suffer accuracy penalties with that weapon. Battle Saddles reduce the Strength requirement for weapons built into them. **Strength** affects your **Melee** skill.

Perception determines your ability to notice things, from spotting a hidden wall safe to detecting enemies. **Perception** affects your **Explosives, Lockpick** and **Magical Weapons** skills.

Endurance is a measure of your physical and mental hardiness, resilience, health and willpower. 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. Your hit points at first level are $100 + (3 \times \text{END})$, and each level you gain **Hit Points** equal to your Endurance. If one area of your body (head, torso or any of your limbs) suffers an amount of damage equal to half your full hit points, rounded down, it becomes crippled. Your initial **Poison Resistance** and **Radiation Resistance**, as well as your DT against Stun, are equal to double your $(\text{END} - 1)$. Spellcasters start with a **Potency**, equal to $(\text{END} / 2)$ rounded up, and **Strain** equal to $(30 + [\text{END} \times 3] + [\text{INT} \times 3])$. Spellcasters gain $(\text{END} + \text{INT})$ Strain each level. In addition, Endurance determines a character's natural **Healing Rate**. Your character heals $1 + (\text{END} / 3, \text{ rounded up})$ hit points per hour of rest. **Endurance** affects your **Battle Saddles, Survival** and **Unarmed** skills.

Charisma affects the disposition of all NPCs. 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 may also limit your ability to gain followers. Additionally, Charisma measures your spiritual resilience and is used to resist attacks on the soul (particularly those from the powers of spirits or the Necromancy spell set) and has an effect on a ghoul's resilience. Shamans start with a Spirit Affinity equal to $(\text{CHA} / 2)$ rounded up. **Charisma** affects your **Barter** and **Speech** skills.

Intelligence determines the number of skill points you receive each time you level up, as well as the Strain and starting Versatility scores for spellcasters. The base number of skill points gained per level is $10 + (\text{INT} / 2)$. This is not rounded, so characters with odd scores in Intelligence will gain an extra skill point on even levels. Spellcasters start with a **Versatility**, equal to $(\text{INT} / 2)$ rounded up, and **Strain** equal to $(30 + [\text{END} \times 3] + [\text{INT} \times 3])$. Spellcasters

gain (END + INT) Strain each level. Skill points gained for raised Intelligence are not retroactive for past levels. **Intelligence** affects your **Mechanics**, **Medicine** and **Science** skills.

Agility determines the number of **Action Points (AP)** skill points your character has.

Characters receive $55 + (AGI \times 3)$ action points. Agility also helps determine how quickly you act in combat. A character's **Combat Initiative** is equal to $1d10 + AGI$. **Agility** affects your **Firearms** and **Sneak** skills.

Luck affects all skills as well as the likelihood of critical successes or failures. Any roll that is less than or equal to your Luck is a **Critical Success**. Any roll that is equal to or greater than 94 plus $(Luck / 2, \text{rounded down})$ is a **Critical Failure**. 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.

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 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 cutie mark or glyph mark is. 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.

Choose Traits: You may choose up to two traits from the following list for your character.

Blank Flank (Earth Pony, Pegasus Unicorn or Zebra only): You are a child, still too young to have discovered your Special Talent. You gain the trait Small Frame without it counting towards your limit of two traits. Additionally, you have no cutie mark and start with only two tagged skills. However, during the course of the game, you may discover your Special Talent (either through an arrangement with the GM or spontaneously upon rolling a Critical Success in a non-tagged skill). Upon discovering your Special Talent, you immediately gain your third tagged skill in the skill you achieved Critical Success in or otherwise is most appropriate, only with a +20 bonus rather than a +15.

Blueblood: You are as beautiful as prince Blueblood or Fleur de Lis, but you are a lot less resilient than a "normal" pony. You gain +1 Charisma, but you lose -50 to your Carry Weight.

Built to Destroy: All weapons have +3% chance to Critical Hit, but equipment condition decays faster (dropping one level after every critical failure rather than every third).

Bruiser: Your Strength is increased by +2, but you have 15 less Action Points.

Chem Reliant: Your chance of addiction when taking chems is doubled, but you will only suffer a maximum of two stacks of the addiction effect.

Chem Resistant: Your chance of addiction is halved, but so is the duration of chems.

Dashite (Pegasus only): You start out with the perk Magical Power Armor Training. (And, at the GM's discretion, you may start out with access to suit of Enclave Power Armor.) You are branded as a Dashite and no longer have your cutie mark. This trait is subject to GM approval.

Fast Shot: Your attacks with firearms and magical energy weapons cost 5 less AP. However, your firearms and magical energy weapons skills suffer a -10 penalty.

Four Eyes: Your effective Perception increases by one while wearing glasses. Whenever not wearing glasses, you suffer a -1 penalty to your Perception.

Ghoul (any race except Alicorn): You are undead, animated by the necromantic energies that were unleashed on Equestria in the apocalypse. Most NPCs have a lower disposition towards you. You do not need to eat, drink or sleep. You heal through exposure to radiation, as per the Radiation Child trait, but you do not heal naturally at all. When not healing, you slowly consume radiation as per the Radiation Child trait. If you lose all your radiation, you become vulnerable to physical and mental deterioration. For every (Charisma) days you remain at 0 rads, you must make a successful Endurance check or lose a permanent point of either Endurance or Intelligence. Deterioration starts first with Endurance then attacks Intelligence, reducing them to a minimum of 1. Any ghoul who reaches an Intelligence of 1 has turned "zombie" and is no longer a playable character.

Good Natured: Your Barter, Mechanics, Medicine, Science, Speech and Survival skills are all increased by +5. Your Battle Saddles, Explosives, Firearms, Magical Energy Weapons, Melee and Unarmed skills are all decreased by -5.

Heavy Handed: Your melee and unarmed do +1d10 damage, but deal -3d10 critical hit damage.

Jinxed: Both you and your enemies suffer double your normal chance for critical failure.

Kamikaze: You gain +10 Action Points but suffer -2 to your Damage Threshold.

Large Frame: You gain +50 carry weight, a +10 bonus to attacks when performing Unarmed advanced combat actions, and you take 25% less limb damage (this does not decrease the actual damage taken, but helps prevent crippling of limbs). However, you have a -1 to your initiative and enemies gain a +5% bonus to attacks.

Loose Cannon: Throwing light and heavy thrown weapons cost 30% less AP. However, the range of your throws is decreased by 25%.

Magic Knack (Unicorn only): You have +1 effective Potency in either a single spell set or a collection of up to (Versatility) thematically related spells. (GMs must approve such collections.) You must spend your first Advanced and Expert spells improving spells you possess in this set or collection (if possible) before gaining or improving other spells.

One Trick Pony (Unicorn only): Unlike most Unicorns you can only cast a single spell. Lucky for you, you cast that one spell very well! You begin play with only one basic-level spell, and you cannot learn more (not even advanced or expert levels of your one spell); but you have access to the later Mighty Spell perks for that one spell, and you gain Mighty Spell (Rank 1) at sixth level for free.. Choose carefully.

Random (Earth Pony or Zebra Only): Your innate magic manifests more overtly than is normal for your race. You are capable of performing cartoonish, impossible feats. The exact nature and limitations of your abilities are determined by the GM. These abilities are never reliable, and the GM may overrule any manifestation of random that she considers overused, abusive or excessively advantageous. A zebra with this trait cannot take Shaman or Tribal Shaman.

Radiation Child: Radiation is beneficial to you. You regenerate through exposure. Your body consumes rads during the regeneration process at the rate of 10 rads per turn. However, without radiation, your body heals naturally at only a quarter of the normal rate.

- Minor Radiation Poisoning (200 - 399 rads) - HP +2 every turn
- Advanced Radiation Poisoning (400 - 599 rads) - HP +4 every turn
- Critical radiation poisoning (600 - 799 rads) - HP +6 every turn, regenerate crippled limbs
- Deadly radiation poisoning (800 - 1000 rads) - HP +8 every turn, regenerate crippled limbs. At over 1000 rads, however, you will still die. (Alicorns, ghouls and many monsters do not die, and will even become abnormally powerful from excessive radiation.)

When not healing, your body sheds radiation at the rate of 1 point per hour if you have less than 200 rads, 2 per hour at minor radiation poisoning, 4 per hour at advanced, 6 per hour at critical

and 8 per hour at deadly.

Sex Appeal: You've got the "right" stuff. Individuals who are sexually oriented towards your gender are attracted to you, but potential sexual rivals tend to become quite jealous. This trait affects NPC disposition.

Shaman (Buffalo or Zebra only): You are a practitioner of buffalo or zebra shamanism. You start with a Spirit Affinity score equal to your (CHA / 2, rounded up).

Small Frame: You gain +1 Agility, but your limbs suffer 25% more limb damage. This does not affect actual damage taken.

Spiritually Awakened: You are gifted with the ability to see and communicate with spirits and ghosts who are normally imperceptible. The character's attunement to the spirit world makes them naturally well-disposed with ghosts and spirits, granting a +10 to Speech and +1 to Charisma for purposes of talking to ghosts and spirits. This bonus to Charisma factors into a shaman's Spirit Affinity rating.

Spread Thin (Unicorn only): Your breadth of ability is second to none. If your spells weren't so weak, you could change the world! Your Versatility is equal to your INT and you begin play with access to all seven types of magic, however your Potency is halved (rounded up), and you cannot take the Powerful Caster or Resilient Horn Perks. Hope you're creative with what you do have!

Stable Dweller: You start the game with a PipBuck*. Your starting Survival score is only (Luck / 2, rounded down) and your starting Poison and Radiation Resistances are 0. This trait is subject to GM approval.

Tribal Shaman (Buffalo or Zebra only): You are a practitioner of buffalo or zebra shamanism in the way of your ancestors, and benefit from ancient spirit pacts. You start with a Spirit Affinity score equal to your (CHA / 2, rounded up). You have an effective +2 Spirit Affinity with a particular type of Spirit (of your choice), and an effective -2 Spirit Affinity with another type of Spirit (of the GM's choice).

Touched by Luna: Your Intelligence and Perception are increased by +1 during the nighttime (maximum 10), but are reduced by -1 during the daytime (minimum 1). This trait affects your internal clock and is not affected by being indoors.

Trigger Discipline: Your attacks with firearms and magical energy weapons skills are made with a +10 skill modifier, but cost 5 more AP.

Wild Wasteland: You have the propensity for discovering or encountering extremely unusual and "wacky" elements of the Equestria Wasteland. When coupled with Random, you are also

possessed of unusual perception (such as limited precognition or the ability to see ghosts). This trait is subject to GM approval.

*A PipBuck effectively grants the wearer the following spells at no strain: Light, Locate Object (tagged objects whose tagged codes I know), Organize and Target (aka S.A.T.S.). These spells are considered to be cast at Expert level, but with a Potency and Versatility of only 1 each. Activating any of these abilities is a 10 AP action. Additionally, the PipBuck effectively grants the wearer the Detect Others (aka E.F.S.) spell at Advanced level with a Potency of 1. Activating this ability is a 25 AP action. All PipBucks and suits of magically powered barding have tags. PipBucks also include a radio and automapping features. PipBucks are subject to disabling through damage or anti-matrix weaponry.

Cutie Mark Trait: A pony's cutie mark or zebra's glyphmark symbolize their special talent. A cutie mark trait (CMT) is a special trait created with DM permission that pertains to a pony's special talent in addition to the two traits chosen from the list above.

Calculate starting skill values and choose TAG skills: The starting value of each skill is equal to double the skill's associated SPECIAL plus half your Luck (rounded down).

Choose three skills that your character is naturally good at. These are your Tagged skills, and you gain 15 extra points in each of them. If you are a zebra or a pony, one of these skills should be associated with your Special Talent. If you are playing a pony or zebra who has not discovered their Special Talent, you may only choose two Tagged skills, but you will spontaneously gain the benefits of your third Tagged skill when you discover your Special Talent. (The skill associated with your Special Talent cannot be an already Tagged skill.) *A character may raise the skill associated with her Special Talent to 115. All other skills cap at 100.*

The **Barter** skill is primarily used in the buying and selling of items, such as trading with a merchant or scavenger. This skill alters prices for purchasing and selling items as shown below. Modifiers include factors such as item condition and NPC disposition. Barter is also the primary skill involved in shamanism. The governing SPECIAL for **Barter** is **Charisma**.

The cost for a PC to buy an item will be equal to: $155\% - [\text{Barter} \times 0.45\%] \times \text{modifier}$.

The value at which a PC can sell an item is equal to: $45\% - [\text{Barter} \times 0.45\%] \times \text{modifier}$.

The **Battle Saddles** skill determines the character's accuracy with every type of Battle Saddle. (For more on Battle Saddles vs other weapon types, see the [Firearms & Battle Saddles](#) document.) The governing SPECIAL for **Battle Saddles** is **Endurance**.

The **Explosives** skill determines the character's accuracy 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. 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. The governing SPECIAL for **Firearms** is **Agility**.

The **Lockpick** skill governs a character's ability to pick 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 items, as well as to disable machines and non-explosive traps, and to scavenge useful parts from mechanical devices such as 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. 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 **Science** skill determines the character's grasp of mundane and arcane sciences. Science governs a character's ability to invent, hack terminals, as well as the character's ability to operate pre-war technology. Science is also the primary skill involved in spellcasting. The governing SPECIAL for **Science** 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. The governing SPECIAL for **Sneak** is **Agility**.

The **Speech** 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. The governing SPECIAL for **Speech** is **Charisma**.

The **Survival** determines the character's overall wasteland savvy and her proficiency at cooking, tracking and crafting "natural" equipment and consumables. Survival also determines how skilled a zebra is at alchemy, and helps determine what brews and salves an alchemist can create with the right ingredients. The governing SPECIAL for **Survival** is **Endurance**.

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**.

Choose Spells: Unicorn (and Alicorn) 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 a single other spell-set of their choice, considered their primary spell set. This is typically associated with their particular talent. Unicorns begin play with a number of spells chosen from their primary spell set equal to their Versatility.

Determine Starting Equipment: Each character starts with 300 caps of equipment (any caps left over are kept as hard currency). In games which start at higher levels, the GM should assign a greater amount of starting caps. The [Weapons and Armor list](#) is used as the primary source of equipment purchases.

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 $10 + (\text{INT} / 2)$. This is not rounded, so characters with odd scores in Intelligence will gain an extra skill point on even levels.

Improving Hit Points and Strain: Each time your character gains a new level, she gains a number of additional hit points equal to her Endurance. Spellcasters gain additional Strain equal to their Intelligence plus their Endurance each level.

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](#). 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 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.

(Optional Rule: Groups may opt to gain perks only every other level for more challenging play.)

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.

Cybernetic Implants can grant a permanent +1 bonus to a SPECIAL. 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.

Zebra alchemy is capable of crafting brews which bestow permanent **alchemical enhancements**. Alchemical enhancements do not increase SPECIALS or skills. Rather, 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 Alchemy perks and expert recipes give only a few examples. GMs are encouraged to create more for their games using these as a guideline.) As mentioned above, a character may not benefit from both permanent alchemical enhancements and cybernetic implants.

Specific pre-war **books**, such as *Supernaturals* (skill: Medicine), can grant a permanent bonus to skills. Reading one of these books grants the character a +3 permanent bonus to the associated skill (+4 with the Comprehension perk). It takes a character one week to read a book (three days if the character possesses the Egghead perk, the Comprehension perk, or both). Once a character has read a book, she cannot benefit from reading that book, or another copy of the same book, again. The exception to this is if the character obtains both a Ministry of Image approved copy of the book and a pre-Ministry copy. In this case, the benefits from both of these books stack. There are two books which do not have pre- and post- Ministry of Image versions: *The Principles of Proper Pony Speech* (skill: Speech) and *The Wasteland Survival Guide* (skill: Survival).

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 as many as one reserved magazine bonus per two points of intelligence. It takes a character twelve hours to read a magazine (only six if the character possesses the Egghead perk, the Comprehension perk, or both).

Note: the list of pre-war books and magazines which grant bonuses is part of the Scavenging Tables. Updated and complete Scavenging Tables are still under development. You can find the original set of tables [here](#).

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, with a maximum of 10 and a minimum of 1.

No character may succeed on a SPECIAL roll for a SPECIAL that has been reduced to 0. SPECIALS may be reduced to 0 through damage (such as poisons) or through penalties from sources that specify that they can reduce the SPECIAL to an effective rating of 0 for purposes of a specific roll.

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.

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 Mechanics 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: Outside of combat, 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.)

Outside of combat, 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 attempting first aid who scores a Critical Failure on a Medicine roll may drop a healing potion, causing it to shatter and waste the contents.)

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.

SPECIAL and Skill Enhancement and Damage: Unless otherwise stated, any perk, spell or other effect that directly increases or decreases a SPECIAL cannot increase that SPECIAL higher than 10 or lower than 1. Poisons, some attacks, and environmental hazards can reduce a SPECIAL to 0.

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.

In some cases, having a SPECIAL reduced to 0 has a unique effect. (For example, a spirit may have a spirit power which drains Charisma, and when the character's Charisma reaches 0, the character becomes "Discorded".) Otherwise, the following effects apply: if a character's Strength, Perception or Agility is reduced to 0, the character is paralyzed; if her Charisma or Intelligence is reduced to 0, the character ceases to be a playable character; and if her Endurance is reduced to 0, the character dies.

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. 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 -3.

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

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

Another example of SPECIAL loss is through **Sleep Deprivation**. The EI for sleep deprivation is 12 hours (if using a 16-hour day, or 16 hours if using a 24-hour day). Characters lose one SPECIAL at the end of every EI that they have stayed awake. SPECIALs are lost in the following order: Agility, Intelligence, Perception, Endurance.

(Example: Father White-Eyes and Cherry Topping have stayed awake for 96 hours. Cherry Topping is suffering -2 to Agility and Intelligence, -1 to Perception and Endurance. Father White-Eyes, being a ghoul, is just fine.)

These losses will drop the SPECIAL to a minimum 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.

A solid hour of sleep regains a lost SPECIAL. SPECIALS lost to sleep deprivation are regained in reverse order.

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 0) 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.)*

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 115 in the case of the tagged skill related to the character's Special

Talent) or lower than the character's critical success threshold. 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.)

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. An item can be used to repair a similar item with a degradation level no less than one level below the item being repaired. Bundles of components, scrap metal and Wonderglue may also be used to repair appropriate items. Armor and weapon repair kits may be consumed to repair degradation provided the character has the appropriate mechanics skill.

Degradation Levels

Condition	Item Condition Percentage	Damage Multiplier	DT	Value	Critical Chance Luck Modifier	Necessary Mechanics Skill to repair up to this level
Perfect	101-120%	x 1.10	+2 DT	120 %	+2 effective Luck	100
Good	80-100%	x 1	+0 DT	100 %	+1 effective Luck	75
Used	50-79%	x .90	-2 DT	75 %	+0 effective Luck	50
Heavily Used	30-49%	x .50	½ DT	50 %	-1 effective Luck	25
Poor	1-29%	x .33	⅓ DT	25 %	-3 effective Luck	0

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

Items at 0% condition are destroyed and cannot be repaired.

Repair: Weapon condition worsens through use and damage. A weapon's condition level is determined by the above chart. (Example: A 9mm Pistol at 68% would be

considered 'Used.' Its damage would be multiplied by .9, and its base price would be 75% of normal.) A Critical Failure of a weapon will always result in damage to the weapon of 10% Condition. A Natural 100 Critical Failure may produce further degradation. As well, disarm attempts and attacks made directly against weapons will also result in damage to a weapon's condition, depending upon the outcome of the rolls. Weapon Repair Kits can be crafted with a mechanics score of 50 or greater from 2 Scrap Metal, 1 Scrap Electronics, 1 Wrench, 1 Wonderglue and 1 Duct Tape (as in FoNV). Each kit will restore a flat 20% condition to a weapon. However, no weapon may be repaired above 80% total condition by a repair kit, and kits can only be used on the same weapon a maximum of 5 times (Duct Tape and a wrench will only get you so far). A weapon repaired by cannibalization of a weapon of the same type will regain condition equal to half the current condition of the consumed weapon (with a minimum of 10% restored in the case of weapons at 20% condition or less). This can be done indefinitely so long as a weapon of the same type is available to consume.

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 a level. When an attacker scores a critical success on an attack against a target wearing armor, she may choose to forfeit the bonus damage in exchange for causing the armor to degrade a level. 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 third time a character critically fails while using an item, the item's condition degrades a level *in addition to the other effects of the critical failure*.

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 magically powered armor, an additional Science skill of 25 is required.

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.

A critical hit from a magical energy weapon which kills the target will turn the target to ash or goo, including destroying the target's armor and any integrated weapons. 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 Mechanics skill.

Simple Modifications (Mechanics 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 Mechanics skill roll.

Standard Modifications (Mechanics 50): You can modify a vehicle, such as adding armor plating or mounting a weapon. (Mounted weapons require a character at the mount to operate the weapon.) You can build weapons into a new battle saddle, or rebuild an existing battle saddle one with different weapons. You can perform a trigger conversion on a weapon. You can craft an item based on a schematic. Requires tools and a workbench. Time required: 6 hours, halved with a successful Mechanics roll.

Advanced Modifications (Mechanics 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 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). Requires tools and a workbench. Time required: 12 hours, halved with a successful Mechanics roll.

Expert Modifications (Mechanics 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: 8 hours, halved with a successful Mechanics roll. *Such battle saddles are always custom built and should not be available through other means.*

Invention: Characters with sufficient Science 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 Science and succeed at a Hard difficulty Science test. Before a character can create a higher-rank schematic, they must possess a schematic of the same item for each lower rank. Chems may be invented using the Medicine skill instead, but at a penalty of -10. Alchemical recipes may also be invented using Survival instead of Science so long as the character has Alchemy perk necessary. (Note: Earth ponies may substitute the Tagged skill associated with their Special Talent for inventions related to their Special Talent.)

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.

Rank 1 Schematic (Skill 50): Creates a basic schematic for a craftable item. The character

who is crafting based off this schematic suffers a -10 penalty to her skill for the crafting roll.

Rank 2 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.

Rank 3 Schematic (Skill 100): The character who is crafting based off this schematic gains a +10 bonus to her skill for the crafting roll.

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.

Loving / Worship	The NPC or group will readily listen to you and will view your actions as the best possible. They will want to assist you even at cost to themselves. They will consider how they can be of benefit to you.
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.
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.
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.

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. 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. *Note: Updated and complete Scavenging Tables are still under development. You can find the original set of tables [here](#). GMs are encouraged to tailor results to their campaign.*

Foraging for alchemical herbs and other ingredients in the wild require a successful Survival check.

Combat

Initiative and Combat Sequence: Combat is divided into turns. 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, any 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.

Movement Actions:

Movement: Basic movement of up to half your (END + [AGI x 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 x 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 x 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 **triple 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, 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. 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. 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. Successfully choking an opponent takes a number of turns equal to the opponent's Endurance. 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.

Disarm: A difficult close combat maneuver meant to relieve an opponent of their weapon. Roll a contest of your Melee or Unarmed skill at a **-40% penalty to accuracy** against the opponent's Melee skill. This can be improved by making it a precise strike. 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 **triple your Unarmed weapon AP** to perform 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 **-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. Counts as a Normal Action.

Parry: Attempt to deflect a close combat attack using a melee weapon or unarmed attack. Using the melee skill, ranged weapons 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 or using magic in which case you cannot use magic for anything else.

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 foot 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 2 damage per foot of remaining movement up to the object's current HP plus DT. Should the damage from knockback exceed the object's HP, then she breaks the object and 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.

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 two 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 3). 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 chose 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. 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.

If an attack is successful, the character must then determine the damage dealt. Most 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 DT value of her barding or armor, shield or other defense that grants her a DT value. The value of her 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.) If a hit character has Damage Reduction (DR), the listed percentage of the damage after DT is reduced. (Therefore, any DR below 100% cannot negate damage completely.)

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.

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 double the number of dice and add twice the base damage. (For example: a baseball bat would normally do (STR x 2) + 1d10. On a critical hit, the bat would deal (STR x 4) + 2d10.) Magical Energy Weapons deal triple damage on a critical hit rather than double 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.

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. Because they are 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 attacked 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.

Multiple Weapons: Attacking with two weapons at the same time (no additional **AP** cost) gives a **-20% penalty to accuracy** if both are aimed at the same target, or **-40% penalty to accuracy** 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. (See the Heavy, Set and Unwieldy special qualities in the [Tiered Weapons List](#) for details.)

Range:

	Range	Accuracy Modifier
Point Blank	15 ft.	+15% for Short Range weapons; -15% for Long Range and Battle Saddles
Short	50 ft.	+0%
Medium	150 ft.	-10% (-15% for short range weapons*)
Long	450 ft.	-30% (-20% for long range weapons; no short range weapons**)

Extreme	+450 ft.	-40% (only weapons designated as long range**)
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*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.

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.

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
4	Enclave Raptor or Ursa Major
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
2	Tank, passenger skywagon or young adult dragon
1	Adult buffalo, Hellhound, Manticore, wagon or young dragon
0	Pony, zebra, griffin, or very young dragon
-1	Spritebot, Bloatsprite, baby dragon
-2	Bunny or other small creature

Shipboard beam cannons on Raptors and Thunderheads are generally size 1 or 2 for their own targeting.

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.

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.

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 -50% 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 (Optional): One of the primary values of making called shots is to attempt to cripple a limb. A character's limbs or torso become crippled when they have taken damage equal to half of the character's full hit points, rounded down. The amount of damage applied to limbs (including the head but never the torso) for purposes of determining if a limb is crippled may be modified by traits such as Large Frame or Small Frame.

Additionally, some groups may decide that they want to track where on the body each attack hits, using hit locations for all attacks instead of just called shots. In that case, the following *optional rule* applies: when you have hit a target, reverse the numbers of your roll and consult the chart below to find where you have struck. Explosives and spells deal damage across all limbs.

Non-Winged Opponents

01-10 Head
11-60 Torso
61-70 Left Foreleg
71-80 Right Foreleg
81-90 Left Hindleg
91-00 Right Hindleg

Winged Opponents

01-10 Head
11-40 Torso
41-50 Left Foreleg
51-60 Right Foreleg
61-70 Left Hindleg
71-80 Right Hindleg
81-90 Left Wing
91-00 Right Wing

Crippled limbs give a -3 penalty on all Strength and Endurance checks, and a -30 to all attack rolls with weapons using those limbs, as well as a corresponding drop in damage for Melee and Unarmed attacks. A crippled head gives a concussive -3 penalty to all Perception rolls. A crippled torso increases all AP costs by 10. A crippled leg will severely impede movement, doubling move AP for each crippled leg. 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 tail may be targeted for circumstantial effects (such as disarming a character using Tail Trick), but attacks to the tail do not cause any loss of health and the tail is not a normal hit location.

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.

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. Super Restoration Potions, the Bone Mending spell and items imbued with Spirit of Life are capable of healing wounds from magical energy damage without scarring or lasting limb impairment.

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.

(Example: After spending hours in the immediate vicinity of a venting Stable reactor, the ghoul Sweet Tooth has become a Glowing One, maxing out her radiation level at 1000. She regenerates 8 hit points a turn until she is fully healed, losing an equal number of rads. After that, she will continue to lose rads at the rate of 8 rads an hour until she reaches 799 rads, at which point her radiation loss will drop to 6 rads and hour, and so on. Sweet Tooth is going to be a Glowing One for several days.)

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 Endurance 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.

Chems may be created by characters using a chemistry set. Doing so requires that the character possess the chem's recipe 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 Survival skill. Basic recipes can only be used by Zebras, but require no specific perk to unlock. Advanced and Expert recipes require the associated Perks to unlock, available only to Zebras. Exotic recipes have some specialized additional requirements, typically finding an appropriate recording of the creation process.

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 the 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:

Advanced Alchemy (Prerequisites: Zebra, Level 8): You have dedicated some time to expanding your alchemical skills. Good for you! Embrace your heritage! You can now create advanced alchemical recipes.

Expert Alchemy (Prerequisites: Zebra, Level 16): The highest echelons of alchemical mastery are yours to toy with! Few, if any, recipes are beyond your ability to recreate. Some brews not seen since before the balefire bombs might return by your hooves.

Green Hoof (Prerequisites: Zebra, Survival 30, Luck 6, Level 8): Plants always seem to bloom when you're around, even in places no one would expect! You find significantly more raw materials for alchemy during your travels.

Common Recipes:

Healing Salve (Requirements: Survival 25. Ingredients: 2 Green Herbs): Heals 4 wounds per turn for 5 turns, -1 Perception for 10 turns.

Healing Potion (Requirements: Medicine 35 or Survival 50. Ingredients: 2 Green Herbs, 1 Bottle): Creates a basic healing potion.

Super Restoration Potion (Requirements: Medicine 50 or Survival 75. Ingredients: 2 Healing Potions, 1 Green Herb): Creates a Super Restoration Potion, heals 60 wounds instantly on use. If administered with a Medicine skill of at least 75, it can also heal crippled limbs and will heal magical energy damage without scars or debilitation. Using more than 1 Super Restoration Potion within 5 turns is poisonous, causing -1 to Strength, Endurance and Intelligence for 5 turns.

Antivenom (Requirements: Survival 40. Ingredients: 4 Venom Sacs): Creates two doses of antivenom, allowing anyone to immediately remove all natural poisons from their system on use.

Has no effect on alchemical poisons.

Stampede (Requirements: Science 50 or Survival 75. Ingredients: Rage, Painkillers): One of the most difficult chemicals to produce. Creates a dose of Stampede.

Rainboom (Requirements: Science 50 or Survival 75. Ingredients: Dash, Sparkle~Cola, Sugar Bombs): Creates a single dose of Rainboom, granting the user +30 AP for 4 turns on use. If you thought you could fly high before, you've not seen anything yet!

Balefire Bender (Requirements: Science 25 or Survival 40. Ingredients: Mint-als, Sparkle~Cola RAD, Vodka): Potent mixed drink filled with stimulants, what's not to love? Grants +4 DT against Magical Energy Weapons and 25% resistance to Radiation for 30 minutes.

Weak Poison (Requirements: Survival 15. Ingredients: 2 Venom Sacs or 2 Red Herbs): Basic poisons for use on weaker weapons. Creates 2 doses. If the weapon this poison is applied to deals damage to an organic target successfully the target suffers an additional 5 damage per turn for 5 turns. Multiple doses of poison stack.

Normal Poison (Requirements: Survival 30. Ingredients: 3 Venom Sacs or 3 Red Herbs): More lethal than weak poison. Also creates 2 doses. This poison deals 10 damage per turn for 5 turns. Multiple doses of poison stack.

Weak Sleep Powder (Requirements: Survival 20. Ingredients: 1 Green Herb, 1 Red Herb): Sometimes lethal choices aren't the best. Instead you might resort to less permanent solutions. This powder forces anyone exposed to it to roll an Endurance check at a +2 bonus 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 (Requirements: Science 50 or Survival 75, Flash Recipe. Ingredients: Dash, 2 Green Herbs, Turpentine): 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! Grants the user bonus AP equal to their maximum AP for a single round.

Party-Time Mint-als (Requirements: Science 50 or Survival 75, Party-Time Mint-Als recipe. Ingredients: Mint-als, Apple Whisky, Honey Drops): Cooking with Science! Be careful what you do with the results. Creates Party-time Mint-als.

Basic Recipes:

Smoke Bombs (Requirement: Survival 30. Ingredients: 1 Red Herb): Creates 4 small vials filled with a liquid which rapidly billows into smoke upon being shattered. 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 Paste (Requirements: Survival 40. Ingredients: 1 Green Herb, various animal parts):

A basic paste which conceals the user's scent beneath that of other creatures. Lasts 4 hours upon use. Sufficient to throw tracking dogs, Hellhounds and other scent-based followers off your trail.

Wall-Crawling Paste (Requirements: Survival 60. Ingredients: 1 Blue Herb, 2 Green Herbs): Makes your hooves sticky enough to walk across walls and ceilings. Lasts 5 minutes after application. Great for surprises!

Blood-Stopping Goo (Requirements: Survival 30. Ingredients: 2 Green Herbs): A simple wound sealant. Allows you to automatically stop bleeding from any wound, including amputations, without needing a Medicine roll.

Dangerous Poison (Requirements: Survival 45. Ingredients: 4 Venom Sacs or 4 Red Herbs): Very lethal poison. Creates 2 doses. Deals 20 damage per turn for 5 turns. Multiple uses of poison stack.

Luminous Dust (Requirements: Survival 25. Ingredients: 1 Green Herb, 1 Red Herb): 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 (Requirements: Survival 30. Ingredients: 2 Green Herbs): A basic healing booster, good for chipped teeth or injured hooves. Restores 20 health to each limb on use.

Sleeping Powder (Requirements: Survival 35. Ingredients: 2 Green Herbs, 2 Red Herbs): 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 (Requirements: Survival 60, Hydra Recipe. Ingredients: 2 Green Herbs, 2 bottles Hydra Blood): An advanced regenerative liquid made through purifying Hydra blood along with healing herbs. Restores 10 health to each limb every round for 5 rounds. Heals no actual health.

Advanced Recipes:

Flight Talisman (Requirements: Survival 60. Ingredients: 3 Green Herbs, 3 Blue Herbs, 1 Bloodwing wing): Take to the sky! 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.

Kiss of the Phoenix (Requirements: Survival 50. Ingredients: 4 Green Herbs, 2 Blue Herbs, 1 phoenix feather): Repairs a crippled limb. If brewed by a zebra with a survival of at least 80, it can repair

a limb crippled by magical energy damage or even re-attach a limb or other body part that has been severed.

Cloudwalk Talisman (Requirements: Survival 60. Ingredients: 3 Green Herbs, 3 Blue Herbs, 1 Griffin or Pegasus feather): Less generally useful than flight, the ability to walk on clouds is useful none the less. Grants the Cloudborn perk for the duration of its use. Lasts 4 hours of use.

Deadly Poison (Requirements: Survival 60. Ingredients: 5 Venom Sacs or 5 Red Herbs): One of the most lethal poisons. Creates 2 doses. Deals 25 damage per turn for 5 turns. Multiple uses of poison stack.

Strong Sleeping Powder (Requirements: Survival 50. Ingredients: 3 Green Herbs, 3 Red Herbs): The most potent form of sleeping powder, very few could breathe it and remain awake. 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:

Breath of the Phoenix (Requirements: Survival 90. Ingredients: 4 Green Herbs, 2 Blue Herbs, 1 phoenix feather): Allows the user to recover limb damage at their healing rate, even if the limb is damaged by magical energy and/or crippled. Permanent effect!

Bone-Strengthening Brew (Requirements: Survival 80. Ingredients: 5 Green Herbs, 5 Blue Herbs, 2 Red Herbs): An incredibly rare and potent potion. Permanently reduces all limb damage by 50% for anyone who drinks it. Incompatible with Cyber-Pony implants.

Phoenix Regeneration Elixir (Requirements: Survival 80. Ingredients: 8 Green Herbs, 4 Blue Herbs, 2 Red Herbs): Allows the user to continuously recover from damage. Grants the user a healing rate of 1 Health Point per minute. Permanent effect!

World-Weathering Potion (Requirements: Survival 80. Ingredients: 4 Green Herbs, 4 Blue Herbs, 4 Red Herbs): The world beats on everyone. Pony, Zebra and Griffin alike. But you know some secrets to make weathering that beating a little easier. This potion permanently adds +3 DT and 20% resistance to Fire, Cold, Poison and Radiation to the drinker.

Alicorn-Slaying Poison (Requirements: Survival 100. Ingredients: 5 Red Herbs and 1 bottle of Pink Cloud Residue): 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! Creates 2 doses. Deals 40 damage per turn for 5 turns. Multiple uses of poison stack. Amongst the most horrific deaths a pony can have.

Killing Joke Remedy (Requirements: Survival 100, Poison Joke Remedy Recipe. Ingredients: 8 Green Herbs, 8 Blue Herbs, Rare Everfree Forest ingredients): A miracle of the wasteland, one of the rarest brews in existence. 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!

Shamanism

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.

Crafting a Spirit Prison or a talisman requires a successful Survival check. The shaman gets a bonus or penalty to this roll equal to $10 * \text{half the difference (rounded up) between the shaman's Spirit Affinity and the spirit's Spirit Power}$.

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 $(\text{Spirit Power} * \text{Spirit Power})$ 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.

The Beauty value of gemstones for a spirit bargain for a shaman will be equal to: $155\% - [\text{Barter} * 0.45\%] * \text{modifier}$. 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!

Associated Traits

Shaman (Buffalo or Zebra only): You are a practitioner of buffalo or zebra shamanism. You start with a Spirit Affinity score equal to your (CHA / 2, rounded up).

Spiritually Awakened: You are gifted with the ability to see and communicate with spirits and ghosts who are normally imperceptible. The character's attunement to the spirit world makes them naturally well-disposed with ghosts and spirits, granting a +10 to Speech and +1 to Charisma for purposes of talking to ghosts and spirits (including a shaman's Spirit Affinity rating).

Tribal Shaman (Buffalo or Zebra only): You are a practitioner of buffalo or zebra shamanism in the way of your ancestors, and benefit from ancient spirit pacts. You start with a Spirit Affinity score equal to your (CHA / 2, rounded up). You have an effective +2 Spirit Affinity with a particular type of Spirit (of your choice), and an effective -2 Spirit Affinity with another type of Spirit (of the GM's choice).

Associated Perks

Advanced Shamanism (Prerequisites: Buffalo or Zebra, Level 8, Cha 5): Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's (Spirit Affinity / 3, rounded up). The magical items of zebra shamans now last a number of months equal to the spirit's rating. Bindings last a number of months equal to the shaman's degrees of success, plus one.

Expert Shamanism (Prerequisites: Buffalo or Zebra, Level 16, Cha 7): Your ability to summon, bind and barter for spirit favors has increased. Buffalo may now barter for a number of favors from a spirit equal to the shaman's (Spirit Affinity / 2, rounded up). The magical items of zebra shamans are now effectively permanent, lasting until the spirit's power focus is destroyed. Bindings now last until a specific condition is met, and that condition must be inscribed into the spirit's prison during the binding process. This inscription takes the form of an Arcane Mark. If the shaman does not set a condition for the binding to end, the binding ends in (Spirit Affinity) years, plus one.

Greater Affinity (Prerequisites: Shaman trait, Level 4/8/12/16/20): Your Spirit Affinity is greater than

most. You gain +1 to your Spirit Affinity. This Perk may be taken up to 5 times, available at the listed levels.

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 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 access to a single other spell-set of their choice, considered their primary spell set. This is 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 or to successfully cast a spell under adverse conditions, are Science skill rolls.) Should the appropriate check be passed, the spell has full effects listed below. **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 $(\frac{\text{the total amount they have exceeded their Strain limit}}{10})$ 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.

Associated Traits:

One Trick Pony (Requirements: Unicorn) - Unlike most Unicorns you can only cast a single spell. Lucky for you, you cast that one spell very well! You begin play with only one basic-level spell, and you cannot learn more (not even advanced or expert levels of your one spell); but you have access to the Mighty Spell perks for that one spell, and you gain Mighty Spell (Rank 1) at sixth level for free. Choose carefully. A One Trick Pony may chose to cast a spell at normal potency or any level of Mighty Spell she has attained.

Spread Thin (Requirements: Unicorn) - Your breadth of ability is second to none. If your spells

weren't so weak, you could change the world! Your Versatility is equal to your INT and you begin play with access to all seven types of magic, however your Potency is halved (rounded up), and you cannot take the Powerful Caster or Resilient Horn Perks. Hope you're creative with what you do have!

Associated Perks:

Additional Vocation (Requirements: Unicorn, INT 6) - You have access to a wider variety of spells than most. Pick a new Basic-quality spell set to unlock. You gain (Versatility / 2, rounded up) spells in that spell set of your choice and may gain more later. This perk may be repurchased any number of times, applying to a new spell type each time.

Additional Spell Count (Requirements: Unicorn, Level 2) - You have learned more spells along your way, developing a greater range of casting options. Select (Versatility) spells in any spell sets you have unlocked. This perk may be repurchased any number of times.

Advanced Spells (Requirements: Unicorn, INT 6, Level 6) - Your ability to cast spells has increased. You may now learn Advanced spells your chosen spell set(s) as well as Advanced versions of the basic spells you possess. You gain (Versatility) Advanced spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set.

Advanced Matrix Caster (Requirements: Matrix Caster, Level 22, Science 90) - You may weave a spell matrix to allow you to cast up to (Versatility / 2, rounded up) spells simultaneously as a single spell with integrated effects. (For example, you could integrate Flame Strike and Lightning Strike into a single spell with the cumulative damage and effects of both, or cast a spell with an integrated Bypass spell.) Weaving a spell matrix requires twelve turns, and may be used for a number of minutes equal to your Potency rating. (Spells used together are subject of GM approval, and should be restricted to spells which would logically work together in some way.) Spell combinations cast this way cost AP equal to the casting of a single spell and strain equal to the sum of the strain cost for each spell minus five strain for each integrated spell

Expert Spells (Requirements: Unicorn, INT 8, Level 14) - Your ability to cast spells has increased. You may now learn Expert spells your chosen spell set(s) as well as Expert versions of the Advanced spells you possess. You gain (Versatility) Expert spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set.

Matrix Caster (Requirements: Unicorn, INT 7, CHA 5) - You know how to use spell matrices to cooperatively cast spells. Likewise, you and at least one other Matrix Caster may attempt to cast using an ancient spell matrix structure provided you know the base spell it was designed for. ***Green Alicorns** gain this perk for free, but at a price. They become statuesque and unresponsive (failing all Perception rolls) when weaving or using a matrix.*

Mighty Spell (Rank 1) (Requirements: Unicorn, Potency 3, Level 6) - You have gained exceptional skill with a single basic spell, allowing you to super-charge your magic. You may increase your Potency to (Potency x 2) for the duration of a single casting of one spell chosen when you learn this Perk by spending 1.5 times the usual Strain. This Perk may be taken multiple times but applies to a different spell with each purchase. You may choose to augment Versatility instead of Potency (but not both). If your Mighty Spell augments your spell's Versatility, all additional ranks will also augment Versatility.

Mighty Spell (Rank 2) (Requirements: Mighty Spell (Rank 1), Potency 4, One Trick Pony, Level 12) - You have further improved your capacity with your one trick. You may now spend double the normal Strain to increase Potency to (Potency x 4) for a single casting.

Mighty Spell (Rank 3) (Requirements: Mighty Spell (Rank 2), Potency 5, Level 18) - You have further improved your capacity with your one trick. You may now spend triple normal Strain to increase Potency to (Potency x 8) for a single casting.

Mighty Spell (Rank 4) (Requirements: Mighty Spell (Rank 3), Potency 6, Level 24) - You have further improved your capacity with your one trick. You may now spend quadruple normal Strain to increase Potency to (Potency x 16) for a single casting.

Powerful Caster (Requirements: Unicorn, Level 4/8/12/16/20) - Your talent for magic is greater than most. You gain +1 to your Potency. This Perk may be taken up to 5 times.

Resilient Horn (Requirements: Unicorn, Level 6/10/14/18/22) - You have an exceptional reserve of magical energy compared to most, magical breakdown is much less common for you. You gain +20 Strain. This Perk may be taken up to 5 times.

Spell Alacrity (Requirements: Unicorn, Level 8/16) - The initial AP cost for casting spells is reduced by -10. This perk may be taken twice.

Versatile Caster (Requirements: Unicorn, Level 4/8/12/16/20) - Your talent for magic is greater than most. You gain +1 to your Versatility for purposes of calculating the effects of your spells. This does not affect the number of spells you learn when choosing new spells via perks.

Wild Cast (Requirements: Unicorn, Versatility 4, Level 8): At the end of your turn, if you have AP remaining but not enough to cast a spell, you may attempt to cast a spell anyway. To do so, you expend your remaining AP and spend the strain of the spell. You then make a Science skill roll at a penalty equal to the remaining amount of AP necessary to cast the spell. If you succeed, you then cast the spell as normal. If you fail, the casting backfires. You still lose the AP and strain, and you take 1d10 stun damage for every ten points (rounded up) of AP you didn't have to cast the spell. You cannot Wild Cast and Zen Cast in the same turn.

Zen Casting (Requirements: Unicorn, AP 70, Level 4): You may use concentration and focus to

reduce the difficulty and strain of casting a spell; however, the spell takes longer to cast. When casting a spell, the AP cost of the spell is increased by 25, but you get a bonus of +10 to all skill rolls involved with the spell, and the strain is reduced by -10 (to a minimum of half the spell's strain cost). GMs may determine a situation is too distracting to allow zen casting (such as being subject to the effects of an Amplify spell, being at under half health or being on fire). You cannot Wild Cast and Zen Cast in the same turn.

Great and Powerful (Quest Perk) - You may learn a specific, extremely rare spell (or variant of a spell) approved by the GM.

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 (Potency * Versatility) objects, or perform fine manipulation on up to (Versatility) objects. 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 (5 * Potency) yards; however, (Science) 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.

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.

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.

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 illusionary 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 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 friends may all roll using the Endurance of the friend with the highest Endurance score.

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 $5 + (\text{caster's Versatility})$ 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 $(\text{Potency} / 2)$ 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 $(\text{Potency} * 10)$ feet. Effects only unintelligent biological creatures.

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

Expert (cost 50): Duration of $(\text{Potency} * 10)$ minutes. Targets unintelligent biological creatures within a $(\text{Potency} * 100)$ yard radius centered on the caster, or targets intelligent biological creatures within a $(\text{Potency} * 10)$ 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 $(\text{Potency} * 10)$ 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 $(\text{Potency} * 5)$ 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 $(\text{Potency} * 5)$ yards. The affected area can be shaped with a Skill Roll of Science + $(\text{Versatility} * 5)$ 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 illusionary 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 that are less pleasant qualities seem to be more trivial.

Basic (cost 15): Duration of (Potency) minutes. Adds a bonus equal to (5 + [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 (Potency * 10) minutes. Bonus increases to (10 + [Potency * 3]) and the spell gains a range of touch.

Expert (cost 45): Duration of (Potency) hours. Adds a bonus equal to (20 + [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 (Potency * 15) AP. Negates 10 points of penalties to attack rolls.

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

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

Discord (Advanced)

Targets up to (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 (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 (Versatility / 2, rounded up) sense categories -- sight, hearing, smell & taste (combined), and touch -- over an area of (Potency * 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. 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 * 2) (minimum AP cost 10). 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): Duration lasts (Potency * 10) minutes.

Expert (Cost 50): Duration lasts (Potency) hours.

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 + [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 + [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 $(\text{Potency} * 10)$ 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 $(\text{Potency} * 10)$ 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 part or all of it 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 $-5 * (\text{remaining turns})$.

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.

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 $10 + (\text{Object's DT} * 2)$. 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: 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. 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 $(\text{Versatility} / 2, \text{rounded up})$, 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 $(\text{Potency} / 2, \text{rounded down}) + 13$ 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 (Versatility + 3) knives.

Advanced (Cost 15): Medium range. Creates (Versatility + 5) knives.

Expert (Cost 20): Long range. Creates (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 (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. Effected 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 deals triple damage.

Advanced: Range is short. Critical strike deals triple damage and 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.

Expert: Range is medium. Critical strike deals triple damage 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 may make an opposed test against the spell's effective strength using their Strength or Agility to break free. Attacks with *Telekinetic Grasp* require a successful Science skill check and cost 15 AP each. The spell's range is short. *Telekinetic Grasp*, while powerful, 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 $100 + (\text{Potency} * 10)$, 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 $(\text{Potency} / 2, \text{rounded up})$. 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 $(\text{Potency} * 10)$ 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 $(\text{Potency}) * (\text{Perception})$ in feet. Can only detect auras of objects in plain sight.

Advanced (Cost 15 + 1 per turn): Range is $(\text{Potency}) * (\text{Perception})$ 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 $(\text{Potency}) * (\text{Perception})$ 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 $(\text{Potency}) * (\text{Perception} * 10)$ 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 $(\text{Potency}) * (\text{Perception} * 100)$ 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: SteathBucks 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 a bonus equal to (Potency) to your Perception with (Versatility / 2, rounded up) basic senses (sight, hearing, smell, taste or touch) for the duration.

Expert (Cost 20): Duration of (Potency) hours. As the advanced version, but you gain the bonus 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.

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 spells 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.

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.

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 overlaid. 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.

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.

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