

Fallout: Equestria RPG System - Core Rulebook

Friendship changes – but war, war never changes.

Since the dawn of pony kind, when our ancestors first discovered the healing power of kindness and friendship, there have been forces at work within pony society and within the world as a whole to disrupt it. To this end, across the ages blood has been spilled in the name of everything from Gods, to Justice, to simple psychotic rage. For over a thousand years, the strength of friendship maintained peace between Equestria and its neighbors, but it was not to last.

Over two hundred years ago, blood was spilled over the resources that fueled this world. Unlike the wars of a thousand years past, this time the spoils of war were its weapons: Gems and Coal. For these resources the ponies would seize zebra shipments, the zebras would raid shattered hoof mining facility, and the other races of this world would dissolve into quarrelling, bickering factions bent on controlling the last remaining resources on the face of the planet.

After nearly a decade of armed conflict, the destructive nature of these elements could sustain itself no longer. The world was plunged into an abyss of balefire and dark magic. The details are trivial and pointless; the reasons, as always, purely our own. The world was nearly wiped clean of life. A great cleansing; a magical spark struck by pony and zebra hooves quickly raged out of control. Megaspells rained from the skies. Entire lands were swallowed in flames and fell beneath the boiling oceans. Pony kind was almost extinguished, their spirits becoming part of the ambient radiation that blanketed the world. A quiet darkness fell across the world, lasting centuries...

...But it was not, as some had predicted, the end of the world. Instead, the apocalypse was simply the prologue for another bloody chapter in pony history. Pony and Zebra kind had succeeded in destroying the world; but War... War never changes.

In the early days, thousands were spared the horrors of the holocaust by taking refuge in enormous underground shelters known as Stables. But when they emerged, they had only the hell of the wastes to greet them.

All except for those in your stable -- for on that fateful day, when spell-fire rained from the sky, the giant steel door of your stable swung closed, and never re-opened. It was here you were born. It is here you will die.

Because in this stable
no pony ever enters,
and no pony ever leaves.

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Brief Disclaimer:

I do not own any of the material related to Fallout 3, Fallout 2, Fallout, or Fallout: New Vegas. For that matter, I also own none of the material related to the My Little Pony franchise. Any ideas or other references and materials cribbed from those games and their extended universes are the sole property of Bethesda Softworks; similarly all references and materials from the My Little Pony universe are property of Hasbro, Inc. In all likelihood, almost everything else is just converted from the ideas displayed so eloquently by Kkat, Somber, Mimezinga, No One, and other writers working within the Fallout: Equestria universe... and I don't own any of that either, so send credit their way. If on the off-chance I have created something truly unique, then that is licensed under creative commons, share and share alike, please do not edit without explicit permission from me (--Alex Georges, AKA RoruArcher).

Credits and Testers

This book would not have been possible without the help of many testers, editors, and players, for many of whom this was their first pen and paper RPG.

Thank you all for your support and assistance in helping to make the Equestrian Wasteland something that we all can enjoy (or suffer through, as appropriate)

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And of course the biggest thank you goes out to Kkat, Somber, Mimezinga, No One, and all other writers of fan fiction in the Fallout: Equestria universe. Without you, I would have had considerably less material to work with. Your universes helped make this system as extensive and flexible as it is, and gave me and my play testers many days' worth of enjoyment.

May your adventures be ever dangerous, and your triumphs over evil shadowed only by the sacrifices your characters must make to survive and thrive. Most importantly: May your Friendship be Magic. (FOREEEEEEEEEVEEEEEER!)

1 – Roleplaying in the Wasteland

What is a Roleplaying Game?

For those of you who just stepped out of a stable, a roleplaying game is any game where you take on the persona of anyone other than yourself in order to do... well, anything, really. To use an appropriate cliché, the only limit is your imagination, and those of the players and game master with whom you play. There are roleplaying games that exist in nearly any genre or setting. In this particular roleplaying game, players assume the role of a small group of the many and varied Ponies, Zebras, or Griffins trying to eke out an existence in the dangers of the Equestrian wasteland, a post-apocalyptic world set a little more than 200 years after the universe of My Little Pony: Friendship is Magic. Knowledge of the source material fan-fiction may aid in your understanding.

Roleplaying games (RPGs) are generally a combination of a set of rules with a specific setting that helps allow a game master (GM) to structure an adventure or a story within which players can have their characters act, usually to fulfill a specific goal, have an adventure, or just do ridiculous things in a universe or world not our own. The ultimate goal, of course, is having fun.

In this setting, I generally refer to the person who creates the story as the GM. I use this shorthand a lot, so don't forget what I'm talking about!

Now that you have a basic understanding of what a roleplaying game is, all you need to know is how to play it. Every game is different, and the following pages comprise an extensive run-down on how to play your very own game of Fallout: Equestria with yourself and a few friends. I've made an effort to make everything done within the fan fiction and its spin-off stories possible within this system, but this is probably not the final revision of this document. If you have any suggestions, leave a comment for me someplace!

Playing the Game

The first thing you'll need to play this game is a set of dice. For characters level 1-5, a single set of dice containing 2d10, 1d4, 1d6, 1d8, 1d12 and 1d20 should be all you'll need. Sets of dice like this should be available at your local gaming supplies store. As your character gets stronger though, be warned: you may need to invest in some more dice, or be prepared to re-roll dice frequently. (For those of you who are new to tabletop RPGs, XdY is generally interpreted to mean X number of Y-sided dice-- 4d6, for example, means four, six-sided dice. So you should have at least two differently marked or colored ten sided dice, one four sided die, one six sided die, one eight sided die, one twelve sided die, and one twenty sided die). Dice-roller programs that can emulate the required dice are available for free for both iPhone and Android devices.

In the Fallout: Equestria RPG system, most rolls are made using your set of 2d10, or as I will refer to them from here on in, d%. When rolling, assign one of the d10s to be the tens place, and the other the ones place; the resulting rolls will always thus read as a number between one and 100, with double tens being 100. Many sets come with one of these dice already labeled in tens, but use whichever is easiest for you to recognize quickly after rolling.

Your other sets of dice are used mostly for dealing damage with weapons, which I'll explain later.

All skill and attribute rolls are made using d%, as are the majority of the rolls made during combat. For more explicit rules on how to interpret dice rolls, please look ahead to the section about whatever roll it is you're trying to succeed on. That being said, the rest of this section will hopefully clarify some things about dice rolls that apply across the board within this system.

Rolling Successes

The main objective of dice rolls using d% in this system is to roll low, lower than a target number. In order to be successful on a 'to hit' or a skill roll, players must roll at or below a specific number, which I refer to from here on in as the Target Number, or TN. This number will vary depending on the difficulty of the action that the roll represents. Actions with a low TN are more difficult for a character to accomplish than those with a higher TN.

Example MFDs

1-5 – Insanely Difficult – Nearly Impossible

- > Treating a near-lethal multiple-drug interaction, *without* knowing the drugs involved.
- > Repairing a 200 year old gyrocopter in two hours with only basic tools.
- > Disarming a Balefire bomb while under grenade bombardment.
- > Hitting a dime-sized button with a .32 pistol from 500 feet.
- > Causing a Sonic Rainboom (or Sonic Radboom) without ever having done so before.

1/10 – Extraordinarily Difficult

- > Reassembling a pipbuck by hoof from memory
- > Sniping the pilot out of a moving vertibuck (without SATS).
- > Treating a near-lethal multiple-drug interaction, knowing the drugs involved.

¼ – Frustratingly Difficult

- > Blind-firing over a barricade and hitting.
- > Hacking a very difficult computer/picking a very difficult lock.
- > Hitting a dime-sized button with a .32 pistol from 20 feet.
- > Repairing a completely destroyed weapon from scratch without blueprints.

½ – Very Difficult

- > Sniping the pilot out of a moving vertibuck (with SATS).
- > Hacking a difficult terminal/picking a difficult lock.
- > Noticing that the "poorly concealed landmine" will rearm if picked up.
- > Quadrupling the output of a normal spell

¾ – Hard

- > Getting a fair price trading goods and supplies with a neutral merchant.
- > Hacking an average terminal/picking an average lock.
- > Cooking a good meal using 300 year old food.

Example MFDs (cont'd)

1 – Normal

- >Noticing a poorly concealed landmine.
- >Hitting an unconcealed target within normal engagement range on any weapon.
- >Performing basic maintenance on guns and equipment.
- >Casting a well-known spell (such as cutie mark spells, or major telekinesis)
- >Getting a fair price trading goods and supplies with a friendly merchant.
- >Picking an easy lock/hacking an easy terminal.

1 ½ – Easy

- >Tracking a rather un-stealthy pony across the wastes.
- >Performing an easy cutie-mark skill task (such as casting a cutie-mark spell under non-stressful conditions).
- >Sneaking past sleeping guards

2– Very Easy

- >Noticing a Sonic Radboom from less than 50 miles away.
- >Burning your cooking (if you intend to).
- >Most dialogue with a friendly NPC.
- >Hitting a target at point blank with a shotgun, using buckshot.

Note: Even 1/10 MFDs should still be *possible*, just extremely difficult. If your characters want to break the laws of magic and the space-time continuum, have them try for critical successes instead.

The specific TNs, at least for skill rolls, can be determined by the following equation:

$$\left((Skill + \frac{1}{2} Att) \times MFD \pm Bonuses \right) = TN$$

Your character sheet has spaces provided for you to write out what the target numbers for different skills are as you improve your character.

Note that the relevant skill or attribute score may be a combination of two numbers. Most skill rolls use a TN value equal to the skill rank added to half the governing attribute of that skill. While this involves a little more math, it makes rolling a success much more possible at lower levels.

The “Modifier for Difficulty” (abbreviated MFD) term represents the simple fact that, no matter how good you are at something, that doesn’t make it easy (and conversely, the fact that you’re terrible at something doesn’t make it impossible for you to succeed, fantastically and against all odds). Your character may be a master at lockpicking, but picking a lock while suspended upside down in a room steadily filling with water is no mean feat, regardless of your prowess with a bobby pin and screwdriver.

For example, say Lil’pip is engaged in combat. Lil’pip is very proficient with her sniper rifle, and because the target is far away, she uses her scope.

Let’s say Lil’pip’s *Small Guns* skill rank is 50, and her agility is 6 (for a converted value of 60, of which we can add half to her skill for this roll – this process will be explained later in more detail, in the skills section). We now have a base TN, MFD 1, of 80. Because of both her scope and the fact that she is using S.A.T.S., she suffers no penalty or bonus when shooting at her

opponent's torso (the default targeting location) that might otherwise result from inadequate equipment.

Her opponent is moderately intelligent and has managed to gain partial cover behind a crumbling concrete structure. 25% of the target's torso is concealed, so the total penalty to her roll is -25. The shot itself is not particularly hard, and she has quite a bit of combat experience, so we'll say that the modifier for difficulty is 1 (a table of some common examples of modifiers for difficulty – or as we like to call them, MFDs-- is to the right). This makes the final roll TN for Lil'pip's shot to hit a 55.

So now that we've determined what Lil'pip's player needs to roll under, we have her roll the dice. If she rolls 55 or below, that poor bugger in her sights will have a new scar to show off to his buddies – if he survives the bullet, anyway.

Note that under perfectly normal circumstances there will not be a need for a modifier for difficulty, and that penalties or bonuses are the only thing that will need to be applied to rolls. Good luck trying to find perfectly normal circumstances out in the Equestrian Wasteland.

Oh no! She not only rolled above a 55, but she rolled a 97! In this system, that is a critical failure. Not only did she miss her target, but something went horribly awry!

Critical Failures & Successes

Critical failures and successes can allow a seemingly controlled situation to go bad quickly, or cause a situation with little to no hope to turn in the favor of the players. In short, they are powerful – critical successes and failures can change the game for better or for worse for the players and their characters.

Generally speaking, critical successes are dice rolls from 1 to 5 (or 0-4), and critical failures are dice rolls from 96-100 (or 95-99). These ranges can be expanded in certain situations by perks.

Lil'pip's player has rolled above a 95 on her 1 to 100 scale; this is a critical failure.

It is ultimately the decision of the GM exactly what goes wrong or what goes right when a critical is scored. A critical success on a repair roll might make a piece of machinery run better than it did 200 years ago; a critical failure might ensure that it never runs again. A critical success against a Centaur's stare might allow your player to completely resist its effects. A critical failure in the same situation might simply not allow further attempts to break free from control – a devastating consequence.

A common example of a critical failure in combat is a weapon malfunction. Lil'pip's gun may have jammed, or possibly chambered one too many rounds and damaged its internals upon firing, resulting in a shot that almost certainly missed. It will need to be repaired before it will work properly again.

Contested and Opposed Rolls

Occasionally characters will have to roll against each other. This isn't always commonplace, but it does come into play frequently with sneaky characters or during direct contests of skill, either against other characters or against environmental conditions.

When rolling opposed, both characters must roll their score and report their resulting roll's MFD level. The character that makes the lower MFD is the 'victor' of the contest. If both characters make the same MFD, simply have both reroll until one clear victor is achieved. Remember to count the full range of MFDs – 1/10 is better than ¼, after all. Critical successes can only be matched by critical successes (resulting in a tie), and critical failures will almost always lose unless the opponent is similarly unlucky. A common opposed roll is one player's perception score versus another's sneak score. Magical effects, especially mind-altering ones, frequently call for opposed rolls between the target player's INT and the caster's magic skill.

In our example, say Lil'pip was sneaking around a slaver encampment. Trying to avoid unnecessary violence, she activates her stealthbuck and begins sneaking. She rolls sneak and gets under ¼ after the bonus to sneak her item provides her. Her opposed roll is going to come from the griffin currently on patrol nearby. The griffin rolls well on her perception this time, getting a ¼ even after lighting penalties and Lil'pip's stealth field. This means that both characters must re-roll.

The second roll for pip is below 1/10. The slaver isn't so lucky a second time, making only a ¾ roll. So pip sneaks past undetected.

Referencing the Fiction

Now that you know the basics about the technical aspects of the system, the setting should be addressed. This system is designed to be set within the confines of Fallout Equestria. The character backgrounds, perks, spells, items, etc. that follow are all either referenced in Fallout Equestria, Fallout Equestria: Project Horizons or one of the larger spin-off recursive fan-fictions, or are drawn from specific ideas in My Little Pony: Friendship is Magic and converted into terms of Fallout 3 or Fallout: New Vegas (or vice versa for that last bit).

That being said, when you play keep in mind that the main purpose of this game is to model the adventures of brave heroes and/or nefarious villains as they save/destroy the Equestrian Wasteland. All of the setting information in this book is either taken directly from or extrapolated from these stories, but your heroes of the wasteland need not stick to the areas around Hoofington, or between the ruins of Ponyville, Fillydelphia, Canterlot, and Manehattan; they needn't even start from a stable. Plenty of adventures can start in humble settings, such as small survivor communities, scraping by.

The fictions should be referenced as stories within the setting that their authors have created, and your players, if they're read the fictions, will likely want to see something that combines elements of these fantastic tales with new areas and ideas. Ultimately the decision about how in-depth your

campaigns will reference the fiction is up to you, of course. So get ready to go out there and save the wastes with the power of friendship!

Awkward or Adult Situations and Maturity

Ahhh yes-- One last thing, and then I promise the character generation starts next. Adult situations abound in the setting of Fallout Equestria. Whether it be the cannibalism that runs rampant through raider groups and beyond, the sexual interplay that strengthens or weakens relationships between characters, or simply the effect that being forced to constantly, violently, near-fatally scrape along towards survival for themselves and for those around them has on the psyche of the characters (i.e. suicidal thoughts and other emotional or psychological instabilities), Fallout Equestria is simply rife with situations that are only slightly easier to explain to your parents than you enjoying My Little Pony so much.

Equestria is not the nice place it was, and neither are any of the areas that surround it; all of the ponies, zebras, griffons, and what-have-you still surviving day to day within its borders are acutely aware of this fact. If and when you round up a herd of bronies to play this, make sure that they understand that maturity is integral to the setting. Fallout Equestria as a setting doesn't have too many happy ponies – it's populated mostly by lots of sad ponies trying to get by and living from moment to moment in whatever way they think will get them the most enjoyable moments overall. If they brutally injure, rape, kill, and/or scream obscenities to get what they want or need, just make sure everyone knows ahead of time that situations like that are par for the course (and make sure their curses are both inventive and pony themed!). And don't forget to mention the drugs, slavery and prostitution rings that serve as complement to the other harsh realities of survival. Civilization, in all its fallen glory, awaits you.

It is certainly possible for some groups may choose to ignore most of the more mature themes of the setting, but such bowdlerization isn't built into the rules provided here. That burden lies on them.

2 – Making a Character

The character creation process for Fallout: Equestria RPG is a six step process that may seem familiar to many of you who've played Savage Worlds or a similar system. For at least your first character, we recommend that you follow the steps in order so as to get a feel for it.

1. Race (or species, as appropriate)

2. Attributes

3. Skills and Cutie Marks

4. Hindrances

5. Traits

These sections are listed in order, starting with a listing of races on the following page. For assistance with recording all this information on your character sheet, check out the “Filling out Your Character Sheet” guide starting on the next page.

Filling Out Your Character Sheet

For first time players, turning all of the stuff we've been talking about into a format that you can put on your character sheet can be difficult—Perks, Traits, Skills and Attributes especially. This section is designed to help guide you through the process of putting all of that information about your character onto the character sheet provided. For first time players, this section also contains most of the relevant rules for basic play (or tells you where to find them).

All of the sections of the character sheet are numbered off on the following couple of pages (figures 5 and 6), with small descriptions and explanations of what goes where. The sections are numbered roughly according to the order in which they should be filled out during character creation, or where that fails, from top to bottom on the actual sheet. Hope this helps!

1 – Name, Race, Gender and Racial Abilities.

This section is where you record your character's name, gender, race or species, and any abilities unique or special to that race, such as flight, digging, or magic. Race or species plays a large part in determining how your character will interact with other characters and with the rest of the wasteland. This information can be particularly useful for players new to the system, especially when handed characters not of their own making, but more experienced players may find it less helpful.

2 – Level, Height and Weight

These spaces are provided for you to keep track of your character's level, height and weight. Height and weight can be randomly determined using dice given information provided in their racial description or can be picked by the player from within the ranges listed. Both of these characteristics are able to be modified by certain traits and hindrances. It is recommended that characters start their adventures at level 1, particularly for first time players.

3 – Attribute Scores

This box is for recording your characters attribute scores and the corresponding MFD levels, as well as any bonuses or penalties that they might receive on attribute rolls. The far left column, labeled **Score**, has every row start at 1 point. Attribute scores can be increased by your race, spending character creation points, or by certain traits and hindrances. How to do this is outlined in the *Attributes* section starting on page 46.

After your scores have been calculated and finalized, you can fill in the rest of the table starting with the MFD: 1 column. To fill in this column, simply multiply the corresponding attribute score by 10. A score of 5, for example, gets an MFD 1 value of 50. The three columns to the right are fractional values of the MFD 1 column, rounded down. For our example value of 50, the $\frac{3}{4}$, $\frac{1}{2}$, and $\frac{1}{4}$ columns would read 37, 25, and 12 respectively. **If you'd prefer not to muck about with math, there's a quick reference set of tables at the very end of this document that can provide you with the corresponding fractional MFD TNs based on the MFD 1 TN value.** Only the most commonly used MFD values are provided for on the character sheet; most people have no trouble dividing by 10 or multiplying by 2 to determine the MFD target numbers for 1/10, 1.5 and 2, and in most in-game situations these numbers aren't necessary for play.

The "+" column on the far right of this box is reserved for roll-bonuses – static values that you would add or subtract from die rolls. "Bonuses" are **subtracted** from die rolls, and "penalties" – which

should also be kept track of in this column – are **added** to die rolls. Rolling lower is better in this system, and bonuses are always good, so bonuses make your dice effectively roll lower.

If that seemed confusing to you, try to think of the MFD values as target numbers to roll below; you add your bonuses to those target numbers to make them larger, and thus easier to roll under, or subtract your penalties to make them harder to roll under.

4 – Traits and Hindrances

This box is a summary of your character's background; traits and hindrances reflect how a character's past affects their abilities. Traits, hindrances, and their effects should be listed here. We personally recommend including a short statement after each trait or hindrance explaining its effects on rolls or in different situations, if you can fit it. That helps prevent players from forgetting exactly what effects each trait or hindrance might have in a given situation.

5 – Skills: Ranks, MFD values and Bonuses & Penalties

This table has spaces for your rank in a given skill (the left-most blank column), in addition to an adjoining table for MFDs. Your "Rank" in a given is determined by your starting Skill rank (the calculation for which is displayed under the 'Starting Skills and Cutie Marks' heading of the character creation section above), plus any skill rank bonuses from your race, traits, or perks, in addition to any skill points that you may have invested at past level-ups to increase that skill's rank. Your rank in a skill represents how good your character is at performing tasks related to that skill – higher is better.

The MFD values are particularly important, because they indicate what values on the dice you must actually roll at or below in order to succeed. To find these values, start at the "**MFD 1**" column. When you're actually rolling for skills, the values in this column represent the target numbers for a modifier for difficulty of 1. This column's values can be determined by adding your skill rank to the $\frac{1}{2}$ MFD value of the governing attribute. The attribute linked to a given skill is displayed in the "**ATT**" column immediately to the right of the skill name. If a character has 30 ranks in a skill, and the governing attribute has a score of 6, then the value that goes in the "**MFD 1**" column would be 60. The three columns immediately to the right of that are fractions of that MFD value, calculated similarly to the fractional MFD values in the Attribute Scores table. Remember to round down! **If you'd prefer not to muck about with math, there's a quick reference set of tables at the very end of this document that can provide you with the corresponding fractional MFD TNs based on the MFD 1 TN value.**

Remember, the "+" column on the far right is roll bonuses and penalties – "bonuses" are subtracted from die rolls, and "penalties" are added. I've also been told it helps to think of bonuses being added to the actual target number for the MFD, and penalties being subtracted from that target number; the effect is the same, whichever way you prefer to think about it.

6 – Movement Speeds

These values are the distance your character can cover in combat. For ground speed, your character can move up to 2.5 times their agility attribute score (counting any temporary bonuses such as might be granted by armor or items), in feet, per action in combat (so every 3 seconds, combat rounds being about six seconds long). **These values must be rounded down to the nearest multiple of five.**

For flight and dig speed, your character can move up to five times their Agility attribute score in feet per action in combat. For flight, this movement limit does not include additional distance that may be covered by making a special aerial maneuver instead of moving normally (such as an Aerial Dash).

Characters that move by digging can only move at their normal land speed underground if they choose not to holster or drop their weapons – use of both claws is necessary to achieve the higher listed speed.

Armo

SATS

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7 – SATS (Slider)

This is where you can keep track of your character's Stable-tec Assisted Targeting System's power levels. Characters start out with 40 + (AGIx5) points as their maximum for this slider; because this value changes frequently during combat, we recommend keeping track of this with a paperclip. When using SATS as a combat action, depending on the weapon or spell being used, the remaining "pool" of SATS points available to a player decreases. Every weapon and spell has a listed value for how much a single use of that weapon or a single casting of that spell costs in SATS. These points regenerate at a rate of 5 points per round – a little less than one point every second. SATS use negates visibility penalties, and certain perks grant bonuses to accuracy while using SATS.

8 – Karma and Speechcraft Bonuses

Karma is the traditional Fallout method of determining your character's alignment – i.e. whether they're good, evil, or neutral. A greatly positive karma score is a sign that your character is damn good at making the wasteland a better place, and a greatly negative one show that your character has made it their goal in life to make the wasteland even worse than it already is. So much worse that others will look back and say, "Remember when we only used to starve twice a week and had to scavenge daily for useless trash to trade? I miss those days."

Karma gives you a speechcraft bonus towards those who are sympathetic to your cause, and a penalty towards those on the opposite side of the karmic spectrum. Speech craft bonuses are based on Net karma – positive and negative karma points matter. For every 10 points of karma, characters receive a +1 roll bonus on speechcraft towards those with karma scores on the same side of zero, and a penalty of equal magnitude towards those on the opposite side of zero. In other words, positive karma players will find that towns of good and well-meaning ponies will react better towards them, while negative karma players will find that those with lawlessness, selfishness and rage in their hearts are much more welcoming to the like-minded (though probably not *that* much more welcoming, considering).

Karma is also used as a measure of 'global' renown; the more total karma a character has received, positive or negative, the more widely known they are in the wasteland. The total amount of karma a character has received has a place to be recorded, and has no direct bearing on net karma.

9 – Damage/Wound

The damage-per-wound box is actually related to number 14 – the wounds area. This box is for recording and quickly referencing the amount of damage it takes to deal your character a wound, both in or out of combat. For most ponies this value starts at 10 at level one, and is increased by one point every 3 levels starting at level 3 for a maximum value of 20 at level 30. *Large* ponies start with a value of 12 (making their maximum 22), and ponies with the Pipsqueak or Young hindrances may start with 8 or 6 (making their maximum 18 or 16, respectively) depending on whether they've taken one or both of these hindrances.

10 – Armor and Hit Locations Display

Be it functional or simply fabulous (though no one is telling you it can't be both, darling), this box is the perfect place to record what your character is wearing. Space is provided for you to record the targeting penalty (listed as SATS penalty) that others take when targeting an area. This value is 0 for most characters, but the targeting penalty suffered by others can be increased by certain traits, hindrances and perks. There's also space for you to record what armor you're wearing in a given location, and the DT (that's damage threshold, in case you forgot) that the armor provides to resist damage taken to that area. The last line provided is for the status of your armor in a given area – statuses such as 'damaged' or 'full of holes, -5 DT' would go here. It's a bad idea to keep track of the status of actual body parts in this box – there's space for that in the wounds area.

11– Armor and Armor Effects

Armor and barding can do quite a bit for your character, not the least of which is keep them alive by negating damage. This box is a place for your character to record what armor or clothing they're wearing. Characters can wear multiple sets of armor (as long as they don't have more than one each of the levels of barding on their person at a given time), but only the heaviest armor (the one with the highest DT value) counts towards reducing damage.

Some armors and clothes do things other than directly keep people from hurting you, such as granting bonuses or penalties to attributes and/or skills. This box is provided so that you can keep track of any such bonuses or penalties that your armor provides. Armor or clothing that is destroyed (its DT has dropped to 0) can still provide bonuses to skills or attributes, provided it is still intact enough to be worn. Characters can only wear so much armor – one piece from each of the four categories (clothing, and light medium and heavy bardings) at a time. The terms 'barding' and 'armor' are used interchangeably in this document.

12 – Weapon Information

This box is for recording and displaying information on the weapons that your character has and uses. Just because they only have five slots doesn't mean they can only use five weapons, obviously, but there's only so much we can fit on a single sheet of paper!

This table is specifically designed for ranged weapons like guns, but enough space is provided for the weapons statistics needed to use explosives, melee, and unarmed weapons quickly and effectively in combat as well. For explosives, be sure to differentiate between direct damage and the immediate-area splash damage; there are areas provided or designated to record all of the information necessary to use any of the weapons outlined in the equipment section.

13 – Ammo (Slider)

Designed for ponies that use guns, this slider is to allow for easy recording of how many shots a pony has left in their weapon (or weapons) before they need to reload. You can use it however you want, but we recommend that you start at the top and work down for your main weapon, or start at both ends and work towards the middle if you tend to use two weapons simultaneously.

14 – Wounds

In combat, your character will eventually get hurt. This is where you record exactly how hurt they've become. Remember, if your character has received their endurance score or more in wounds to the torso or head (or wherever it is your wastelander keeps their vital organs), they're dead. The same number of wounds to a non-vital extremity results in dismemberment.

There is also space to record whether or not the limb or area is crippled. Being crippled in an area means that characters take a -25 roll penalty to all skill and attribute rolls related to that area, and it can prevent or hinder movement as well. If a limb is used for movement, crippling that limb slows down that character by a whopping 25%, rounded down to the nearest five foot increment.

Note that even if a pony is fully crippled, they can still drag themselves along at five feet per action.

15 – Radiation Level (Slider)

Because of the longevity of the clouds of ambient necromantic radiation left over from the ending days of the last war, there is a very good chance that your character will become irradiated to some degree just walking around out in the wasteland. That's what this area of your character sheet is for. For those of you who are more visually inclined, a slider is provided to keep track of radiation your wastelander has absorbed. If you're more inclined to just keep track of a number, there's also space provided for that too, on the far left.

Based on how much radiation your character has absorbed, they will begin to suffer from radiation poisoning. Long term radiation poisoning, even at levels as low as 200 rads, can lead to irreversible physical damage such as organ failures, skin lesions, mutations, and possibly even death.

In the bottom left corner of this area is a place to write down your character's current radiation resistance value. This value, usually a percentage, is how much ambient radiation your character can ignore the effects of.

16 – Sneak Speed

This is the speed that your character can move at while sneaking in combat. Just like movement speed, this value is the number of feet they can move if they spend a single action sneaking. Sneak speed is your character's movement speed, divided by 2, rounded down to the nearest 5. Any perks that increase a character's movement speed can also increase sneak speed (though only because of the relationship between the two), and certain perks can increase it independently. Sneak speed is also discussed more in depth in the Combat section.

17 – Temporary Attribute Scores

There are many effects in this system that will alter your SPECIAL attribute scores in ways that are non-permanent or reversible. This box exists so you can keep track of the altered values. Note that attribute increases and decreases also cause a corresponding bonus or penalty (respectively) to any skills linked to the attribute in question. This bonus or penalty is equal to 5x the attribute increase or decrease, and space to keep track of this is provided in the "LSP," or "Linked Skill Penalty" column. Temporary alterations to attributes can also affect things like a character's SATS pool, carrying capacity, the number of wounds they can suffer before dying or becoming maimed or crippled, maximum strain, and their movement speed. Temporary attribute scores have no bearing on perk attribute requirements.

18 – Gear, Food and Drink

An important part of survival in the wasteland is managing your supplies, both as an individual and as a group. This area lets you record what your character is carrying on their person. It's a good idea to divide medical supplies and food somewhat evenly amongst party members in case one or more characters get separated from the rest. It's also important to note here how much each of the items your character is carrying weigh; they can only carry so much gear before it bogs them down. How much a character can carry and how the weight carried affects their speed can be kept track of below this area, in section 20.

19 – Money and Ammo

Both money (including bottle caps and pre-war bits) and ammunition are generally considered to be weightless for the purpose of adding up the weight carried by a character. As such, they have their own box to be recorded in so that players can keep weightless items separate from the rest. This area is also good for keeping track of loaded spare magazines and other small items related to weapon maintenance and use, or other small weightless items such as data disks, message tapes (if you carry them around instead of just downloading them to a pipbuck) and memory orbs.

Figure 2: Enumerated Character Sheet, Back.

Figure 2: Enumerated Character Sheet, Back.

Characters that use many different types of ammunition might need to expand into the normal gear area to keep track of their munitions. For help with this, there's a 'character sheet expansion' page included alongside the character sheet in the back of this document.

20 – Weight Carried, Weight Limit, Sneak Penalty and Maximum Speed

This little box is where you should record the net weight of all of the gear and supplies your character is hauling around the wasteland with them, and the effects of that weight on their movement speed and ability to sneak about. A character's maximum carrying capacity is $100 + (\text{STR} \times 10)$ units of weight. The limit on what they can pull or drag is five times that amount. If a character ever ends up carrying a load above their weight limit, it reduces their move speed by 5 feet per action for every 10 units of weight over limit they are (round up). There is a space to record the new movement speed or their current movement speed penalty provided. Remember that characters overburdened cannot fly, teleport, or dig at speeds above their reduced base movement speed.

The sneak penalty due to the weight of a character's equipment is only relevant if your character is carrying more than 50 pounds of gear. Starting at 50, for every 10 units of weight beyond 50 (rounded up) characters take a -5 penalty to sneak.

21 – Taint (Slider)

Taint is nasty, nasty business. Enough exposure to taint won't necessarily kill you, but in 99% of the population it will make you wish you were dead. The other 1% may actually receive positive mutations from taint, but if I were you I wouldn't count on being in that very small percentile when it comes to risking exposure. This slider represents the level of taint present in your character's body, generally considered in this system as a percentage of the absolutely-lethal dose. Don't forget, wastelanders: taint is in the water supply. If your GM lets you, you can check out the information on taint and what it can do to characters provided in the GM's Guide to the Equestrian Wastes, at the tail end of this book.

22 – Experience and Next Level

If your game group and GM choose to keep track of experience to determine when characters increase in level, this area is provided to help do just that. The experience box is a great place to mark down how much experience a character has accrued over their life time in play, and the "Next Level at:" box is perfect for keeping track of precisely how much experience they'll need to advance. Experience is discussed in depth in the beginning of the Leveling Up Your Character section on page 105.

23 – Occupation

This seemingly unimportant and unassuming little corner box is actually quite valuable as a role-playing tool. The space provided allows players to record what their characters think their occupation is – or just as frequently, what others assume their occupation is based on their dress and behavior.

This little tidbit can speak volumes about the psyche of a character – how they view their own impact on their world. Are they an unassuming ex-stable dweller, a dependable toaster-repair pony, or an incredible, unstoppable bringer of light? Are they the star-maiden, bearer of a great and powerful curse, or are they security, making Equestria a better place by imposing justice on a violent wasteland?

Even casting those extravagant literary examples aside, it's worth pointing out that any mare who goes around the wasteland helping people out in exchange for goods and services could just as easily consider themselves a rough, ruthless and ready mercenary as they could a helpful wasteland adventurer

and explorer. Don't forget that how your character wants to act and how they view themselves within the wasteland affects how the wasteland and its inhabitants will view them in return.

24 – Level-Up and Quest Perks

This large area is organized to make it easy for characters to keep track of their perks. Perks can be gained in one of two ways – gaining a level, or from a quest. Starting at level 2, characters gain one perk every time they increase in level. This is why the majority of this section is numbered from 2 to 30, 30 being the maximum level. The non-numbered lines are provided for overflow in perk descriptions or for perks gained from quests or other means. It's generally a good idea to write a brief summary of what the perk does next to its name to help you remember what your character is capable of. This is doubly true for perks that only affect specific situations or types of situations.

25 – Spells/Recipes Known Information

This area provides space for a character's repertoire of currently-known spells or recipes. The % column is for use in learning new spells based on currently-known ones, as explained in greater detail in the Magic section. The MFD to cast a spell or brew a potion also has a column; don't confuse this with the MFD to use a talisman or potion! The SATS cost here can be the cost to cast a spell or brew a potion, or can instead be the SATS cost to use the end product of an alchemical recipe in its intended fashion. Finally, the cost-column provides a space to record a spell's base strain cost or recipe's basic ingredient cost. This box is used slightly differently depending on what type of caster your character is playing; non-casters needn't use this box at all, except as possible overflow gear storage. Be sure to read through the Magic section for your particular type of spellcasting before filling out this part of your sheet!

26 – Magic /Ingredients Pool (Slider)

This slider is for keeping track of your character's magical reserves, if they have magic. For unicorns, alicorns, and related spell casters this is where you should keep track of strain. The maximum amount of strain for these casters can vary, and is discussed in more depth in the Magic Kindergarten section later on. Remember that strain regenerates over time.

For zebras, this is where you should keep track of your character's ingredient pool. This pool can be replenished by rolling survival, as discussed in the Alchemy and Talismans 101 section.

If your character doesn't use magic, this slider area can be useful as an extra ammunition tracker.

That's the whole breakdown of the character sheet, piece by piece. For more information on any of the individual sections, look in the related sections of the rules.

Races and Racial Abilities

Now that you know how the character sheet works, it's time to fill it in.

First, you'll want to pick your character's race. This table on the following page summarizes each race and their respective advantages and unique abilities. The races are listed in descending order based on complexity. The further down the list you go, the more difficult it will be to roleplay your character well in a general setting (the order also loosely corresponds to how prevalent the races are in the equestrian wasteland). It is recommended that first time players pick a pony race, or at least not stray below Zebra.

Pay close attention to the racial attributes column. This section outlines the special advantages that each race receives that distinguish them from most other races, including their racial attribute bonus options. When creating a character of that race, you may pick one (or two, in several cases) of these racial attributes to receive an additional point. Normally, a character cannot start with a

Table I: Racial Summary Table

Race	Brief Description	Racial Attributes
Earth Pony	Well rounded and physically strong, Earth Ponies formed the back-bone of pre-war Equestrian agriculture and engineering. Good for first-time players, they receive two attribute point bonuses and a single free trait at character creation. Their dedicated nature grants them one additional skill point every time they gain a level.	<i>STR, END, INT</i> +5' move OR +50 wt cap <i>Free Trait</i>
Unicorn	The magical abilities a unicorn possesses allow them to easily and effectively specialize into niche party roles, such as healer or repair technician. At higher levels magic can be quite powerful, but at lower levels their magical focus can make unicorn characters less skill-oriented.	<i>PER, INT,</i> <i>LUCK</i> Magic (U/A)
Pegasus	Pegasi are rare in the wasteland compared to their earth-bound pony kin. During the last days of the war, most pegasi retreated above the clouds to escape the radiation, where they formed the Grand Pegasus Enclave. Their wings and agility make them highly versatile and very capable combatants.	<i>PER, END, INT,</i> <i>AGI</i> Flight
Griffin	Griffin mercenaries made use of their wings and claws as perhaps the most deadly mercenary faction to participate in the zebra-pony war. Many of their mercenary clans still ply their trade in the wasteland today. Griffin characters tend towards combat and support roles.	<i>PER, END, AGI</i> Flight
Zebra	Zebra magic and cunning eventually proved them more than a match for the superior technology of Equestria during the war. While they lack the raw power of ponies, Zebra characters have access to the very versatile magics of their ancient sires. They may also choose to forego magic in exchange for increased martial skill. Not recommended for beginners.	<i>PER, END,</i> <i>CHA, INT</i> Magic (Z)
Alicorn	Alicorns in the wasteland are the long-term end result of magical experiments performed by Equestrian arcane scientists during the last years of the war. Their powerful magic and flight make them relatively formidable at lower levels, but they tend to gain power more slowly than other characters as they increase in level. Due to their origins as a race, Alicorns are difficult characters to roleplay. Not recommended for beginners.	<i>INT, END,</i> <i>LUCK</i> Magic (U/A) Flight <i>Large</i>
Hell Hound/ Sand Dog	The Diamond Dogs were driven from their ancestral homes in the Maripony River Valley by Equestrian scientific and military efforts during the war. The magical pollution that tainted their lands as a result caused those that returned home to develop into Hellhounds, fearsome creatures with razor sharp claws and teeth capable of digging as fast as their ancestors. Hellhounds are extraordinarily powerful characters in close combat, and are masters of ambush-tactics. Like alicorns, the hostile nature of hellhounds towards other races makes them non-ideal for beginning players. Those that stayed where the ponies relocated them learned to specialize in pony technology; these Sand Dogs are masters of cybernetics, mining techniques, and holding grudges against lying, thieving ponies. Sand Dogs are excellent at repair, and their skill in cybernetics can make them invaluable to any party. They're significantly easier to roleplay than hellhounds. The digging abilities of both races allow them to rapidly scale walls and create situational cover in almost any environment.	HH: <i>STR, PER, END</i> Dig, Claws Biped SD: <i>END, INT, AGI</i> Dig Biped

Race	Brief Description	Racial Attributes
Bat pony	Bat ponies are known to have composed Princess Luna's personal night guard, but are otherwise a very mysterious race whose origins remain unknown to most, even in the wasteland today. Their flight and sonic screech abilities make them quite capable combatants (especially in the dark), but their inability to speak at frequencies other races can hear makes them difficult characters to roleplay.	<i>PER, AGI</i> Sonic Screech, Flight, <i>Shadowflash*</i>
Buffalo	The buffalo have always been a peaceful people, remaining neutral until the very end of the war. Despite their neutrality, the collateral damage that followed the end of the war quickly forced them into shelters, destroying the lands they held so dear. Their large stature makes them a force to be reckoned with in close quarters when threatened, but they tend to lack technological knowledge. Buffalo may receive an extra trait at character creation at no cost.	<i>STR, PER, END, CHA</i> Charge Dmg Bonus* <i>Large</i> <i>Free Trait</i>
Donkey	These wandering merchants were commonplace in cities on both sides of the war long before its end. Donkeys have no ancestral lands to call their own, which has lead them to become a thinly-spread, tough-as-nails, and renowned as merchants, bankers, and shrewd business owners. Donkey characters are excellent for players looking to make merchants or other charisma based characters, and start with a free trait at character creation.	<i>PER, CHA, END, LUCK</i> <i>Sterner Stuff</i> <i>Free Trait</i>
Minotaur	Loose allies of the zebra, these bipedal hulks fought pony-allied nations during the war. They bear many of the same social stigmas as zebra in Equestria proper as a result of this alliance. Their strength and endurance are legendary, and their massive stature makes them a good fit for tough-to-kill characters. Alternative character builds for minotaurs may make use of the fact that some minotaurs are capable of bringing the powerful magic of the zebra into play as well. Minotaurs are good for players who like powerful characters but are looking for a roleplaying challenge less complex than alicorns.	<i>STR, END</i> Magic (Z)* Biped
Half-Breed	Half-breeds are either the result of unusual genetic recombination within races or of interbreeding between two relatively similar species. They tend to be physically weaker than either of their sires, but with a combination of the abilities of both races. Each half-breed is treated as its own race; check out the long description for more details. Half-breed characters are difficult to roleplay, and are designed as a challenging option to more advanced players. You've been warned.	<i>Varies</i> <i>Free Trait</i>

*Requires a trait.

Ponies

There were many races that once flourished in and around the area that now comprises the Equestrian Wasteland. By far the most numerous among them were the ponies, Equestria having been their homeland. There are three playable types of ponies, outlined below. Each of the races has its own set of racial skill bonuses, abilities, and shortcomings. For first time players, playing a pony character is recommended – earth ponies and unicorns in particular are great for allowing first time players to get a feel for the system.

Please note that the listed height and weight ranges for all of the races on the following pages do not account for hindrances and traits (unless explicitly stated), some of which may alter the listed values significantly. These effects are listed within the hindrances and traits section in the long descriptions.

→Earth Ponies

Height: 3'10" + 2d6" – From 4'0" to 4'10"

Weight: 250 + (2d6*10) – From 270 to 370 macs

Diet: Herbivorous

Unique Ability: *Earth Pony Dedication*: Earth ponies are frequently regarded as the least threatening of the three pony karyotypes. This is not the case – while lacking the wings of the Pegasi or the inherent magic of the Unicorns, Earth ponies frequently more than compensate for this with their sheer tenacity, intelligence, and hard work. As such, they receive *Strong Back* or *High Ho Silver, Away!* for free at character creation, and every time they increase in level they get one more skill point than they would otherwise. It was almost exclusively Earth Ponies who designed such things as the Stables, the tunnel network around Hoofington, the guns still in use in the wasteland today, the armor used by the Steel Rangers, Shadowbolt Tower, and every one of the Ministry of Awesome Towers of the SPP network. Many ponies would do well to note that these wonders of the old world are still standing. As a result of their strengths, Earth ponies get one free extra point to *two* of the following attributes: END, INT, or STR at character creation, and a free 1-point trait of their choice. They may elect to lower the cost of a multi-point-cost trait by one instead of receiving another trait for no cost.

Skill Bonus Ranks:

+5 Science, +5 Repair, +5 Unarmed, +5 Big Guns, +5 Survival (pick any two), -10 Lockpicking (Minimum 5)

Racial Skill: N/A

Special Trait Eligibility:

- Free instance of either the *Strong Back* or *High Ho Silver, Away!* perk at character creation. Whichever perk is chosen can still be taken a second time as a level-up perk; the effects stack.
- Free trait worth one point, or trait-cost reduction of one point
- Eligible to take *Ricochet*, a Level 26 Perk, as a 1-pt cost Trait at character creation.
- *Stable Dweller* (Cannot pick Survival, must take *Strong Back*)
- *Cyberpony* (GM approval is not necessary for earth ponies)

→ Unicorns

Height: 3'11" + 2d6" (Includes Horn) – From 4'1" to 4'11"

Weight: 230 + (2d6*10) – From 250 to 350 mcs

Diet: Herbivorous

Unique Ability: *Magic*: Even the lowliest of the unicorns are gifted with some form of magic. All unicorns are graced with the ability to telekinetically manipulate objects. This gives them the finest motor control of all of the pony types, and, depending on the strength of their telekinetic abilities, can also give them the greatest effective strength of all three as well. The fine manipulation granted by magic negates the lockpicking penalty normally incurred by all hooved races, and grants unicorns minor bonuses to tasks requiring a delicate touch. The downside of this is that due to their focus on magic, unicorns tend to rely on it to accomplish tasks, leaving them slightly less skilled on average than pegasi or earth ponies. Unicorns may start with a free cutie-mark spell related to their tag skills, though not all cutie marks grant spells, and may choose to receive one other free level 1 spell (see the "*One Trick Pony* or *Stubby Little Horn*" hindrances below for alternative options). At character creation, Unicorns can ignore any listed character level requirements for spells; this does not change the fact that they may still only learn level 1 or 0 spells. Unicorns automatically get +1 PER, INT or Luck at character creation.

Skill Bonus Ranks:

+3 Small Guns, Sneak, Lockpicking, Energy Weapons or Science (pick 3)

Racial Skill: Magic +10, Intelligence Based

Special Trait Eligibility:

- *One Trick Pony* -- Spell limitations in exchange for attribute points of your choice
- *Arcane Devotion* -- Extreme focus on magical studies makes your character better at learning different types of magic
- *Magical Savant* -- Variable benefits, excellent for those specialized in casting spells)
- *Stubby Little Horn* -- Minor spell limitations
- *Channeler* -- Faster magical strain recovery

→Pegasi

Height: 3'10" + 2d6" – From 4'0" to 4'10"

Weight: 130 + 2d10*10 – From 150 to 310 macs

Diet: Herbivorous

Unique Ability: *Flight*: A pegasus without their wings is less than an earth pony; the only known cases of pegasi losing their wings in accidents invariably end with death of the affected by suicide. In addition to their wings, the Pegasi have a limited form of their own magic that allows them to build out of and otherwise interact with clouds as if they were solid matter. This magic is retained even if the wings of a pegasi are removed, but can be "turned off" when desired by the Pegasus.

Most pegasi out in the wastelands have a distinctly different upbringing than that of the surface races, due to the fact that the majority of pegasi society completely isolated itself from the surface after the destruction of Cloudsdayle in the ending days of the war. Because of the Grand Pegasus Enclave, pegasi as a whole have a greater chance of coming from a scientific background or having formal energy weapons and power armor training than any surface pony or zebra. It must be remembered that aside from the rare few pegasi born to earth ponies and unicorns as a result of genetic throwbacks, the only pegasi on the surface are either Dashites, are with the Enclave Volunteer Corps out of Thunderhead, or are operating clandestinely to represent the Enclave's interests; the background bonuses to skills available to characters from these varied points of origin differ significantly, with most surviving Dashites coming out of the military ranks and a majority of the volunteer corps being younger and from a more scientific or medical background. At character creation, ground-born pegasi get +1 to AGI, END or PER, Dashite pegasi get +1 AGI or PER, and EVC or other Enclave pegasi get +1 AGI or INT.

Skill Bonus Ranks:

+5 Survival, Mercantile, Small Guns or Sneak (pick two) (Ground-Born);

+5 Survival, Energy Weapons, Big Guns or Repair (pick two) (Dashite);

+5 Medical, Science, Survival, Small Guns or Energy Weapons (pick two) (Enclave or EVC);

-10 Lockpicking (Minimum 5) for all three.

Racial Skill: **Flight +10, Agility Based.** Can perform flight maneuvers. Also allows access to Enclave cloud terminals.

Special Trait Eligibility:

- *Formal Education* -- Free with EVC membership
- *Power Armor Training* -- Free for Dashites
- *Organization: Enclave Volunteer Corps*

Griffins and Zebra

Ponies are not the only races that still occupy Equestria. In one of Stable-Tec's most elegant political maneuvers, Griffin and Zebra families who paid for Stable-Tec's services were also assigned to the safety of Stables near the areas in which they lived. These races too now survive in the wasteland, trading and fighting for survival.

→Griffins

Height: 4'6" + 2d8" – From 4'8" to 5'10"

Weight: 270 + (2d8*15) – From 300 to 510 macs

Diet: Carnivorous or Omnivorous*

Unique Ability: *Flight*: Part lion, part eagle, all winged predator, Griffins are one of the only other races besides Pegasi capable of flight. Fiercely loyal within their clans and usually just as loyal to their employer, the Griffins served as mercenaries to both sides during the last war. The largest griffin clan to have survived the last war (at least in the central regions of Equestria) was the Talon Clan, which now leads and largely comprises the well-known Talon Company Mercenaries operating out of Shattered Hoof Mine. All griffins have fierce clan loyalties, instilled in them at a young age along with their military training and an expectation that they too will someday fight and potentially die as mercenaries for their clan. Their individual loyalties are largely tied to written contracts, upon which much of their law and negotiations are based. Griffins possess razor-sharp claws (listed as an unarmed weapon in the weapons section), and, unlike ponies, lack cutie marks. They get +1 PER, AGI or END at character creation.

Skill Bonus Ranks:

+3 Small Guns/Big Guns/Energy Weapons/Melee Weapons/Unarmed. Pick any two.

Racial Skill: **Flight +10, Agility Based. Can perform flight maneuvers. Also allows access to Enclave cloud terminals.**

Special Trait Eligibility:

- *Stable Dweller* -- Must trade one set of skill bonus ranks for the same number of ranks in Repair, Science or Medicine.
- *Organization: Mercenary* – Recommended due to griffin social structure. The benefits and requirements for this are listed in the Traits section. For griffins, this trait also grants the *Named Weapon* trait for free.
- *Opposable Claw* – All Griffins are capable of fine manipulation without magic, using their clawed forelegs. Griffins may climb surfaces at half their movement speed, using their Unarmed or Melee Weapons skills to make any necessary rolls. Unarmed rolls should be made for free climbing, while melee weapons rolls should be made if tools are being used. Climbing requires that the character be able to find or create points of purchase on the climbing surface.
- *Omnivore* - Griffins get the *Omnivore* trait for free if they take more than 3 hindrances.

→ Zebra

Height: 3'10" + 2d8" – From 4'0" to 5'2"

Weight: 210 + (2d8*10) – From 230 to 370 mcs

Diet: Herbivorous

Unique Ability: Zebra Magic: While not magical in the same way as unicorns, zebras possess their own special magic based on use of fetishes, talismans, foci and potions as methods of 'suspending' magic to be called upon when needed. Many of the zebra tribes maintained their oral traditions in spite of the apocalypse, teaching the creation of potions, talismans and brews that bestow specialized abilities or create specific effects to their young. Most young zebras growing up within tribes in the wasteland face hunting and survival trials similar to those that their ancestors may have faced in their homeland; it is with this intense survival training that they take to the wasteland as semi nomadic tribes or as individuals. The fact that some of these tribes still feel that the war between ponies and zebras has not ended is a frequent point against many of these individuals, regardless of affiliation. Because of these facts, zebras have a penalty to speech against ponies who do not know them, and bonuses to other skills related to survival and zebra traditions. The zebra magic skill is used to collect and identify alchemical ingredients (survival also works for this), brew potions, create talismans, perform rituals, and recount tales from zebra culture. Zebra recipes use special ingredients to channel natural magic through the caster into their object, and knowledge of how to channel these energies into specific talismans, rituals or brews is limited, so zebras only start with a number of spell recipes that they can perform equal to their Zebra Magic Skill divided by 10, rounded down (see the magic section for a list of some possible spells). Similarly to Unicorn spells, a zebra character's starting recipes should not exceed level 1. More recipes can be obtained from other zebras, or from books, locations, or audio or text logs (in lieu of teachers). Characters may even discuss the creation of new recipes based on the setting and GM willingness, and not all zebras need to start with recipes known (see below). Zebras may add +1 to Perception, Endurance, Charisma or Intelligence at character creation.

Skill Bonus Ranks:

+5 Survival, +5 Unarmed, +5 Sneak, -20 Speechcraft vs. Ponies (unless disguised or a Proditor, which lowers this penalty to a -5; this works both ways, as many zebras still greatly distrust ponies), -10 Lockpicking (Minimum 5)

Racial Skill: Magic +10, Intelligence or Charisma Based. Not all Zebra choose to learn magic. Characters may instead distribute this +10 as two separate +5 bonuses to other skills (other than Survival, Unarmed and Sneak; both bonuses cannot go to the same skill). Characters that do this start with no known recipes, but can still learn them through play.

Special Trait Eligibility

- Zebra get the Hind Leg Stance perk for free at character creation.
- *Astronomer* – You possess knowledge about the stars rare even amongst Zebras. Primarily roleplaying effects.
- *Stable Dweller* – (Must trade Survival for Science, Medicine or Repair)
- *Organization: Caesar's Legion* or *Organization: Proditor*

Alternative Races (Optional) –

Alicorns, Hellhounds, Sand Dogs, Bat ponies, Buffalo, Donkeys, Minotaurs and Half-breeds

In addition to the aforementioned races, there are many other races of sentient creatures present in the post-apocalyptic wasteland that once was Equestria. Of these, the two with the most prominent are not included above simply because of how poorly they play with others - Alicorns and Hellhounds. The other races, listed in the title of this subsection, are not included in the first section because of their rarity – the stables didn't house them in large quantities (if at all), and far less of them have survived to the present day. I recommend having a discussion with your GM about fitting any one of these races into the game before you start making your character. Alicorns, Hellhounds, Minotaurs and Sand Dogs in particular are powerful and not well liked by many ponies, and they can negatively affect game balance unless the GM is actively making accommodations for them. On the other hoof, having characters that are members of one or several of these races in the party can make for quite a lot of interesting roleplaying.

Also, be warned – **depending on your progress within the fiction, the racial ability descriptions on the following pages may contain spoilers.** GMs should feel in no way obligated to include these races in their campaigns as playable characters, but the rules for play for these have been included here to enable more variation in adventuring parties or in the creation of more powerful NPCs.

On top of alicorns and hellhounds, and despite the fact that they are referenced for the most part only tangentially in Fallout Equestria and related side-stories (likely because of the show not adding them until after the setting of Kkat's wasteland had been firmly established) Buffalo, Donkeys, Minotaurs and half-breeds of several different races may also be included as playable characters or NPCs. The rules for creating a character belonging to one of these races are shown below.

→ Alicorns

The wasteland alicorns are an extremely powerful, all-female race created in the image of the princesses Luna and Celestia by way of a magical compound engineered by the Ministry of Arcane Sciences. They've been a major presence in the wasteland since approximately fifty years before the opening of Stable 2, or 150 years after the balefire bombs fell in Equestria.

Height: 5'4" + 2d8" (Includes Horn) – From 5'6" to 6'8"

Weight: 390 + (2d8*10) – From 410 to 550 mcs

Diet: Herbivorous*

Unique Abilities: *Flight and Magic:* At the time of Stable 2's opening, virtually all alicorns are telepathically linked to a hive mind ("Unity") controlled by The Great and Powerful Goddess, an enigmatic entity with a desire to convert the rest of the wasteland into alicorns. In at least one case, the hive mind has been known to isolate portions of itself into individual bodies in order to investigate specific phenomena or accomplish specific goals. These portions often carry large amounts of psychological damage or suffer from diminished intelligence, but this is not necessarily the case. Even while the Goddess takes control of an individual Alicorn, the individual personality or personalities that occupy a given alicorn remain capable of some degree of independent action and thought, though not consistently. Wasteland alicorns are known to be quite dangerous, capable of various types of powerful magic dependent on their coloration.

There are three known colors of alicorn, and their repertoires of spells they possess at character creation are linked to their color. For a complete list of alicorn starting spells, see the Magic section under the Starting Spells heading. All colors of alicorns possess Mighty Telekinesis I and Telepathy II. Alicorns begin with up to 9 spells fitting their color, and can learn more by telepathically obtaining the spell via their link with the Goddess, or in the same way as unicorns if they are able to. Most alicorns are not capable of learning new spells on their own – the powerful magic they possess stifles their ability to cast spells other than their normal fare, even if they might have known the spell prior to becoming an alicorn. Alicorns within Unity that can learn new spells are very rare and highly valued by the Goddess. More information on alicorn magic, both within and without Unity's influence, can be found in the Magic section.

"Original" alicorns - ones who are still tied to Unity and The Goddess - get +1 INT or END at character creation.

Of course, as many of you may know, Unity is shattered during the events of Fallout Equestria's primary canon. If you're creating an alicorn at a position in the timeline *after* the fall of Unity, then be aware that most remaining alicorns have organized into tribes and are working towards a method to produce male alicorns in order to ensure their survival as a pony subspecies. Those not organized are frequently seen as wandering teachers, roaming in twos or threes and looking for large settlements to set up schools, or lone wanderers, roaming the wastes looking for meaning and a place to belong. Some are perhaps searching for their race's salvation on their own, or are looking to reclaim their old lives or even to start new ones. These alicorns are capable of acting completely independently of each other or even at cross purposes to other members of their race, though it has been shown that many of them are still closely telepathically linked. Post-Unity wasteland alicorns start with +1 to INT, END or Luck at character creation, and may learn new spells in the same way as unicorns.

While a part of Unity, alicorns do not need to sleep. Apart from Unity, they must sleep at least 4 hours every 2d4 days. In either case, just as normal ponies, alicorns must eat at least one meal a day to maintain their health. Unlike normal ponies however, if they fail to eat at least once a day their bodies will metabolize 50 rads instead, removing it instead of starving. Only if they can do neither will an alicorn begin to starve. Radiation can also be metabolized in place of hydration (10 rads per unit, or 30 rads per day), though there's usually no shortage of irradiated water in most parts of the wasteland.

Alicorn characters are healed by radiation at rate of 1 wound to all limbs every five minutes per 200 rads absorbed, and can regenerate broken or crippled limbs simply by exposing themselves to sufficient radiation levels. Every wound healed in this fashion metabolizes 20 rads. Even maimed limbs can regenerate in this fashion. While normal non-ghouls suffer from radiation overexposure, alicorns are strengthened by it, providing them with a temporary bonus to their attribute scores equal to the penalty that normal characters would take at that radiation level. Above 600 rads, they will begin emitting rads at low to medium background counts, affecting those around them until they drop back to that level. Alicorns who have absorbed a full 1000 rads or more might find that it takes them several days or even weeks before they can safely be around non-ghouls (their radiation level decreases at 1d4*100 rads per day). Every 1000 rads absorbed by an alicorn increases their physical size, temporarily increasing their damage/wound value by one and their height and weight by 2d4" and 2d4*40 macs, respectively.

Both Unity and post-Unity alicorns only gain one character creation point per two hindrances taken, but can take up to eight hindrances instead of the normal six; this compensates in part for how powerful they are at lower levels. As an alternative method of balance, Alicorn characters may opt to receive hindrance character creation points as normal ponies (one per hindrance, maximum six), but instead receive perks only on even-numbered levels as their character progresses. Though they receive the *Large* trait for free, the fact that alicorns are predominantly not derived from pegasi makes them poor flyers – they must take *Flight School Dropout* to represent this fact.

Second generation alicorns (those born to alicorn parents) are much less magically powerful than those created via IMP. Such characters start only with the level 1 shield spell (or another level 1 or 0 spell) and potentially a cutie mark spell, similar to unicorns. Due to the decelerated aging of their race, all second generation Alicorns must take the *Young* hindrance. They receive a lowered bonus to magic, do not receive the *Large* trait for free (nor are they required to take *Flight School Dropout*), and receive 2 character creation points less than the number of hindrances taken (up to a maximum of 8 hindrances for 6 points). They learn spells identically to unicorns.

Alicorns are immune to the effects of Taint, and Pink Cloud. Enervation has a dramatically increased effect on them, even at low levels (detailed in [Chapter 11](#)).

Skill Bonus Ranks:

Original: +5 Big Guns, +3 Sneak, -40 Speechcraft vs. Ponies unless disguised or first encounter.

Post-Unity: +5 Big Guns, +3 Sneak, -20 Speechcraft vs. Ponies unless disguised.

Second Generation: +3 to Mercantile, Speechcraft, Big Guns, Sneak (pick any two).

Racial Skills: Flight +5, Agility Based. They can manipulate Enclave cloud consoles in the same manner as pegasi and griffins. Alicorns cannot learn level 4 flight maneuvers.

Magic +15, Intelligence Based. (+5 if second generation.)

Special Trait Eligibility:

- All alicorns receive a single point in the *Channeler* trait for free.
- All first-generation alicorns begin play with the *Large* trait (the effects of which are already included in their height and weight values – see trait for additional effects, including sneak penalty) at no cost. They may also opt to take *Large* a second time at normal cost.
- All first-generation alicorns must take *Flight School Dropout*.
- *Organization: Crusaders* (Requires *Foal at Heart* trait)

→Hellhounds/Sand Dogs (Diamond Dog Descendants)

The hellhounds are the tainted, irradiated descendants of the diamond dogs displaced from the Maripony test facility and its surrounding area. The sand dogs are the slightly less tainted, slightly less irradiated, cybernetically enhanced descendants of those diamond dogs who were brought to Hoofington or other areas and hired to work at digging out tunnels. Both divergent descendants of the diamond dogs are extraordinarily fast diggers, fast to anger, and in possession of extremely advanced military hardware that they know how to use. They also tend to hold a grudge against ponies for polluting the world and driving them out of their ancestral homes in Splendid Valley.

Height: 3'6" + 2d20" – From 3'8" to 6'10"

Weight: 180 + (2d20*10) – From 200 to 680 macs

Diet: Carnivorous or Omnivorous

Unique Ability: Dig: The diamond dog descendants can move through the earth at the same speed that Pegasus ponies are capable of flying, with the possible exception of the occasional boulder getting in their way. They can burrow at five times their agility score in feet per action, and while they are moving in this way they cannot be intercepted and are immune to incoming or suppressive fire (digging in this way can also be used to take cover in combat). They only take half damage from area-of-effect weapons and spells while burrowed and close to the surface – i.e. within half the explosion or AoE effect's maximum radius in depth), and going deeper underground can negate damage from AoE entirely. Both sub-races can also use their claws to climb most surfaces at their normal movement speed (½ AGI per action). If attacked and successfully dealt at least a single wound while climbing, they must make a Strength check (MFD ¾) to remain attached, or they'll fall.

In addition to their fearsome claws, which can slash through steel, concrete and flesh alike as if it was tissue paper (4d12 +STR, Ignores 50 DT), the **Hellhounds** (HH) are in possession of an entire military arsenal of magical energy weapons. Life in their now-tainted and irradiated home has hardened them, making them immune to radiation's effects similarly to ghouls and wasteland alicorns. Hellhounds are a canine analogue to the equine alicorn, only needing to sleep 8 hours every 2d4 days and capable of metabolizing radiation at the same exchange rate in place of drinking food and water (50 for a day's food, and 30 for a day's water) to stave off starvation and dehydration. Unlike alicorns and ghouls, however, hellhounds gain no benefit from over-exposure to radiation. They simply aren't affected by it.

Hellhounds get +1 STR, PER, or END at character creation, and their claws allow them to dig or cut through solid concrete and non-reinforced steel doors. The downside of this is that their sharp claws make manipulating some items difficult, and accidentally may slice up more fragile items (such as health potions) simply by grabbing them. GMs are encouraged to take advantage of this fact as comedically or dramatically appropriate.

To compensate for how powerful hellhounds and their digging abilities are, they only receive one character creation point for every two hindrances taken at character creation. Their sharp-but-sensitive ears also mean that hellhounds are categorically affected with the *Big Ears* hindrance, which gives them back a character creation point (or fraction thereof) but counts towards their maximum number of hindrances.

As an alternate method of balance, hellhound characters may opt to receive hindrance character creation points as normal ponies (one per hindrance, maximum six), but instead receive perks only on even-numbered levels as their character progresses.

The **Sand Dogs** (SD) are a desperate group descended from diamond dog families recruited (often by force) to dig tunnels under many Equestrian cities as part of the war effort. They worked in harsh and unsafe conditions and environments, many of them losing limbs or requiring cybernetic augmentation to survive, which pony mining interests supplied and which the extremely intelligent diamond dogs improved and customized.

Ponies distrust them, and the feelings are mutual. Shunned by pony merchants and settlements, they lack a steady income of supplies needed to survive - food for their starving young or gems to run their cybernetic augmentations. Their only assets are the incredible stealth and weaponry systems built into their enhancements, and their ingenuity when it comes to inventing and constructing devices out of raw materials. Sand dogs are among the most advanced cybernetics technicians and surgeons in the wasteland, many of them living survivors of the last war due to the effect of their enhancements on aging. They possess far less lethal claws than hellhounds and can naturally dig only through normal soil and dirt, but that doesn't mean they should be taken lightly. It was the Sand Dogs that built most of the facilities underneath Hoofington. Sand Dogs get +1 INT, AGI, or END at character creation. Their sharp-but-sensitive ears mean that sand dogs also must take the *Big Ears* hindrance, which gives them back a character creation point but counts towards their maximum number of hindrances.

The Dig skill can be used to make tunnels, create traps and pitfalls (which should be accompanied by an INT roll to see how well made such traps end up), and to sneak up behind enemies (accompanied by a sneak roll). Its main use is for digging tunnels, which is why the skill's base score is Strength based, rather than Intelligence or Agility based. Unorthodox uses of a hellhound's claws (such as cutting out a lock from a steel door or climbing up the side of a concrete pillar) should also use the Dig skill, receiving situational bonuses or penalties as appropriate.

Skill Bonus Ranks:

Hellhounds: +5 Energy Weapons or Unarmed, +5 Explosives, +5 Sneak, -50 Speechcraft vs. All-non-canine races

Sand Dogs: +3 Energy Weapons, +5 Repair, +5 Explosives, +3 Sneak, -15 Speechcraft vs. Ponies

Racial Skill: Dig +10, Strength Based. This skill can be used to tunnel through any substance that the character's claws can easily penetrate; while concealed underground, characters receive a bonus to avoid detection similar to a magical stealth field. It can also be used to climb at their normal movement speed, provided that the claws can find purchase in the climbing surface.

Special Trait Eligibility

- Hellhounds are totally immune to taint. Pink Cloud and Enervation affect them normally.
- *Biped* – Races which receive this trait are eligible for the racial trait Opposable Thumb or Opposable Claw, and may even such a trait for free. This trait halves their base movement speed (dig and flight speeds are unaffected), but allows them to climb up walls and vertical surfaces at half their movement speed. Races with claws as a natural weapon may climb at their full movement speed.
- *Cyber Dog* (Diamond Dog Descendants only) – See the *Cyberpony* trait. The 3-point version of this trait costs 1 less character creation point for Sand Dogs.
- *Opposable Thumb* – All Diamond Dog Descendants get this trait for free. This renders them capable of fine manipulation without magic, allowing them to wield non-mouth wieldable weapons, and allows them to climb using the dig skill.
- *Scent* – Diamond dog descendants may choose to take the *Scent* perk, a level 22 perk, as a 1-point cost trait at character creation.

→ Bat Ponies

Height: 3'9" + 2d6" – From 3'11" to 4'9"

Weight: 130 + (2d10*10) – From 150 to 310 macs

Diet: Herbivorous

Unique Ability: Lunar Guardians: The bat ponies are a reclusive, secretive race - the only race of ponies that were allowed to comprise Princess Luna's personal guard. Their racial origins are somewhat mysterious; some of their own folklore suggests that they were once pegasi who were forced from their cloud-homes into hiding within caverns beneath Equestria, where they were changed either by magical means or over time. Other stories suggest that Princess Luna used her magic to turn young pegasi into bat ponies to keep her company during her long, lonely nights. They hid during Luna's time as Nightmare Moon, only resurfacing to once again take up positions as her personal bodyguard. Most bat ponies survived the apocalypse in the same cave networks that sheltered them for a thousand years during their monarch's exile, using planned breeding to prevent their population from deteriorating.

All bat ponies start with the *Dumb* hindrance, for which they do not receive a character creation point and which cannot be permanently removed, but which does not count towards their maximum number of hindrances. This reflected the fact that they can only speak in frequencies too high for normal ponies to hear. They are still perfectly capable of understanding normal speech. The upside of their incredibly high range of speech is that it allows them to issue forth a devastating localized sonic attack (described below; use the Energy Weapons skill for targeting rolls). Their echolocation abilities grant them the ability to ignore all lighting penalties as well as a limited form of echolocation, allowing 'sight' up to 60 feet even in complete darkness. Bat ponies are the only race capable of shadow magic. Only adult bat ponies have this ability, and use of it requires the "Shadowflash" trait, listed in the special trait eligibility section below. Bat ponies receive +1 attribute point bonus to either PER or AGI at character creation.

Attack:	Dmg	Crit	SATS	Range Inc.	Effects
Sonic Screech	3d12	X1	40	10 (30 max)	+2d12 vs. Machines/Power Armor. Completely ignores armor unless the target is fully encased in sealed armor.

Skill Bonus Ranks:

+5 Energy Weapons, Survival, Unarmed or Sneak (pick two); -10 Lockpicking (minimum 5).

Racial Skill: **Flight +10, Agility Based.** Can perform flight maneuvers. Also allows access to Enclave cloud terminals.

Special Trait Eligibility

- *Shadowflash* (Can't be taken with *Young*) – Costs 1 creation point. Works as "*Teleportation – Level 1*" spell, but is *only* capable of teleporting the user and inanimate objects they hold (objects optional). Casting shadow magic pulls from a magical-strain like reserve, equal to AGI+PER+2. Shadowflash costs 2 strain from this pool to cast. This strain recovers at a rate of 1/hour. Shadow magic is not affected by magical suppression. Can be used to dodge; the dodge is an automatic success if the casting roll (flight MFD ½; ¾ for non-dodges) is a success. *Shadowflash* does not conserve momentum.
- Due to their reclusive nature, bat ponies cannot take organizations with the *Organization* perk (except for Tribal), except under special circumstances (such as *Amnesia*, or whatever you could cook up with *Wasteland Weirdo*).

→Buffalo

Height: 3'10" + 2d20" – From 4'0" to 7'0"

Weight: 160 + (2d20*10) – From 180 to 560 lbs

Diet: Herbivorous

Unique Ability: *Buffalo Endurance*: A proud people who have been eking out an existence in the deserts and plains to the southwest of Equestria for millennia, the Buffalo were one of the few nations to maintain their neutrality all the way up until the day the balefire flew. Unfortunately for them, their nation's largest population centers and tribal gathering points were close enough to the Equestrian and Zebra borders that the ambient destruction and radiation ravaged their lands almost as harshly as any others, causing near-total annihilation. Some fragments of buffalo tribes managed to survive in near-starvation conditions in the underground mines furthest from the Equestrian and Zebra borders, but their nation did not have a Stable-Tec presence except in the areas around Appleoosa and near the border, and lacked the technology to construct such advanced shelters on their own.

The buffalo are a hardy people, however, and while many did not survive the balefire holocaust due to a lack of shelter or an unwillingness to cram into the tight confines of an underground stable, the tribal fragments that did survive have emerged and begun to reclaim their lands in the past few decades. The emerging buffalo have lost much of their culture, and are being forced to alter their remaining customs to acclimate to a land made even more inhospitable by the ravages of war. At character creation, Buffalo receive an extra point to two attributes, and may pick between STR, PER, END and CHA. They also receive the *Large* trait and any other single point cost trait for free at character creation. Instead of receiving a 1-point trait, they may elect to lower the cost of a multi-point cost trait by one instead.

Skill Bonus Ranks:

+5 Melee Weapons, Survival, Unarmed or Medicine (pick two); -10 Lockpicking (minimum 5)

Racial Skill: N/A

Special Trait Eligibility

- Buffalo characters receive the *Large* trait at character creation for free (the effects of which are already included in their height and weight values), increasing their D/W by 2 and their weight capacity by 20, but giving them a 5% penalty to dodge explosives. They may choose to purchase the *Large* trait a second time at normal cost, similarly to Minotaurs and Alicorns; all effects of the trait (including the height and weight alterations not listed here) stack.
- Buffalo with two instances of the *Large* trait deal 6d20 +STR instead of 6d10 +STR on a charge attack made with both horns.

→ Donkeys

Height: 3'7" + 2d8" – From 3'9" to 4'11"

Weight: 180 + (2d8*10) – From 200 to 340 mcs

Diet: Herbivorous

Unique Ability: *Stubborn as a Mule*: No one knows where it is that Donkeys hail from, exactly; they have no true homeland. Since prehistory the donkeys have been known as a wandering people, and have successfully spread out and served as merchants and traders across many nations. It is a safe bet to say that every major city in both Equestria and the zebra lands had a small population of donkeys during the last days of the war.

As well as being known for their wandering ways, Donkeys are notoriously stubborn, and excellent at both bargaining and diplomacy. It is believed that at least one of Stable-Tec's stables was funded and supplied by a coalition of independent Donkey merchant backers as a refuge for their far-spread race should the bombs fall. Travelling merchants frequently encourage this idea as fact, but very few of them are willing to confirm its existence with any sort of physical evidence (and those that are willing tend to have stories that conflict or are riddled with inconsistencies). Some travelling merchants posit that perhaps now that they finally have a small patch of homeland, the donkeys that inhabit it wish to keep it secret.

Donkey characters receive a bonus point to two different attributes of their choice at character creation, and may choose between PER, CHA, END and Luck. They also begin play with one instance of the *Sterner Stuff* trait for free (they may choose which option they take), and one additional trait at no cost. The trait cannot be their 'tough hide' special (see below), but anything else they qualify for is available. They may elect to lower the cost of a multi-point-cost trait by one instead of receiving another trait for no cost.

Skill Bonus Ranks:

+5 Mercantile, Speechcraft, Sneak (pick two); -10 Lockpicking (minimum 5)

Racial Skill: N/A

Special Trait Eligibility

- Donkeys, due to their stubborn nature, may take Tough Hide (a level 6 perk) as a 1-point-cost trait, without meeting the attribute requirements. While its effects will stack, taking the perk in this way does not affect a character's ability to obtain the perk again by normal means at level 6 or above. They can effectively receive 9 DT in this fashion by level 10.

→Minotaur

Height: 6'0" + 2d6" (Includes Horns, if present) – From 6'2" to 7'0"

Weight: 520 + (2d6*10) – From 560 to 640 macs

Diet: Herbivorous

Unique Ability: *Monsters of Legend*: Minotaurs have never been common in Equestria. In fact, they're so rare that it's very unlikely that any pony in the area has seen one since before the war, to say nothing of the fact that the minotaurs were aligned with the zebra legions against Equestria's allies and satellite states. The megaspells launched during the last days of the war failed to wipe them out as a race, though how they managed to escape the balefire that blanketed the earth is unknown, as they lacked shelters as advanced as the Stables. Most of the minotaur lands to the far southwest are unexplored (at least by ponies), and before the war they were regarded as something of an unknown; little is known of their culture or civilization other than the scraps gleaned from their military tactics and the technology they demonstrated during the war, both of which suggest that they shared a great deal of their culture, technology and traditions with the westernmost zebra tribes.

Their biggest advantage as a race is their bipedal form, which causes them to stand much taller than most other races at the cost of movement speed, and evolutionarily led them to develop hands. The hands of a minotaur allow them fine manipulation without the use of magic, and without the risks associated with the claws of hellhounds.

Minotaurs are exceptionally large – larger on average than all other races presented in this document – with toughness and strength to match, gaining the benefits and downsides of the *Large* trait and an extra point to either STR or END at character creation. The height and weight effects of the *Large* trait are already included in the dice roll ranges provided above; the trait also makes them more vulnerable to explosives (giving them a 5% dodge penalty) and increases their carrying capacity by 20. They may opt to buy the trait with a creation point as well, in which case the effects of the trait stack, identically to how this ability functions for alicorns or buffalo.

Sorry ladies – most female minotaurs (cows) do not have horns, or at least not horns large enough to use as weapons. To compensate for this, they work harder to hone their other skills, and receive one bonus skill point per level. Make no mistake – a minotaur without horns can be just as deadly as one with them!

Skill Bonus Ranks:

+5 Melee Weapons, Unarmed, Big Guns, Survival (pick two).

Racial Skill: N/A

Special Trait Eligibility

- *Biped* – Races which receive this trait are eligible for the racial trait Opposable Thumb or Opposable Claw, and may even such a trait for free. This trait halves their base movement speed (dig and flight speeds are unaffected), but allows them to climb up walls and vertical surfaces at half their movement speed. Races with claws as a natural weapon may climb at their full movement speed.
- *Organization: Caesar's Legion* – Of the few minotaurs in the Equestrian Wasteland, many are descended from those who fought alongside the zebra during the war and were trapped in the area when the bombs fell. As such, the Remnants honor their treaties and continue working with minotaurs against their common foe.
- *Zebra Magic* – The similar traditions of their people allow some minotaurs to learn and practice zebra magic. Minotaurs may purchase zebra magic as a two-point trait, granting them zebra magic as a skill. They may choose to link it to either CHA or INT, and receive a +10 rank bonus and starting spells just as any zebra character would. Treat them as a zebra for the purposes of learning spells or for zebra-magic related traits and hindrances.
- *Large* Trait for free at character creation, and can purchase it a second time, similar to buffalo and Alicorns. Like both of those races, the trait's effects are already included in the height and weight values.
- *Opposable Thumb* – All minotaurs get this trait for free. This renders them capable of fine manipulation without magic. As with griffins and hellhounds, this also allows minotaurs to use their unarmed or melee weapons skill(s) in lieu of the dig skill specifically for the purposes of climbing. For free-climbing, use the unarmed skill. For climbing with tools like claws and picks, use the melee weapons skill. As long as they can find purchase on the climbing surface, minotaurs can move at their normal movement speed while climbing.

→Half-Breeds

Height: See Individual Listings

Weight: See Individual Listings

Diet: Herbivorous (Well, *probably*, anyway)

This subsection is for all of the pony genealogists out there. Characters of this race had parents of differing races-- the possible combinations are listed in a table below-- and are among the rare cases where the genes didn't mix in the standard way, producing a hybrid with mixed diminished abilities or characteristics of both. Note that this is not the same thing as when two ponies of a differing sub-species have children that aren't the same sub-species as the parents, like when an earth pony and a unicorn have a pegasi foal. This "race" applies to the rare few that are crosses between two subspecies or between differing species altogether, such as the pony-zebra hybrid, or "Zony."

Note that on the combination table does not include all races. Hellhounds, Minotaur, Buffalo and Sand Dogs cannot have offspring with ponies, magic-be-damned; they're all too vastly genetically different. The two subgroups of Diamond dog variants also have little to no interaction, so offspring that are a combination of those two are extremely unlikely. If members of the two races did become intimately involved, they would probably have offspring that demonstrated abilities somewhere between those listed for either parent race (and man would that ever be an awkward family reunion).

Griffins are not listed simply because the physiology of their reproductive processes is too different from that of other races to produce offspring except via extreme magical means. In other words, the fact that griffins lay eggs makes breeding with ponies neigh-impossible.

Bat ponies are not listed because of their extreme isolationist tendencies – while it is certainly plausible that bat ponies and other equine races may interbreed, no one has ever seen it happen (at least not yet), and the odds of a hybridization with any of the other races occurring if such an instance were to occur, is, like it is between all of the other pony-sub-species, very small. Treat the results of any such interbreeding as either pegasi-crossbreeds, unknown crossbreeds, or as a '--' (explained above the table).

GMs may rule that different traits than those listed were dominant if they wish to have crossbreeds with a unique mixing of natural abilities.

The actual effects that this hindrance bestows upon a character vary by their origins; while all half-breeds are infertile, and **all of them receive the effects of the "Unstable Genetics" hindrance** (though none of them get points back for it), there is no societal stigma associated with a half-breed between the pony races. Rather, such creatures are looked upon with pity, or in extreme cases 'fixed' with magic or medicine to appear as normal ponies. Half-breeds are eligible for all of the same traits as their parent races except for those relating to magic and magical abilities, for which eligibility should be determined on a case-by-case basis, and those relating to flight, which require usable wings.

Half-breeds without either magic or flight as a racial ability may select one free one-character creation point trait at creation, or reduce the cost of a multi-point trait by one.

Table II: Simplified crossbreeding table for equine races. It does not account for recessive genes within any of the parents, assuming homozygous phenotype. As such, two earth ponies may still have a half-breed cloud walker or adept, etc. depending on their family history. That ruling should probably be made with or by your GM for backstory purposes. Remember that such half-breeds are exceedingly rare! Zonies and Mules are comparably much more common!

The symbol, '--', represents a case where no half-breeds have been known to occur – all offspring are of the same type as either the mother or father.

Race	Earth Pony (m)	Pegasi (m)	Unicorn (m)	Zebra (m)	Alicorn (m)*	Donkey (m)
Earth Pony (f)	--	Cloud Walker	Adept	Zony	Unknown	Mule
Pegasi (f)	Cloud Walker	--	Cloud Mage	Zony	Unknown	Mule
Unicorn (f)	Adept	Half Alicorn	--	Zony Shaman	Unknown	Mule
Zebra (f)	Zony	Zony	Zony Shaman	--	Unknown	Zonkey
Alicorn (f)	Unknown	Unknown	Unknown	Unknown	*	--
Donkey	Mule	Mule	Mule	Zonkey	Unknown	--

*Assuming you can actually find a male Alicorn at your point in the timeline, a heterosexual pairing of alicorns produces a “second generation” alicorn.

Half-breeds with minor abilities of each race tend to have stunted growth and reduced physical ability. The half-breed races are listed below, first in order of commonality from most to least common for those strictly the result of pony crossbreeding, and then alphabetically for crossbreeds with other races, such as zonies.

→ **Adepts** generally appear as earth ponies, sometimes with extremely small, almost non-existent horns that can easily be hidden beneath their mane all but the most tightly fitting helmet (needless to say, their horns cannot be used as effective weapons in combat). They have an extremely high affinity for magical devices and tend towards scientific interests, particularly those combining magic and earth-pony technology such as energy weapons. They cannot cast magic as unicorns can, but many have extremely limited telekinesis, just enough to hold most weapons and grant them fine manipulation (as Telekinesis level 0). They gain one free point to intelligence, and may choose to add one point to any other attribute except luck.

Height: 3’10” + 2d6” – From 4’0” to 4’10”

Weight: 250 + (2d6*10) – From 270 to 370 macs

Skill Bonus Ranks:

+3 Small Guns, Energy Weapons, Sneak, Science, or Repair (pick three), -10 Lockpicking*
(Minimum 5, * see Racial Skill)

Racial Skill: Magic, Intelligence Based (Adepts can only learn and cast level 0 spells). Adepts with magical abilities do not take lockpicking penalties, but must take *Pipsqueak* (this will adjust their height and weight values according to the hindrance’s listed effects). They do not receive a creation point for taking it, and cannot remove it by buying it off or via roleplaying.

→ **Cloud Walkers** have mixed earth pony and pegasus characteristics, and frequently have extremely small, underdeveloped or vestigial-seeming wings. They cannot fly, but if hard pressed they may be able to slow their descent when falling. Even those without vestigial wings are capable of walking on clouds. Due to their small stature most cloud walkers are easily mistaken for immature pegasi, which fortunately allows them to ‘fly under the radar’ and avoid most social stigma. They gain one free point to agility, and may choose to add one point to any other attribute, excluding Luck, at character creation.

Height: 3’9” + 2d6” – From 3’11” to 4’9”

Weight: 130 + (2d10*10) – From 150 to 310 macs

Skill Bonus Ranks:

+5 Speechcraft, +5 Small Guns, +5 Sneak (pick two), -10 Lockpicking (Minimum 5)

Racial Skills: **Flight, Agility Based (for use in gliding only; requires wings). Also allows access to Enclave cloud terminals (with or without wings). Cannot perform most flight maneuvers. Cloud walkers with wings must also take *Pipsqueak*, and do not receive a creation point for doing so (this will adjust their height and weight values according to the hindrance’s listed effects). This hindrance cannot be removed by buying it off or via roleplaying.**

→ **Cloud Mages** appear as small-horned unicorns with an innate ability to walk on and otherwise interact with clouds, despite the fact that they lack even vestigial wings. They possess magic that tends to be cloud and weather related, but nearly all lack even the most minor forms of telekinesis; the combination of a cloud mage’s abilities makes most unicorns and pegasi subconsciously uneasy around them or towards them. Rather than being small in stature like many of the half-breed types, the combination of magics flowing through the body of a Cloud Mage tends to hyper-accelerate their metabolism, making them “*Skinny as a Rail*”, as per the hindrance (this hindrance’s effects are already incorporated into the weight range listed), and causing them to age at nearly twice the rate of a normal pony. The effects of this hindrance cannot be removed. They gain one free point to both the INT and AGI attributes at character creation.

Height: 3’10” + 2d6” – From 4’0” to 4’10”

Weight: 50 + (2d10*10) – From 70 to 250 macs

Skill Bonus Ranks:

+5 Energy Weapons, Science, Sneak or Speechcraft (pick two), -10 Lockpicking (minimum 5), -10 Speechcraft towards Pegasi and Unicorns.

Racial Skill: **Magic +10, Intelligence Based. Cloud Mages can only learn weather related spells, such as Spark, Zap, Blizzard, Light, Sunbeam, Fog, Cloud, etc. Spells able to be learned by Cloud Mages are subject to GM approval.**

→ **Half Alicorns**, or halicorns, are by far the rarest type of half-breed pony. While they possess both a small horn and a small, nigh-vestigial pair of wings, they tend to be very sickly and frail, leading to very few of these extraordinarily rare half-breeds to living to adulthood despite the fact that they lack the accelerated metabolism and aging of a cloud mage. It's as if someone tried to combine all of the different physical and magical characteristics of the different subspecies of ponies into a single body and left very little room for much of anything else, and what they did manage to squeeze in was a little bit damaged by the rough treatment. As a result, half alicorns generally aren't particularly good at any one thing, and tend towards meekness, depression, and sometimes even suicide as a result. For a halicorn, seeing an alicorn is a reminder of everything they aren't. It would likely inspire a mixture of depression and indignant rage.

Halicorns gain one extra point to the Luck, Intelligence, and Agility attributes at character creation, but are always "*Skinny as a Rail*", as per the hindrance, and very small in stature as per the "*Pipsqueak*" hindrance (the effects of these hindrances are already accounted for in their height and weight ranges). They do not gain a creation point from either of these hindrances, and neither can be bought off or removed via roleplaying. Halicorns cannot start with an Endurance score higher than 6.

Height: 2'10" + 2d4" (Includes Horn) – From 3'0" to 3'6"

Weight: 160 + (2d4*10) – From 180 to 260 mcs

Halicorn Skill Bonus Ranks:

+3 to any 3 skills of your choice, -10 Speechcraft (minimum 5).

Racial Skill: Magic +10, Intelligence Based. Half-alicorns have no spell or magical limitations and are eligible for the *One Trick Pony* and *Magical Savant* perks, unlike adepts. Many halicorns have "*Stubby Little Horns*," as per the hindrance.

Flight, Agility Based (for use in gliding only). Also allows access to Enclave cloud terminals. Cannot perform most flight maneuvers.

→ **Mules** tend to be a rough and tumble lot, the negative associations with their name leaving the majority with a chip on their shoulder and something to prove. They tend to be shy or embarrassed about their heritage when not actively working to prove themselves, hide their irregular physical attributes, or harm those who call them out on their background. They aren't shown much in the way of special treatment as might be afforded to any of the pony half-breed races above, but neither are mules looked down upon like Zonies. Mostly, mules are simply confusing, both to Ponies and Donkeys alike; the majority of members of either race have trouble with the idea that one of their brethren might have found members of the other attractive to the point of sexual interest.

Physically speaking, mules exhibit a mixture of donkey and pony physical characteristics. Most commonly, mules have a body shape that is closer to that of a pony than that of a donkey, but with thinner legs, substantially longer ears, and a tufted tail similar to a donkey's. They are capable, like ponies, of having any coloration in terms of fur, mane and tail, and many (though not all) mules have cutie marks just like ponies. Mules, while almost always infertile, suffer relatively few physical deformities when compared to other half-breed races (they're the only half-breed race that does not start with *Unstable Genetics*), and receive as their racial attribute bonuses +1 to either endurance or strength *and* +1 to any attribute other than the one they chose to receive their first bonus point. Mules that take the *Hot Blooded* hindrance receive two creation points instead of the normal one, though it counts double towards their hindrance limit.

Height: 3'7" + 2d8" – From 3'9" to 4'11"

Weight: 200 + (2d8*10) – From 220 to 360 macs

Mule Skill Bonus Ranks:

+5 Melee Weapons, Small Guns, Unarmed, Sneak (pick two); -10 Lockpicking (minimum 5).

Racial Skill: N/A

→ **Zonies**, unlike most pony half-breeds, are not usually able to be ‘fixed’ with magic to fit into normal pony society. They have light or dark grey stripes, but otherwise appear to be off-white earth ponies. Like all other half-breeds (save for mules) they are both infertile and relatively genetically unstable, but unlike pony half-breeds zonies suffer an additional social stigma equivalent to a -10 on Speechcraft rolls as a result of their mixed ancestry and the war. As a result of societal pressures, Zonies tend to be extremely thick skinned and very focused, leading to many zonies becoming extremely skilled in the technical arts. Many pre-war zonies devoted their lives to pursuits that gave them meaning and advanced society as a whole. Zonies get +1 to either their Endurance or Intelligence attribute score at character creation.

Zonies may pay a single character creation point to acquire the Hind Leg Stance perk at character creation as a trait.

Height: 3’9” + 2d8” – From 3’9” to 4’11”

Weight: 210 + (2d8*10) – From 230 to 370 macs

Zony Skill Bonus Ranks:

+5 science, +5 Repair, +5 Survival, -10 Speechcraft vs. both Ponies and Zebras (unless disguised; this works both ways, as many zebras still greatly distrust ponies), -10 Lockpicking (minimum 5)

Racial Skill: Magic +10, Intelligence or Charisma Based. Zonies may learn zebra magics, but lack the natural talent to make or properly use many of the advanced (level 4) talismans, recipes or potions. As with zebra, not all zony choose to learn magic. Characters may instead distribute this +10 as two separate +5 bonuses to other skills (other than Survival, Unarmed and Sneak; both bonuses cannot go to the same skill). Characters that do this start with no known recipes, but can still learn them through play.

→ **Zonkeys**, similarly to zonies, cannot be fixed with magic to fit into pony society. They are excessively rare, as their parent races do not frequently interact at all, to say nothing of romance. They appear as lanky-looking zebra with elongated ears and often with they often have dark grey or black coats, rather than brown or striped ones. Like most other half-breed races, zonkeys are infertile and predisposed to genetic anomalies, but they suffer no additional social stigma due to their non-obvious parentage (many confuse them for donkeys). Their ears and other senses are unnaturally strong, meaning that all Zonkeys start with the *Big Ears* hindrance (for which they do not receive a character creation point). During the war, a small number of zonkeys were implicated in a treason case brought by the Equestrian government, but no concrete evidence against them could ever be produced. The months following the case created a reputation for the stealth abilities of these creatures that borders on superstitious nonsense. At character creation, zonkeys receive a +1 attribute bonus to two attributes, and make select between Perception, Charisma, Agility and Luck.

Zonkeys may pay a single character creation point to acquire the Hind Leg Stance perk at character creation as a trait.

Height: 3'9" + 2d8" – From 3'9" to 4'11"

Weight: 180 + (2d8*10) – From 200 to 340 macs

Zonkey Skill Bonus Ranks:

+3 Unarmed, +3 Speechcraft, +10 Sneak, -10 Lockpicking (minimum 5)

Racial Skill: Magic +5, Intelligence or Charisma Based. Zonkeys, like Zonies, may learn zebra magics, but lack the natural talent to make or properly use many of the advanced (level 4) talismans, recipes or potions. As with zebra, not all zonkeys choose to learn magic. Characters may instead distribute this +5 to another other skills (other than Unarmed, Speechcraft, or Sneak). Characters that do this start with no known recipes, but can still learn them through play.

→ Exceedingly rare, even more so than Halicorns, **Zony Shamans** are capable of combining the magics of both races into frightful items of magical power and terrifying spells. They appear as smaller-than-average zonies, save for a small nub of a horn. Zony Shamans may learn spells from the unicorn spell list up to level 3, and may learn any recipe from the Zebra spell and recipe list. Additionally, they are capable of imbuing zebra talismans with unicorn spells, and casting most zebra talismans' effects, such as invisibility, as spells; the magic casting stat for all Zony Shamans is Intelligence.

The downside to casting magic in a mix-and mash fashion is instability; though nearly all unicorn spells can be suspended as talismans, not all zebra recipes can be projected as unicorn spells. Talismanic effects for example, cannot be projected at all. They can only be used as enchantments in talismans. The full table of usage type to unicorn spell conversion is below. While not explicitly stated below, please bear in mind that line of sight/line of effect is implied as required for all ranged applications of magic.

Recipe Use	Unicorn Spell Conversion
Throw (Potion, Item)	Thrown effect occurs as an AoE centered at a target location up to 50' from the caster. Magic roll to target.
Drink (Potion)	Drink effect occurs to the spell target, who must be within 50' of the caster. Limited to willing targets, or resisted with Willpower as appropriate.
Apply (Poison, Talisman)	For poisons, poison effect is magically applied to a weapon (or projectile, for weapons using ammunition). For talismans, talisman effect is applied to a target within 20' of the caster. It requires a targeting roll (Magic) for unwilling targets.
Wear (Talisman, if not always equipped)	Activated talisman with an unlimited number of charges. (No real conversion needed)
Cast (Ritual)	Usage is exactly the same, but allows substitution of strain for ingredients.
-- (Ritual or Complex Task)	Varies; those rituals that enchant an area still function, but rather than permanently enchanting an area the do so for 24 hours similar to a ward. Those that have a permanent end effect function as two-action cast instantaneous effect spell, with a base cost of double the converted ingredient cost in strain.

Use of overflow with a converted zebra spell may not work as intended; please consult your GM on a case by case basis to discern the exact effects, especially in the case of recipe-spells that do not have numerical effects.

When converting a unicorn spell into a zebra-styled recipe, zony shamans have two options: talisman or potion based suspension.

For talismans, **all zony shamans receive the Talisman Creator spell** (a level 3 Unicorn Spell) for free at character creation, as a natural part of the combination of their two magical fields. Using this spell and its associated guidelines (outlined fully in [Chapter 5](#)), nearly any unicorn spell can be converted to a talisman usable by any race – though some talismans are by nature only accessible to those with unicorn magic due to specialized properties.

For potions, only single-use, targeted instantaneous spells can be suspended. If imbibed, it grants the caster immediate use of the spell suspended within, as though it was being cast from them directly. If imbibed by a character without the natural ability to cast the spell that was suspended, it can be targeted with INT. The imbiber need not make a roll to cast the spell.

When casting and enchanting, shamans may use a combination of strain and ingredients as a resource pool; low-rarity ingredients exchange for one point of strain, medium ones equate to two, etc.

As a result of their not-well-understood powers, Zony Shamans are greatly feared by both Zebras and Ponies alike, preventing them from joining most organizations or from belonging to any but the most tolerant of settlements; less tolerant settlements are more likely to organize a witch-hunt if they find out a Zony Shaman is in the area. Of the few in existence, most possess lean, wiry frames and a very high metabolism (though not to the point of more rapidly aging them as would a Cloud Mage) as a result of their body's tremendous magical focusing ability, and very frequently their wild and conflicting internal magics tend to overwhelm their faculties, diminishing their senses or sometimes driving them either temporarily or permanently insane. Zony Shamans get a +1 attribute bonus to Intelligence at character creation.

At character creation, Zony shamans get to pick INT/3 (rounded up) level 0 or 1 spells from the unicorn spell list, and recipes from the zebra recipe list equal to their magic skill rank divided by 20, rounded up.

Zony shamans may pay a single character creation point to acquire the Hind Leg Stance perk at character creation as a trait.

Height: 3'7" + 2d8" – From 3'11" to 5'1"

Weight: 140 + (2d8*10) – From 160 to 300 macs

Zony Shaman Skill Bonus Ranks:

+3 Medicine, +3 Sneak, +3 Survival, -30 Speechcraft & Mercantile vs. All Equines (unless disguised)

Racial Skill: Magic +25, Intelligence based. Zony shamans may learn both zebra and unicorn magics, and use the same magic skill for both arts, but must choose to take any three of the following hindrances in exchange for their abilities:

Abused, Abandoned, Blind, Crippled, Deaf, Demented, Dumb, "Half-Decked", Hallucinations, MPD, Optimistic, Pipsqueak, Phobia, Psychosis, Skinny as a Rail, Sadist, Scavenger, Slave, Studious, Suicidal, Uncontrolled Magic.

They do not receive character creation points for these hindrances. Hindrances taken here cannot be removed by roleplaying in conjunction with spending a perk, barring special circumstances.

Editor's note: Use of alternate races, particularly alicorns, hellhounds and half-breeds, to create overly powerful characters ("Mary Sues") is highly discouraged; these races are included for flavor and to expand player options. Abusers will be shot. Survivors will be shot again.

Attributes

Each character starts with a minimum score of 1 in every attribute. The seven attributes are:

Strength (STR) – Affects your melee and unarmed damage, what weapons you can carry and wield, and your carrying capacity. Unmodified by perks, traits and hindrances, carrying capacity is equal to 100 + (10*STR). Characters can only wield weapons of weight up to twice their strength, though this can be modified by perks and equipment. Strength is tied to the Melee Skill (and the Dig Skill for Sand Dogs and Hellhounds), used to target attacks with melee weapons. Characters with a high Strength attribute tend to be larger and more muscular than their lower strength counterparts. When your character's strength score is low, they tend to be winded and exhausted all the time. If it hits zero, they are rendered incapable of lifting even their own weight, and will be bedridden until it recovers.

Perception (PER) – Affects the range at which you detect enemies under different conditions. Without a pipbuck or similar magical assistance, a character's range of perception is their perception score times 5'. This doesn't mean that ponies can't see beyond that, of course, but they take a 1 MFD step penalty for every perception score range increment they are beyond the first (making maximum perception range five times that amount, or 25'xPER). Perception is tied to the Energy Weapons, Explosives, and Lockpicking Skills. Extremely perceptive characters are very observant of what's going on around them, and tend to end up as lookouts or snipers due to their abilities. Characters with a low perception score tend to be oblivious, frequently zoned out or not all present. If their perception score is ever lowered to 0, characters so affected are struck blind and deaf until they can recover – *if* they can recover. Perception rolls are used to notice fine or hidden detail in a character's surroundings, as well as to detect characters or creatures that are sneaking, making this attribute the one most frequently rolled. Perception rolls made to search locations can generally be made once per hour spent searching.

Perception Bonuses and Penalties

Depending on lighting conditions, a character's perception of what is around them might be hindered. Bonuses or penalties apply to perception rolls under varied conditions. A more complete listing is available towards the end of the GM's guide in [Chapter 12](#).

Light Level	Perception Roll Penalty/Bonus
Bright Lighting – Unfiltered sunlight or spotlights.	+1 Step
Bright Lighting – Constant artificial lighting, lightning. (Pipbuck light, Light spell)	0
Normal Lighting – Daylight (Overcast)	0
Dim Lighting – Broken, Inconsistent or flickering artificial lighting. Dusk, light rainstorms. Most ruined buildings during the day.	-5
Dim Lighting – Lantern or Fire Light. Early Evening.	-5
Poor Lighting – Heavy rainstorms, night around Fillydelphia. Ruined buildings in the evening.	-1 Step
Near Darkness – Typhoons, thunderstorms, dark caverns, unlit areas. Ruined buildings at night.	-2 Steps

Figure 3: Lighting and Weather Based Perception Roll

Endurance (END) – Affects the maximum number of wounds you can take to each limb or body location before becoming crippled, unconscious, or dead. Endurance is also tied to rolls made to resist the effects of radiation, taint, enervation, and poisons. This attribute is tied to the Big Guns, Survival and Unarmed Skills. High endurance characters are tough, and can endure a higher degree of physical abuse than their compatriots. They fit the “strong, silent type” image very well. Low endurance characters can’t take a hit; they bruise and bleed very easily, and are a liability in many, if not all, combat situations. Characters with zero endurance are dead – the sort of dead that (almost) no one comes back from. Don’t let your endurance hit 0!

Charisma (CHA) – Charisma is your character’s force of personality. It affects your natural ability to influence others through speech. Charisma is tied to the Mercantile and Speechcraft Skills (and optionally the Magic Skill for Zebras), and directly represents a character’s force of personality. Charismatic characters have a way with words that typically reflects a quiet elegance or a dogged determined-ness to see things go through their way. More often than not, Charisma is tied to physical attractiveness, though there is not a direct relationship between this stat and how good looking your character is or isn’t, as the case may be. Low Charisma characters tend to be painfully shy, unable to speak their mind, or simply incapable of conveying meaning to those around them. If a character’s charisma hits zero they become completely unable to talk, and are essentially catatonic - unable to form their own opinions or assert their will, even to the point of survival-essential behavior. Any attempts to communicate come out as squeaks or completely unintelligible mumbles. Characters with telepathy and other forms of non-verbal communication are unable to use them – their minds are totally incapable of forming words or ideas while in such a state.

Intelligence (INT) – Affects your ability to think, process, and recall information, as well as the amount of general knowledge your character might possess. Intelligence governs the medicine and science skills, as well as the magic skill for unicorns, alicorns, and some zebras. Extremely intelligent ponies are quick-witted, and are able to frequently outsmart their opponents rather than outshoot or outlast them. Low Intelligence ponies tend to fall into two categories: the moronic and the insane. Characters with INT below 4 have problems talking in complete sentences and understanding speech; characters with INT of 2 or less are usually totally incapable of understanding all but the most basic speech – in the neighborhood of an average canine or other non-sapient critter. You and your GM can decide what type of low intelligence character your pony is if it comes up, though the former are far more common than the latter. Characters with zero Intelligence are rendered catatonic or comatose until their intelligence recovers, if ever.

Agility (AGI) – Affects your movement speed over land, through the air (for griffins, pegasi and alicorns), or through the ground (for sand dogs and hellhounds), as well as your ability to act quickly in combat, particularly using S.A.T.S. Your total SATS pool is equal to $40 + (AGI \times 5)$; how to tap into this is explained in the combat section. Agility governs the small guns and sneak skills, as well as the flight skill for pegasi, griffins and alicorns, which is used to perform aerial maneuvers. Characters with low agility tend to be bulky and slow, or potentially overweight. If their agility ever hits zero, then the character becomes completely unable to move; their joints lock up, and when they do manage to move a little they’re so clumsy they fall over. Such characters should seek medical attention immediately.

Luck (LUCK) – Affects all stats indirectly. Optionally (recommended), luck governs the number of luck cards your character gets per session – see the *Live by Luck* rules below for details. Extremely lucky characters find themselves escaping from insane situations with little more than scratches. Unlucky characters might find themselves breaking a leg walking down stairs. A character's luck score can never be reduced below 1, except under extremely special circumstances. The effect of having a zero luck score depends on the circumstance under which it was reduced.

At character creation, each character gets **35** “creation points”, and can distribute them as desired between their 7 stats to increase them. These 35 points do not include any bonus attribute points from race; you get that bonus as something extra. All stats **must** start at 1 or greater, and having a score of 5 in any given attribute is considered average (despite the fact that it isn't actually a mathematical average). As a result of racial bonuses, at least one stat must be a minimum of two for any given character– this is a reflection of the fact that you receive a bonus point to one attribute score (or two for certain races). This pre-assigns seven creation points, giving players 28 creation points which they may assign however they wish in addition to their 1-2 racial attribute bonus points. GMs wishing to make characters stronger or weaker at character creation may want to give their characters more points or take some away.

Characters can gain additional creation points by taking Hindrances, or spend creation points to get Traits such as those listed below each race. A full listing for each of these, and the associated rules for them, is further on in this section.

Depending on the party balance, you may want to take more or less hindrances per person, but each character should be taking on about the same number of hindrances or traits at character creation (unless there's an alicorn or hellhound in the party). For a beginning game, we recommend that characters start with no more than three hindrances and two or fewer traits. For game balance, characters that have more than 4 hindrances

“Our Heroes are Different”

For stronger than average, “Big Damned Hero” type characters, each character should start with 37 creation points. For weaker characters, reduce the creation point pool to 32. This might not seem like a major bump in either direction, but trust us, 2-3 points is a very significant difference in strength for player characters.

Be aware that changing starting creation points is completely optional and may affect perk eligibility for your heroes.

In the interest of maintaining a balanced party of multiple characters, we've reduced the base character creation point pool to 35 (28) and provided other means of increasing the number of points available to bring the total amount of points available into line with Fallout 3's character creation rules.

Under the basic rules, races with two racial attribute bonus points (such as earth ponies) can have a maximum of 43 effective character creation points (allowing for two traits), while those with only a single racial attribute bonus point can get up to 42. Alicorns and Hellhounds can get up to an effective maximum of 40. If you do decide to give characters more creation points, be very aware of just how much more powerful this will make them in relation to the world around them – for reference, heroes in Fallout 3 and New Vegas start with a total of *forty* character creation points, and they're powerful enough to take on the wasteland *on their own*.

should take an extra trait for each additional hindrance, rather than spending the extra points on attributes. (Alicorns and Hellhound characters can take a total of no more than 8 hindrances, period. This promotes game balance.)

Characters that begin with more than 6 hindrances can make scenarios imbalanced due to too-high ability scores and too many additional abilities, and the fact that characters with too many traits and hindrances are simply *much* more difficult to roleplay. We don't recommend letting players give characters more than four to five hindrances except under special circumstances. A good way to handle this for players that wish for their characters to take additional hindrances beyond what the GM has set as the maximum limit (and yes, this happens more than you might think) is to allow the character to have the hindrance(s), but not receive the creation point for it (them).

Remember to take into account any attribute bonuses or penalties your character may get from their race or traits. 1 creation point can be used to buy 1 point in any stat at a 1:1 cost. **At character creation, you cannot raise a stat by more than 8 points with character creation points. This means that to exceed a score of 9 in any single stat requires that it be raised by your racial attribute bonus, or by traits or hindrances.** This applies to all attributes except luck, which you can raise up to 10 at character creation (but I advise against it for characters you want to live longer than 3 weeks of in-game time). Even with perks and racial bonuses, your score in any attribute cannot ever be raised above 12; this is a "hard cap limit" for player character's attribute scores.

A character's attributes are very important to determine early on in the process of character creation because they determine the starting rank of that character's skills. Your base rank in each skill is double the point score of that attribute plus the point score of your luck divided by two (rounded down), plus two. So:

$$(2 * \text{<ATT>}) + (\text{LUCK} / 2) + 2 = \text{Base Skill Rank (at level 1)}$$

Where <ATT> is the governing attribute of the skill, all of which are listed for your convenience to the right of the skill name on the character sheet. Note that for this calculation, as with all other calculations in this system unless explicitly stated otherwise, you must round down. Keeping in line with the *Fallout* games, you cannot have a skill rank less than 5, even if you have a score of 1 in both Luck and the skill's governing attribute (which would otherwise give you a score of 4).

As an example, a character with an Endurance of 6 and Luck of 5 would have a base Unarmed Skill rank of 16.

First time player should be wary about calculating your starting skill ranks immediately after choosing your race and attributes. We don't recommend you bother calculating your MFDs just yet, however, because you still have hindrances and traits to take into account.

Living By Luck (Live by Luck)

Luck is an attribute that does not directly govern any skill, but has a positive influence on the starting ranks of all other skills. This section contains an optional, recommended rule for using luck to influence the outcome of specific actions and events.

Let's face it: some ponies are just luckier than others. Their luck isn't always good, but even when it's bad, things always tend to turn out for the best for the lucky ponies in the end. Using the *Live by Luck* rules, all players get a lucky break every once in a while. This is demonstrated by the use of what I call here 'luck cards'. These items can be represented by any sort of token, not necessarily cards (though that's what I use), and they function similarly to "bennies" in *Savage Worlds*, Hero Points in *Pathfinder* (also an optional rule), Chips in *Deadlands*, and Drama Dice in *Seventh Sea*.

At the beginning of each session, players get a number of luck cards equal to half their luck score rounded up plus two, a minimum of 3. This is the only instance in the rules where you round up! These luck cards can be spent in multiple ways to help characters escape from sticky situations during any normal game, but don't transfer between sessions. Luck can't just be kept in a tupperware and saved for later, after all. Extra luck cards may be distributed as deemed appropriate by your GM, and there are perks, example quest-perks, and traits listed in the following pages that will increase the amount of luck cards characters receive per session in various ways. Players can give each other luck cards – in essence, spending their luck to help others – by paying down a luck card for each card given.

Oh and GMs – Not only the heroes get luck cards! The GM should get luck cards for themselves at the beginning of every session: one per player, plus one for every Alicorn, Hellhound, Animal Companion or Ghoul in the group, and two extra for every Canterlot Ghoul. You should also get an additional card per player with the *Uncontrolled Magic* or *Narcoleptic* Hindrances (see next section). If you have a baddie that is sufficiently important, consider giving them an allotment of luck cards of their own to play with in addition to the GM's "general NPC stash." Use the cards right, and this could make for more interesting boss fights, and provide more of a challenge to your players even in role-playing situations.

In addition to all of the abilities below, GM's can spend their luck cards to edit the flow of reality in some major way. They may do this by spending a luck card and giving one luck card to each of their players, announcing that they're making an alteration, though they don't need to tell the players what the alteration is until it comes up. This can be significant – making an NPC a different race, having an enemy's reinforcements arrive earlier than planned, adding a special ability to an abomination mid combat, or allowing a big-bad to teleport away despite having already acted are good examples – but it doesn't need to be. Sometimes changing even an insignificant detail can make a huge difference in what happens to a character or how an event unfolds.

Rerolling Failed Rolls:

If at any point in the session a player fails a roll, that player can spend one luck card to reroll the failed roll. This gives them a chance to negate their failure – but be careful! Lady Luck is fickle. Every time you spend a luck card to reroll a failed roll, the chance of critical success or of critical failure increases by 5% on the new roll. That means that if you fail a roll and reroll it using a luck card, you can now critically succeed on a roll of 1-10, and critically fail on a roll of 91-100. This effect stacks; for every time you fail and spend a card to reroll, you simply add another 5% onto the range of critical success or failure.

If a player had enough cards, and continued to fail on successive rerolls without critically failing, then they could theoretically raise the critical chance threshold to 50%. A critical success would then be rolled on a 1-50, and a critical failure would be on any roll 51-100. If this occurs, then there can be no further successive rerolls – If they haven't been able to succeed by then, there's simply no amount of luck that can help them.

Negating Critical Failures

Critical failures **cannot be directly negated** like regular failures, but fret not! If a player DOES critically fail, whether on their first roll or on any successive reroll, then that critical failure can be turned into a normal failure (one which doesn't have additional consequences for them or their friends) by spending a luck card. After the card is spent, the player must roll against their character's Luck attribute score (Luck*10).

A success means you've turned your critical failure into a regular failure, with no serious backlash. A failure means that your card has been wasted – it's still a critical failure, but you can try again by spending another card if you've got one. A critical failure on this roll means that you've not only wasted a card, but you've bungled your luck and can no longer spend cards to affect this roll. A critical success means you've turned your critical failure completely into a success.

While we're on the subject, no, you can't spend additional luck cards to reroll the critical-failure negation roll. Lady Luck can be cruel and she can be kind, but either way she doesn't want you spending all your precious luck in one place! (*Also, dear sweet Celestia would that get complicated!*)

This effect can be used in conjunction with another luck card to then reroll the failure. Critical failures can be turned into successes with luck in this fashion, but it can get costly fairly quickly.

Pre-emptively Improving a Roll

What if you're worried about failing a roll ahead of time? If your pony really needs to do something right the *first* time, players can spend a luck card **before they roll the dice** to subtract 5 from the final roll (i.e. give you a +10 bonus). This effect can be stacked up to 5 times by using multiple cards, for a total maximum roll improvement of 50%. If you get a critical success when improving the roll in this

manner (1-5 on the die, **before** subtracting your improvements) then you are refunded any cards you spent. If you get any other outcome, for better or for worse, your cards are gone.

This effect can be applied to any roll made by you, including any of the other luck rolls.

Note that 'critical successes' that are achieved by modifying the dice roll in this way only count as normal successes. Critical successes only occur if 1-5 is rolled on the d%. Critical failures (96-100 on the die) are still critical failures, even if the improvement would push them outside this range.

Doing Something Awesome

Do you feel like Rainbow Dash today? Is something outside of the normal range of what your pony would be able to do, but you want them to do it anyway? Feel like adding some panache to your character's finishing move?

You're in luck! If you suggest something awesome to your GM that you want your character to do and spend a luck card (or two or three, depending on how ridiculously over the top it may be), then it can happen. You may still need to make some dice rolls depending on what you're attempting, but if your unicorn pony feels the sudden urge to jump onto a giant, hideous frog-monster's face and stab it in the eyes with their horn in the midst of combat, then who are we to tell them no?

Improving the Story

Think something just happened that might have been a bit of plot gone wrong? Feeling especially betrayed by the dice? If your GM agrees, then spend a luck card to prevent what just happened, or to change it to make the story a bit more... *interesting*.

If you can convince your GM that some event – either occurring instead of something else, or simply just happening - might make the story better, you can spend a luck card to make that happen. No rolling necessary for this one. Characters beware -- your GM can pull this trick to improve the story as well! When they use it, though, they must spend a card from their own supply and give one card to each effected character. If the boss ended up being too weak and the GM wanted to improve its stats halfway through combat, for example, then that GM would need to give a card out to every character in combat.

Negating Hits and Wounds

The final general use (and arguably the most useful one) for luck cards is in negating hits or damage.

Let's imagine a hypothetical situation: Blackjack is being shot at by some crazed raiders (perhaps not so hypothetical). Feeling particularly lucky today, she runs out in the open to try and stab one of them with her dragon's claw, her shotgun and rifle being indisposed of for whatever hypothetical reason (probably Sombra blew them up or something). Leaving cover turns out to have been a poor decision, as

a particularly-sane raider sitting back out of EFS (“Eyes Forward Sparkle” – a motion tracker spell that is common to all pipbucks) range takes a shot at her with a hunting rifle.

The raider succeeds on his to hit roll. Blackjack is already worse for wear, but she’s got luck on her side, and after the GM announces that she has been hit and where the bullet struck, (but before announcing the damage dealt and the number of wounds) her player announces that she would like to spend a card to use some of her luck to make the bullet (or bullets, if the raider were instead using a burst-fire weapon) veer off course, be deflected by falling debris, etc. – basically, some method by which the well placed shot would not reach Blackjack’s battered and bruised hide.

If BJ’s player is trying to negate the *hit*, she needs to roll luck, MFD 1. If she succeeds, the bullet veers off course in the manner suggested. If she critically succeeds, then the bullet may actually work to her advantage – kicking up a cloud of concealing dust, accidentally shooting another raider sneaking up behind her, ricocheting back and hurting the shooter or one of his friends, etc. On the other hoof, if she fails or critically fails, then the bullet(s) continues as planned, and she cannot attempt to send it off course in this manner again. In the case of the critical failure she would not be able to spend further cards on anything related to this bullet, but if she has only failed normally she can still spend luck cards to reduce the number of wounds it deals.

Let’s assume, for the sake of explanation, that she fails the roll to try and make the raider miss. The bullet hits her in the torso, and the GM announces that it penetrates her barding and deals 26 damage after armor - 2 wounds, because she’s not above level 9 yet. Blackjack’s player, who simply has more luck cards than she knows what to do with, says she’d like to try and negate the damage.

She spends a luck card, which immediately removes one wound, and must then roll her *lowest attribute*, MFD 1. In this example, assuming Blackjack has an INT score of 5 (which is probably a bit on the generous side) as her lowest attribute, she must make a 50. The wounds dealt are reduced by one for every MFD step below one that they succeed by. In other words, if she rolls a 37 (MFD $\frac{3}{4}$) or below, she has successfully negated all of the damage dealt. For characters with attribute scores that are not well balanced, this can become quite bothersome.

The player doesn’t have to declare how many wounds they’re trying to negate with this roll, and they might not negate all of them at once. **If the roll is failed or critically failed, then the bullet damage stays.** Additional luck cards can still be spent on this damage unless the failure was a critical failure (Gee, lady luck sure is fickle).

If she succeeds, she may continue to spend luck cards on this damage until she either removes all of her damage or fails. Critical successes remove all wounds immediately, regardless of how many wounds were trying to be removed.

Wounds and damage can only be negated in this way as they are incurred (i.e. right after somepony shoots atcha). To remove an existing wound after combat, employ the use of healing magic or the Medicine skill.

In Summary:

Under the “Live by Luck” rules, luck cards can be used to:

- Reroll Failed Rolls (Usually skill rolls)
- Turn a Critical Failure into a Normal Failure (Luck Roll MFD 1)
- Pre-emptively improve a roll, giving a +10 bonus per card.
- Do Something Awesome
- Improve the Story
- Negate Hits (Luck Roll, MFD 1) or Wounds (Lowest Attribute Roll, MFD 1)
(Depending on when you spend them!)
- Give other characters a luck card (2:1)

Skills

The skill system reflects a character's knowledge and experience in a wide variety of skills that are necessary for survival in the wasteland. There are a total of thirteen skills that every character has, and three racial skills. These skills are listed below, in S.P.E.C.I.A.L. order by their linked attribute, and then alphabetically. Each skill governs the ability of a character to perform a wide range of specific types of actions.

Dig (Strength) – Racial – Governs the character's ability to perform specific tasks while digging through the ground, especially those related to combat such as creating pitfalls or surprising an enemy. Also used for scaling walls (Climbing). A dig roll MFD 1 is required to move by digging through normal soil (harder substances may modify the roll MFD). Climbing and digging rolls made with this skill tend to have difficulty levels that vary highly from situation to situation.

Melee (Strength) – Governs ability to hit with melee weapons, such as swords, sledgehammers and axes. Also affects damage dealt with those weapons. Melee and Unarmed skills directly affect the STR damage bonus of all Melee and Unarmed-category weapons respectively.

Energy Weapons (Perception) – Governs ability to hit with magical energy weapons, such as laser or plasma pistols and rifles. These weapons receive a bonus to damage equal to your energy weapons skill divided by 10, rounded down.

Explosives (Perception) – Governs your character's ability to throw, place, set, arm, and disarm explosives of all types. Also governs throwing of non-explosive projectiles – any object less than $\frac{1}{2}$ a character's STR score in weight can be thrown.

Throwing an object with explosives determines where it will land and/or detonate relative to their target. For explosives specifically, each MFD step a thrown explosive misses a target by is one AoE range increment further away from the explosion's epicenter, reducing damage dealt substantially and possibly negating it altogether.

Characters with high skill in explosives are more effective with the damage dealt by them. Characters with less than 26 ranks in this skill only deal 25% of the rolled damage value before that damage is applied to all affected locations (those areas of the target or targets that were actually exposed to the blast). Characters with 26-50 ranks in this skill divide damage dealt 50% before applying it

Unarmed and Melee

Damage

Characters with skill points invested into the Unarmed and Melee skills get bonuses to their damage when using their skill of choice's associated weaponry. The bonus damage granted by their skill is shown in the table below as a fraction of their Strength attribute score.

Skill Level	Damage Bonus
0 or below	None
1-25	STR
25-49	2x STR
50-74	3x STR
75-99	4x STR
100	5x STR

Figure 4: Unarmed and Melee damage as it scales with the associated skill.

across the affected areas of the target, and those with 51-75 ranks deal 75%. With 76 or more ranks in explosives, a character's explosives deal full damage. At rank 100 they deal an additional +10 to every location affected. A character's explosive skill does not affect the damage dealt by any big guns that deal damage in an area of effect.

Lockpicking (Perception) – Governs your character's ability to pick locks, such as are found on doors and safes. Highly sophisticated locks may be inaccessible to characters with a low lockpicking skill. Use of this skill generally requires appropriate tools. A screwdriver and bobby pin are the go-to options for most players, but feel free to break tradition if you so desire.

Big Guns (Endurance) – Governs your characters ability to hit with particularly large weapons of all types, including Miniguns, Gatling Lasers, and Balefire-Egg Launchers. Large weapons that require a vehicle mount, such as the main battle cannon on a tank, the gatling lasers on a Vertibuck, or even the artillery on a battleship are also targeted with this skill. These weapons receive a bonus to damage equal to your rank in this skill divided by ten, rounded down.

In the case of big guns that deal damage in an area of effect, the damage dealt is applied to multiple locations simultaneously similar to explosives. Like explosives, the damage dealt is related directly to rank (25% from 0-25 ranks, 50% from 26-50, 75% from 51-75, 100% from 76-99, 100%+10 at 100).

For explosives specifically, each MFD step a thrown explosive misses a target by is one AoE range increment further away from the explosion's epicenter, reducing damage dealt substantially and possibly negating it altogether.

Survival (Endurance) – Governs ability to cook and prepare food, and may affect how strong the positive effects of food are. Also governs a character's ability to navigate, track down targets, and their knowledge of local flora and fauna. A table of the effects of varying levels of the survival skill on the effects of food is provided in the "Food and Drink" section in equipment, and again in the "Hunger and Starvation" section in Gettin' by in the Wasteland. This skill is important for zebra alchemists, as it is used to gather ingredients needed for potion creation.

Healing with Medicine

The table below indicates how many wounds you can remove using a single non-enervated healing potion

Skill Level	Wounds Restored
0 or below	1
1-25	1d4
25-49	1 +1d6
50-74	2+1d8
75-99	3+1d10
100	4+1d12

Healing talismans, restoration and rejuvenation potions, and any available medical technology may increase the amount of wounds healed above the level on the table depending on the skill of the character using it. Information on the specific wound-removal-boosting effects of items can be found in the item descriptions in the equipment section.

Figure 5: Healing with Potions and Magic

Unarmed (Endurance) – Governs ability to hit and deal damage with a character’s natural weapons, be they hooves, horns, wings or claws, or with weapons that augment those natural weapons, such as Power Shoes or Bladed Wings. Melee and Unarmed skills directly affect the STR damage bonus of all Melee and Unarmed-category weapons respectively (See figure 2).

Mercantile (Charisma) – Governs ability to barter and negotiate for better prices and deals on items, both buying and selling. Also allows characters to determine the sell value of an item, or to successfully find rare or specific merchandise in large marketplaces (if they can find any).

Speechcraft (Charisma) – Governs a character’s ability to speak or argue persuasively, such as when trying to convince an NPC (Non-Player Character) to do something. **This skill cannot be used to interact with player characters! Try talking to them directly instead, or actually convincing them in character that what they’re doing (or trying to do) is a dumb idea. If I had a nickel for every time somepony tried to replace player interaction with dice, I’d have earned enough money to turn this project into a full-time job.**

Magic (Charisma or Intelligence) – Racial – Governs a character’s ability to perform magic, either by creating potions or talismans or by casting spells. This skill can be used to cast a spell in a combat scenario (MFD 1 modified by overglow or other effects) or can also be rolled whenever the user wants to examine a magical effect, unless that effect more clearly relates to science or another skill. Magic rolls may also be required to learn new spells or increase the effects of already known ones. To cast a spell, a unicorn or alicorn must roll magic twice – once to actually cast the spell, and once more to target the spell (if the spell is targeted). If the target is willing, the second roll is unnecessary.

Sneaking Around

The MFD for sneak skill rolls varies based on how alert a guard or group of guards is in the area you’re trying to sneak through. An example table is provided below.

Situation	MFD
Guard is asleep, blind, or completely incapacitated.	2
Guard is tired, impaired, or otherwise distracted, such as by a card game or a magazine or book	1.5
Guard is bored	1
Guard is focused	$\frac{3}{4}$
Guard is attentive	$\frac{1}{2}$
Guard is on alert	$\frac{1}{4}$
Guard is on high alert, and likely knows you’re coming.	Crit

For characters rolling perception to spot enemies who are sneaking, treat their resulting MFD on the perception roll as the target MFD for the sneaking character. Ties go to the character being snuck up on. This is a simplified opposed roll.

Lighting and weather in the area also have an effect, but in the form of a bonus or penalty. Only the lighting level in the area that a character sneaks through applies to that character’s rolls. Perception rolls made to detect sneaking receive bonuses or penalties from lighting as normal. A more complete listing is available towards the end of the GM’s guide in **Chapter 12**.

Light Level	Sneak Penalty/Bonus
Bright Light – Unfiltered sunlight or spotlights.	-2 Steps
Well Lit – Constant artificial lighting, lightning. (Pipbuck light)	-1 Step
Normal Light – Daylight (Overcast)	0
Filtered Light – Broken, Inconsistent or flickering artificial lighting. Dusk.	0
Dim Light – Lantern or Fire Light.	+1 Step
Poor Lighting – Heavy rainstorms, night around Fillydelphia.	+1 Step
Near Darkness – Typhoon, thunderstorms, dark caverns, unlit areas.	+2 Steps

Figure 6: Sneaking and Lighting Penalties

For more information on this skill, check out Chapter 5 - Magic.

Medicine (Intelligence) – Governs a character’s ability to diagnose and treat injury and remove poisons or contaminations, how many wounds they can heal with the use of medical devices, potions, and spells, and how difficult it is to remove wounds without medical devices. A high skill in medicine may be required to treat certain types of injuries or to operate sophisticated medical equipment.

Repair (Intelligence) – Governs a character’s ability to repair devices and weapons, and to use spare parts to construct new devices and weapons. Also governs a character’s ability to modify armors, clothes, barding, and other items and to create entirely new items out of scrap. High levels of the repair skill may be required to repair or construct complex devices, or devices in particularly bad condition. A good repair pony always knows that a truly useful set of barding must have plenty of pockets!

Science (Intelligence) – Governs a character’s knowledge of the sciences and of arcane technology, affecting their ability to hack into secured terminals and reprogram the spell matrices of robots and automata. Higher levels of science skill may be required to interact with certain terminals or pieces of advanced technology.

Flight (Agility) – Racial – Governs a character’s skill and experience with flying, affecting their ability to perform aerial maneuvers. A list of aerial maneuvers and their related mechanics - how they’re acquired, how difficult they are to perform, their effects, etc. - are all available in Chapter 5.

Small Guns (Agility) –Governs a character’s knowledge of and accuracy while using standard firearms, such as assault rifles, pistols, SMGs and shotguns. These weapons receive a bonus to damage equal to your small guns skill divided by 10, rounded down.

Sneak (Agility) – Governs ability of a character to remain hidden or unnoticed in any situation. Also represents the knowledge a character has about how to remain hidden, and their ability to steal items without being seen. Information on how to use this skill is provided more in depth in figure 4, on the previous page.

Not included in the sidebar are the penalties to sneak imposed by weight. Starting at 50, for every 10 units of weight beyond 50 (rounded down) characters take a -1 penalty to sneak, representing the noise made by the gear being carried.

Also not included are the rules required to use sneak to pickpocket items from other characters. Pickpocketing (or put-pocketing) an item requires that the character roll sneak against a target character’s perception as an opposed roll. See chapter 1 for an explanation of opposed rolls. Success on the pickpocket’s part steals an item; failure still steals or places an item, but you’re caught doing so. In the case of put-pocketing, this gives the victim a chance to react before any unfortunate consequences; if this occurs in combat and the character has already fully acted that round of combat, they may roll AGI MFD $\frac{1}{2}$ to receive an extra action that can be used exclusively to deal with the put-pocketed item. To place an item on a victim without their notice requires that the put-pocket win this opposed roll by at least 1 MFD step. Critical failures steal or place no items. The pickpocket’s sneak roll is affected by the weight of the item – items with weight greater than 1 inflict a penalty on the sneak roll of -5 per unit of weight. Items with weight less than or equal to 1 inflict no penalty. Pickpocketing can also be used to

plant explosives on other characters; the explosive goes off the round immediately after it has been planted. Such explosives deal double damage and ignore the DT of whatever armor they've been planted into (other sources of DT, including under-armor and underclothes, are applied as normal).

Skills can be improved by either leveling up your character, which grants them a certain amount of points to invest, or by reading books. Books can permanently increase a character's knowledge of a specific subject, granting them a permanent increase to a skill's level of a minimum of 1 point; the amount of skill points granted by each book can be increased by perks or traits. A book must be studied and eventually finished by a character for them to gain this effect, but they don't disappear after use and can be used by other characters to gain this bonus. Depending on the book and the knowledge a character already has of the subject matter, a book may take anywhere from days to weeks to even months for a character to finish reading. Characters do not gain the benefit of the additional skill rank until they have completed the book.

Tag Skills & Cutie Marks

To determine the number of ranks your character has in a skill at character creation, follow the formula given below.

$$2 + (2 * ATT) + \left(\frac{Luck}{2}\right)$$

Remember: You cannot have a starting rank of less than 5 in a skill (barring *Touched by the Sun*). Even if you have an attribute score of 1 in both Luck and the governing attribute, your base score for the governed skills is still 5. ***The rank your character has in a skill is not the same value as their MFD 1 value for that skill. To find their MFD 1 value, add their rank in the skill to the MFD ½ value for the governing attribute.***

For example, let's say Lil Pip has an endurance score of 5 and luck attribute score of 5. Her base unarmed skill thus has a starting rank of $2 + (2*5) + (5/2)$, which rounds downward to give her a base rank of 14. If you end up with a fraction as your end result while doing this calculation, round down.

In addition to rank bonuses or detractions granted by race, traits and hindrances, all characters may select 3 skills at character creation to which they may apply an immediate 15 ranks each. Characters may not double or triple tag skills, but if they want to select less than three that's their choice. These three skills are your tag skills, and represent the fields that your character specializes in. They also play a part in creating your character's cutie mark.

Pay attention here, GMs and players! **The three tag skills you select for your future or current wastelander can play a big part in determining what their cutie mark is.** They don't have to be the only influencing factor, but in most characters expect to see their cutie mark correspond to at least one of their tag skills. Lil Pip's Pipbuck mark, for example, has to do with her science skill, (because it's a computer), her small guns skill (because of SATS), and her sneak skill (because of the ability of Pipbucks to interface with stealthbucks). These are fairly obviously her tag skills because of how often she relies on

them throughout her story. If you have problems selecting your cutie mark based on your desired tag skills for your character, talk with your GM about it and try to come up with ideas. Unless you have the Young hindrance, there's a slim chance that you'll be wandering around the Equestrian Wasteland with a blank flank.

Players who don't want their tag skills to have such a high impact on their cutie mark should talk with their GM about it and work something out, if the GM is alright with it. Remember that no means no, kiddos--*especially* when it's told to you by your game master!

Starting Rank Bonuses

When putting together a character and filling out a character sheet for the first time, you should apply skill rank bonuses and penalties in the order below, to ensure consistency:

1. Racial Skill Bonuses and Penalties
2. Trait and Hindrance Bonuses and Penalties
3. Tag Skill bonuses

Remember that not all traits and hindrances give skill rank bonuses! Some of them just give static +/- bonuses to rolls, and should be listed in the "+" column on your character sheet, *not* in the score column. Be sure to check the traits themselves to make sure. Roll bonuses are actually more helpful in the long run for most characters; while such bonuses are harder to obtain, they have basically the same effect as increasing a character's skill rank without the bother of an upper limit. Comparatively, skill ranks can never exceed 100.

Rolling Unskilled

Sometimes characters may find themselves in situations where they may have to do something that doesn't really fit into any of the skill categories listed above. In situations like this, where a skill doesn't apply directly, your character must roll unskilled. This shouldn't happen often, but it does happen (we recommend referencing the table included in the *Specialization* trait to help avoid this sort of thing). GMs should take note of this, because they'll have to figure out what needs to be rolled!

Depending on the action that the player character is trying to attempt, have the GM pick an attribute that they think most applies. The player must roll for that attribute as if it was their skill level, at an appropriate MFD. They may receive bonuses or penalties as the situation calls for.

To determine the equivalent "skill level" of an attribute, simply multiply the base attribute score by 10. There is space to record these values at varying MFDs on the character sheet.

Helping Out – Assisted Skill Rolls

So let's say a character needs to perform a specific action, let's say diffuse a bomb, and they're the only one that can get access to it. Now, if the players are lucky, that character has all of the skills needed to perform that task. Players aren't always lucky.

Rather than mess this up and have the bomb go off, however, if the character that needs to do the task can simply ask for help from their friends!

To assist another character on a skill roll, the assisting character or characters must roll their level of the same skill at the same MFD that the assisted pony (i.e. the one diffusing the bomb) must roll. For every assisting pony that succeeds or critically succeeds, the MFD is raised by one step, making the final roll easier. For every assisting character that critically fails, however, the MFD is lowered a step. Assisting characters necessarily must roll BEFORE the character that is receiving the assistance.

To role-play this, it is appropriate for the assisting ponies to talk the recipient of their assistance through whatever task she's doing. Some GMs might even want to give the players a bonus for doing so, but that's up to them.

On tasks where multiple ponies can get involved doing the same task, rather than use the assistance rules, we recommend simply taking the best roll of the characters involved. This is optional, however, and the assistance rules will still work – just determine who is doing the assisting and who is doing the actual final roll before you start rolling!

Skill Based and General Character Knowledge

What does your character know? That is a question that is difficult to answer in most cases. So we'll put it this way – if you, as a player, don't know if your character knows something, ask your GM if it's possible they might know it. If your GM says you do or don't, then that's that – no further reason to fuss about it. If they say there's a chance, but it's not certain, keep reading – that's what this section is all about.

When it's uncertain if your character would or would not know something, you as a player can iron this out with either an Intelligence roll (for general knowledge) or a skill roll (if the fact is related to a skill). The MFD for this roll is determined by the obscurity of the fact in question. How do you determine the obscurity of a fact? Ultimately your GM should decide (because their campaign setting is what determines how obscure it is), but to help guide their decision we've provided a table of levels of obscurity and associated tidbits about *Fallout: Equestria* and *Fallout Equestria: Project Horizons* below. **It contains some *sizable* spoilers for Project Horizons and for Fallout Equestria, so you might not want to look down there if you haven't finished both fictions just yet.** Critical hits give no extra benefit on rolls to determine if a character has knowledge of something, but there are a number of traits that can give bonuses on these rolls.

Once the obscurity MFD is determined, the player has two options. If the knowledge in question is related to a skill in some way, they may roll that skill to determine if their character knows.

The second option, and the only option if the knowledge in question is general knowledge or otherwise isn't related to a skill, is to roll intelligence at the relevant MFD level. If the character's background would suggest that the character had the knowledge, then they receive a +10 bonus on the roll. (If their background would suggest that they already know the information or that there's no chance that they'd know, then don't bother rolling!) The *Formal Education* trait gives characters an additional bonus to this roll.

Some GMs may wish to totally ignore this table, particularly if many of their players haven't read several (or any) of the works this system is based off of, or if their setting is relatively far away from the Hoofington and capital wasteland regions. In that case, treat all knowledge as though it would require a role-playing reason for the character to know this. This works particularly well for games with all stable-dweller characters.

Table III: Obscurity of Knowledge Relative MFDs - CONTAINS SPOILERS, so I've intentionally made the text difficult to read.

Fact (DEAR SWEET CELESTIA DOES THIS TABLE EVER CONTAIN SPOILERS!)	Level of Obscurity (MFD)
The apocalypse was the logical and inevitable conclusion of the great war, fought between the zebras and the ponies. It was fought over coal and gems.	2
Luna's wartime government was split up into six ministries, each governed by one of the six mares that wielded the elements of harmony. Equestria only began developing firearms and higher level magical technologies in the decades immediately preceding the war. These technologies created the demand for coal and other natural resources.	1 ½
The ministries were, alphabetically: Arcane Science, Awesome, Image, Morale, Peace, and Wartime Technology. They were headed by Twilight Sparkle, Rainbow Dash, Rarity (Belle), Pinkie Pie, and Applejack (Apple), respectively. The great ivory towers that still adorn the landscape were part of the Ministry of Awesome's SPP. They were designed by Applebloom (Apple). Luna took charge of Equestria when Celestia stepped down from power as a direct consequence of the death of Big Macintosh, whose sacrifice prevented an assassination attempt. She created the ministries to assist her rule.	1
'Taint' is actually the result of magical byproducts from the Maripony facility leeching into the water supply. Scootaloo was the head of Stable-Tec, and left a recording detailing the mission of each stable in the hooves of its overmare (or overstallion, as the case may be). All of the stables were designed to model new social ideas in the hope that a new social paradigm would help to prevent future pony societies from succumbing to the problems that led to the great war. The OIA existed to foster cooperation between and work as an intermediary for the six ministries and their subsidiaries. The Grand Pegasus Enclave arose out of a sentiment that pegasi were being called upon more heavily to fight in the war effort than earth ponies and unicorns. Knowledge of what transpired at Crescent Moon Canyon	¾
Watcher is actually Spike, the late Twilight Sparkle's assistant. Goldenblood was the head of the OIA, and was ultimately responsible for much of the organization of Luna's new government Rainbow Dash's ministry outwardly appeared to do very little, but was actually responsible for espionage and subterfuge within the zebra government, including multiple assassinations. The six most powerful factions in Hoofington (Reapers, Collegiate, Society, Rangers, Finders, and EVC) are each connected to members of a group of six ponies that originally came to the region together to try and stabilize it. Knowledge about local gangs. Zebra myths and legends, particularly those pertaining to the stars (for non-zebras)	½
The Ministry of Arcane Science completed research on a spell to purge the body of taint, and the occupants of Tenpony Tower still possess knowledge of it. Stable 1 was actually a death trap, designed to punish the Canterlot nobility for bringing about a war that destroyed Equestria and the world. Gems in Equestria are unusual in that they appear and can be grown in forms that are pre-cut and polished. Gems of the same type that originate in other nations do not possess magical energy. Fluttershy was responsible for giving megaspells to the zebras. She hoped that mutually assured destruction would lead to a diplomatic solution, saving countless lives. The stories of Macintosh's Marauders	¼
Taint is a byproduct of the magi-chemical process used to create alicorns. It was researched and created by Twilight Sparkle and her ministry. Twilight Sparkle, her two seconds in command of the MAS, and Trixie were all combined into The Great and Powerful Goddess. The names of any of the OIA's projects. The OIA's true function was not to unite the ministries, but rather to divide their individual leaders and set them against each other. Any specific knowledge about the Enclave and its organization (for non-enclave characters) Any and all knowledge about Star Blasters.	1/10
Any and all knowledge about the Gardens of Equestria. Homage is DJ PON-3 Fluttershy is not dead – she was transformed into a tree by killing joke. Any and all knowledge about Soul Jars and the Black Book. The 42 statuettes of the ministry mares each contain pieces of Rarity's soul Any and all knowledge about the OIA's projects and their individual goals. Taint and flux are both functionally the same thing: distilled chaos, harvested from Discord himself. Enervation is caused by starmetal from the fallen star.	Critical – <u>requires</u> roleplaying reasons for knowing.

Hey, down here!

Background knowledge rolls to determine what a character knows should only be made once per topic, either when that character is being created or is initially introduced, or when a topic or subject of interest is being introduced that a character may already know about. Aside from that, a character shouldn't know anything they haven't learned through roleplaying. As always, the GM has the final say in what a character can or cannot have known prior to the campaign's start or that character's introduction.

Hindrances

Let's face it: No pony's perfect. Even if they're not a pony, your waster probably isn't either. If they were, that would be boring! Giving your pony hindrances serves two purposes: it makes them more interesting to roleplay (by preventing them from being a complete "Mary Sue," for those familiar with the term), and it gives them back valuable creation points. Each hindrance from the list below that your pony takes on gives them back one creation point to spend on their attribute scores, or to buy traits. A list of traits (and their requirements and point costs) is in the section immediately after hindrances. Remember – unless your GM gives you the green light (or you're playing an alicorn or hellhound), you can't take more than 6 hindrances at character creation!

Oh! Before you go on and read through all the hindrances, note that hindrances are not *necessarily* permanent. Certain hindrances are much more difficult to get rid of than others (i.e. *Elderly* is much harder to get rid of than *Crippled*, a single *Addiction* is easier to cure than an *Addictive Personality*, etc.), but all hindrances except virtues can be removed as long as there is a sufficient roleplaying reason for being able to do so. Some of the hindrances list the conditions required for their removal, but most do not – in those cases, the conditions for the hindrance's removal are highly situational and differ from character to character. Virtues can become corrupted, but once a character has figured out what theirs is it doesn't ever go away. See the "Removing Hindrances" heading in the Leveling up your Character section for more information on the subject.

Traits and hindrances can give or take away several kinds of bonuses and penalties. For your convenience and increased understanding of the hindrances and traits displayed in the rest of this section, we've made a table for you to look through before picking your character's flaws.

Table IV: Bonuses and Penalties, a System-Wide Type Breakdown

Type:	What it does for your character:
Skill or Attribute Bonus/Penalty (AKA “Roll Bonus/Penalty”)	Direct + or – to be added or subtracted from the indicated dice rolls – We recommend compiling these values into the “+ column.” These bonuses or penalties stack with each other unless explicitly mentioned otherwise, so if you have more than one, add them all together to find your total bonus or penalty.
Accuracy Bonus/Penalty	Direct + or – to be added only to rolls made to target enemies during combat. Similarly to roll bonuses and penalties, these stack.
Permanent Attribute Bonus/Penalty (these will usually be single digit penalties, i.e. +1 or -2)	These bonuses or penalties can change your attribute scores, permanently. Permanent bonuses or penalties will alter the values you must roll to succeed at each MFD level for both the attribute and all of the dependent skills. Increasing the governing attribute also increases the rank of the governed skills by two. Luck will increase the rank of all skills by one for every two points it is increased.
Temporary Attribute Bonus/Penalty (these will usually be single digit penalties, i.e. +1 or -2)	Temporary bonuses or penalties to attributes only require you to recalculate the MFD success ranges for the affected attribute (a table for this is provided on the second page of the character sheet). They also affect calculated values for characters, like wounds to cripple and maim, movement speeds, and SATS and Strain pools. They don’t affect attributes for the purpose of perk requirements. Dependent skills don’t need to be recalculated; they receive a roll bonus or penalty equal to 5x the attribute bonus or penalty.
Skill Rank Bonus/Penalty	Your character gains or loses ranks in one or more skills. No skill can start at below rank 5 or exceed rank 100. There is only one exception to this rule, the trait <i>Touched by the Sun</i> , which can lower starting skill ranks to a minimum rank of 0. Even after character creation, a character’s skill rank cannot exceed 100.

As a general rule, most traits and hindrances will grant your character **skill rank bonuses**. Most (though not all) normal perks – the sort your character gets from leveling up -- grant bonuses or penalties to rolls.

Table V: Hindrances Summary Table

Hindrance	Mental/ Physical	Brief Description
Abandoned/ All Alone	P	Character begins play alone, and with reduced starting funds (200 caps versus 300), but reduces cost of the Animal Companion and Wasteland Weirdo traits. Cannot start with Pipbuck, barring special circumstances.
Abused	M	Situational penalty to Speechcraft and attack accuracy versus the abusing party. Tends to have trust issues.
Addiction	P	Your character is chemically or otherwise physically addicted to a substance, as though they had failed an addiction roll.
Addictive Personality	M	Automatically fail all INT rolls made to resist addiction, dramatically increasing your chance of becoming addicted to substances.
Allergy	P	Your character is violently allergic to some substance and takes penalties on all rolls when exposed to it. -5 in close proximity of it, -25 when in immediate contact with it.
Amnesiac	M	Character has forgotten a long span of time out of their life.
Bad Luck	M	Expands critical failure range by 5. One less luck card per session.
Bad Luck Charm	M	Force an ally to reroll a single successful roll per session. Additional effects with <i>Live by Luck</i> .
Big Ears	P	+10 on auditory perception rolls, and such rolls are 1 MFD step easier for you. END roll MFD ½ or be stunned and deafened by loud noises within 10 feet.
Blind	P	Your character suffers a 3 MFD step accuracy penalty to ranged attacks, a 1 step accuracy penalty to Unarmed or Melee attacks, and requires assistance to perform tasks with visual components.
Cannibal	M/P	Character must eat meat daily or make an INT roll MFD ¾ Penalty -10 to avoid cannibalizing a corpse as soon as one becomes available, onlookers be damned.
Cautious	M	-15 penalty to initiative, +3 bonus to the Explosives skill.
Clumsy	P	-5 penalty on tasks requiring delicate actions or precision. Also increases critical failure range by 5 for such tasks.
Code of Honor	M	Forces characters to handle situations honorably.
Color Blind	P	Characters can't tell the difference between two distinct colors on opposite sides of the spectrum. (Hilarity ensues)
Cowardly	M	The MFD on Fear and Horror rolls is always one step higher for you.
Crippled	P	Your character is permanently crippled in a limb, reducing their movement speed.
Curious	M	Your character can't resist hitting the big red button.
Deaf	P	-15 penalty to Mercantile, Speechcraft, and Sneak. Cannot make auditory perception checks.
Demented	M	-2 INT, +1 Luck, permanently. +5 to Explosives or Melee Weapons skills Intelligence penalty may increase with physical trauma.
Elderly	P	-1 to AGI and STR, +1 INT or CHA and -1 to one other attribute of your choice, excluding Luck. +3 rank bonus to every skill, and gain a fourth tag skill.
Enemy	P	Your character pissed off something terrifying, and it's chasing them across the wasteland.

Hindrance	Category	Brief Description
Faithless	M	-5 speechcraft penalty towards ponies that still dare to hope.
Family	P	Your character receives roleplaying benefits or impediments when they encounter their family.
Fixation	M	Your character is highly focused on retrieving a specific item, being near a specific person or achieving a specific goal.
Flightless	P	Your character has the Flight racial skill but has lost the ability to fly.
Flight School Dropout	M	Your flyer can only learn half as many flight maneuvers at each tier.
Four-Eyes	P	-1 PER, +2PER when wearing prescription glasses.
Good Natured	M	-10 ranks to all offensive skills, +5 ranks to speechcraft, repair, science, medicine, and mercantile.
Guilty Conscience	M	-10 penalty on all rolls if a subject over which a character feels guilt is broached.
Gun-Shy	M	Character cannot use guns, or suffers a 4 MFD step accuracy penalty.
“Half-Decked”	M	INT roll MFD 1/2 every session or when put under stress to avoid ‘zoning out’.
Half-Heart	M	+3 Accuracy roll bonus, +25 Fear roll bonus. -10 speechcraft roll penalty. Much easier to become Suicidal.
Hallucinations	M	INT and PER rolls MFD ¾ every session to determine the nature of your character’s regular hallucinations.
Hard of Hearing	P	-10 on Speechcraft and mercantile in areas where you must talk normally or softly. -50 penalty to sneak while talking. -25 penalty to auditory perception.
Hot Blooded	P/M	+5 Damage, -2 AGI & PER when crippled in the head or torso.
Illiterate	M	Your wastelander cannot read. This hindrance precludes many traits, primarily having to do with educational background.
Impatient	M	Your character absolutely hates waiting, generally to their detriment.
Imprecise Magic	M	Targeting all spells is 1 MFD step harder, -10 roll penalty on Repair, Science, Lockpicking and Medicine if using Telekinesis. Telekinetic Force as a free spell.
Jinxed	P/M	Character can be forced to reroll a success or critical success once per session. One less luck card per session.
Literal Minded	M	-10 roll penalty to Speechcraft. You take everything, metaphorical language included, at face value.
Maimed	P	Your character is missing something, and suffers accordingly. They also take a -5 on speechcraft, unless attempting to be intimidating.
Masochist	P/M	Reduced penalties when crippled; Healing items and magic heal one less wound per location, and they take twice as long to recover via bed rest (natural healing).
Multiple Personality Disorder (MPD)	M	Your character has multiple personality disorder; as any good pony psychologist could tell you, this is far too complex to describe here. Go check out the full description.
Mutation	P	You gain some semi-beneficial mutation, frequently of the sort found most commonly on feral Ghouls. -5 on all CHA based rolls if mutation is visible.
Mute	P	Your character cannot talk, and must communicate by other means.

Hindrance	Category	Brief Description
Naïve	M	Your character does not realize or expect the world to be as bad as it is.
Narcoleptic	M	Specific triggers cause your character to immediately go to sleep.
Nasty Habit	M/P	Possible -10 roll penalty on all Sneak rolls; -5 penalties to all CHA based rolls.
Obese	P	+1 END, -1 AGI. -5 penalty to dodge. Your character eats <i>at least</i> 1.5x as much as most others do.
Obligation	P	Your character is obligated to perform a regular service for another pony or an organization.
Oblivious	M	You take a -15 penalty on all PER rolls.
OCD	M	Your character exhibits signs of obsessive-compulsive disorder.
One Trick Pony	M	For unicorns, severely reduced spell availability, but can channel 4 layers of overflow. For zebra, either know only survival stew and receive skill bonuses or only know one spell at each spell level at a time.
Oops!	P	-5' thrown range increment, but throwing an item costs 5 less AP in SATS.
Optimistic	M	-5 Speechcraft versus those not living in secure settlements. Your character tends to be a bit grating.
Overactive Imagination	M	Your character tends to speculate on what may be and what could have been, usually unnecessarily creating anxiety for themselves.
Pacifist	M	Your character won't shoot first. Ever. Preferably they won't shoot at all, and will try to resolve conflict peaceably.
Phobia	M	Your character is horribly afraid of something, and takes -10 to all skill checks while around it. They also take -20 on fear checks towards their fear or while near it.
Picky	M	You are selective about what you carry, and won't pick up low value, high weight items without explicit reasoning. Also precludes an omnivorous diet.
Pipsqueak	P	+5 bonus to rolls made to dodge, but Damage/Wound is reduced by 2 due to reduced size. This effect stacks with Young.
Ponikaze	M/P	+10 Max AP for SATS, +5' movement per action. 10% penalty to dodge and reduces effective DT by 5 for you.
Prejudiced	M	-30 Speechcraft and Mercantile versus a specific group.
Prideful	M	Your character absolutely hates being treated as less than an equal and has a problem admitting their faults and mistakes.
Psychosis	M	Your wastelander is bucking insane.
Sadist	M	Your character enjoys causing pain to others.
Scarred	P	-10 roll penalty on all CHA based rolls, except those made to intimidate enemies. +5 bonus on rolls made to intimidate enemies using speechcraft.
Scavenger	M	Your character has a strong urge to pick up anything and everything of even moderate value at a location.
Shadow of the Moon	M	+5% critical hit chance, but offensive spells cost 2 additional strain and weapons decay twice as fast for you.
Sickly	P	A chronic ailment that causes your character to suffer from temporary -2 penalties to END and one other attribute. An END roll MFD ½ can be made each session to prevent this effect. -10 roll penalty vs. poisons, diseases, etc.

Hindrance	Category	Brief Description
Skinny as a Rail	P	-1 STR and END, +3 bonus to dodge.
Slave	M	Your character was a slave for so long that they've been conditioned to perform certain tasks without thinking.
Spirit of the Security Mare	M	When your luck cards equal 21, you receive roll bonuses. If they don't, you suffer roll penalties.
Spray and Pray	P	-10 Accuracy penalty with single shot ranged weapons. Burst fire weapons fire twice as many bullets per shot, deal 1 die extra of damage. -5 AP cost for all ranged weapons.
Stubby Little Horn/Wings	P	Unicorns begin play with only Telekinesis (and their Cutie Mark spell if they have one), and their racial Magic skill rank bonus decreases to +0 from +10. Pegasi cannot fly more than a dozen or so feet above the ground.
Studious	M	-5 skill ranks (minimum of 5) to Small Guns, Big Guns, and either three other skills, or -3 skill ranks to five other skills at character creation, but you can learn any spell or recipe you get your hooves on and get +1 skill point from books. Unicorns or zebra also get one extra level 1 spell or recipe.
Stuttering	P/M	-5 skill rank penalty and a -5 roll penalty on Mercantile and Speechcraft.
Suicidal	M	Your character has a death wish.
Thorough	M	+3 bonus on rolls made while not in a hurry, -5 penalty on rolls made while rushed, such as when in combat.
Trigger Discipline	P/M	+5 accuracy bonus to small guns, big guns, and energy weapons. Burst fire weapons fire 20% less bullets per shot. Small guns, Big Guns, and Energy weapons cost 5 AP more per shot in SATS, and burst fire weapons deal 1 die less of damage.
Trusting	M	-10 penalty on Mercantile rolls.
Uncontrolled Magic	M	You have more negative unintended magical side effects than others when practicing magic, and take a -10 penalty to casting/brewing rolls and accuracy rolls for spells.
Unforgivable	P	-50 Karma, equivalent to -5 Speechcraft versus good and neutral karma characters. This hindrance can be taken up to two times.
Unstable Genetics	P	-30% penalty on END rolls to resist taint, and your character takes an additional -5 penalty to skills linked to stats affected by radiation poisoning. 20% more likely to become mutated by radiation or taint.
Virtue	M	Your character knows their virtue, and strives to uphold and embody it through their actions.
Wall-eyed	P	+5 PER on visual perception, -10 accuracy unless you use the sights or scope. -5 Speechcraft when trying to appear intelligent.
Wartime Stress Disorder (WSD)	M	-5 penalty to all INT, AGI and CHA based skills outside of combat situations. Also grants a +5 skill rank bonus to Small Guns, Explosives, Big Guns, Energy Weapons, Melee Weapons, Unarmed or Survival (pick one).
Whiner	M	-15 on Speechcraft rolls, +5 on Mercantile rolls.
Young	P	-3 ranks to all skills except sneak, +1 CHA and Luck, -1 STR. +5 bonus to dodge rolls. Damage/Wound is reduced by 2 - This effect stacks with pipsqueak. Reduces carrying capacity by 50 pounds.

Hindrances are designated as physical or mental because certain races (Alicorns, some half-breeds) require that a number of one of the two types of hindrances be taken.

Hindrance Full Descriptions:

Abandoned/All Alone (Cannot be taken with *Organization* or *Stable Dweller*) – Not all ponies start out their adventures in a stable or as part of an organization or settlement. Quite a few of them have lived the bulk of their days all on their own out in the wastes, scavving to make ends meet and scraping together just enough food from ruins to get by day to day. Characters that take this hindrance start with significantly less starting gear (only 200 caps worth versus the 300 most others get), some rags or otherwise appropriate clothing (i.e. nothing, because ponies don't usually wear clothes), and a melee or unarmed weapon of 100 caps or less in value. They are not eligible to purchase the *Stable Dweller*, *Formal Education*, or *Organization* traits (though some GMs may want to allow this in order to build more complex character backstories), and cannot choose to forgo their gear for a pipbuck (barring special circumstances, such as might be the result of the *Wasteland Weirdo* trait). However, if they would like to purchase the *Wasteland Weirdo* or *Animal Companion* traits, the creation point cost of one of the two is reduced by 1 for them (minimum cost of 1). Whether they lived alone by choice, were booted out of a settlement, are the last survivor of a larger group, or are just waking up from a very nice 200 year nap, is up to the player and/or the GM.

Abused (Cannot be taken with *WSD*) – Characters with this hindrance come from a background of physical and/or mental abuse that they suffered on a regular basis. They are reluctant to trust anyone that they might associate with the abusing party, and are generally distrustful of other people. This hindrance should play out differently than the "slave" hindrance, but because of the poor treatment of slaves in the equestrian wasteland, the two might be frequently linked.

Abused characters tend to flinch an awful lot, have nightmares about their past, and respond with violent or emotional outbursts whenever they believe they're being forced to do something against their will. This is doubly true when they realize that they've done something against their will after the fact. In close range combat, especially when engaged in melee or unarmed combat, abused characters take a -5 accuracy penalty towards anyone who might remind them of their abuser(s). When recalling their history of abuse for any reason (for example, when they see someone who looks an awful lot like one of their tormentors), they become distant or emotional, giving them a -10 on Speechcraft checks. They may also react poorly if any character they associate with preventing their abuse comes to harm.

The response to a specific command or type of command without thinking about it that comes as part of the "Slave" hindrance can cause quite a lot of problems for ponies with both hindrances, but makes for characters that are interesting, if depressing, to role-play. Ponies with the Abused hindrance are functionally immune to the effects of WSD (due to their similar and sometimes indistinguishable symptoms), and cannot take both hindrances at character creation – they've seen enough horrors at home to believe that any horror or atrocity in the Equestrian wasteland is par for the course.

Addiction – Your pony is hooked on something, and it's not phonics. Ponies with an addiction cannot go for long without the substance to which they are addicted, or they begin to go into withdrawals. There are numerous places in the wasteland that can cure an addiction, at least the chemical side of it, but whether or not your pony wants to quit is ultimately up to you. For more information on addiction, and a list of substances to which a pony (or any other character) in the equestrian wasteland might be addicted to, see the Medicine and Drugs section, later on. Players considering having a character take this hindrance at creation should be aware that long term addiction can have different effects than short term addiction. Depending on the drug, not only can the effects of being addicted differ, but those effects may be greatly increased and significantly harder to get rid of than if the character had become addicted during the course of play.

It should also be noted here that while a character can get addicted to essentially any food or drink item, not just substances like Med-X and Mint-als, this hindrance describes only a physical addiction (with a possible secondary mental component). Addictions to food and other substances that *don't* have a physical component,

such as ham sandwiches, Sparkle Cola, or strawberries don't really fit. Such addictions are purely psychological, and can't really be cured except by roleplaying. If your waster becomes addicted to radishes, which have no physically addictive properties, then it's not really an addiction, it's a *Fixation*. For more information on this, see the *Fixation* hindrance later on in this section.

Addictive Personality (Cannot be taken by Ghouls) – Some ponies are easily hooked on substances. They might come from a genetic background that shows a history of substance abuse, or they might simply be weak willed. With this hindrance, a pony is much more likely to become addicted to a substance after taking it only a small number of times. When resisting addiction, they automatically fail the intelligence roll, and must succeed on the endurance roll with all appropriate penalties to prevent themselves from becoming addicted. For more information on substance addiction see the Medicine and Drugs section in Chapter 4: Equipment of the Wastelands.

Allergy – Your character has an allergy to something that they commonly might encounter in the wasteland. This is a violent allergy; exposure to this substance causes them to break out in a rash, and ingestion of it can lead to extreme discomfort or even death. Allergies to specific drugs or types of food are fairly common, but this hindrance can also be used to describe allergies to more innocuous things like griffin feathers, specific types of animal or insect venom, certain types of chalk, abronco cleaner, wonderglue, toilet paper, etc. Characters should not be allergic to things like glass (which is totally hypoallergenic), bullets, water, radiation, radio waves, or dirt, nor should they be allergic to things they would never encounter; to that end, all allergies should be subjected to GM approval to ensure that they're reasonable. Your character may be allergic to orcas, but that's hardly ever going to come up in the equestrian wasteland, now is it?

In the immediate presence of their allergy a character takes a -5 penalty on all rolls. If forced to be in extended contact with it for more than 5 minutes, this penalty increases to -25, coupled with a rash of hives that will remain for 2d20 hours. The penalty will drop to a -5 immediately after the allergen is removed, but will now persist even if the allergen is completely absent until the rash clears up.

Characters forced to ingest or who are intravenously injected with a substance that they're allergic to must be treated medically within five minutes, or will begin to suffer from a combination of violent convulsions and vomiting followed immediately by the joys of anaphylactic shock, with a very high probability of death. After about two minutes of uncontrollable vomiting, the presence of the allergen (if it isn't fully removed by the vomiting) will lead to swelling of the throat, tongue and nasal cavities to the point where the character will begin to suffocate (See "Everything else that might kill you" in chapter 11 for suffocation rules) and almost immediately pass out. This can be treated in several ways; drug-savvy and very well prepared characters can immediately reduce the swelling by injecting the suffocating character with a shot of adrenaline. In a pinch (because there aren't exactly many places capable of producing that sort of adrenaline these days), a mixture of Dash and Med-X will do the trick, though creating such a mixture in ways that will prevent a fatal drug interaction requires at least 5 minutes and a difficult Science or Medicine roll (MFD ½), and the risk of addiction is still present. Alternatively, given a knife and a short hollow tube (such as a segment of surgical tubing), a medic can create an incision in the neck that will allow a pony to continue breathing without reducing the swelling. The allergic pony should return to normal after a day or two of bed rest.

Those considering taking this hindrance should let their GM know what their character is allergic to.

Amnesiac (Cannot be taken with *Guilty Conscience* or *Unforgivable*) – Something happened to make your character forget about the past. Amnesia can occur for any number of reasons – having experienced head trauma, magical memory erasure, or psychological trauma are only the most common ones. Either way, your character has forgotten a large span of time out of their life (maybe even all of it), possibly including their name or resulting in temporary illiteracy. Characters that start with this hindrance are created as normal, but depending on what they've forgotten they may have no idea what they're good at. They may have forgotten how they got their cutie mark or what it means, what spells they are capable of casting, what organizations they belong to, or what obligations and debts they might have. Some players may wish for their GM to create parts or all of their character for them, or to hold onto their character sheet during game, to help role-play this.

Bad Luck (Cannot be taken with *Lucky*) – Your wastelander tends to have the worst luck; first their pack brahmin dies of taint poisoning, then the rifle that they just fixed falls and the barrel gets bent, and then their last grenade blows up in their face in the middle of a firefight. But that’s just how things always tend to go for them, and they get by as best they can.

If you’re playing with the Live by Luck rules, then this hindrance means that your character receives one less luck card per session. Even if you aren’t, this hindrance expands your character’s critical failure range for all rolls by five, meaning that they score a critical failure on any roll that comes up 91-100 (or 90-99). The effects of this hindrance stack with other hindrances that would expand the critical failure range.

Despite this hindrance’s effect on a character’s luck, it does not prevent that same character from taking the *Good Luck Charm* trait – just because somepony is unlucky personally doesn’t mean that they’re bad luck for those around them.

Bad Luck Charm (Cannot be taken with *Good Luck Charm*) – You keep finding that those around you tend to have a bad time. It’s not your fault – they just have worse luck than normal when you’re around.

This hindrance is the opposite of the *Good Luck Charm* Trait; Once per session, you **must** choose one roll made by a one friendly NPC or player character (not including yourself) to reroll a success or critical success. At the beginning of each session all other group members (including any NPC companions, not including you) draw one less luck card.

Big Ears (Cannot be taken with *Deaf* or *Hard of Hearing*) – Your character’s ears are so big, you can probably pick up radio with them! Well, that’s not *necessarily* true, but they are larger than normal and they’re definitely more sensitive than a normal pony’s ears. This sort of thing often happens as a reaction to taint exposure at a young age. Characters with this hindrance can hear lots of things that others wouldn’t normally be able to, including a small portion of the sonic spectrum normally totally inaccessible to nearly all species other than diamond dog descendants (who have this hindrance by default). All auditory perception checks are 1 MFD step easier for you, and you get a +10 on any perception checks involving sound, including those made to determine the direction of origin.

What’s the downside, you might be wondering? Well for one thing, the hearing isn’t selective. Your character will tend to overhear things they weren’t supposed to, at ranges when most others would be out of earshot. That’s only a minor downside though. The real downside to this hindrance is the flip side of the coin of having such sensitive ears; whenever an explosive or loud noise goes off (such as a gunshot) within 5 feet of your character, they must roll endurance MFD ½, or be deafened for 2 combat rounds (12 seconds). Critical failures will cause them to be stunned for the duration, unable to act. This can be avoided with the use of proper ear protection (if your character can find any). While in this state they cannot make auditory perception checks or communicate normally with others, and they take penalties to actions as though they were crippled in the head.

Conventional firearms, either mouth wielded, levitated, or mounted on a battle saddle, can easily trigger this endurance roll. As far as guns go, silencers and suppressors are a must for anypony with this hindrance.

This hindrance also causes those characters with it to take double damage from any sonic-based attacks, such as Soundburst or Sonic Screech. Endurance rolls made to resist the effects of harmful sound-related spells and magic are 1 MFD step harder.

Blind (Cannot be taken with *Wall-eyed*, *Four-Eyes* or *Color Blind*) – At some point in their past, your character lost their vision. This sort of thing happens a whole lot in the wasteland, be it from taint causing tumors to push their eyes out of their head, or from cruel slave masters who pluck out eyes because the slave bit them the last time he tried to violate them orally. Less severely, characters with this hindrance might have cataracts from old age, or maybe they were just born blind. Regardless of the reason, your waster hasn’t got working eyes any more. This makes things a bit more difficult for them than most, but they get by as best they can. On the bright side, maybe a cyber-doc or a zebra medicine mare might come along and replace them someday, who knows?

Blind characters cannot see, and are thus completely unable to make sight-based perception checks or make use of any sort of visual interface such as those associated with SATS, the EFS, or the pipbuck. This means that they cannot aim most ranged weapons (at least not reliably), giving them a 3 MFD step penalty on all ranged accuracy rolls, and provides a 1 MFD step penalty to accuracy rolls made for unarmed and melee attacks. They cannot use the science skill without assistance (someone reading the screen output to them) or a special interface.

If sight is required for a particular application of another skill, such as a visual inspection as part of a repair roll or reading a scroll as part of a magic spell, they cannot do it without assistance and take a 1 MFD step penalty. Additional assistance (as with assisted skill rolls) does not lower the MFD for such a roll. On the upside, blind characters do not have to make fear and horror checks triggered by sight. If the scene is described to them they must still make the check, but it will be at least 1 MFD step easier. Audio, touch, and scent-triggered horror and fear checks proceed as normal.

Because blind characters have suffered such an incredibly crippling disability (and to make things a bit more interesting for players looking for a challenge), taking this hindrance at character creation reduces the cost of taking any multiple-point-cost traits by up to two points, minimum cost 1. This applies to as many multiple-point-cost traits as that character takes.

Cannibal (Cannot be taken by Alicorns, Ghouls or Canterlot Ghouls) – Sometime in your pony's past, they were forced to eat some very strange meat in order to survive, and they discovered that they quite liked it. They liked it so much that now they want to eat it whenever they can. They may or may not have known what it was at the time, but since then they've discovered that the taste they enjoyed was in fact the flesh of other ponies. Cannibal ponies are opening themselves up for a number of diseases down the line (some of them not so far down the line as you might think) but in the short term, they can eat the bodies of their fallen enemies – ponies, zebra, griffins, alicorns, hellhounds, you name it – in order to survive. Eating the bodies of the fallen in this fashion will cause cannibal ponies to regain health, but it is considered a disgusting act and will cause them to lose karma. Most ponies will attack on sight if they know you are a cannibal, even if they didn't see you commit the act; if seen chowing down, they will always attack you unless they are cannibals themselves.

However, unlike those characters with perk of this name, sometimes the cravings get too strong to resist... If your character hasn't eaten meat of some type within the last 24 hours, they must roll a Willpower check (that's a roll of both INT and CHA, taking the better of the two as your result), MFD $\frac{3}{4}$, penalty of -10 to both rolls, to avoid cannibalizing a corpse if one is available. The penalty for this roll will increase by 10 for every additional day (-20, -30, -40, etc., with no hard cap limit) that characters with this hindrance go without eating meat of some type, regardless of its source.

Cautious (Cannot be taken with Curious or Ponikaze) – Caution is good to have, especially in a place where just about anything might end up trying to kill you, but if a character's got this hindrance then they're cautious to a fault. They tend to hesitate in nearly all situations, are very indecisive about risks, and are almost never the first pony to enter a room. This hindrance gives characters a -15 penalty on initiative rolls in combat, since they're not usually the first pony to start shooting, but also gives a +3 rank bonus to Explosives.

Clumsy – While it is certainly difficult to be able to manipulate objects with your hooves, your character is worse at it than most. It's not that they don't try to be careful; they just don't know what went wrong!

Clumsy characters, while not necessarily lacking grace or agility, are very prone to mess up delicate tasks such as lockpicking, mixing chemicals, delivering mail, fixing town halls, reloading weapons, bomb defusal, and carrying delicate glass vials. This hindrance makes such delicate tasks more difficult, incurring a -5 penalty to all rolls made to perform such tasks (for reloading weapons this manifests as taking an additional 5 AP per reload in SATS). Functionally, Lockpicking, Explosives and Repair take a -5 penalty while any other potentially affected skills only take penalties situationally.

Additionally, when clumsy characters do mess up, they tend to mess up more catastrophically than others. To reflect this, all skill and attribute rolls affected by the -5 penalty can now critically fail on a roll of 91-100 instead of the normal 96-100 range. This effect stacks with other effects that expand the critical failure range (such as *Jinxed*) and is additive rather than multiplicative.

Code of Honor (Cannot be taken with *Sadist*) - Your wastelander has a set of standards they live by, one which they will try their very hardest not to break. Generally speaking this is a code of honor that upholds one or more virtues, such as always remaining loyal to the client, never leaving a friend behind, or always treating and being kind to the wounded regardless of what side of the battle they were on. This is a role-playing hindrance, but characters with a code of honor that they uphold may find themselves gaining karma slightly faster due to the restrictions it puts on their course of action. A code of honor forces them to handle a situation in a specific way, and it's very unlikely to change during gameplay unless something extraordinary happens. To nail down your character's specific code of honor, talk to your GM about it. Codes of honor are subject to GM approval.

Color Blind (Cannot be taken with *Blind*) – Sometimes colors get the best of you. Colorblindness was present in a significant portion (roughly 5%) of the population of Equestria pre-war, and this rare genetic condition persists still, preserved and carried on by the survivors within the stables. Characters with this hindrance don't experience colors the same way most ponies do. This normally isn't a problem for them, and can even help those afflicted spot irregularities and pick out camouflage in some circumstances.

This perk comes in two flavors, red-green colorblindness (where the colorblind character cannot tell the difference between greens and reds), and blue-yellow colorblindness (where the colorblind character cannot distinguish between blue and yellow), the former being much more prevalent than the latter. Just don't forget to mention this hindrance to your GM when you have to operate any sort of contraption with color-coded controls. Have fun not being able to tell ponies of different colors apart!

Cowardly (Cannot be taken with *Brave*) – This is the hindrance for ponies that are just generally afraid of things. For ponies that are afraid of specific things, see the Phobia hindrance later on in this section.

For ponies with the Cowardly hindrance, whether or not their belly is yellow, their pants (assuming they wear any) are more often than not brown after something scary pops out at them. They tend to be jumpy, frequently uneasy at the prospect of wandering around ruins, old buildings, or generally anywhere where anything more frightening than other ponies might be lurking (which is almost all of the places in the Equestrian Wasteland). This doesn't necessarily make them useless in a fight, but if the fight doesn't appear to be going their way, they're the first to cut and run. In frightening situations – anything that warrants a fear roll – the situational MFD is one step higher for them than it would be otherwise. For information on exactly how this affects them or how fear rolls work in general, see the Fear and Horror section later on in this document.

Crippled – Your waster caught a bullet to the knee (or wing, if they've got Flight as a racial ability) and it never healed quite right, but they kept on adventuring anyway. Their movement speed is reduced by 25%, rounded down to the nearest five foot increment (so a pony with an agility of 5 can now only move five feet per action rather than 10, or a Pegasi with an agility of 5 can now fly 20 feet per action rather than 25). Because this injury occurred so long ago, it does not count as crippled for the purpose of skill penalties, though crippled-wing Pegasi will take a -15 penalty to Flight skill rolls. The limb can be crippled again by sustaining new damage, in which case the newest crippled effect penalties override any other penalties the limb might give.

This hindrance can be removed if the limb is given sufficiently advanced medical care and treatment (if the hindrance is bought off or if the medical care is provided as the result of a quest). Otherwise, the penalties to speed can be reduced to 10% if a leg brace is used. Pegasi with crippled wings must find or create a wing-brace to similarly reduce their flight speed penalties, and the wing brace reduces the flight skill penalty to a -5.

Curious (Cannot be taken with *Cautious*) – Curiosity killed the cat, and it'll kill ponies with this hindrance too if they're not careful. Your character is curious, dangerously so. They can't resist hitting the big red button. They always want to investigate a little more than they should. They might not be able to resist a locked door or an encrypted message within a terminal (willpower rolls are made against CHA and INT, taking the better of the two outcomes). When ponies with this hindrance come upon something that catches their eye, they're bound to investigate – for better, or for worse.

Deaf (Cannot be taken with *Big Ears* or *Hard of Hearing*) - Frequently paired with Dumb (see below), ponies with this hindrance are *severely* hard of hearing. Commonly triggered by such things as gunshots too close to the ears, Deaf ponies need not necessarily be dumb as well. If they are still capable of speech, as most adults struck deaf later in life are, when talking it is usually quite obvious that they cannot hear what they're saying. If a pony takes this hindrance at character creation, it can be assumed that they are able to read lips, having lived with the disability for some time. However, the loss of the ability to hear tones still negatively influences their Speechcraft and Mercantile skills, giving them a -15 penalty when using those skills against others who are neither Deaf nor Dumb. Additionally, the lack of ability to hear imposes a -15 penalty to sneak rolls. Characters who receive this hindrance due to roleplaying reasons (such as being the victim of certain sound-based spells) after character creation receive double these penalties. Needless to say, auditory perception checks are completely out of the question for any deaf character. Characters with this hindrance tend to be easily ambushed.

Demented – Ponies with this hindrance have Dementia. They may be elderly, or they might just have been on the receiving end of some brain damage, but regardless of reason they've been a little... spotty in the think pan lately. In game terms, this hindrance permanently gives a -2 to INT and a +1 to Luck, and gives them a +5 skill rank bonus to either explosives or melee weapons. This might sound a little weak as a hindrance, you might be thinking. You'd be right: it gets better. Every time demented ponies suffer more than two wounds to the head, their brains get rattled around. Instead of the -2, they now take a penalty to INT equal to the number of wounds to the head they have, down a minimum intelligence score of 1. Characters brain damaged in this way should act accordingly. This penalty to intelligence persists until the wounds are healed and the demented character has had a full night's rest – at least eight hours.

Elderly (Cannot be taken by Alicorns or with *Young*) – Characters with this hindrance are old, perhaps not in spirit, but in body. Their aged state hinders them in many ways, particularly with regards to physical activities but what they might lack in physical state they often make up for with experience and practiced skill. You don't live to experience old age in the wasteland unless you're damn good at not dying.

Elderly ponies take a -1 permanent penalty to AGI and STR, and must choose to take -1 penalty in one other stat, excluding Luck, but also may increase either their INT or Charisma by one point (potentially negating the third attribute point penalty). They also get a +3 rank bonus to all skills and a free fourth tag skill (+15 to one skill) at character creation, reflecting their extra experience overall and their lifetime spent focusing in a single field. Due to the effects of their age, characters with this hindrance are 2d4" shorter and (2d4*10) units of weight lighter than they were as adults.

Enemy - Perhaps following in the footsteps of Blackjack, your pony has pissed off something much more powerful and deadly than they are (or at least deadlier than they were when they pissed it off). They have somepony (possibly many someponies, if they pissed off a group) chasing them around the wasteland, looking to beat the living hell out of them, probably violate a few of their more notable orifices, and then leave them to die. This hindrance can be taken multiple times; each time it is taken, the wastelander gains another large, deadly creature (or exceptionally deadly person or group) tracking them down. The GM should try and incorporate the enemies that this hindrance represents into the storyline as frequently as possible until they are defeated.

Editor's note: It is usually inappropriate for the "Enemy" tracking down a character with this hindrance to be an organization that is already out for the blood of that character's entire race. If an alicorn character has "Enemy: Steel Rangers," then it should be because that character did something to piss them off above and beyond the fact that they happen to be an alicorn, and as a result the organization is willing to invest a significant amount of resources to see *that character specifically* brought in and/or killed.

Faithless (Ponies only) – Your pony knows of the Goddesses, but believes that they have either died or abandoned their people following the fall of Canterlot. This hindrance is mostly about mindset; faithless ponies have lost what for many is the last ray of hope in the depressing existence forced upon them by the world in which they live. This manifests as a negative, cynical attitude that tends to make others around the faithless a bit sadder with the world, and a -5 on Speechcraft towards those ponies with a little bit of hope left. In addition, faithless ponies cannot gain the benefits provided by having another character with the *Faith* trait in the party.

Family – Your character’s got a family, whether it is just a spouse or a single sibling, one as big as the Apple Clan (though that’s uncommon in the wasteland), or anywhere in between. Character-family relations might be great or they might be strained, but in the end they’re still family. Your character won’t want to hurt them under most circumstances (but you might if they’re a scourge on the wasteland, or if they beat your character as a child, etc.), and can’t use skill rolls to interact with them. That’s right wasters – you gotta role-play. On the other hoof, your family will probably treat you the same way you treat them, and the GM can’t roll for their checks against you either. They might not be able to officially call off the execution, hypothetically speaking, but if you’re in a jail cell guarded by a family member or someone under their command you might suddenly find a bobby pin and screwdriver in your daily fare the day before you’re due to the chopping block.

Fixation – Your pony is completely fixated on something. It may be something abstract, like a lifelong goal, or something concrete, like a specific item or type of item, or even another pony (which can get pretty damn creepy). Whatever it is, your pony finds it absolutely difficult to stop thinking about that person, item, or goal when they don’t currently have it, or them, with them, or if they’re not working on it in the case of those who fixate on a goal. They’re absolutely obsessed. As a result, they have trouble focusing on anything else. Ponies with a fixation are positively despondent unless they are in possession of the item, with the person, or somehow working towards the goal upon which they are so narrowly focused. If for some reason the goal becomes impossible, or the person dies, or the item (if it’s one of a kind) is destroyed, then it is more common for the pony to fixate on something else than it is for them to snap out of it. The only way to snap most ponies out of this state of mind is to get them what they want, and it’s rarely a permanent fix. You might describe them as having a mental addiction to the person, goal or item. These sorts of ponies tend to do very well in the collegiate, where their single minded-ness is an asset to research.

Oh, and players: don’t think your pony can just fixate on something like survival, eating, or something else necessary out of day to day life in the wastes. A fixation should be a tight focus on an unnatural or unusual thing. A deck of unused playing cards, having an Ice-Cold Sparkle Cola RAD (though not necessarily for the sake of drinking it), seeing the sun without clouds in the way, having a bath (or just becoming clean in general), or finding a long-lost friend or parent are all good examples of fixations. Revenge on those who have wronged your character in some way is a fantastic fixation in terms of its ability to drive an entire story line. Walking in a straight line, dodging to avoid bullets, trading with merchants for supplies, and sleeping occasionally are bad examples. The general rule is that the fixation should not be on anything that your pony would do normally without going out of their way, on any item that they would normally hold on to and care for, on a person that they would normally befriend, or on any goal that would be easy to achieve.

Flightless (Requires Flight racial skill; GM approval required for half-breeds) – Characters with this hindrance once had (or should have had) the ability to fly, but for whatever reason (enervation rot, energy weapons fire, etc.) they’ve lost it. Quite frequently – but not always – they’ve lost a wing, or had a wing permanently deformed. Other times, such as not uncommon for wasteland pegasi, they simply never figured out how. Characters with this hindrance may or may not be extremely depressed about their loss, depending on their attitude towards the ability.

If the character retains one wing or sufficient portions of both wings to provide some lift, they may be able to replace the second one or the missing or damaged wing-portions with magic or cybernetics over the course of their adventures, restoring their flight ability. If that happens, remove this hindrance. Regardless of whether or not they ever regain their wings, characters that have the flight racial ability may continue to walk on clouds and interface with cloud-terminals.

Pegasi and griffins with flight as a tag skill that receive this hindrance through play automatically gain the *Suicidal* hindrance if they do not have it already. If the suicidal hindrance is gained in this way, it can be removed by restoring the wing or wings lost, either via cybernetics or by magical means, in addition to the normal ways available to remove the hindrance.

Flight School Dropout (Requires Flight racial skill; GM approval required for half-breeds, cannot be taken with Ace Flyer) – You never really paid attention when you were supposed to be learning all those pesky basic flight maneuvers. I mean, really, you already know how to flap your wings and move up and down, why stress about ‘specialized maneuvers’? As a result of your negligence (or whatever reason best suits your character’s lack of knowledge on more sophisticated maneuver technique), you’re just not as good at remembering all of those complex intricacies required to perform more difficult flight maneuvers. This doesn’t make you a *bad* flyer by any means – you can move around in the air just fine, and with a little work even some of the harder maneuvers aren’t beyond your reach – but it does mean that you’re definitely never going to be able to reach your full potential as a flight jock.

Characters with this hindrance are limited in that they cannot learn as many flight maneuvers as most of their aerial kin. They can learn only half the listed number of flight maneuvers at each of the four tiers, rounded down; Characters with this hindrance have no limit on level 1 maneuvers, but cannot learn more than AGI/2 level 2 maneuvers, or AGI/6 level 3 maneuvers. They cannot learn level 4 flight maneuvers.

Four-Eyes (Requires 1 < PER < 10, cannot be taken with Blind or Wall-eyed) – No, this doesn’t literally give your character four eyes (that would be *Mutation*). This hindrance just means your wastelander needs glasses. While it may cause people to call them a NEEERD, it legitimately helps them see much better than they otherwise would be able to. This hindrance permanently lowers your base PER attribute score by one, but whenever you’ve got your glasses on (*prescription* glasses, mind you) your PER score receives a temporary +2 bonus (this bonus stacks with other temporary bonuses granted by things like armor). Don’t forget that this bonus also grants a +10 roll bonus on all PER based skills. Characters taking this hindrance may start with a pair of glasses matching their prescription for 25 caps out of their starting funds. Just hope no one breaks them, because good luck finding a practicing optometrist out in the wasteland!

Good Natured (Cannot be taken with Sadist) – Your character is innately good. This makes things hard for them, particularly things that involve causing harm to others. Characters with this hindrance take a -10 rank penalty to the explosives, energy weapons, small guns, big guns, unarmed, and melee weapons skills at character creation (minimum rank 5), but they receive a +5 rank bonus to the speechcraft, repair, science, medicine, and mercantile skills. Be careful wastelanders, many out there will try to take advantage of your better nature.

Guilty Conscience (Cannot be taken with Half-Heart, Clear Conscience, Proudful, Suicidal or Amnesiac) – Your pony might not know what it is they’re being blamed for yet, but they’ve done so many bad things recently that they just *know* they’re responsible. Guilty characters have a problem justifying their actions to themselves, often only letting themselves see the undesirable effects of their actions. This inability to justify their own past choices can leave them in a depressed and paranoid state at times, wherein their guilt overwhelms them and they have trouble focusing on anything other than what they did that they now regret.

If a character with this hindrance is interacting with any other character and something comes up related to any past moral decision that they might regret, they take a -10 on **all** skill rolls until they can get over themselves. To get over their guilt, the player must make a *Very Difficult* Intelligence roll (MFD ½), which they can attempt once per hour starting one hour after the penalty was triggered (in-game time or real time is up to the GM, but we recommend using in-game time).

The exception to this is if the subject about which the character with this hindrance feels guilt is broached by someone attempting to be consoling – that does not incur a penalty. In fact, they must roll Speechcraft against the hindered character’s Intelligence, MFD ½. Characters attempting to console who are not emotionally close to the guilty pony take a penalty on this roll, and particularly close characters may receive a bonus (the magnitude of the penalty or bonus, if any, is up to the GM). A success on this roll means that the guilty pony will not take a penalty for thinking about that decision for the rest of the session. A critical success on this roll prevents that decision from causing a penalty ever again.

If this roll’s result is a critical failure, however, the character’s depression will escalate, and they will take a -20 penalty in the future whenever and controversial moral decision from their past is broached. A success on future consolation rolls will return this to the original -10, but if the next consolation roll is a critical failure at this point the hindered character gains the “suicidal” hindrance (this hindrance remains at -20 until a critical success on a consolation roll is made to reduce it).

Gun-Shy – Characters with this hindrance don't like using guns. Now, this might seem like a bad idea in the wasteland to some people --people who don't know P-21, Xenith or Rampage-- but there are plenty of other ways to accomplish the necessary daily allotment of violence that the Equestrian Wasteland recommends. Gun-shy ponies who are forced to use guns (any weapon that is associated with the Small Guns, Energy Weapons, or Big Guns skills, excepting big-guns that have an AoE effect, such as the Balefire Egg Launcher or any of the Grenade Launchers) take a whopping 4 MFD step penalty to hit. Better find some other way to kill the people shooting at you!

"Half-Decked" -- Ever heard the expression "Not playing with a full deck?" Your character is who it's talking about. Unlike *Demented*, your character's mind is completely intact; they're simply not completely aware of what's going on around them. They might act like they're in a different place, or do things that are seemingly pointless, like water dead flowers, attempt to bake muffins in an oven that isn't hooked up, or write invitations to a garden party they claim they're having next week. Ponies with this hindrance tend to be very smart, but because they frequently lose touch with reality they don't necessarily have a high rate of survival when the bullets start flying. This hindrance, it should be noted, can be very difficult to role-play.

Whenever a character with this hindrance starts play, roll against their Intelligence, MFD ½. If they critically succeed, that character is lucid for the rest of the session, and may act as such. If they only succeed normally, then the next time that character is put under stress (combat being a prime example of what we're defining as "stress") then they must roll once per round (six seconds) or once per five minute period outside of combat until they either critically succeed or fail. If they fail, they will revert to acting as if they are in a better place. Note that they may end up there, as the source of stress hasn't necessarily disappeared; bullets may still be flying. While in their half-present state, they may make remarks and communicate with other players (though usually not coherently or in a way that pertains to the current situation), and will continue to respond in a cooperative fashion to suggestions or physical attempts to move their person.

Ghouls with this hindrance tend to forget (or simply have not yet realized) that the world has ended. They continue to relive their days just before the war, endlessly searching for loved ones or trying to make it to jobs, homes or shelters.

Half-Heart (Cannot be taken by Alicorns or with *Clear Conscience*, *Guilty Conscience*, *Amnesiac*, *Suicidal*, *Optimistic*, *Cowardly* or *Faith*) – You lost someone or something important to you, and you know in your heart-of-hearts that nothing you can do will ever bring that person or thing back to you.

Characters with this hindrance tend to develop a very cynical, fatalistic attitude towards life, even more so than your average wasteland wanderer. This influences almost all of their actions, up to the point that some of the things they do might even seem suicidal. Don't be fooled though -- half-hearted characters aren't suicidal (there's a completely separate hindrance for that), they're just no longer afraid of death, knowing that they'll never truly be able to find happiness in this life again anyway. This fact tends to steady their hooves in life and death situations, preventing them from flinching even as bullets fly inches from their heads and explosions tear at their cover. In combat, half-hearted ponies are extremely focused, making excellent snipers and ranged weapon specialists or deadly close combat fighters. They receive a +3 accuracy bonus to all rolls made to hit. Additionally, they receive a +25 bonus on fear rolls and cannot be caused to run by a Horror check – they do not fear death, and have a hard time being scared of anything else.

The downsides are many – half-hearted ponies tend to be, as previously stated, fatalistic. They won't run from combat under almost any circumstance, more than willing to give up their life so that a goal can be accomplished. Their cold, impersonal demeanor makes them difficult to interact with, giving them a -10 penalty to all speechcraft rolls. On top of both of those things, Half-Hearted characters are much more likely to fall into suicidal tendencies than others. If a half-hearted pony would ever be given cause to feel guilty about something they've done, such as a might result from making a difficult moral decision, instead of developing a *Guilty Conscience* like most other ponies would, they develop suicidal tendencies as per the aptly named hindrance, *Suicidal*. This is effectively a different type of *Guilty Conscience*, and as such any given character cannot have both hindrances at the same time.

Hallucinations – Ponies with this hindrance see, hear, and occasionally smell things that aren't always there, or perceive certain things differently than they are. They might believe that the dust is rainbow-colored, or that rad scorpions all have bright smiling expressions; sometimes, they might even see things as they really are. When affected characters are having them, however, the hallucinations come in two flavors – harmless, or extremely dangerous. Harmless hallucinations might include believing walls can talk to you, or perhaps that someone attacking your friend is a horrible monster (assuming that they're not actually) that needs to be put down. Dangerous hallucinations might include a belief that the glass windows of a submarine are a horrible monster that needs to be put down, or a belief that monsters can talk to you, and want to be friends. Characters who take this hindrance don't get to pick which type they're having, and the hallucinations themselves don't need to be consistent.

Table VI: *Hallucinations* Hindrance Explanatory Table

Hallucinations Table	Perception Success	Perception Fail
Intelligence Success	No Hallucinations This Session	Harmless Hallucinations
Intelligence Fail	Both Harmless and Dangerous Hallucinations (Situational, up to GM)	Dangerous Hallucinations

At the beginning of every session, characters with this hindrance must make two rolls (or, if they'd prefer not to know, have the GM make them using their character's stats), one for intelligence and another for perception, both with an MFD of $\frac{3}{4}$, no penalties or bonuses. Depending on the results of those rolls, their hallucinations for that session will turn out differently, as shown in the table above. The GM should take time to describe the hallucinations to the affected player accordingly.

Hard of Hearing (Cannot be taken with *Deaf* or *Big Ears*) – While not the same as *Deaf*, your pony still has a difficult time hearing things. Whether your character forgot to put on noise cancellers when they were working in the turbine shafts, or listened to too much loud music as a foal, they have trouble making out what other people are saying. This manifests as a -10 on speechcraft and mercantile skill rolls in any situation where they might have to talk to people at normal volumes or below, and a -25 on all auditory perception checks. Also, if they're trying to sneak and have to hold a conversation with anyone, forget about subtlety – In order to hold a conversation with characters who are *Hard of Hearing*, both parties must take a -50 penalty on their sneak rolls to successfully get the point across. Communicating with symbols or by written means is still silent, however.

Hot Blooded (Cannot be taken with *Cowardly*) – WHO THE HELL DO THEY THINK YOU ARE?! YOURS ARE THE HOOVES THAT WILL REOPEN THE HEAVENS! When the stakes are down, YOU GET BACK UP AND FIGHT! YOU PUSH YOURSELF *BEYOND* THE IMPOSSIBLE!

Characters with this hindrance are possessed of a unique, powerful-but-reckless energy that gives them an edge up in combat at a price. While crippled in the head or torso, they deal an additional +5 damage on all attacks and are temporarily immune to fear checks, but also take a -2 temporary penalty to agility and perception (and a corresponding -10 penalty to their linked skills).

This hindrance does not, unfortunately, come with a set of cool looking but impractical sunglasses, but it works quite well in tandem with *Ponikaze*.

Illiterate (Cannot be taken with *Astronomer, Ministry Employee, Formal Education, Stable Dweller, Power Armor Training, Specialization, Studious, Trained under a Medicine Mare, or Organization: Steel Rangers, Applejack's Rangers, EVC or Caesar's Legion*) – Your character may be extraordinarily intelligent, but they're totally unable to read. They never learned how. This is an absolutely debilitating hindrance for those who rely on the science skill (illiterate ponies cannot have science as a tag skill), and prevents them from quite a lot of options in life. Illiterate characters are totally incapable of using the science skill to unlock terminals, but more importantly are prevented from reading books or any signs they come across in the travels. They may still be fluent in multiple languages, but are unlikely to have received any sort of formal education. Learning to read is a long and arduous process, but if sufficient time and resources (and likely a series of INT rolls at varying difficulties) are applied, it's not impossible for a character to buy this hindrance off.

Barring extraordinary circumstances, this hindrance can only be taken at character creation. It works well in tandem with the *Young* and/or *Slave* hindrances.

Impatient (Cannot be taken with *Cautious*) – You hate waiting. Let's get this show on the road, already! Characters with this hindrance won't wait for instruction – they just *do* it. This can be great, unless you need them to execute part of the plan at a specific time. These sorts of characters are great at ruining months of planning and hours of waiting in ambush. They tend to get themselves and their accomplices killed, and they refuse to plan (or agree to be part of a plan) any more than is absolutely necessary. This is a roleplaying hindrance. It works well in combination with *Hot Blooded* or *Curious*.

Imprecise Magic (Unicorns or Alicorns only; cannot be taken with *Magical Savant*) – Your grasp of magic isn't poor, *per se*, but your aim with it is simply awful! Targeting spells is 1 MFD harder, and the *Telekinetic Precision* spell and spells requiring it will forever be beyond your ken. It's also much more difficult for you to aim weapons while using telekinesis and you suffer a -10 roll penalty to repair, medicine, science and lockpicking rolls – *especially* those made using telekinesis. On the upside, you gain *Telekinetic Force* as a free additional spell at first level.

Jinxed (Cannot be taken with *Lucky* or *Good Luck Charm*) – You're just an unlucky pony (or hellhound, griffin, zebra, etc.). Bad things always seem to happen around you, or to you. Usually they only affect you, but sometimes your friends aren't so lucky (unlike bad luck, where they happen exclusively to you – though some characters may be so unlucky that they have both hindrances).

Characters with this hindrance are very unlucky. Once per session, the GM may force characters with this hindrance to reroll any success or critical success. If playing with the *Live by Luck* rules, the GM may spend their own luck cards to activate this ability more than once per session at a rate of one card per reroll. Characters with this hindrance start each session with one less luck card than they would otherwise receive.

This hindrance's effects stack with *Bad Luck Charm*.

Literal Minded – Your pony tends to take things a bit... literally. Companions will quickly realize that the use of euphemisms, sarcasm, and colorful metaphors around you is not the best idea. Your character may understand the idea of a euphemism, but unless explicitly instructed they'll not recognize one if they see it. -10 to Speechcraft rolls. (This is the shortest hindrance description!)

Maimed (Cannot be taken by Alicorns or with *Canterlot Ghoul* or *Cyberpony*) – Your pony is missing something. It might be an ear, it might be an eye, it might even be a leg, but it's gone. (Horns are fair game for this hindrance as well, but if you're missing a wing or a tongue go look at the "Flightless" hindrance or the "Dumb" hindrances, respectively). Now, missing a limb negatively affects your wastelander, but they've gotten along as best they could since their accident. A table of effects related to what's missing is below.

If there is visible scarring around the wound, for each wound or removed portion of your pony they take an additional -5 penalty to Speechcraft rolls unless trying to be intimidating. If they're trying to be intimidating, it becomes a bonus. This is similar to the *Scarred* hindrance, though that hindrance is specifically intended for disfiguring facial scars; the effects of these hindrances stack.

On the upside, if characters with this hindrance have the caps and the luck to run into a cyberdoc or a sufficiently talented unicorn or zebra, they can get fixed right up. Not always quite as good as new, but enough to remove the penalties listed above (your results may vary, especially when it comes to removing scarring. The exception to that rule is magic – when your horn is removed, even if it is replaced or regrown, your character’s ability to perform magic may be gone until some major event triggers its return. More rules on this can be found in the magic section.

Table VII: *Maimed Hindrance Explanatory and Summary Table*

What’s Missing	Effect
Eye	-10 Penalty on visual perception, -10 to targeting rolls requiring depth perception
Nose	-10 Penalty on scent and taste perception
Ear	-10 Penalty on audio perception, and difficulty wearing glasses or goggles.
Leg (at or above the ankle)	-25% Land speed, rounded down. (-50% for bipeds)
Horn	Unable to use magic (Though far more helmet options are now available). Minotaurs or Buffalo with this are missing both horns and cannot use them as weapons.
Hoof/Claw (below the ankle)	Cannot use to attack in melee, reduces land speed by 10% per (Round down to nearest whole number).
Teeth (more than half)	-5 Roll Penalty on Survival, -1 Charisma, cannot exceed 9 Charisma
Genitals	You’re not having foals any time soon.
Tail	No additional effect, but you get an awful draft and other ponies (zebras, griffins, etc.) always get a fine view. Griffins take a -25 penalty to the flight skill.

Masochist – Your character likes pain, either consciously or subconsciously. They like it on some level, and they embrace it in the name of whatever purpose they serve. They act more reckless than most others, often for reasons that aren’t necessarily the brightest. This isn’t really a good thing for them in the long run, but it keeps them going when many others wouldn’t be able to continue. When crippled, masochist ponies suffer reduced penalties to the affected area: -10 instead of the normal -25 penalty to associated rolls (this does not affect the other hindrances, traits and perks that may give additional upsides or downsides to being crippled in specific locations—the penalties or bonuses stack). This comes at a heavy price for them, however; the lack of care with which they treat their wounds leads them to be much more difficult to heal. Healing items and magic will consistently heal 1d4 less wounds (minimum of zero) for masochist ponies, and when resting to recover from wounds they recover at half the normal rate. If they become crippled in an area, healing magic applied to that area heals 2d4 wounds less (again, minimum of zero).

Incidentally, most doctors hate masochistic patients. If the doctor knows of their patient’s reckless behavior, they can expect a tongue lashing the next time they waltz into the clinic with their leg dangling by a thread.

Multiple Personalities Disorder (MPD) – Your wastelander thinks that they’re multiple people trapped in the same body, or perhaps acts as though they are multiple people within the same body but doesn’t realize it. The Equestrian Wasteland is a weird place; it is completely plausible that they *are* in fact multiple minds forced to inhabit the same body. This is a recommended mental hindrance for “Original” Alicorns. The editor would like to note that this is a difficult hindrance to role-play, but if done well can be used to create some very interesting characters.

There are two main ways to treat this hindrance as a player; the first method is to create a single “main” personality and then create (or have your GM create) at least 3 “satellite” personalities that only emerge under a specific condition or set of conditions. The main personality and satellite personalities may need their own character sheets, as they should have differing mental stats (INT, CHA, and PER) and skills. The satellite

personalities may not take traits, but can take hindrances as desired, and will level up their skills whenever the main character does. Hindrances taken by the satellite personalities only provide half the amount of creation points towards increasing attribute scores, rounded down, and they cannot possess abilities that the main personality's body is incapable of performing. You can have a Hellhound or a Pegasi as personalities, but they won't be able to make your pony fly, dig or walk on clouds unless the body of the character is physically capable of those things (although they might think they can and act accordingly). They may also select their own perks as the main personality levels up. The personalities may or may not be capable of interacting with each other, and the level of interaction that they have with each other might vary as the mental state of the pony changes.

The second way of handling this might appeal more to players of Alicorn characters. Your waster has a main personality, but it is comprised of multiple facets of other minds. This over-consciousness is aware of the multiple personalities which comprise it—has access to their experiences, inputs, etc. -- and acts as a sort of representative between them and the outside world. This over-consciousness may be the most powerful mind among the facets, or perhaps a conglomeration of the most powerful emotional states of its facets, or it might even be something else entirely. Either way, it has all of the bad experiences of its component minds as well as the good, and it can become overwhelmed in certain situations as a result. Situations that trigger resurgences of memories or emotions from one or more of the component minds may cause hesitation or complete catatonia for a brief period – the GM briefly would tell the player to pause for a second, perhaps lose a combat action, even in a potentially dangerous situation, until something happens to snap the character out of it (like being on the receiving end of a bullet). Larger shocks may take more than a physical stimulus to snap out of. For an example of this type of mind, see Lacunae of Fallout Equestria: Project Horizons. At least three component minds should be fleshed out as characters, and may require their own character sheets as above, though their stats will not usually ever directly influence the dice rolls of this type of MPD character.

In both cases, this hindrance *must* be discussed with your GM before being taken. **At least two** of the hindered character's personalities and histories must be developed by the GM, though the **player** should develop the mind that is dominantly in control.

Mutation (Cannot be taken by Alicorns or Ghouls) – Your waster had a run in with a large dose of radiation or taint that left them a little bit different. Perhaps they have some cosmetic alteration that is normally only found on Ghouls or other wasteland mutants, such as glowing eyes or tongue, loss of hair, scaly skin, or a permanently discolored patch of flesh that constantly smells of rot. Taint may have warped a few of their features, making them into horns, fins, or something else unnatural. Maybe their limbs grow back when they're suffering from radiation poisoning, but look a little... off. Either way, this mutation isn't usually *directly harmful* (some mutations, like Blackjack's eyes, can often be very helpful), but it is *always* noticeable under some specific normal condition (i.e. being in the dark, being under water, being in an enclosed space). It tends to unsettle those who don't know your pony very well, giving you a -5 to Speechcraft, Mercantile, or other charisma based checks against ponies who don't know you (or at least haven't heard of you) if it isn't hidden. Individual mutations may give additional penalties or bonuses on top of this penalty, and a vast majority of them will likely be slowly killing your character. For an example, see Project Horizons Chapter 3 (or the "Glowing Eyes" quest perk listed below).

Mute (Cannot be taken by alicorns) – No, ponies with this hindrance aren't mutants. They just can't talk. Maybe their tongue was cut out by raiders, maybe they haven't said a word since that fateful night five years ago, or maybe they were just born that way, but for whatever reason they cannot, or will not, talk. They may communicate via other means, such as Ditzzy Doo's chalkboard, but in-game the player of a pony with this hindrance should find ways to express their character's desires that are distinctly non-verbal; their attempts at communication are still governed by speechcraft or whatever other skill may be appropriate. This hindrance is difficult to roleplay, and we recommend that players discuss with their GM before taking it.

Naïve (Stable Dwellers or EVC only) – “Did you just step out of a Stable?” Characters with this hindrance will probably hear this often. Naïve ponies tend to not know or understand a lot of the finer points about how the world works. They’re not stupid – they just don’t know. The world is a big bright hopeful place, and naïve ponies simply haven’t seen the darkest sides of it – yet. At character creation, the naïve hindrance doesn’t cause your waster any problems, save for some roleplaying ramifications. Unfortunately, naïveté doesn’t last forever; ponies with the naïve hindrance must trade it for another hindrance at level 10, or buy it off with a perk. What hindrances are applicable for this trade depends on the experiences of the character, and should be discussed with the GM.

Narcoleptic – Your wastelander has a problem staying awake. This might be due to a chemical condition, or it might be due to some sort of conditioning. Regardless, when exposed to a specific stimulus, such as high amounts of stress, and enveloping warmth, or being veiled in darkness, they fall asleep. What triggers your pony’s narcolepsy should be decided between you and the GM – the three triggers above are merely suggestions. Optionally, or perhaps additionally, the narcoleptic effect could be triggered by the GM spending a luck card as per the *Live by Luck* rules. Characters with this hindrance can resist the effects, attempting to not fall asleep when presented with their trigger effect, but to do so requires a frustratingly difficult (MFD ¼) INT roll. If not actively resisting the urge before the trigger is presented, the narcoleptic character may not even be presented a chance to resist.

Nasty Habit – Your character regularly does something a little off-putting, but for them it’s a habit they just can’t break. Things like licking the inside of their nostrils (a feat nearly all ponies are quite capable of, I assure you), pulling on their eyebrows (a feat I have yet to see a pony accomplish), winking their eyes individually and out of sync instead of blinking, hocking and spitting phlegm wads mid-sentence, biting their hooves, licking their pipbuck screen, or incessantly picking their teeth with a live-.50 caliber round are all good examples. The habit is not healthy for them, and is more likely than not looked upon as slightly abnormal or even outright disgusting behavior by other ponies.

If this habit makes any sort of noise or requires significant movement, characters with this perk take a -10 penalty on all Sneak rolls unless they can suppress the urge to act out their habit. To do so requires a hard (MFD ½) INT or END roll (player’s choice). Otherwise, this unsightly habit gives them a -5 penalty to all Speechcraft and Mercantile skill rolls and all Charisma rolls.

Obese (Cannot be taken by Alicorns, Ghouls, or with *Skinny as a Rail* or *Pipsqueak*) – Characters with this hindrance are overweight. This is a fairly unusual thing, considering that the majority of the Equestrian wasteland is on the verge of starvation, so in addition to the negative effects of actually being morbidly overweight, your character can also expect some astonished or angry looks the next time they’re out and about. They also have a problem losing weight, and tend to eat about one and a half to two times as much as normal ponies. If they can’t get that much food, they are very likely to complain about it.

Obese characters are a bit heartier than their healthy-weight counterparts, giving them a +1 to Endurance at character creation. However, they also take a -1 penalty to AGI for reasons mentioned above, and cannot exceed an AGI score of 8 while they have this hindrance. The large stature of characters with this hindrance gives them a -5 penalty to rolls made to dodge. This hindrance can be bought off, assuming the character does something in game that would actually cause them to lose weight such as exercise regularly and force themselves to eat normal-sized amounts of food for an extended period of time. If an obese pony is attempting (or being forced) to regulate their diet and not consuming an additional meal at least once every two days, they suffer a -1 penalty to END rolls.

Characters with this hindrance weigh (2d8*10) units of weight more than their normal-weight counterparts.

Obligation – Your pony belongs someplace, and has a set of responsibilities that come with it. Whether its membership to a family, tribe or gang, or even citizenship to a larger settlement, they have the responsibilities that come with belonging. Characters with this hindrance have to maintain their place within their organization, or otherwise regularly have to take time during or between sessions to take care of whoever or whatever they are obligated to. Because this is a hindrance, while it may grant the character some benefits from being a part of an organization, the GM should ensure that obligated ponies tend to have to do a lot more for their organizations, and on a more regular basis, than those ponies who take the “Organization” background edge. Those ponies with the Organization background edge tend to be ranked a bit higher than those with the Obligation hindrance when it comes to hierarchy within the same group, but this hindrance is by no means incompatible with that trait. Obligation can also be taken with regard to individuals.

Oblivious – Some ponies want to watch the world burn. Others wouldn’t even notice that the world was burning if it landed on top of them (and even then they still might not realize what was going on). Some ponies are just oblivious. They get by well enough, as long as they aren’t on watch when the raiders attack.

Oblivious characters suffer a -15 roll penalty on all perception checks, and tend not to notice things like land mines, or signs warning that the bridge is out up ahead.

OCD – Commonly referred to as CDO by those under its influence, obsessive compulsive disorder still exists out in the wasteland. In fact, it’s very common among those who leave the stable for the first time to start developing symptoms as a reaction to the abrupt change from sterility to the omnipresent dirt and grime the wasteland offers. While it has no direct *numerical* impact on a character, it’s a huge roleplaying hindrance, so pay close attention.

There are two parts to this mental disorder: compulsions, and obsessions. For the sake of not driving those with this hindrance mad, I’ll go over compulsions first.

Characters demonstrating OCD frequently have irrational compulsions, most frequently towards cleanliness, that they engage in as a forced distraction from their obsessions. Common overt compulsions include alphabetization (the one referenced most directly in this description), brushing their mane, tail or coat much more frequently than is necessary (or healthy), brushing their teeth even if they haven’t eaten, clearing their throat unnecessarily, counting – either specific things or in specific ways, picking at wounds, making checklists, making checklists of checklists, needlessly reorganizing their gear, touching a certain number of objects in each room before being able to exit, or walking in a certain way (such as only stepping on one color of tile). Many sufferers also engage in more covert compulsions, such as mental math or recitation (particularly entertaining for telepathy-users). Compulsions tend to be subconsciously geared to help the OCD-sufferer overcome or ignore fears or anxieties that result from their obsessions. The GM may suggest compulsions at any time to the character during play; a Willpower roll MFD $\frac{3}{4}$ (that’s INT and CHA, taking the better of the two rolls) is required for a character to resist performing the suggested action.

Obsessions are recurring thoughts that persist in remaining at the forefront of a character’s mind no matter how much they (the character) confront them. These tend to drive a character through an enormous amount of fear and anxiety related to their obsessions, inspiring the compulsions described previous. Obsessions need not be a single thought or idea, though they commonly are, nor need they be of the conventional “X is going to get me!” variety of OCD most commonly seen on television. The GM may want to suggest thoughts to an OCD character, but this is strictly optional.

Those suffering with this disease understand fully that their compulsions and notions do not correspond with reality, but are compelled regardless to act as though they are correct. If a character fails to resist the notions of their obsessions, OCD can progress into full blown dissociative personality disorder (*MPD*) or *Psychosis*. This hindrance works well in tandem with Fixation, particularly if the fixation is on *not* having something occur.

One Trick Pony (Races with the Magic Racial Skill Only; Cannot be taken with *Magical Savant*, *Stubby Little Horn*) – Most Unicorns or Zebras (and many half-breeds with parentage from either of those races) have a selection of spells to choose from, and with sufficient effort can learn any new spells related to their cutie mark that they come across if trained or taught. If your Unicorn or Zebra (or half-breed) has this hindrance, then they aren't one of those. They only have one spell, and are incapable of learning any others, though not for lack of trying. They might be very good at that one spell, or they might not, but barring extremely powerful supernatural means (such as a Black Book) they will never learn any others. Unicorns with this hindrance may not take spells beyond telekinesis, but the fact that they haven't had to focus their attentions on broadening their magic has allowed them more time to mature and focus it. They may add an extra layer of overglow beyond what normal unicorns can sustain (x16), without doubling the cost of the spell a fourth time (it still takes an extra action to channel the fourth layer, however).

Unicorn characters that wish to take another spell or recipe *aside* from telekinesis as their "one trick" may opt to have that spell instead of telekinesis. If characters choose to do this, they may only progress up the spell tree of the additional spell, and may not take more than one spell at each spell-level. They may also not cast any level 0 spells (aside from Telekinesis) unless that spell is their "one trick". They may still add an extra layer of overglow without doubling the cost.

Zebra with this hindrance have two options similar to unicorns. Their first option is that they may opt to take an extra character creation point and know only the Survival stew recipe (so a total of two points from one hindrance – not too shabby). This means they've focused other aspects of zebra culture such as hunting or technology, which manifests as a +5 bonus (this is a roll bonus, not a rank bonus) to three of the following skills of their choice: Small Guns, Melee Weapons, Unarmed, Sneak, Science, Mercantile, Medicine or Repair.

The second option for zebra is to hone their knowledge down into a single school of magic. They start with one level-0 recipe of their choosing within a single school of zebra magic, and may learn one recipe at each spell-level as they progress. While they can learn multiple spells at each level (so long as it stays in the same school), they can only know and be able to use one spell at each level at any given time. Learning another recipe at a level causes them to forget how to perform any other recipes they knew at that level. They must completely relearn the recipe from scratch to be able to perform it again.

Oops! – The title of this hindrance is actually the last word of many characters that have it. Also common were "My Bad!" "I just don't know what went wrong!" and "OH SH-". Characters with this hindrance have a problem involving explosives and other thrown items. That is, they're good at throwing them quickly, but they're bad at throwing them far enough away. This hindrance reduces the range increment of items thrown by characters from the normal 10 feet to 5, making their maximum thrown range about 15 feet, assuming they can make an MFD ¼ roll with regularity. The tradeoff is that throwing items costs them 5 less AP in SATS.

This hindrance works well with *Clumsy*.

Optimistic – Your pony is simply incapable of looking on anything but the brightest side of life. This is not a normal characteristic of ponies in the wasteland, considering that there usually isn't much to look forward to. Nonetheless, while they might not always be grounded in reality, ponies with this hindrance are always looking up. Many ponies in the wasteland tend to give ponies with this positive of an outlook a wide berth; insanity is catching. Ponies with this hindrance tend to mean well, but are frequently misunderstood or taken as foolish. This manifests as a -5 Speechcraft penalty against those not living in secure settlements.

Note that there is no pessimistic hindrance, as that's just considered normal behavior these days

Overactive Imagination (Requires INT 5 or above) – Quite frankly, you scare the shit out of yourself sometimes, and it's usually over nothing. Characters with this hindrance have trouble walking into pre-war areas, fearful of what might be around the corner or whose skeleton they might stumble into. A skeleton on a bed might surprise them, driving them into a maddening frenzy of thoughts and speculations on how they died horrifically of radiation poisoning or balefire. A word or a trigger can set their mind off running – Who was this skeleton? How did they die? Sweet Celestia I'll bet they suffered, and it was awful....

Similarly they tend to speculate horrifically on what might happen to them in dangerous or tense situations. In short, characters with this hindrance get themselves all worked up over things that haven't happened yet, usually while there's still a chance to avoid them, and things that have already happened, despite the fact that

they're currently still alive to worry about it. This is a roleplaying hindrance. Depending on how it's role-played, this hindrance may be incompatible with *Sadist* or *Masochist*; if you plan on taking this hindrance in conjunction with either of those hindrances, discuss it ahead of time with your GM.

Pacifist – Ponies with this hindrance don't think it right to go around shootin' folk just for looking like raiders. Or even for being raiders. Or, in some cases, even for shooting at you first! Pacifists take "do no harm" to an extreme, and will try to reason with whoever or whatever is attacking them whenever they believe it is possible. Only when all other options are exhausted will a pacifist pony resort to violence, and even then only in self-defense, or in defense of their friends. Hostages, for example, will not be allowed to come to harm if a pacifist pony has any say.

Pacifist ponies aren't fools; if they've had to shoot a member of a specific group in defense of themselves or their friends before, they'll probably not try to reason with any other members of that group unless they can do so safely. They'll still try to avoid hurting them if possible, though, and will feel quite badly about it if someone comes to harm in a way that they feel they could have prevented. This may trigger a guilty conscience. This hindrance plays quite nicely with *Virtue: Kindness*.

Phobia – This is a hindrance for ponies who are terrified of something specific. If they're terrified of everything, see the cowardly hindrance, located previously in this section. Note that these two hindrances don't preclude one another, though, so you *can* have a coward who is particularly afraid of certain things. For this hindrance to work, characters must be afraid of something that isn't omnipresent in the Equestrian wasteland, but isn't so rare that they never encounter it. A fear of heights for an earth pony (or certain ground-raised pegasi) would be a reasonable phobia. For stable-dwellers, agoraphobia is likewise logical. For Pegasi, claustrophobia is quite common. If your pony almost drowned at some point, fear of deep water might make sense as well. As long as there is some explanation for how your character came to be afraid of something, there is very little that doesn't work. Xenophobia and agoraphobia are common phobias for the Fallout Equestria universe.

Ponies with a phobia of something take a -10 penalty on all actions attempted while their phobia is active, i.e. when they're being afraid, and an additional -20 on top of that for fear checks. This is to prevent agoraphobic ponies from suffering a constant penalty while outside, and claustrophobic ponies from suffering a constant penalty in buildings. Intelligence checks to realize that the condition of the phobia is being met may be required. (Stupid ponies might simply not realize that the thing in front of them is the thing they're afraid of!)

Picky (Cannot be taken with *Omnivore*, *Tastes Fine to Me!*, or *Scavenger*) – You like to think you have a higher class, more refined attitude towards scavenging, but your companions probably just call you picky. Characters with this hindrance refuse to take items or useful salvage of weight to value ratio less than 1:15, unless they have a specific use in mind for it. They also refuse to take weapons or barding, no matter how useful, that is covered in blood or the remains of characters or creatures (at least, they refuse to take it without cleaning it first). And finally, yes, these ponies tend to be a bit more selective about what they eat, never straying beyond their species' dietary confines (bacon-be-damned). Many ponies that grew up in The Society or in very secure settlements like Tenpony Tower have this hindrance.

Pipsqueak (Cannot be taken with *Obese*) – Like the legendary stable dweller, you're rather small for your age. This is a fairly common hindrance for many in the wasteland as malnutrition runs rampant, but even those equines with sheltered upbringings may be smaller than average due to things like genetics or fetal alcohol syndrome. This hindrance has a few tradeoffs. For one, characters with it have a much easier time fitting into small spaces like ventilation shafts, and their smaller size makes them harder to hit when dodging, granting them a +5 on dodge rolls. The downside is that when taking damage, instead of the normal 10 points of damage required to inflict a wound at first level, they now take one wound per 8 points of damage (which increases to 9 at level 3, and so on). Pipsqueak characters have a carrying capacity that is 10 units of weight less than their normal sized compatriots, and are 2d6" shorter and (2d6*10) units of weight lighter as well. All of the effects of this hindrance stack with the Young hindrance if a character takes both of them at character creation.

Ponikaze (Cannot be taken with *Cautious*) – Your character is a little bit nuts in terms of how they fight. Running at your enemies with armed grenades in your mouth is not a viable combat strategy! Named for the suicidal charges that the Neighponese guerrilla fighters were known for during the last war, this hindrance grants characters five additional feet of movement per action, and permanently increases their maximum SATS AP pool by 10. This is done by sacrificing defense for speed, however, and lowers their effective DT by 5, as well as conveying a -10 penalty to all dodge rolls. Bonus points if they scream aloud while charging headlong into battle.

Prejudiced (Cannot be Taken with *Open Minded*) – Some ponies see the world in black and white. We're good; they're bad, end of story. They believe that one group or groups is inferior to another group or groups, usually based on bad information or, more often, fear and misunderstanding. Characters with a prejudice against a specific group take a -30 penalty on Speech and Mercantile skills to interact with that group, even if they're trying to hide their prejudice. If they don't try to hide it, they may simply be refused service altogether (or be doing the refusing themselves). Some examples of targets for prejudices include: Pegasi, Zebras, Griffins, Earth Ponies, Males, Talon Mercenaries, Alicorns, Hellhounds, Unicorns, Ghouls, Enclave-Members, Members of a specific Gang, Slavers, Steel Rangers, Merchants, Wastelanders, Stable Dwellers, etc. Taking a prejudice against "people with a prejudice" or similar groups with members that are not easily distinguished by a physical characteristic or organization membership is highly discouraged. Prejudice penalties to speechcraft and mercantile over-ride penalties that would normally be associated with race, such as the speechcraft penalties generally associated with zebra or alicorns – the penalties do not stack, you take the higher penalty instead.

Prideful (Cannot be taken with *Guilty Conscience*) – You may have lost everything else, but you've kept your pride and your dignity. Characters with this hindrance can be a little vindictive or grating at times, unwilling to compromise on the things they consider to be most important (whether or not they actually matter), such as keeping their attire clean, never compromising on prices, or altering a "perfectly good" plan that has gone all to hell. Prideful characters hate admitting they're wrong, that they've made a mistake or questionable decision, or that they have personal flaws. Particularly prideful characters absolutely despise being treated as anything less than an equal by anyone else, sometimes to the point that it may cause conflict. This is primarily a roleplaying hindrance.

Some GMs may want to consider this hindrance as a corrupted version of a virtue, in which case those who take it would not be able to take another virtue.

Psychosis – There are any number of different types of mental disorders plaguing the Equestrian wasteland, and we simply can't fit them all here. To compensate for this fact, we've created for your convenience the Psychosis hindrance. If you want your pony to be crazy and none of the other hindrances here are quite fitting the bill, this hindrance is for you. Do they feel that playing cards are a deadly weapon, and regularly try to use them as such? Psychosis covers it. How about if they think that they have the ability to hear the screams of dying plants? That's also definitely within the realms of this hindrance. Psychoses needn't be permanent or debilitating, but they should at least have some impact on the way that the character behaves on a regular basis. Dementia-addled characters should act like they have dementia (also, they should probably have the dementia hindrance listed earlier, not this one), characters that believe that brown coated ponies can steal portions of your soul by rubbing against you should not be okay with too much personal contact from ponies of that coloration, etc. If you have an idea for a particular psychosis that might not fit this description, have a chat with your GM and see if you can turn it into something that can be role-played.

Sadist (Cannot be taken with *Code of Honor* or *Virtue: Kindness*) – Some ponies just want to watch the world burn, and yours is one of them if they've got this hindrance. Your pony takes an enormous amount of pleasure from the suffering of others, particularly when they've caused it themselves. Ponies with this hindrance are generally not nice people, but there are exceptions. Some ponies just want to cause specific groups suffering, i.e. all the raiders, all the cannibals, certain members of the Enclave, the majority of Red Eye's slavers, ponies from a some less reputable settlements, etc. The sadist hindrance is still appropriate for those ponies. Beware of how slippery the slope they're on, though – a mass murderer who only kills and takes joy from the deaths of mass murderers still has a lot of blood on their hooves. Don't expect their karma to stay good for too long.

Scarred (Cannot be taken by Ghouls or Alicorns) – You know that guy whose face looks like it got into a fight with a lawnmower and lost? Yeah, that’s your character. Characters with this hindrance have picked up some sort of horrific (or at least off-putting) looking facial scarring as a result of their past endeavors, possibly as a result of botched medical rolls made to treat facial wounds or of simply not being able to get a wound treated properly in time. These scars can come in almost whatever flavor the player would like; frequent variations are wounds from buckshot or from multiple slashes across the cheeks, eyes and nose.

The exception to this is that this hindrance shouldn’t be taken to represent what I affectionately refer to as “Anime” or “Kenshin Scars” – scars that are so minor or superficial that they only serve to make the character look like someone wrote on their face with a permanent marker, but are actually the result of a horrific loss in a duel. Inigo Montoya’s relatively minor facial scarring isn’t what this perk is meant to represent – that’s a minor enough scar that it should really just be a part of their backstory. This hindrance represents truly disfiguring facial scarring, things that would make even a pony that *isn’t* obsessed with their appearance deeply depressed, because it’s left them looking at somepony in the mirror that they don’t really recognize any more.

This hindrance conveys a -10 penalty to all charisma based rolls (including speechcraft and mercantile as well as charisma attribute rolls). Speechcraft rolls made to intimidate opponents, however, actually receive a +5 bonus instead. Intimidation rolls still require the *Terrifying Presence* perk, but attempting to intimidate others without having that perk might get you it as a quest perk.

Scavenger (Cannot be taken with Picky) – Your pony calls themselves a scavenger. Others have called them a number of less flattering names – thief, kleptomaniac, crazy person with a sack full of everything you can carry, etc., etc. Ponies with this hindrance have a problematic habit of taking everything that isn’t nailed down. This tends to have a few negative side effects, such as making it harder for them to sneak (because their loot weighs them down and makes noise – see the skills section on sneak for more details), and making it difficult to manage party inventory. However, none of your friends can scoff when it comes time to trade for goods with a merchant. Your pony is compelled to grab everything they can when they go through any location that is either occupied with hostiles or is uninhabited. When the time comes that their saddlebags start to fill, they may then begin prioritizing based on weight to value ratios, but not before. To resist grabbing an item is a willpower roll (that’s INT and CHA, taking the better of the two rolls), MFD ¼, for a pony with this hindrance. This hindrance doesn’t apply to items that are known to belong to a friendly or neutral faction, however – grabbing those would get you in trouble!

Shadow of the Moon (Can only be taken by Alicorns, Half-Alicorns or Zebra Shamans, or with GM permission) - More superstitious ponies may believe that you are cursed to bring destruction to everything you touch, and they might not be entirely wrong. You gain +5% critical hit chance on all attacks (expanding your critical hit range to 1-10; this effect stacks with all other critical hit range expanding perks and hindrances), but all weapons wielded by you decay twice as fast and all offensive spells (any spell that targets an enemy and can possibly deal damage) that you cast cost 2 more magical strain than normal. This extra strain cost is not multiplied when considering overglow.

Sickly (Cannot be taken by Alicorns or Ghouls, or with Zebra Augmented) – Your character is suffering from some sort of chronic ailment that impairs them as they try to go about their day-to-day life. These impairments are usually physical, but may also be mental as well, depending on the disease, poison or sickness in question. The most common cases of this in the wasteland are the end result of prolonged radiation sickness or any one of the many wonderful long-term effects of malnutrition, but these are just examples; the cause of a character’s chronic ailment can be anything from arthritis to an unhealthy dose of zebra poison to just having lived in toxic conditions for an extended period.

Their ailment causes sickly characters to suffer from a temporary -1 penalty to endurance and at least one other attribute, usually strength or agility (it’s up to the GM). At the beginning of every session of play, a character with this hindrance must roll endurance, MFD ½. If they succeed, then their pony does not suffer the temporary attribute penalty inflicted by this hindrance. A critical success on this endurance roll will raise the MFD of future Endurance rolls made to resist this hindrance’s effects by one step, making it easier to succeed. Raising it above MFD 1 will remove the hindrance entirely. If they fail, then they suffer the temporary penalty. Critical failures permanently lower the MFD by a step. If the MFD drops below ¼, the sickly pony finally succumbs to the disease and dies unless they receive immediate medical treatment (Medicine roll requiring a rejuvenation talisman or

similar medical technology, MFD ¾), which prevents death but has no effect on the MFD (it stays at ¾). Chronic diseases such as this hindrance represents are not generally curable by medicinal or magical means, and thus this hindrance cannot usually be bought off and removed in the conventional way.

Regardless of whether or not they negate the temporary effects for the remainder of a session, sickly ponies are less resistant to diseases, poisons, and other sicknesses due to their weakened immune system, giving them a 1 MFD step penalty on any endurance rolls made to resist their effects.

While the sickness in question needn't be specific, a list of contractible diseases and poisons and their effects are outlined in chapter 11. Players with this hindrance who opt to take a disease from the diseases list in the back instead of the penalties listed above must receive GM approval on the disease.

Skinny as a Rail (Cannot be taken by Alicorns or with Obese) – Your wastelander is skinny; in fact, they're practically emaciated. It might have been years of borderline starvation, or it might simply be that they've got a super-fast metabolism, but they have trouble maintaining a healthy weight. As a result, they're so light and skinny that you can play a tune on their ribs like a xylophone. It's not a good thing to be this skinny; if a wastelander is skinny as a rail, then they're weaker than their healthier brethren, equivalent to a -1 penalty to STR and END. They're also a bit smaller than their healthier brethren, however, granting them a +3 bonus on rolls made to dodge. Depending on the reason why the character has this hindrance (i.e. months of near starvation versus just a freakishly high metabolism), it may be able to be removed after a few weeks of regular eating and buying it off.

Ponies with this hindrance weigh (2d6*10) units of weight less than their normal counterparts. If combined with the *Pipsqueak* hindrance, the weight reductions stack (add them together) and the height reduction becomes 2d10 inches instead of 2d6.

Slave – Your pony may be physically free from bondage, but their mind remains in chains. Ponies with this hindrance have been slaves for so long that they've practically forgotten how to be free. They may have never been free even before they became slaves, as in the case of Xenith, or they might have simply been raised in an environment where they were mentally conditioned to respond to certain things, as in the case of P-21. Either way, in some portion of their mind they are not really in full control of themselves, no matter how much they fight it, and may find themselves unwittingly reverting to their conditioned or expected behaviors. Ponies with this hindrance can recover from this state, but they must fight it every step of the way. Due to the conditions in which most slaves are kept, this perk grants the *Internal/Concealed Storage* trait at no cost. This hindrance is complimented well by *Skinny as a Rail*.

Spirit of the Security Mare (Requires the Live by Luck rules) – If you're playing with the live by luck rules as they're written above, then you may be wondering, 'Why use playing cards? Can't we use something like poker chips, or even paper clips?' The answer to that question is 'No,' and the reason is this hindrance.

This hindrance works against characters differently depending on the luck cards they're dealt. If at any point any combination of cards in a player's hand can equal 21 (counting face cards as 10 and aces as either 1 or 11), then characters with this hindrance receive a +5 bonus on all rolls for as long as that is the case. If they cannot make 21, but can make 14 instead, they receive a -5 penalty on all rolls. If they cannot make a combination of cards from their hand equal to either number at any given time, they suffer a -10 penalty to all rolls for as long as that is the case.

Spray and Pray (Cannot be taken with Trigger Discipline) – Conserve ammo? Fuck that shit! This hindrance reflects a lifetime of wasted bullets, either as a result of recklessness or possibly simply as the end result of many, many sessions on the firing range that never helped improve your character's accuracy in the slightest.

Characters with this hindrance operate their weapons quickly, not taking time to use the sights properly. This results in them taking a -10 accuracy penalty with any ranged single-shot weapon. If using a ranged burst-fire weapon (one that fires multiple bullets per action, such as an assault rifle, minigun or magical RCW), they do not suffer this penalty, but instead deplete its ammunition twice as fast (they have to spend most of the extra ammo leading their target). On the upside, they deal an additional die of damage with all ranged burst fire weapons, and all ranged weapons cost them 5 less AP to operate in SATS.

Stubby Little Horn/Wings (Unicorn/Pegasus Only; cannot be taken with *Magical Savant*, *One Trick Pony*, *Maimed: Horn*, or *Flightless*) – Your character is not descended from two parents of the same type of pony, or if they are, they got a bad mix of genes – not quite bad enough to make them a full-on Half-Breed pony, but still not so great either.

Unicorn ponies with this hindrance have horns far shorter than average, and their magical ability suffers because of it. Instead of their racial +10 to the Magic skill at character creation, they receive no bonus to the skill. In addition, they only get their cutie mark spell (if they even have one) and telekinesis at character creation. They may still learn spells related to their cutie mark, but find it much harder to do so, equivalent to a -10% penalty on their “New Spell” roll (see the Magic section for more details on gaining new spells).

Pegasus ponies with this hindrance have a wingspan that is only about half the norm for pegasi, preventing them from flying without magical aid. They are still capable of hovering and so do not lose the increased speed granted by flight, but cannot manage more than a dozen or so feet above the ground. If overburdened, they cannot even manage a hover. Their ability to interact with clouds and interface with cloud terminals is unaffected.

Studious (Cannot be taken with *Illiterate*) – Characters with this hindrance are fixated on learning, though not in the same way as those with the Fixation hindrance. The downsides of being a studious character are that you don’t get out much, and as a result are usually shy and don’t make friends easily: much of the knowledge you have of the world is gained from books, or from overhearing conversations held by more gregarious ponies. This over-reliance on books manifests as -5 skill ranks (minimum of 5) to Small Guns, Big Guns and any three of the following, player’s choice: Unarmed, Melee Weapons, Explosives, Speechcraft, Survival, Mercantile or Sneak. Optionally, they may choose to take a -3 rank penalty to five of those skills instead of the -5 rank penalty to three.

The upsides, on the other hoof, are that Studious characters are very good at learning and teaching – spells, skills, you name it. There’s almost nothing they can’t learn, and they can read books in half the time it would take others. All they need is a book or a teacher; studious characters get an additional skill rank from each skill-book or magazine they read, an effect which stacks with the bookworm perk, and may occasionally be able to increase skills through their interactions with NPCs in ways that other characters can’t. Additionally, studious Unicorns and Zebras begin play with one extra level 1 or 0 spell or recipe, respectively, which they have mastered through their studies. Zony shamans may select their spell from either list.

Note that this hindrance does not affect the possessor’s Energy Weapons skill – they work as advertised and have no recoil, making the instructional diagrams found in relevant literature *much* more helpful.

Stuttering – Your character has a thing for repeated consonants. That is, they can’t help repeating consonants whenever they try to talk. This is usually to their detriment, and gives them both a -5 skill rank penalty at character creation to both Speechcraft and Mercantile rolls (minimum rank is still 5), as well as a -5 penalty on all rolls made for both skills. Stutters can be removed in many cases by undergoing speech therapy, a long and involved process not generally available to most wasteland wanderers. There are also certain types of implants that may correct whatever physical or mental issue causes the character to stutter in the first place.

Suicidal (Cannot be taken with *Clear Conscience*, *Half-Heart* or *Guilty Conscience*) – For whatever reason (and players really should pick one out ahead of time), characters with this hindrance have a death wish. They might not be forthcoming about it, and they might not even be direct about how they go about trying to accomplish their final act, but in the end they’re trying to get themselves killed. Whenever given the opportunity, characters with this hindrance will go out of their way to put themselves into harm’s way. They may just walk off on their own during a night-watch shift and not come back, or they may simply insist on taking point in every compound their group investigates. Hell, they may even strap dynamite to themselves and run into a group of innocents.

If trying to kill themselves outright, as with a gun, a cliff’s edge, a noose and bucket, or any other device that requires them to off themselves, a character with this hindrance must roll Willpower (INT or CHA taking best), MFD %, with possible modifiers depending on the reasons for their suicidal feelings and external interference. If they succeed, the deed is done. If they fail, then something prevented them from committing the act, either internally or externally, such as leaving the safety on accidentally, or the rope breaking. If the character is prevented in this way twice in a row, then they should have a brief period of introspection or some sort of roleplaying event that leads them to re-evaluate their suicidal thoughts, and they can replace this hindrance with *Guilty Conscience* or *Clear Conscience* as is appropriate.

This hindrance can be removed by other means, but requires roleplaying reasons and should be discussed with the GM.

Thorough (Cannot be taken with *Quick Witted*) – Your character is something of a completionist. They absolutely *hate* leaving a job half finished, or without that extra bit of polish. As such, some tasks take them a little bit longer to do than other ponies. When making any sort of non-combat skill roll and not in a hurry, ponies with this hindrance may apply a +3 bonus to it. The catch is that, when rushed, forcibly interrupted, or otherwise in a hurry, ponies with this hindrance take a -5 to all skill and attribute rolls. This includes combat rolls. A character is considered “rushing” in combat if they attempt to do more than perform a single action during their turn.

Trigger Discipline (Cannot be taken with *Spray and Pray*) – Your character comes from an area or background where bullets and other munitions are scarce. As a result, they developed a habit of spending a few precious extra seconds to make sure that each and every bullet counts. This hindrance grants characters a +5 on all rolls made to hit with small guns, big guns, and energy weapons – any weapon that requires and expends non-reusable ammunition as a necessary ingredient to its method of dispensing death. The downside to this is that this is their shots obviously take more time to line up, and they tend to hold the trigger down a little shorter than most folks. Burst fire weapons (those that expend multiple units of ammunition per ‘shot,’ such as assault rifles and SMGs) spend 20% less bullets per shot (round down to the nearest whole number), and deal one less die of damage. Additionally, all of the weapon categories that are affected by the accuracy bonus cost 5 more AP per shot to operate in SATS.

Trusting – Your pony might not realize how trusting they really are, but if someone told them gullible wasn’t in the dictionary they might not even try to find one to look it up. Somehow, no matter how many times it comes back to bite them in the flank, they still would be willing to trust in whatever information they’re given, as long as the source isn’t obviously hostile (and sometimes even then). Ponies with this hindrance aren’t necessarily stupid, note – the same trick probably won’t work on them twice. But if you get a new trick, they’re likely to fall for it hook, line, and sinker unless someone else is around to help them see what’s actually going on. They take a -10 penalty to mercantile skill rolls (not to the skill rank score) due to their gullible nature. Ponies like this tend to rely on their friends for guidance, especially if they’ve found some friends that don’t try to take advantage of their trusting nature.

Uncontrolled Magic (Cannot be taken by races without the Magic racial skill) – Your Unicorn, Zebra, Alicorn, or Half-Breed has a problem with their magic. That is, they have trouble getting it to do what they want, when they want it to. It frequently does things that they’d rather not have it do, especially in stressful situations. For Unicorns, this can be manifest in ways such as suddenly playing beautiful music with their horn while they’re trying to sneak, your telekinesis groping someone while you were trying to pick up an object, or even accidentally casting an offensive spell when there’s an ally in front of you. Zebras might experience potions that don’t work, do the wrong thing completely, or have less-desirable effects in addition to those desired. Bat-wing talismans that grow in wings on the wrong place (say, one out of their stomach and one out of the top of their back), or a water-breathing talisman that also causes you to spit fire when you speak the letter P are other fine examples. Alicorns might find themselves teleported incorrectly, arriving upside down or in the wrong place completely. Perhaps they accidentally begin thinking in the royal Canterlot voice when they’re trying to relay a mental message, stunning their intended recipients.

In terms of game mechanics, this hindrance works best with the *Live by Luck* rules in play. If the GM spends a luck card to activate this hindrance, they pick a character with the hindrance and a spell known by them. That character’s player must make a magic skill roll at a penalty of -10, MFD ½. If the player succeeds, then the spell doesn’t go off. If they fail, however, the spell goes off as the GM would like it to. This can happen as many times per session as the GM has luck cards. If the spell goes off, note that it will still cost the caster strain or ingredients, and possibly actions if during a combat situation.

Without the *Live by Luck* rules, this hindrance activates whenever the caster or alchemist fails or critically fails their magic roll, in addition to whatever penalties that magical mishap may have already caused. Some GMs may also want to activate it whenever the caster is under extreme physical or mental duress.

Additionally, whenever the character with this hindrance tries to cast a spell on their own, they take a -10 penalty to the casting roll and a -10 penalty to hit, if the spell needs to be targeted. Targeting spells to do things when they're *supposed* to do them is less of a problem, but characters with this hindrance have more difficulty than most when it comes to focusing their magic.

Unforgivable (Cannot be taken with *Amnesiac* or *Stable Dweller*) – Your character has done something awful in their past. In many cases they are genuinely sorry for what they did, and work hard to prove to themselves and others that they aren't the same pony from that past incident. On the other hoof, they might not be sorry at all – perhaps they feel no remorse for their actions, and coldly justify them. Either way, nopony has forgotten the things they did, and their reactions towards your character will be affected by it. This hindrance can be taken up to twice at character creation, and allows characters to begin play with negative karma. It gives -50 karma every time it is taken. This is equivalent to a -5 to Speechcraft versus those with good karma.

Characters with negative karma run a high risk of becoming an embodiment of a corrupted virtue. This hindrance works well in conjunction with *Guilty Conscience*.

Unstable Genetics (Cannot be taken by *Ghouls* or *Alicorns*) – Radiation could be a more serious problem than normal for ponies with this hindrance. Genetically unstable ponies have suffered from some effect that has rendered their DNA a little more malleable than others, perhaps from some scientific mishap or perhaps simply because they were born that way. Regardless of how they came to be this way, they're much more susceptible to the effects of magical radiation and taint than their fellow equines, and suffer from a -30 penalty on endurance rolls to resist taint, and take an additional -5 penalty to any skill linked to an attribute that is currently affected by radiation poisoning. Ponies with this hindrance are also more prone to becoming mutated by radiation or taint, meaning that they must make an endurance roll every 200 rads or at every mark on the taint slider, instead of at the normal progression points (see radiation and taint mutation rules, nestled up right next to the ghoulfication rules in the GM section section). Be careful, wasters – most mutations are not beneficial to your pony's wellbeing! Nopony likes to hear that they've got cancer of the everything.

Wall-eyed – We'll be straight with you: you look a little derpy (not that there's anything wrong with that!). Wall-eyed characters have a lazy eye, one which tends to focus on things other than what a character is actually trying to focus on. Those with this hindrance tend to be perceived as more foolish or even outright stupid by many of their compatriots, and people generally tend to assume that wall-eyed characters are naturally quite oblivious. This is not actually the case; wall-eyed characters see on average 35% more than characters with more normal ocular motion, granting them a +5 on all visual perception rolls, especially those made to detect sneaking opponents.

The downside is that this hindrance really does make it more difficult to focus. If a wall-eyed character uses a ranged weapon without first taking an action to line up the shot using the sights, they suffer a -10 accuracy penalty. After they've moved the weapon to use the sights or scope, they needn't spend another action to use the sights unless they're forced to run (spend both actions to move up to three times their movement speed), perform an aerial maneuver, or dodge. SATS negates this accuracy penalty.

Due to others' negative perception of their disability, they suffer a -5 speechcraft penalty whenever they are trying to appear smart.

Wartime Stress Disorder (WSD) – Before the balefire bombs fell, ponies diagnosed with WSD actually had one of a myriad of stress related disorders, including things like chronic depression and post-traumatic stress disorder. The usual treatment provided was basically a complete removal of the memories that caused the stress or depression --an attempt to remove the source of the mental disturbance. As audio logs will probably reveal to your ponies at some point, this method of treatment does not work worth a damn, and tends to leave ponies with gaps in their memory that more often than not effectively lobotomize them, as well as subconscious reactions to the trauma that they no longer comprehend. For the purposes of simplifying, ponies with WSD as a hindrance actually have extremely severe PTSD (because more minor forms of WSD, including full-fledged 'normal' PTSD, are practically indistinguishable from a sane reaction to life in the wastes), and should act accordingly. If they're lucky, they might run into someone who knows how to treat this particular psychosis without just lobotomizing 'em.

Now, take into account that life in the wasteland is frequently brutal, never comfortable, and always violent (when it isn't cut short). Your pony has seen things that were far worse than what ponies suffer through on a daily basis in this hellish landscape. She's seen things that have made her brain attempt to crouch and hide behind her nasal cavities. Things she can never forget, and probably doesn't ever want to talk about. This manifests in a variety of ways. Some ponies develop a 'thousand-yard stare'; others scream and twitch in their sleep. All ponies with WSD as a hindrance have trouble sleeping, manifesting as a constantly visible set of dark shadows under the eyes. They occasionally shake uncontrollably when relaxed and tend to think and speak a little more slowly than normal, as if their thoughts were elsewhere. In combat, they are extremely focused and lethal, and may possibly be reliving their previous traumatic experience. This occasionally can result in hurting or almost hurting friends.

In game terms, the WSD hindrance does not directly affect actions taken during combat (unless the GM and the affected character's player have something else going on in the affected pony's mind), but gives a -5 penalty to all INT, AGI and CHA based skills outside of combat situations. As a reflection of the experience your pony gained from watching whatever horrific act occurred, this hindrance also grants a +5 skill rank bonus to Small Guns, Explosives, Big Guns, Energy Weapons, Melee Weapons, Unarmed or Survival (pick one) if taken at character creation.

Ponies with the WSD hindrance cannot also take the Abused hindrance at character creation. This is in part due to their similar and sometimes indistinguishable symptoms, and in part because they've seen enough horrors out in the Equestrian Wasteland to have lost their faith in equinity.

Whiner – That's not whining; *THIS* is whining! Your character is a whiner. They whine incessantly about their general situation, chores, taking watch duties, how much their wounds hurt, how they hate walking – you name it. This is extraordinarily grating. Most whiners find themselves suffering from terminal bullet wounds before they can accomplish too much in the wasteland. Whining about getting shot didn't prevent them from getting shot again, it seems.

Whiners suffer minus -15 to all speechcraft and charisma rolls, but receive a +5 bonus to all mercantile rolls – sometimes complaining incessantly really does help get you a better price!

Young (Cannot be taken by Alicorns or with *Elderly*) – Characters with this hindrance are colts or fillies (or hatchlings, pups, etc.) Being young doesn't mean they're not capable of fending for themselves, though. It does mean that they've got a little less experience with some things, but the reduced size of young ponies means that in combat they're that much harder to hit!

Young characters take a -3 to their rank in all skills except sneak, including tag skills, at character creation and a permanent -1 penalty to STR. Similarly to characters with the *Pipsqueak* hindrance, they take one wound per 8 damage dealt to them at character creation, but their smaller size grants them a +5 bonus to dodge rolls. Both bonuses to dodge and penalties provided by the Young and *Pipsqueak* hindrances stack – if a character has both hindrances they take one wound per 6 damage dealt to them (at least up until level 3, where it increases to 7), and receive a +10 bonus to dodge.

Unicorns with this hindrance do not start with the normal level 1 spell in addition to basic telekinesis. If they have a cutie mark, they may still start with a cutie mark spell.

Young also grants +1 to CHA and Luck, and reduces carrying capacity by 50 pounds. Characters with this hindrance are 2d12" shorter and (2d10*10) units of weight lighter than their adult counterparts.

This hindrance is required to become a member of the Crusaders (see the *Organization* trait) at character creation. Older characters may join the crusaders at a later point if they have the "Foal at heart" perk, and can gain the organization's favor.

Virtues – Kindness, Loyalty, Honesty, Generosity, and Laughter (Joy)

Maintaining a virtue isn't easy in the equestrian wasteland. It's difficult – which is why in this system taking one counts as a hindrance, and gives you a creation point back as a reward if you pick one at character creation. Ponies don't have to take a virtue, though the wasteland tends to be easier to survive for ponies that know what their virtue is and actively live up to it; all ponies who want to make the wasteland a better place should at least read through and consider it. Virtues can also be earned by characters that demonstrate them frequently during gameplay. Some GMs might even want to only allow virtues to be earned in this way.

Taking a virtue does not by guarantee that your character is the embodiment of that element of harmony; that decision should be made by individual GMs based on the way a character is played. Players who pick a virtue but do not embody it or manage to corrupt it through their actions may find themselves losing karma as a result. And don't forget: only ponies can be elements of harmony that we've seen, but having a virtue can apply to anyone – Alicorns, Zebra and Griffins as well as any of the other myriad races that still manage to survive in Equestria. If your GM wants to have a zebra as the element of kindness, that's up to them. Just don't take virtues lightly – the fate of Equestria ultimately depends on the Elements of Harmony, which in turn depend on virtuous ponies. Characters with negative karma run a high risk of becoming an embodiment of a corrupted virtue.

Generosity – Your pony frequently gives to others, at personal expense if necessary. Even if they might only barely have enough to survive themselves, generous ponies continue to give to those less fortunate. They might have no qualms taking what they need from the more fortunate, though. Generous ponies frequently sacrifice themselves in order to aid in the escape of others, and give what they can to help any they come across who are in need. Corrupted ponies with generosity as a virtue might only give to those who they deem worthy, or only give of themselves to save their close friends.

Honesty – Ponies with this virtue might find themselves thinking, “The Truth will set you free,” quite a bit. Lying and deception are not your style; you are not necessarily completely straightforward, but lies, even what some would call “white lies,” you find to be repulsive. You believe that if everything were fair and honest, the world would be a better place – even if you know that sometimes the truth hurts the most. Telling the truth might not fix the problem immediately, but you know full well that even if it might cause some pain in the short run, it enables the healing process to begin. You are honest, sometimes to a fault; lying for you is nearly impossible, and when you do manage to do it it's completely unconvincing. Take a -100 penalty on Speechcraft or Mercantile skills when you lie or attempt to broker what you know to be an unfair deal. Honest ponies that aren't corrupt often have trouble even withholding information that they know might help others (if those being helped are known to be trustworthy). Examples of corrupted honesty tend to be manipulative, using the truth to tell lies.

Kindness – You are a kind pony. You try to help those in need, often at great personal cost. It might not be a perfect world, but you believe that we can do better than we are to make it one simply by being kind to others. Some others might try to take advantage of this, but you're certainly no fool; your kindness towards both friend and foe is done in the knowledge that, whether or not they are grateful, you've done the right thing. Kind ponies who are not corrupt must try to be kind, even to their enemies if given the opportunity, but that doesn't mean they won't defend themselves or their friends. Corrupted kindness is both dark and brutal; it manifests most commonly where ponies give up on being kind to individuals in order to help what they decide is a “greater good.”

Laughter (Joy) – “How is laughter a virtue?” asks Lil’pip. Perhaps laughter isn’t the right word. Upon close examination, what is really meant by laughter as a virtue is that those possessing it have the ability to laugh in the face of fear, to smile when the situation looks grim. In other words, those possessing the virtue of laughter have within them a deep, powerful reserve of **joy**. Ponies who have found these joy reserves are capable of seeing light in the darkness, and they use this light, metaphorical though it may be, to guide themselves and their companions through the sadness and despair of the wastelands. Joyful ponies aren’t necessarily optimistic – that’s a different hindrance described above – but they are always capable of finding something to smile about, even if the situation is dire. Ponies whose joy and laughter have been corrupted are almost never able to be truly happy, or are only happy because of the effects of some drug or other unnatural source.

Loyalty – Your pony would never betray their friends, no matter what they may have done to deserve it. She might not always be kind to them, and will certainly still make mistakes within the friendship, but at the end of the day she will always be there to help out in a pinch. Ponies with the loyalty virtue also tend to stick to their guns on their ideals – sometimes at a terrible cost to themselves. Loyal ponies that aren’t corrupt simply cannot bring themselves to betray friends or family – even if they’re out to kill you. Corrupted loyalty tends to manifest as loyalty to causes, rather than to the ponies supporting them. It is often quite merciless, willing to go beyond the pale and to make great sacrifices (both morale and otherwise) to support the object of the loyalty. Remember – loyal ponies have been known to often do things that those who they’re protecting would be mortified to find out about....

Notice that magic is not listed here. The legend of the elements of harmony says that once the other five elements are present, a spark will cause the sixth element to appear. The element of Magic was the sixth element for the Mane 6 ponies, but it is not necessarily the case that the sixth element of Harmony remains tied to magical ability. Included in the traits section is a set of rules for using magic as the sixth virtue, listed as the two-part Magical Savant and Arcane Devotion traits; due to its power, it’s treated as a set of traits rather than a hindrance, with some specific requirements. For more information on using magic as the sixth element, see the perk’s description and requirements below.

*For those of you who want to make a pony with a different virtue than those listed above, note that **almost any positive quality that a pony can have can be considered a virtue**. A few other good choices for possible virtues not listed here are Sacrifice, Love, Patience, Restraint, Pity, Modesty, Humility, Determination, Perseverance, Discipline, Tolerance, Hope, and Courage, but even including these the list is not anywhere close to all-encompassing. To be a good choice for a Virtue a trait must be positive, but at the same time may require personal sacrifices in order to uphold in your wastelander’s life. Try to consider how a virtue might manifest as corrupted in your character before choosing this hindrance.*

Traits

Sometimes a character has some special facets or abilities that are the result of their background. Traits represent these sorts of things, and can be purchased at character creation using character creation points. Unlike Hindrances, Traits almost exclusively provide characters with positive effects and benefits.

Some of the traits below can only be obtained by characters at character creation, or gained through play as “Quest Perks”. Traits that can be taken during play as you level up will be relisted in the Leveling up your Character section as perks; their requirements and eligibility may change. Traits should be bought after purchasing hindrances, as certain hindrances preclude or are necessary to obtain some traits; traits are labeled appropriately to note this. They cannot be bought as traits when leveling up characters. Those perks are listed in the “Leveling up your Character” section, later in this document.

Characters who are Ghouls and Canterlot Ghouls (a subtype of many races in the wasteland who have survived a normally lethal dose of necromantic radiation) should take the Ghoul or Canterlot Ghoul trait accordingly.

Table VIII: Traits Summary

Trait Name	M/P	Creation Point Cost	Brief Description
Ace Flyer	M	1	Increase the number of flight maneuvers you can learn. Increase varies by level of maneuver.
Additional Spell/Recipe	M	1	Cast or brew one additional 1 st or 0 th level spell or potion.
Agile Tongue (Prehensile Tail)	P	1	Removes lockpicking penalty to races without fine manipulation; grants +5 rank bonus to lockpicking and science.
Animal Companion	P	1-3	Grants an animal companion who will travel with you.
Arcane Devotion	M	2	+5 rank bonus to magic, multiple additional spells at character creation.
Astronomer	M	1	+10 to zebra magic under certain conditions.
Brave	M	1	Reduces the MFD for any fear or horror rolls by one step for you. Companions gain a +10 bonus on this roll.
Cache Location	P	1+	Your character knows the location of a cache with goods and supplies in it.
Channeler	M	1-2	+4 magical strain capacity, or regenerate strain 25% faster, or both. Can be taken twice to stack either effect.
Clear Conscience	M	1	+25 to INT or willpower rolls made to resist gaining mental hindrances.
Contortionist	P	1	Ponies shouldn't bend that way. +15 to rolls made to dodge; you can squeeze into impossibly small spaces.
Cyberpony	P	1-3	+3 DT, +10 DT versus fire, +10 to END rolls vs. Poison, +10% radiation resistance effects. Makes you age much slower.
D. A. R. E. ing Do	M/P	1	You receive a +20 bonus on either END or INT rolls made to prevent addiction to substances.
Disease Resistant	P	1	+20 bonus on END rolls made to resist disease.
Faith	M	1	Lowers MFD for allies to overcome mental hindrances, change the critical range for a single roll every session.
Foal at Heart	M	1	Opens up unique dialog options with young NPCs. Also Grants +2 CHA towards young NPCs.
Formal Education	M	1	+10 on background knowledge rolls. Character knows more about the world, such as historical information.
Good Luck Charm	M	1	Allows an ally to reroll a single roll once per session. Additional effects with <i>Live by Luck</i> .
Heavenly Vision	P	1	+5 roll bonus on CHA-based rolls, and +1d10 damage against those ponies to which the <i>Pony Romance</i> traits or perks apply for you. Those who see you as competition deal +1d10 damage to you.
Implanted	P	2+	Your character has major internal implants. The implants provide them with bonuses or have specific specialized and/or situational effects.
Internal/Concealed Storage	P	1	Character can conceal a small object, no bigger than a small handgun or tool, even when naked. (Eww.) Free with <i>Slave</i> .
Iron Stomach	P	1	Can eat spoiled food without negative effects, MFD for ingested poisons is one step easier
Large	P	1	Only take wounds every 12 points of damage; 5% penalty to dodge. 20 additional units of carrying capacity.
Lucky	M	1	Reroll and take the preferred roll once per session per time you've taken this trait.

Trait Name	M/P	Cost	Description
Magical Savant	M	2	Learning spells by pushing them beyond their limits is easier for you, and physical cost to cast and sustain spells is lowered by 1, minimum 1.
Ministry Descendant	P	1 (0)	Access to ministry-encrypted or locked files, information, and locations.
Ministry Employee	M/P	1 (0)	Access to ministry-encrypted or locked files, information and locations.
Named Weapon/Armor	P	1	You begin with a named weapon or named piece of armor, as per the rules listed in the equipment section.
Omnivore	P	1	Characters can now survive off a wider range of foods.
Open Minded	M	1	You ignore all racial speechcraft penalties, and can make a speechcraft roll to convince members of races that you would otherwise suffer penalties towards that you are a friend.
Organization	P	1-3	Your character belongs to an organization or settlement and gains a benefit accordingly.
Poison Resistant	P	1	+10 on all endurance rolls to resist poisons. 50% chance that deadly poisons are not deadly to you.
Pony Romance	M	1	+1d10 damage against your gender of interest.
Power Armor Training	M/P	1	Your character knows how to wear and operate power armor to its fullest extent.
Prehensile Tail	P	1	See <i>Agile Tongue</i> .
Quick Witted	M	1	+10 to initiative rolls, + 5 to INT or PER rolls made under timed conditions. May act during surprise rounds.
Reversal of Fortune	P	1	Swap the tens and ones places on one die roll per game session.
Robot Companion	P	1-3	Grants a robotic companion who will travel with you.
Sense Magic	M/P	1	Your character can detect the presence of magic when it is used around them.
Specialization	M	1	+15 on skill rolls related to your specialization.
Stable Dweller	M/P	1	You grew up in a stable, and gain the benefits of stable life.
Sterner Stuff	M/P	1-2	+1 DT and +5 versus diseases and poisons, OR +10 on mental resistance rolls, including hindrance resistance rolls.
"Tastes Fine to Me!"	P	1	+5 bonus on Survival rolls
Touched by the Sun	M/P	1	+ 1 on all SPECIAL, -5 on all skills. -1 skill rank per level up.
Trained under a Medicine Mare	M	1	Grants non-zebra access to a single level-0 zebra recipe. You may now ignore racial speechcraft penalties towards zebras completely
Wasteland Weirdo	M/P	1-4	Your character has a rare or unique attribute, ability, or effect as a result of their history in the wasteland.
Zebra Augmented	P	1	+3 DT, +10 DT versus fire, +10 Poison Resistance, 10% resistance to radiation effects. Makes you age much slower.
Ghoul	P	2-3	Your character is a Ghoul. They're healed by and immune to radiation and no longer need to consume food.
Canterlot Ghoul	P	4	Your character is a Canterlot Ghoul. They're healed by and immune radiation, immune to pink cloud, and no longer need to consume food.

Remember to check for trait requirements and limitations!

Trait Full Descriptions:

Ace Flyer (Requires Flight as a racial skill, cannot be taken with *Flight School Dropout*) – You were the best flight jock in your class, and no one could touch you. Other students fought for the *privilege* of being your wing mare. Not only did you master the techniques you were taught, but your innate understand of them has made it easier for you to remember a wider variety of techniques than your peers!

Characters with this trait may learn two additional level 2 flight maneuvers and one additional level 3 flight maneuver above the normal maximum limits determined by their agility attribute score.

Additional Spell/Recipe (Requires Magic as a racial skill, cannot be taken by Alicorns) – For whatever reason, your character is talented enough at magic or alchemy to the point that they know an extra spell or recipe. Perhaps they had a mentor teach them, or maybe they found instructions in an old pre-war book. Characters that take this trait begin with one extra level 0 or 1 recipe or spell, usually related to their cutie mark.

Agile Tongue – Some Earth Ponies and Pegasi are *just that talented* at using their tongue, tail and hooves. Take that however you wish. If your character's got this trait, not only are they talented, they're so good they don't suffer the dexterity penalty to lockpicking normally suffered by hooved races. They receive instead a rank-bonus to both lockpicking and science of 5. Characters of other races that take this trait are just abnormally dexterous with their mouth or tail, and receive the same bonus, though obviously the trait doesn't negate any penalties for them that they already don't have (unless they lose their magic or their opposable digits). May also provide situational benefits related to intercourse (and we definitely don't mean talking), and will allow characters to reload weapons at an accelerated rate. Whenever reloading a weapon outside of SATS, they reload twice as many bullets as they would otherwise.

Animal Companion (Variable Point Cost, cannot be taken with *Robot Companion*) – Taking this at character creation means that, at some point in your character's past, they befriended an animal in the wasteland that now follows them around. The animal might be intelligent, or it might not, but it is far more than a pet to your character -- it's practically family, and both the companion and the character rely on each other. A list of possible animals or wasteland creatures that can become companions is below, though this list is not by any means exhaustive and other options may be available to your wastelanders depending on locale. These companions do not gain experience or increase in level as player characters (though their stats may be increased via roleplaying events, such as training), and if playing with the "Live by Luck" rules they receive a single luck card each. This trait can only be taken once, and if your companion dies you may befriend another during gameplay.

The most commonly available critters available as animal companions in the Equestrian Wasteland are listed on the following page. For stats on these creatures, look to your GM; the stat blocks are listed in the back of the book. This list may change depending on setting and GM preference, and is in no way limited to the creatures listed here – this is just a basic suggestion.

Balefire Phoenix (3 Creation Points) – These rare and majestic creatures are capable of flight, and are immune to the negative effects of taint due to their regenerative abilities. Balefire Phoenixes are very intelligent, and are healed by the effects of ambient radiation as well as from fire. It's been rumored that several of these creatures have been seen around the Fillydelphia and Manehattan ruins, but the creatures are so rare and elusive that these rumors are difficult to confirm. In environs where a balefire phoenix may not be reasonable as a companion, we recommend you substitute either an Ankha or a Qetzal.

Brahmin (2 Creation Points) – Brahmin are sturdy, two-headed bovine creatures descended from the cattle that once roamed the areas south of Ponyville. Frequently used by travelling merchants as pack animals, the majority of Brahmin are, unlike their ancestors, not very intelligent. Occasionally one of the two heads may possess average intelligence, but this is rare (have GM roll percentiles for each head, on a critical success that head is of average intelligence). They are immune to the effects of radiation, and extremely resistant to taint.

Dog (1 Creation Point, 2 if Cyberdog) – The surviving canines of Equestria are mostly unchanged by radiation, having sheltered in tunnels or in stables with their owners through the apocalypse. They are extremely loyal and can be quite vicious in a fight, and have noses capable of detecting or tracking down just about anything you might come across in the Equestrian Wasteland. While wandering the wasteland you may also encounter cybernetically enhanced canines, which tend to be much stronger, faster, more intelligent, and more resistant to the effects of taint and radiation than their organic brethren. If you find one of these canines alone and can help it out in some way, you may find yourself with a new friend.

Mole Rat (1 Creation Point) – While not particularly intelligent or pleasant to look at, the mole rats of the wasteland are extremely skilled scavengers and diggers, and are immune to the effects of radiation and taint. Mole rats tend to imprint on the first creature they see as their mother when they first open their eyes, around 6-8 weeks after being born.

Timber Wolf (2 Creation Points) – These intelligent, lupine-looking creatures are actually plants, not animals, and have their origins deep in the Everfree forest. Generally hostile to all animal species, they travel in packs protecting their seedling pups, which the females plant in small clearings. The only known successful attempts at domestication of these ferocious creatures required that they be raised from seeds. Even domesticated they are still ferocious, loyal and extremely protective to any creatures they perceive as part of their “pack,” and vicious towards outsiders.

Nightstalker (3 Creation Points) – Nightstalkers are creatures of taint, a strange-yet-stable magical combination of snakes and dogs. They were created as an experiment by pre-war scientists in an attempt to combine the loyal aspects of a domesticated dog with the ferocity and reflexes of a viper. They were at least partially successful; if raised from the moment of their hatching, nightstalkers are extremely loyal. Marketing them as pets was less successful. Their magical origins allow nightstalkers to naturally generate a 2 MFD step stealth field, and their poison is known to be both deadly and fast-acting.

Radroaches (1 Creation Point) – Rad roaches are the result of generations of enlargement as a result of radiation. Not generally dangerous but fiercely territorial and aggressive, they are considered something of a nuisance to most living today. They generally eat the dead, but will attack the living if not fed regularly. These creatures are roughly the size and intellect of a housecat, and can actually be domesticated quite easily (though few make the attempt). 1 creation point spent grants 1d4 Radroach companions.

Yao Guai (3 Creation Points) – Yao Guai are the mutated descendants of the ursine tribes that occupied some of the lands bordering northern Equestria and the Griffin territories. They are intelligent and immune to radiation, as well as highly resistant to taint, but they are quick to anger and extremely dangerous in melee. Trying to help most Yao Guai will get your head bitten off really quickly (and that’s not just a colorful metaphor), but if you can earn their loyalty you’ve got a friend for life.

Arcane Devotion (Requires 2 Character Creation Points. Requires Magic as a Tag Skill and either Studious or INT 8. Requires Magic as a racial ability; cannot be taken with *Illiterate*, *Imprecise Magic*, *Stubby Little Horn* or *One Trick Pony*) – Your character has an affinity for magic that is the end result of a lifestyle dedicated to its study.

This trait allows a unicorn, alicorn, zebra or half-breed to reduce the level requirement for learning a spell by two levels. It also doubles the number of spells a character can learn at each spell level; these effects do not stack for those equines who also take *Magical Savant*.

Their studies of magic and spells (or recipes) translate into their being able to learn how to cast nearly any spell (or brew any potion, or create any talisman) they can study for a sufficiently long amount of time – including just watching other ponies cast the spell or just examining a talisman for a few hours! This means that they can learn any spell or recipe that their level and skill with magic allows as long as they have access to a teacher, a spellbook, or an example (or for zebras, a sample of the final product that a recipe is for is usually sufficient). This ability does not grant them a bonus on rolls made to improve their on spells by pushing them beyond their limits.

Note that what is required to learn a spell depends heavily on the spell itself – studying a rock brought into existence by the “Create Matter” spell isn’t going to unlock the mysteries of how the spell pulled off such an impressive feat, but studying a unicorn who is currently casting the spell might. Arcane Devotees start with an additional five ranks in Magic, and an additional number of spells or recipes at level 1 or 0 equal to their casting attribute (Intelligence or possibly Charisma) divided by 3, rounded up. Zony Shamans may pick these additional spells from either list.

Astronomer (Zebra or Zony only, requires GM permission. Cannot be taken with *Illiterate*) - You know more about the stars than almost anyone, including most zebra. This is particularly impressive due to the fact that the zebra astronomers were years, perhaps decades ahead of their pony counterparts, and their knowledge of the stars and their movements and impacts on the world was unparalleled even as the balefire fell. This edge is purely informational, and its use and utility are completely GM dependent. As such, even if your character does end up with this hindrance, you should discuss with your GM what exactly they do and do not know about the stars - both above and below.

Astronomers are revered within zebra society, and the possession of such knowledge is closely guarded within Caesar’s Legion due to the possible power it confers upon the bearer. Zebras with this trait get a +10 on their Zebra Magic skill roles to recite zebra lore, culture and history, or if making talismans or potions involving stellar influences in either their recipe origins or their ingredients.

Brave (Cannot be taken with *Cowardly*) – Bravery isn’t a lack of fear – it’s the ability to act in spite of it. Characters with this trait know how to react to scary situations in ways that do not involve running away in fear, yelling “The horror! The horror!” or soiling themselves. If a frightening situation arises – one in which a fear roll must be made - Brave characters may treat the MFD as one step lower that it would normally be.

Bravery is inspiring. Whenever a brave character rolls fear, they provide a +10 bonus on fear rolls to those traveling with them. This bonus can stack with itself if multiple characters have this trait, and characters with this trait will still receive this +10 bonus (or bonuses) if other characters in their group also have this trait.

Cache Location – Your pony has a stash of goods, food, gear, or perhaps even weapons and armor somewhere out in the wasteland. It’s well hidden or protected, and only they know how to access it, but it may be fairly out of the way relative to where they usually hang out. This trait can be taken multiple times. For every character creation point spent, your pony has an additional 1000 caps worth of gear in their stash.

Channeler (Requires 1-2 Character Creation Points, requires the Magic racial skill) – Your character is capable of storing and/or generating more magical energy than almost any other unicorn or alicorn. Depending on which one it is (and you must choose which one before taking this trait), their magical strain capacity is either increased by 4 points, or they now regenerate one point of strain every 45 minutes instead of the normal every hour. This trait can be taken twice to obtain both effects, or to obtain a better version of either effect. If taken twice to increase magical strain capacity, then the total increase to capacity is 8 points; if taken twice to decrease strain regeneration time, then the character now regenerates one point of magical energy every thirty minutes. A character cannot invest more than two creation points into this trait overall (that is to say, it can only be taken twice).

Clear Conscience (Cannot be taken with *Half-Heart* or *Guilty Conscience*) – Maybe your wastelander really hasn't done anything they regret, or perhaps they're just very good at rationalizing their actions to themselves and others. Either way, characters with this trait are good at staying focused on the task at hoof and not getting bogged down with the aftermath of their decisions. After all, somepony needed to make the call, and they did their best to make it as they saw fit at the time – no point worrying about what ifs and might have beens. This trait grants a +25 bonus to resisting the gain of a mental hindrance that might otherwise result from witnessing or hearing about the less desirable results of past actions. If the character with this fails to resist gaining a mental hindrance three consecutive times (for a total of three different hindrances), then they lose the effects of this trait. If a character loses the trait in this way, they may increase their intelligence or luck attribute score by one point. They still get the mental hindrance as normal.

Contortionist (Cannot be taken with *Elderly* or *Obese*. Requires AGI 6 or greater) – Your wastelander is incredibly flexible, to the point where they could probably have made a living off of bar bets alone before the war. They are capable of squeezing into spaces or through gaps usually only big enough for a small foal to fit through. This trait really shines in combat, as contortionist characters receive a +15 bonus on rolls made to dodge or move behind cover as a result of their ability to compact their form and to move their bodies in unexpected ways. This bonus does not apply to rolls made to dodge by means other than agility, such as rolls to dodge employing the fly, magic or dig skills. Also of note, this bonus to dodge does not stack with dodge bonuses provided by the *Pipsqueak*, *Skinny as a Rail*, or *Young Hindrances*.

Cyberpony (Recommended: *Stable Dweller* or *Sand Dog*. Cannot also be *Zebra Augmented* or *Canterlot Ghoul*; Costs 1 or 3 Character Creation Points; gain a maximum of 1 character creation point for areas *Maimed that start play replaced by cybernetics*) – Your character had access to highly advanced technology at some point in their lives. They may have been a pony in a stable that continued to advance technologically in spite of the apocalypse, or they might have been cybernetically augmented as part of an experimental procedure, but reasons aside they are now part machine. They are a cyber-pony (or zebra, griffin, or sand dog), and as a result they're much more physically able than their non-enhanced counterparts. Their augmented form is extremely durable, which translates to their limbs being able to take one extra wound each before becoming crippled and one extra wound each before being removed, and they age at a greatly reduced rate due to the arcane technology integrating the cybernetics with the rest of their form. They also have a permanent increase to their Damage Threshold around the area of the prosthesis, gain 10 DT versus Fire over all locations, 10% radiation resistance, and have a +10 Bonus on resisting (most) poisons.

If you put in one point, this trait grants you all of the above bonuses, making you functionally part machine. The damage threshold of your cyborg is increased by +6, but only in the location of their prosthetic. The machine components don't have to be extensive at this level, nor must they be visible – perhaps your waster had an eye enhanced, or has an artificial leg below the knee on one side. Maybe they have an artificial organ.

For three character creation points, characters are more machine than flesh, likely having 3-4 cyber limbs and many more internal components and implants, such as cyber eyes or a built-in pipbuck interface. The damage threshold bonus for this level of cybernetic enhancement is a +3 bonus to the entire cyborg – all locations (even otherwise unmodified locations need artificial strengthening in order to support the surrounding cybernetics). They do not need to eat or sleep as normal ponies (though an hour or three of sleep every few days is still recommended, lest they go insane), and must consume gems and scrap metal as normal ponies would consume food. Depending on how advanced the cybernetic systems are they may be unable to move silently or have other downsides. All 3-point cyber ponies have internal repair talismans (often more than one) that are very nearly indestructible; that doesn't mean they're indestructible, mind you - eating a balefire egg omelet is still a bad idea.

Cybernetic components must be regularly fed crushed or whole gems and bits of scrap metal or electronic components to keep them functional. All cyber prostheses have compartments into which these materials can be placed, some of them considerably less obvious than others (some ponies even 'eat' their gems and scrap metal alongside normal food). For the purposes of bookkeeping, cyber prostheses should be 'fed' crystals or alternative power sources as a normal pony would consume food and water; a limb that is approximately ¼ the size of a pony should require crystals about ¼ as often, excepting under heavy use when it may consume more.

Crystals allow the limbs to function at full power, while scrap metal initiates repairs and maintains components via the repair talisman installed within the device. Less complex prostheses may lack repair talismans

(and thus the ability to accept scrap metal as a means of self-repair), but still require power. If the repair talisman is damaged, the cybernetic component can be repaired using the repair skill, though it will take considerably longer to do so. Fully functional repair talismans initiate repairs whenever damage is present and scrap metal is available to them, and recover wounds at a rate of one wound per 15 minutes in most cases. Differing models of repair talisman and varying conditions may alter this.

Characters with this trait at the 3-point level may purchase the *Implanted* trait at a reduced cost – they need only spend one character creation point for their first additional implant instead of two.

D. A. R. E. ing Do (Cannot be taken with *Addiction* or *Addictive Personality*) – Due to a quirk of genetics, or perhaps due to some anti-drug program that they were indoctrinated into within their stable as a child, your pony is extremely resistant to the addictive effects of drugs, chems and medicines. While this background edge doesn't negate any of the side effects of such substances, it does provide a +20 bonus to resist addiction to a substance. This bonus immediately counter-balances the addiction chance penalty on either INT or END rolls made to prevent addiction; for most substances, it more than compensates for the substance's addiction chance. Characters choosing to take this trait must select whether their bonus applies to END or INT, and they cannot pick both. This trait cannot be taken more than once. For more information on addiction, see the Medicine and Drugs header under Equipment of the Wastelands.

Disease Resistant – For whatever reasons, your pony has an extremely strong immune system. They are resistant to the diseases of the wasteland. If they've been exposed to a disease of any sort, even if the disease generally does not grant a roll to prevent its onset or effects, they may make an endurance roll. The base TN of the roll depends on the disease, but unless the disease wouldn't normally allow a roll, wastelanders with this trait get a +20 bonus to resist it. For more information on disease, see "Dangers of the Wasteland", later on in this document.

Faith (Cannot be taken with *Faithless*) – While it may be unusual for many non-pony races, having faith in the goddesses Celestia and Luna is as natural to most ponies as eating grass or trying to avoid radioactive fallout. Regardless of race, characters with this trait have an abnormally strong faith in the princesses. They use this faith as a basis for their endeavors – their beacon of light in the darkness of the wasteland. This is not the same as the Optimistic Hindrance; players with faith simply radiate a degree of hope and serenity that is rare in the wasteland. Barring a crisis of faith that might be caused by seeing a particularly horrible abomination, or perhaps seeing the corpse of one of the goddesses, characters with faith tend to be a little bit healthier in the head.

Characters with this trait may, once per session on a single die roll, change the range of a critical success for themselves. This roll cannot be an act that the goddesses would frown upon, such as killing an innocent, and the player must declare that they're calling on divine assistance before they roll. Critical failures still occur on rolls of 1-5, but the critical success range for this roll is now any 5 number spread (or 10 number spread, if they've taken the finesse perk) that the player chooses. This range must be declared before rolling, and cannot include the range for which they would roll a critical failure.

In addition, characters with this trait, or characters who are friends with a character who has this trait, have an easier time getting over, and a harder time getting, mental hindrances through gameplay. If a character in the group has this trait and another character in the group would normally gain a mental hindrance from something they've just experienced, the character with the trait must roll Charisma, MFD ½ with any applicable bonuses and penalties. If they succeed, the character does not get the hindrance. If they fail, the hindrance is acquired as normal. If the faithful character critically fails this roll, then they cannot attempt to make another roll to prevent a hindrance this session. If they critically fail three sessions in a row then the character has a crisis of faith, making this ability (and the +5 bonus on a roll) temporarily unavailable until they are able to restore their faith in the goddesses by some in-game means.

Foal at Heart (Cannot be taken with *Young*) – This trait opens up dialog options with younger NPCs of all races that may not have previously been available to adult or elderly characters. Your GM may give you suggestions on what to say and should change how younger characters will react towards you. Characters with this trait receive a temporary attribute bonus of +2 to their Charisma Attribute when dealing with younger NPCs, up to a maximum effective attribute score of 12. Alicorns, zebra and pony races may opt to take Foal at Heart at character creation in order to join the Crusaders.

Formal Education (Cannot be taken with *Abandoned* or *Illiterate*) – Not the same as the Egghead or Bookworm level-up perks, this trait focuses instead on the breadth and depth of your knowledge rather than how well trained you are in extracting that knowledge from your experiences. Characters with a formal education can be treated as knowing basic background information about Equestria, such as what the war was fought over, how the ministries were founded, what the Sun is, who was in charge of Stable-Tec, etc.

In situations where it is unknown if a pony would know something, rather than roll a normal intelligence roll as described in the “Skill Based and General Character Knowledge” section, they may make an intelligence roll with a +10 bonus to determine whether or not they know something about whatever the topic at hoof may be. Slightly less well known facts, such as the order in which cities were hit by megaspells, the name of the location where Princess Luna’s school of magic once stood, or the fact that the Enclave can only grow certain types of crops (if you’re not a pegasus) are good examples of knowledge that could be obtained in this manner. Knowledge that a character has is always ultimately subject to GM approval.

Good Luck Charm (Cannot be taken with *Bad Luck Charm* or *Jinxed*) – You’re lucky to have around! Whether or not you’re lucky yourself, when you’re around all of your companions seem to fare better. Once per session, you may allow one other character (not including yourself) to reroll a failure or critical failure. If your group is playing with the *Live by Luck* rules, you may activate this ability additional times per session at the cost of two luck cards per time - still more reliable than having them spend luck cards themselves for the same effect. At the beginning of each session all other group members (including any NPC companions, not including you) draw one additional luck card.

Heavenly Vision (Cannot be taken by *Ghouls*, *Canterlot Ghouls*, or *Hellhounds*) – Darling, you look simply GORGEOUS! Everypony knows it – you’re the most beautiful mare (or most handsome stallion) ever to grace the wasteland with their presence. You receive a +10 roll bonus to all charisma-based rolls (including skills), and if you take any of the *Pony Romance* perks or traits you deal an extra 1d10 of damage whenever they apply.

You may also find that others of the same gender hate you for being so beautiful – they’re just jealous, darling--and as a result, those enemies who see you as competition will go out of their way to cause trouble for you. Enemies who might see you as “reproductive competition” (those who have the same --ahem-- *appetite* as you do, regardless of actual reproductive ability) will deal an extra 1d10 damage towards you. Enemies that find you attractive, on the other hoof, will *never* shoot to kill such a heavenly vision as yourself – at least not until you shoot to try and kill them (or their friends) first.

Implanted (Cannot be taken by *Alicorns*, or with *Canterlot Ghoul* or *Zebra Augmented*; costs 2 or more Character Creation Points) – Your character has had at least one cybernetic implant that is completely internal. For mares in many stables, sterility implants were commonplace – that’s not the kind of implant this trait is talking about (such an implant would be an associated benefit of the *Stable Dweller* trait). For your character this is a relatively major implant, such as one that would increase your attribute score by one, boost your natural healing rate, help you better regulate your body temperature to survive in extreme climates, or grant you increased resistance to certain poisons, among other possibilities. A list of example implants (ignoring attribute-score increasing implants due to their obvious effects) is provided below. This list is certainly not exhaustive – implants can come in many different shapes and sizes and have any number of different effects besides those shown in the examples provided.

Table IX: Example Implants

Implant Name	Function
Phoenix Monocyte Breeder Talisman	Regenerate damage at a rate of 1 wound per hour, stacks with natural healing. This is an extremely uncommon implant.
Starry Eye Vision Enhancement	Take no lighting penalties, even in pure darkness.
Eagle Eye Vision Enhancement	Double your maximum PER range.
Drug Injection System	Can be loaded with almost drugs that can be injected on a mental command during combat, making injection a free action. Can also be used out of combat.
Homeostatic Regulator Matrix	Provides a +10 bonus on poison resistance rolls. Can be upgraded to slowly decrease the level of Taint in a character's body.
Console Matrix Remote Control Talisman	Allows for direct control (via science rolls) of anything that runs on a spell-matrix within 20', including most robots and terminals. Powered armor and pipbucks are a bit more difficult.
Star and Cross Iron Pony Internal Reservoirs	Your character no longer needs to eat or sleep normally. Instead, they must either consume gems or receive power from an external source, such as a powered armor suit or a spark generator. Requires at least one point in <i>Cyberpony</i> .
Internal Energy Reservoir	Store up to 50 magical energy cells, 25 magical fusion cells, or 100 gem cells worth of energy internally. This energy can be transferred into weapons by way of an extendable cord.
Small-target Optimization Matrix	+10 Damage versus targets with D/W less than 8.
Crouched Muscular Optimization	Move an additional five feet per round while sneaking.
Nemean Sub-Dermal Armor	Increase DT by 4 in all areas. Does not stack effects with Basilisk IAA.
Basilisk Impact Assault Armor	Increase DT by 10 in all areas, permanent -1 to CHA and a -10 penalty to all CHA based skills. Does not stack effects with Nemean SDA.
Rapid Chemical Resource Reallocation Matrix	Eating food heals a single extra wound per unit of food eaten (maximum 3 extra wounds per 12 hours)
Internal Water Filtration Talisman	Removes all radiation from fluids ingested by this character. Self-powering.

Implants cost two creation points for the first implant and one additional point for each additional implant, to prevent players from taking implants frivolously in place of traits that would grant similar effects. GMs have the final say on what implants a player can have (i.e. what was available to them), as well as the function of said implants. Most implants require power beyond what the character's body can supply and have a power source of some kind as a result – this may change a character's dietary habits (i.e. they need to consume metal or gemstones occasionally), or they may power them via externally accessed battery compartments.

In the case of implants that increase your attribute scores, please note that **you cannot increase any attribute score by more than one point by way of implants**. Theoretically, you can obtain attribute scores of greater than 10 with implants in this fashion, especially if used in conjunction with Wasteland Weirdo or one of the many other traits that affect your attribute scores.

Note that implants can sometimes be obtained through normal play, generally through paying a skilled doctor to do the surgery or bartering for the use and services of an Auto-Doc.

Internal/Concealed Storage – Your character is capable of concealing something no bigger than the size of a small mouth-gun or tool on their person, even when stripped to the nude. For *Cyberponies* and *Implanted* characters, this may be a compartment within their prostheses. For most characters, however—Eww, they're keeping that *where? What if it goes off?!*

You get the general idea. Those characters with the *Slave* hindrance may choose to receive this trait at no point cost, due to the conditions of slavery generally preventing them from keeping their prized possessions safe in any other way. Hellhounds, it should be noted, have a difficult time with this one – the sharp claws can make accidents in storage or retrieval fairly lethal (AGI MFD ½ or you cut yourself with your own claws for 3d12 damage).

Iron Stomach (Cannot be taken by Ghouls) – Not to be confused with Omnivore or “Tastes Fine to Me!” ponies with this trait can stomach just about anything (though they might not care much for the taste). This *does not* include meat if they’re an herbivore, but it does include exceptionally tainted or radioactive food, food that has begun to rot, or food that may be poisoned, negating any rolls that would be required by normal ponies with lesser gastrointestinal fortitude. They won’t suffer penalties to keep food down, and will never suffer from food poisoning unless there was *actual poison* in their food. Nasty side effects of what they’re eating, such as poison, taint, or radiations are slightly reduced, and this trait does not expand a character’s dietary requirements. If they’re an herbivore, their system will still not be able to get the nutrition it needs from meat (even bacon, sadly), and carnivores with this trait won’t find plants looking any tastier.

In technical terms, characters with an iron stomach recover the same amount of health from rotten or spoiled food as normal food, and they only get half the amount of taint or radiation from it that any other character would. They also get hefty bonus resisting ingested poisons, equivalent to raising the MFD one step (from Very Difficult to Hard, from Hard to Normal, etc.)

Large (cannot be taken with Pipsqueak or Young) - Some ponies are just way bigger than others. This trait represents this. Large characters receive a -5 penalty to rolls made to dodge, a -5 penalty to all sneak rolls (roll penalty; this stacks with itself for multiple instances of this trait), and may not always be able to fit into tight spaces. In combat, however, they only receive a wound for every 12 points of damage dealt to them at first level, which increases at the standard rate (one point every three levels). Out of combat, this trait also grants characters an additional 20 units of carrying capacity. Large characters are 2d8” taller and (2d8*10) units of weight heavier than normal-sized members of their race or species.

Lucky (Cannot be taken with Jinxed or Bad Luck) – Some ponies are just luckier than others. If you’re using the *Live by Luck* rules, such ponies should get an extra luck card every session to reflect this. Whether or not you’re using those rules, ponies with this trait may choose to reroll a single die roll once per session per time they’ve taken this trait. They may choose between the two rolls to pick the one they like best (which needn’t necessarily be the best one), and they can still spend an additional luck card to re-roll if using the *LbL* rules. This ability can be used on critical failures without first having to reduce them to normal failures using the method described in the *LbL* rules.

This trait can be taken up to three times, and grants an additional (luck card and) die roll per session for each time it is taken.

Magical Savant (Requires 2 Character Creation Points. Requires INT 8 or higher, Magic as a racial ability; cannot be taken with Imprecise Magic, Stubby Little Horn or One Trick Pony) - Your character is a magical prodigy!

This trait allows a unicorn, alicorn, zebra or half-breed to reduce the level requirement for learning a spell by two levels. It also doubles the number of spells a character can learn at each spell level. These effects do not stack for those equines who also take *Arcane Devotion*.

This trait represents a natural magical affinity. *Magical Savant* characters are capable of learning spells or recipes more easily than most, and receive a +10 roll bonus to learn new, different and/or more powerful versions of recipes or spells when they push a recipe or spell beyond its normal limits or attempt to combine different types of magics. *Savant* unicorns find that they are better able to sustain spells, allowing them to reduce the physical strain cost of a spell by 1 (minimum one), and reducing the time it takes them to recover from magical burnout by half. For more information on the physical strain cost of spells and on magical burnout, see the Magic section.

Savant zebra have an innate understanding of natural magical flow that aids them in combining ingredients to achieve desired results, and may replace rare ingredients with much greater ease. They require only 3 of a lower level of ingredient to replace an ingredient of the level above it (as opposed to the normal 4), and may now replace “high” rarity level ingredients with 9 “low” rarity ingredients. Note that “very high” rarity ingredients are still not able to be replaced by medium rarity ingredients. For more information on Zebra spell casting, see the Magic section.

Ministry Descendant (No creation point cost, Pony or Pony Half-breed races only) – Ponies with this hindrance are a direct descendant of one of the six ministry mares – one of the mane six – or one of their close friends and/or personal advisors. Don't get the wrong idea, players – yes, this trait has a character creation point cost of zero, but that's because it requires GM approval, and comes with a few very important caveats. So listen close, kiddies, this one's important:

This trait is completely subject to GM approval. The ministry mares weren't known to have produced *any* offspring before the war reached its abrupt conclusion. Therefore, a character with ministry blood can only mean one of two things: either they are a descendant of a relative of one of the ministry mares, or they are a descendant of a lovechild produced by a secret affair. Both of these require GM approval because of their effects on the story, and the accommodations that must be made to reveal this background to the character and the player.

No, that wasn't a typo – both the player and the character with this trait don't necessarily know which ministry mare they're a descendant of! In some cases, like Lil Pip, the answer is obvious and can be revealed through casual scrutiny of their family history and genealogy. In other cases, however... well, it can be said truthfully that the ministry mares wove a very twisted tapestry within their government. The source of ministry blood for Project Horizon's Blackjack is such an example. The decision of which ministry mare or high ranking official the character descended from is ultimately up to the GM, and they should pick it to best suit the story that they are creating, not base it off which pony their players think is best.

So what exactly does this trait do? Well, it mostly grants characters access to restricted areas. Players with this trait can access any area that their ancestors would have wanted no one but themselves and their close relatives having access to. Classified ministry safe rooms, data storage, personal studies, you name it – many such areas were sealed off to anyone but the highest ranking members of the ministries and the princesses, the only other means of access granted by specialized talismans that decayed and had to be renewed by the ministry mares themselves at regular intervals. Some areas are even keyed to specific members of the mane six, such as many areas in the Ministry of Awesome hubs and large areas within the Ministry of Arcane Sciences hub in Tenpony Tower. This trait also grants access to locked containers and restricted data encrypted for access only by ministry mares. If there are robotic systems, security or otherwise, that scan for and accommodate high ranking members of government, there is a good chance that they will identify characters with this trait as their respective ministry descendant (though they probably won't be able to say who it is they've identified the character as!).

Ministry Employee (No creation point cost, Alicorns, Cyberponies, Ghouls and Canterlot Ghouls only. Cannot be taken with *Illiterate*) - Similar to the Ministry Descendant trait above, this trait represents the ability your character has to access restricted areas, items, and information. The difference between the two is that this perk does not represent the fact that your character is related to a ministry mare or someone with security clearance – it represents that *they* have the security clearance themselves. This perk can *only* be taken by characters that are old enough to have worked for one of the six ministries.

As a result of their experiences working for the ministries, they know how things ran, at least in the small area of the ministry that they worked for. The odds are good that they lack any still-usable identification or passcodes from their time spent working there, but the information they may have on specific facilities, security procedures, and projects can prove invaluable and potentially even life-saving in many situations. What exactly they did and what they know as a result should be discussed with your GM; this perk can accommodate everypony from the lowliest janitor to the right-hoof mare of Rainbow Dash. It goes without saying that ***this perk is completely subject to GM approval.***

Named Weapon/Armor – Your waster has a weapon or armor that's very special – so special and unique, in fact, that it has a name of its own. For each time they take this trait, your character gains one unique named weapon (or set of weapons, in the case of pistols or knives) or piece of armor (either helmet or bodysuit). For help on constructing a named weapon or piece of armor--**you must have bought or otherwise obtained the base item first, for example**--see the Named Weapons section under Equipment. Griffins who take the *Organization: Mercenary/Bounty Hunter* trait receive this trait once for free, and must choose use it on a weapon rather than on a piece of armor. This trait can only be taken once per character at creation unless taken in tandem with *Organization: Mercenary/Bounty Hunter*; if taken with *Organization: Mercenary/Bounty Hunter*, this trait can be taken up to three times, which includes the first free instance for Griffin characters.

Omnivore (Cannot be taken by Ghouls or with *Picky*) – Characters with this hindrance have a more diverse diet than their fellow wastelanders. Herbivorous races find themselves able to eat meat with no gastrointestinal detriment, and carnivorous races find themselves able to survive on a diet of plants without noticeably diminishing their health or cognitive abilities. Ponies with this trait may finally fully appreciate the wonder that is bacon.

Oh yes, and the fact that they can stomach a more diverse diet also gives 3 extra ranks to the omnivore characters' Survival skill.

Open Minded (Cannot be taken with *Prejudiced*) - You lack your race's natural prejudices against other races, and may ignore the penalties to charisma-based skills normally imposed by interacting with them. This is most useful for ponies, who otherwise suffer a -20 CHA penalty versus Alicorns and Zebra, a -15 penalty versus Sand Dogs, and a -30 penalty versus Hellhounds. With a Speechcraft skill roll (which you're now not taking huge penalties on), you can convince members of these other races that you're not like those other ponies/zebras/etc., and that you mean no ill intent. The MFD for this roll is situational, and it's probably just not going to work if the target in question is currently trying to kill you. This trait is recommended for those planning on taking *Virtue: Kindness*.

Organization (Cannot be taken with *Stable Dweller* or *Abandoned*, Costs 0-3 Character Creation Points) – Your pony belongs to an organization, one of the many in the wasteland. This trait can only be taken once at character creation, and only grants membership to a single organization per time it is taken. Most groups don't get along too well, and would rather you not belong to any others – only so much loyalty to go around these days.

This trait is frequently given out by GMs at a reduced cost or at no cost at all simply as part of a character's backstory. Characters who are considering taking this perk for purely backstory purposes at no or reduced cost should talk with their GM about the benefits they receive from their group, which may be reduced or eliminated as a result.

Group item benefits are in addition to whatever standard gear you might receive at character creation (300 caps worth).

- Caesar's Legion (aka Remnants) or Proditor (must pick one of the two) (Zebra or Minotaur only) – Your zebra either comes from one of the tribes that have banded together to form the last remaining zebra forces in Equestria loyal to the Caesar, or comes from one of the tribes that have broken away from the zebra loyalists.

As a member of Caesar's legion, you have a strong distrust of ponies, and a downright hatred of alicorns. Coupled with your advanced survival training, zebra weapons and talismans, and horrifically effective hunting techniques, this means bad news for any ponies you come across. For you, the war never ended – and any pony or *proditor* (Zebra for traitor) that's still breathing is still your enemy, unless they can do a damn good job of convincing you otherwise (or if it would be more convenient to let them live for the moment). Remnant/Legionnaire zebras are exceptionally skilled at sneaking and survival, receiving a +5 rank bonus to both skills on top of their racial bonus skill ranks, in addition to a +5 rank bonus to Zebra Magic gained by the amount of information on zebra culture that the Remnant has been able to recover and preserve. Their attitude towards all non-zebra races reflects poorly on their reputation, giving them a -25 Speechcraft versus all non-zebra races (on top of the penalties already incurred by their race), and starting any legionnaire characters at -10 karma. Remnant zebra begin play with either a set of leather barding or a zebra stealth cloak, and their GM's choice of either a sniper rifle, a high powered hunting rifle, a 10mm SMG, a zebra assault rifle, a zebra spear, or a zebra officer's sword.

Zebra characters who have escaped from the legion, or whose tribe has splintered away from them and no longer upholds their views and attitudes, are considered *Il Proditore*. The *Proditore* receive the *Enemy* hindrance (their enemy being the legion) in exchange for starting with neutral karma. Nearly all proditor zebras suffer from a curse that changes their stripes from black to red. The original Proditore were zebras who served in the equestrian army during the last war. As a result of their origins and their willingness to act against those loyal to the Caesar, Zebra who are a part of this 'organization' do not suffer the -25 speech penalty towards Zebra garnered by Caesar's legion, and their racial penalty to speechcraft towards ponies is reduced to a -5.

Because their stripes have been turned red by the magic of the remaining zebra shamans, it is considerably more difficult for a proditor to sneak around, effectively negating the +5 bonus ranks to sneak granted by their training. In spite of this, proditor zebra tribes still have considerably more knowledge of their ancestral lore, alchemical practices, and survival techniques than those zebra tribes that were never a part of the legion, and still retain their +5 bonus ranks to zebra magic and survival.

Note that **most, but not all** proditore have red stripes. Depending on the circumstances of their departure and their own skill with zebra magic, they may not warrant the use of the curse or may be able to undo its effects.

- **Crusaders (Requires *Young or Foal at Heart*)** – The Crusaders are an organization comprised almost entirely of colts and fillies. This does not mean they should be underestimated, however. Crusader characters are extremely capable, and have learned how to take advantage of their smaller size to help them survive in the wasteland. Young characters belonging to this organization get 3 extra ranks in Survival, Sneak and Speechcraft, and get a +5 bonus (not a rank bonus) on mercantile rolls in nearly all major settlements. Crusaders start with a crusader cape, bearing the rearing filly logo of the organization, as well as a single pistol or mouth wielded melee weapon of value 250 caps or less.
- **Enclave Volunteer Corp (EVC) (Pegasi Only)** – Your character is one of the pegasi of Thunderhead who believes that the Enclave should be actively working to restore communications and trade with the surface, likely after having tasted a strawberry for the first time. Those with this opinion are closely monitored and driven to be members of the EVC, where they can be allowed to see the surface as the Enclave wants them to. After a short crash course in basic survival, they were sent down to the surface. Your pegasi wasn't in-the-know about any of the secret projects that the EVC may or may not be a front for, and was regularly dispatched with a few sub-par energy weapons and some questionably healthy food to spread the Enclave's message of renewed prosperity for the wasteland to those who probably greeted the message with bullets. As a result, you have some serious trust issues with the Enclave, but you still believe that they're at least trying to do the right thing, writing off your bad experiences to bureaucracy and bad luck - at least until convinced thoroughly otherwise. Enclave Volunteers start with EVC or Enclave Officer Uniforms and a single magical beam pistol. Their extremely brief training also grants them a +3 rank bonus to Survival, Energy weapons, Science or Medicine (pick one), and they may or may not start with up to a week's worth of Enclave rations (usually fresh apples and sky wheat), depending on the situation. EVC Membership grants the *Formal Education* trait for free, though it only does so if this organization trait *isn't* awarded to a character at no cost.
- **Ganger** – You belong to one of the many gangs that have sprung up around the wasteland. Players, you have a choice to make here: You can look through the fiction and find a gang and then choose that as your gang-of-origin, or you can create a gang of your own and claim loyalty to them. If you do decide to create a gang of your own, keep in mind that most gangs in the Fallout Equestria universe (and in the Fallout universe as well) have a theme that ties them together, and generally have a very distinct style, frequently including a noticeable "uniform" or colorful article of apparel that distinguishes members as part of that gang and a unique style of combat. You should also talk with your GM about including your gang in the world – there's no point in taking this trait if the organization you're a part of doesn't exist!

The biggest benefit of being in a gang is that your character's gang will usually back them up, as long as you provide support and do errands for the group as needed. To get help from fellow gang members, depending on the circumstances, characters need only convince NPCs that their assistance is required. If the gang is large enough, they may even get discounts with specific merchants friendly to the group.

Gang-member characters, similarly to mercenaries, may also have responsibilities within their organization; these vary depending on the strength of the gang and the position of your character in it. At character creation, characters shouldn't be in a position of much importance or responsibility within a gang unless it's very small. Gangers start with their gang uniform (which should be roughly equivalent in stats to Raider or Leather Barding) and a single gun or melee weapon of their choice below 300 caps in value. Most

gangs also control a territory, which may include one or more settlements, farms, and other areas that may look kindly upon helping out a fellow gang member.

- **Mercenary/Bounty Hunter**– You might be a Talon mercenary, or you might belong to one of the numerous other mercenary groups that operate around the Equestrian wasteland. You may even be a simple bounty hunter, or a member of a group of bounty hunters. You aren't necessarily on good or bad terms with your group, and you may even be currently working on a contract with them. On the other hoof, you may have gone freelance for a bit, in which case their reaction depends on the group you work with. Either way, you have extensive knowledge of mercenary and bounty hunter work, and begin play with a set of mercenary or bounty hunter combat barding (as Equestrian Combat barding), in addition to a combat knife and 1-2 guns or other melee weapons, any or all of which may be named weapons if the trait has been purchased for each weapon in question (see the Named Weapons section in Equipment of the Wastelands for more details on creating a named weapon). Griffin mercenaries, due to their race's long tradition of mercenary work, get one named weapon (or set of named weapons) for free at character creation, without having to spend the additional point.

The catch is that as a mercenary or bounty hunter you are a part of a business, and that comes with responsibilities (though not as much as the *Obligation* hindrance does). You may have to take breaks occasionally from adventuring with your friends to do work for your organization, or take on contracts. If your friends contract you to do work for them though, and your boss gives you a green light, you're home free! Mercenaries are encouraged to take the *Code of Honor* hindrance.

- **Raider (Requires the *Sadist* Hindrance)** – No, you're not one of the crazed, psychopathic cannibals that are the end result of the raider disease. You're just an asshole who doesn't mind taking what he needs from others, by force if necessary. You hang out (or used to hang out) with a bunch of likeminded assholes who got the brilliant idea in their heads to cause as much pain and suffering to the rest of the world as they possibly could, starting with whoever had the nicest things to take. If you encounter your old gang again, they're not likely to shoot you if they recognize you – at least until they've had a chance to talk to you first. However, if you encounter anyone who might recognize you from your raiding days, expect a fight unless you last parted under amiable terms. Characters that start as raiders get a set of raider barding and a single gun (no energy weapons) or melee weapon of their choice below 250 caps in value at character creation.

- **Reaper (Requires 2-3 Character Creation Points)** – There are only ever as many as one hundred Reapers, operating out of the Hoofington Sports Arena (making this organization only practical to take if your campaign is set in or around the Hoofington area; savvy GMs may want to create a similar organization in their chosen setting if they like the idea). If they belong to this organization, your pony killed a previous Reaper and took their place in the arena as a result. The Reapers are a very exclusive group, and every single one of them is a trained (or at least ruthless) killing machine, usually with their own gang behind them. This isn't necessarily the case, however; occasionally the reapers attract some ponies with simply outlandish abilities, or just an incredible ability to kill without dying. It should be noted that the **ONLY** way to become a Reaper is to kill a Reaper. In short, if your wastelander belongs to this group, they are a certifiable badass.

Characters belonging to the Reapers have quite a few options open to them at character creation. For only two points, they're a higher-ranking member of one of the more powerful gangs that have close ties with the Reapers, but may or may not actually be one of the hundred themselves. They gain the benefits of the *Organization: Ganger* trait, listed above (except for the weapon and armor options, of course, which are replaced by the reaper weapons and armor options listed below), in addition to the five extra ranks in any combat skill, mentioned below.

If they instead choose to spend three character creation points, they're a Reaper who works alone – the most dangerous kind.

Lone Reapers tend to have a distinctive flourish – something that makes them stand out as a particularly challenging, unique opponent, be it a matter of style or some kind of special ability. Deus "Ex Machina," for example, has 120mm autocannons literally *built into his torso*, and is more than half machine

(he's a Cyberpony, Rank 3). Gorgon, another Reaper, is completely impermeable to bullets and can turn ponies to stone with his gaze. Rampage, one of the example characters, adopted her predecessor's style of combat as a melee-meat grinder, a fact emphasized by her bladed metal armor. She also has the advantage of being virtually impossible to kill, an ability which would fall under the *Wasteland Weirdo* trait below. Consider combining traits and hindrances to emphasize some effect, style or ability that sets your Reaper apart from all those other bozos out there with a gun and an itchy trigger finger. Characters with the 3-point version of this organization trait may reduce the cost of *Cyberpony* and/or *Wasteland Weirdo* by two points, minimum cost 1.

Reaper characters are extremely good at killing without being killed, and can count on the backing of their fellows in situations that benefit the organization as a whole, or at least come into line with the ideology of Big Daddy (the leader of the organization). Note that this means that your Reaper may also be called on to help other Reapers in the same way when Big Daddy requires it. Most Reapers also have fairly intimate, though not necessarily up to date, knowledge of the local gangs and their territorial boundaries, and of the rules and regulations that govern Hoofington Arena. Finally, and most importantly, they are highly skilled at the art of ass kicking. Depending on their focus, Reapers get 5 additional ranks in a weapons skill of their choice.

Both 2-point and 3-point Reapers begin play with any set of non-powered armor of their choosing, and any number of weapons totaling less than 1500 caps in value. It is recommended that Reaper characters start at level 5 or above, reflecting their experiences in the wasteland. Create a character as normal, and then level them up four times (this is, of course, totally optional and dependent on your GM's plans for your character).

- **Settlement (Minor)** – Your character hails from one of the many small semi-tribal settlements in the wasteland. The settlement has a total population of somewhere between 10 and 50 people, and as such every person is valuable and must contribute to the settlement in some way. Your character probably knew every single person living in the village, and held some job there keeping the place running. They are obligated to keep the village safe and try to direct trade towards it, or to bring back something of value, such as technology, or a supply of food or water, to help keep the village alive. Characters that belong to a settlement tend to focus on a single trade-skill that benefits them, and so start with 7 extra ranks in any single skill of their choice.
- **Settlement (Major)** – Any settlement with more than 75 people in the Equestrian Wasteland is a large one, and your wastelander hails from one such settlement. Such settlements are large enough that they are thriving centers of trade, and won't cease to exist if a few of their citizens decide to go off scavving in the wastes and don't come back. Your character still has ties to their settlement of origin, and receives a +5 bonus on mercantile with any other traders hailing from that location. They also start with considerably more background knowledge of about the equestrian wasteland, and a more well-rounded education than can be provided in the smaller settlements. Characters from major settlements start with 100 extra caps at character creation, and receive a permanent +5 roll bonus to any INT or CHA based skill.
- **Slaver** – You don't necessarily work for Red Eye or hail from Paradise Falls, but you are, or used to be, a member of one of the many slave-collection groups that scour the Equestrian wasteland. Slavers don't necessarily care much if one of their own ends up going into the pot, so don't expect too much in the way of loyalty, but all slavers know their way around a couple of the major slaver camps and installations, and maybe a couple minors ones as well. Slaver characters start with a full set of leather barding and a single small gun (no energy weapons) or melee weapon under 500 caps in value.
- **Steel Rangers/Applegate's Rangers (Earth Ponies, Unicorns, and Half-Breeds only)** – Your pony belongs to the Steel Rangers, the descendants of the last remnants of the Equestrian military. The Steel Rangers have two main subdivisions: the Knights, including the paladins, the squires, and all the other combat units affiliated with the order, and the Scribes, including the researchers and all other non-combatant members. If your character belongs to this organization, they must pick between the two divisions. Earth ponies can join either division; unicorns cannot usually advance beyond the rank of squire in the knights unless their horn

is removed due to armor restrictions. Intelligence greater than 5 is required to join the Scribes, and both Strength and Agility must be greater than 4 to join the Knights. Membership to the Steel Rangers comes with responsibilities, which may vary based on what division a character is in and what their role is within that division. Characters belonging to the Rangers may have to take breaks occasionally from adventuring with their friends to do work for the organization, or run the risk of being considered in dereliction of duty.

Scribe characters are party to some of the technological knowledge of the Steel Rangers, and are likely to be involved in either the recovery of new technologies or researching how to apply technologies already recovered to helping the organization. Discuss with your GM what your character may have been specifically involved with to determine what they might or might not know about the organization, or just general knowledge they might have about magic and technology. Depending on the projects they were involved with within the order, scribes get a +3 rank bonus on to 2 skills related to their research, or a +5 rank bonus on a single skill related to their studies. At character creation, scribes start with a set of blue and grey cloth robes with the Rangers' insignia and a single ranged weapon under 300 caps in value.

Knight characters are the defensive force of the Rangers, and have access to the high-technology, extremely powerful weapons that the organization is known for. Regardless of deployment in the wasteland, all knights are trained in the use of magically powered armor (ala *Power Armor Training*) and the weapons systems typically included in them, granting them an additional 5 ranks in the Big Guns skill. Depending on the mission they are assigned, they either start with a set of P-45d magically powered armor and two heavy weapons mounted on it of their choosing, or with a set of lighter scouting armor such as equestrian recon barding, usually one with a visor and an integrated battle saddle. The battle saddle on the scouting armor may come equipped with any pair or combination of rifles or energy rifles that the GM deems appropriate for the mission your character is on.

Applejack's Rangers are a faction of the steel rangers who have committed themselves to fulfilling Applejack's true goal and objectives, turning away from the Steel Rangers' primary objectives of securing any remaining technology and hoarding it for their own use. Characters belonging to Applejack's Rangers function as Steel Rangers, but have a red and grey color scheme rather than a blue and grey one. Otherwise, the two organizations are technically identical. Their difference lies in their goals and philosophy, which leads to a great deal of enmity between the two splinter factions.

The Applejack's Rangers are not as strong as the Steel Rangers in terms of numbers, but due to their altruistic philosophy and the help they provide to neighboring communities, they begin play with +10 karma.

- **Tribal** – You belong to a tribe. It may be small, it may be large, or it may even be completely gone except for you, but you once pledged allegiance to it and it still holds your loyalty. Tribes are not the same as settlements; though they may be based out of a single settlement, tribes tend to be nomadic groups, usually all of the same race or species, who are bound together by tradition and culture. Your tribe has its own distinct traditions and culture. Similar to gangs, most tribes also have a distinct 'uniform' or type of weapon that they use. This uniform or weapon should be decided between the player of the tribal character and the GM, as well as the strength of the tribe, their origin, etc. Remember players, the GM always has the final say, and they can always say no if your ideas don't work with the story that's planned.

Tribal characters get 5 free ranks in Melee Weapons or Unarmed (or Small Guns if their tribe predominantly uses guns), as well as their tribal uniform (equivalent to raider barding in stats) and weapon. If their tribe does not have a distinctive weapon (or if you're making up the tribe), then they may select a single weapon of value less than or equal to 250 caps.

Poison Resistant – Over the last few years you’ve apparently developed immunity to iocaine powder. You may also have inadvertently developed an immunity or resistance to arsenic, cyanide, anthrax, and almost any other deadly poison under the clouds (except alcohol and beneficial drugs and medications, thankfully). The *real* kicker is that your character likely has no idea how this came to be.

Characters with this hindrance are (usually inexplicably, but you can change that if your backstory would allow) extremely resistant to poisons, and receive a +10 bonus to endurance rolls made to resist their effects. Additionally, poisons that are deadly to others will be less likely to kill poison resistant ponies – the first time any sort of deadly poison is encountered, roll d%. If the result is an odd number, then that poison is not lethal to the resistant pony. It may still be effective – it just won’t kill them. An even result means that the poison is just as lethal as it is to everypony else.

Pony Romance – Ponies with one of these traits get +1d10 damage on all attacks versus the specified group. This trait can be taken twice. It also cues your GM in to what tails your character might be chasing and specifically whose flank it is they’ll most likely be staring at (it’s the same group you get a damage bonus against).

- Filly Fatale (Female only) - +1d10 Damage versus the opposite sex. You go for the guys.
- Coltsanova (Male only) - +1d10 Damage versus the opposite sex. You go for the girls.
- Cherchez La Filly (Female only) - +1d10 Damage versus the same sex. You go for the girls.
- Colt Cuddler (Male Only) - +1d10 Damage versus the same sex. You go for the guys.

If your character’s gender swaps at any point, these are subject to change appropriately. How they change depends on the circumstances of the gender change, and should be decided between the affected player and the GM.

Power Armor Training (Available only with Dashite, *Organization: Applejack’s Rangers, Steel Rangers, Mercenary (Griffins only) or EVC, or with GM permission. Cannot be Illiterate*) – Your character once belonged to an organization that trained its members in the use of powered armor suits (i.e. the Enclave or the Steel Rangers). As a result, they now know how to use power armor to its full potential. They no longer take penalties to agility, and now benefit from the ability enhancements provided when using powered armor. Enclave Dashite Pegasi, Applejack’s Rangers Scribes, Steel Ranger’s Scribes, and Griffin Mercenaries must purchase this trait, but Applejack’s Rangers and Steel Rangers in the Knights division of their organization receive this trait for free. Note that this trait doesn’t give you a set of powered armor at character creation – you still have to scrounge or purchase that yourself if your organization doesn’t provide you with one.

Quick Witted (Cannot be taken with *Thorough*) – A character with this trait is capable of thinking more quickly than most, and this is reflected in their reaction time in certain situations. For starters, this causes them to react much faster in combat. When rolling initiative (a process that is described in more detail in the Combat chapter), they receive a +10 bonus. In addition, characters with this trait receive a +5 bonus to any INT or PER check they must make under time sensitive conditions, such as those that must be made while trying to diffuse a timed bomb, fixing or hacking their way through a broken or locked door when enemies are about to round the corner, or simply making an intelligent quip during a conversation in progress. Quick Witted characters may also act during a surprise round, even if they were among those being surprised.

Reversal of Fortune – Sometimes you just can’t believe that plan worked; by all rights it sure as hell shouldn’t have. Once per session, after you’ve made a roll, you may choose to reverse the digits on that roll. For example, this allows you to turn a roll of 91 into a roll of 19, or a roll of 10 into a roll of 1. You may even use this trait to prevent yourself from critically failing. Sadly, it won’t help you much if you roll doubles. Remember, on a roll system of 1-100 with 2d10, double tens makes 100!

Optionally, if playing with the *Live by Luck* rules, you may use this trait as many times per session as you’d like. Each time you use it after the first you must spend a luck card.

Robot Companion (Variable Point Cost, cannot be taken with *Animal Companion*) – Similar to *Animal Companion*, this trait grants characters a robotic accomplice who will loyally follow them around the wasteland and attempt to protect them should the need arise. Taking this at character creation means that at some point in your character's past they either bought, repaired, created or befriended a robot. The robot may or may not be sentient, but it's not just a machine to your character – it's practically family. A list of possible robot types is below, but similarly to the animal companion list it is not necessarily exhaustive; different types of robots are available in differ locales, after all. This perk can only be taken once, and if your companion 'dies' you may obtain another during gameplay.

Robot companions do not increase in level or gain experience as player characters, though their stats may be increased or altered by roleplaying events, such as overhauls or reprogramming. Playing with the "Live by Luck" rules, companions receive a single luck card each every session. This trait can only be taken once, and if your companion dies you may befriend another during gameplay. For stats on these sophisticated machines, look to your GM; the stat blocks are listed in the back of the book.

Protectapony (mk. I /mk. II) (1 Creation Point) – The protectapony MK I was the first ever commercially available security robot, and is by-far the most common robot still functioning today. Slow and bulky, their matte-steel pony-shaped finish frequently bears the insignia of whatever company purchased them however-long ago to enforce security with an iron hoof. Their programming isn't terribly advanced, with limited IFF subroutines and an easily reprogrammable spell matrix that can be accessed via the panel behind the withers. The standard model has a magical beam projector mounted in its glowing faceplate. The Mk II is substantially faster and better armored, but had limited commercial success due to the rise of commercially available spark-disruption grenades, making both parts and working models considerably harder to find. It came in a construction-site yellow finish.

Spritebot (1 Creation Point) – Without a doubt the longest lasting of any of the Ministry or Morale's public works projects, these gun-metal gray floating antennae-spheres were originally pink, with a fluffy cloth 'mane' that hid their antenna array. Created in their ministry mare's image, they flooded Equestria with propaganda and 'uplifting' music before the war's end, capable of operating autonomously for extended periods of time in virtually any environment. While they possess a view-screen on their 'front,' protected by a metal grill, they've never been seen to actually display anything on it, opting instead to broadcast audio loudly over their external speaker mounts. While most of the Spritebot network has stayed intact on its own, many Spritebots are actively maintained by various organizations (such as the enigmatic Watcher). Notoriously tamperproof and hardened against spark-disruption weapons, the spell matrices that operate a pinkie-bot have long been rumored to be capable of housing a sophisticated AI or hiding a secret ministry agenda. Spritebots are equipped with a powerful levitation talisman, a magical beam emitter, a powerful compact observation and transmission suite, and their speaker array. They are easily maintained.

Mister Handy (2 Creation Points) – Equipped with a powerful levitation talisman and three robotic armatures, these devices were common during the war in ministry facilities or upper-middle class homes as cleaning staff. Their fairly advanced AI makes them extremely dependable and they come standardly equipped with a flamethrower and a buzz saw mounted on separate armatures. Perhaps most useful, they have a built in moisture collection system that is capable of producing 1 unit of purified water every day. The mister gutsy model was a militarized variant.

Mister Gutsy (2 Creation Points) – A militarized equivalent of the mister handy model, the mister gutsy model is extremely effective in combat. Before the implementation of powered armor, these devices had a longer average survival time in the field than most trained soldiers. This is in spite of the fact that they were programmed to loudly spew propaganda and hateful racial slurs against zebra whenever deployed. The buzz-saw of the civilian model has been swapped out for a magical pulse projector, and the armor is significantly increased.

Ponitron (2 Creation Points) – The ponitron security robot was mass produced by Cerberus Cybernetics as a competing model to the already widely successful RoBronCo Protectapony approximately two years before the war's end. They were highly successful; the design incorporates heavier armor, increased ground speed, and vastly improved durability and versatility, at the cost of not looking like a pony. Their AI was also one of the most sophisticated ever developed before the war's end, with multiple personality options and increased resistance to tampering and spark disruption. While they are easily maintained, these devices were produced in neighboring Caledonia rather than in Equestria itself, making parts difficult to find.

Sentry Bot (3 Creation Points) – The earliest pony military response to zebra tanks were these black bulky four legged or wheeled robots. Equipped with both heavy armor plating and integrated heavy weapons (a minigun and a missile launcher), Sentry-Bots are mobile armored weapons platforms. Their AI is strictly utilitarian, not usually intelligent enough to hold a conversation but quite good at path-finding, basic military strategy, target acquisition and following orders. They are easily maintained, but replacing their armor and treads can be difficult as most of the replacement parts for these bots are quickly snapped up by the Steel Rangers or other factions with similar technological priorities.

Sense Magic – Your character has an uncanny ability to detect the presence and usage of magic around their person. This often manifests as a sort of burning or ache, possibly the end result of a magically-induced injury or an interaction they had with a powerful magical item at some point in their past. If they focus on it, they can actually use this ability to detect invisibility magic and dispel illusions. This ability can even allow them to detect magical poisons within any nearby food and drink, or highly magical creatures such as Alicorns. It's passive to notice the presence of magic, but with a difficult (MFD ½) PER roll, they can pinpoint a source of magic to within a 10 foot radius, as long as there isn't too much other magic going on around them. This ability doesn't work on spell matrices or other artificially sustained magics, and only works if the magic is within PER*5' of the character with the trait.

Illusion spells cast on characters with this trait are 2 MFD steps harder to cast, target or maintain (as appropriate).

Specialization (Cannot be taken with Illiterate) – You're what some ponies like to call a specialist. Specialists were particularly common in the years leading up to the war's end, in nearly every field worth its salt. Equestria had produced world renowned specialists in nearly every branch of the civil community capable of contributing to ponykind's scientific and technological advancement - scientists, doctors, engineers, economists and mages, all among the best and brightest in the world.

The last 200 years, however, have not been ideal for the sort of higher education or advanced training required to produce a specialist in *any* field, save perhaps survival. Those places where formal education still occurs at all tend to focus on the preservation of any and all technology and on rebuilding, rather than on specialization and further advancement, technological or otherwise, within a specific field. In short, specialists are something of a rare breed these days (which is why old-ghouls and Canterlot ghouls may choose to receive this perk at no additional point cost).

Being a specialist means that you're extremely focused in one or two closely interrelated branches of a specific non-weaponry related skill (don't get me wrong, there are certainly plenty of explosives and guns 'specialists' out there, but they're not rare or valuable enough to warrant taking a trait to become one). The survival, mercantile, speechcraft, magic, medicine, repair, and science skills are all fair game for a character to specialize within. Within each of these skills, there are a large number of smaller sub-fields – specializations – that a pony with this trait can select from. A summary list of a few different example specializations and their overarching skill is provided below. This list is not comprehensive. Note that between skills there may be some specializations that overlap. To specialize within any skill, that skill **must** be one of your character's tagged skills!

Table X: Example Specializations within Non-Combat Skills

Survival	Mercantile	Speechcraft	Magic	Medicine	Repair	Science
Hunting	Bargaining	Negotiation	Spell Matrices	Surgery	Powered Armor	Spell Matrices
Fishing	Microeconomics	Bargaining	Memory Spells	Stasis Technology	Repair Talismans	Energy Weapons
Navigation	Macroeconomics	Dancing and Seduction	Applied Gemstones	Healing Talismans	Spell Matrices	Physics
Botany	Slavery	Dialects and Languages	Zebra Magic	Healing Potions	War Machines (Pick a type*)	Astronomy
Regional Biology	Appraisal	History	Necromancy (Soul Magic)	Medical Devices	Architecture & Civ.Engineering	General Biology
Cooking	Navigation	Literature and Poetry	Megaspells	Cybernetics	Manufacturing	Botany
Meteorology	Fencing (Stolen Goods)	Singing or Music	Energy Weapons	Pediatrics	Cybernetics	Inorganic Chemistry
Drugs and Biochemistry	Entrepreneurism	Equinology (Anthropology)	Potions and Talismans	Healing Spells	Home Appliances	Drugs and Biochemistry
Trapping	Trade Customs (i.e. Methods)	Legal Processes	Elemental Spells	Drugs and Biochemistry	Conventional Weapons	Rocketry & Aeronautics
Tracking	Regulation	Oratory/Public Speaking	Healing Spells	Fusion Spells	Energy Weapons	Archaeology

*Air, Land or Sea

Specialists receive a +15 roll bonus on any and all skill or attribute rolls made when dealing with their specialization. This bonus cannot be applied to the direct use of any weapons, but can certainly be used to enhance the effect of weapons by improving their design. Similarly, this bonus cannot be used directly to cast related spells, but it can be added to rolls made to learn new related spells (despite the fact that that roll is technically neither a skill nor an attribute roll). If there's any doubt whether the subject matter is closely enough related, then the decision of whether or not the bonus applies is up to the GM.

Stable Dweller (Cannot be taken by Alicorns, Sand Dogs or Hellhounds, or by Enclave or Dashite Pegasi. Cannot be taken with *Organization*, *Cache Location*, *Illiterate* or *Abandoned*) – Your character once resided in a stable, and has reaped the benefits of stable living. They had a steady supply of food, proper dental care, and even received training in at least one profession necessary within their stable, usually related to their cutie mark and tag skills. Many mares and stallions received minor implants as part of their life in the stable; sterility implants for mares, for example, or even smaller implants like subcutaneous tracking chips are not out of the ordinary for a character to have at creation if they have this trait (though the implants should align with the nature of the stable in question – no highly advanced brainwave regulator-implants in the stable populated entirely by hairdressers!). Stable Dwellers start play with a pip-buck, usually a 2000 or 3000-model, and a stable uniform that may vary based on their position within the stable – security ponies get a set of security barding, a cook might get an apron in addition to her stable jumpsuit, a maintenance pony would get utility barding, etc. Depending on the circumstances under which they leave the stable, stable dwellers might also get a weapon from their subterranean home, or perhaps a small supply of food, healing potions, or other useful supplies. This trait is recommended for first time players, as it gives a role-playing reason to initially know little to nothing about the background and history of the system.

GMs may want to give this trait to characters for no cost as part of a character's background story, similar to the 0-point cost option for *Organization*.

Sterner Stuff (1-2 Character Creation Points) – Similar to the *Toughness* perk, your character is tougher than your average mare or stallion. Unlike *Toughness*, however, this isn't represented solely by their physical form - they're also tougher mentally. This can manifest in a number of ways for your lucky wastelander. Physically, characters with this trait gain +1 DT to all locations, which stacks with other DT effects such as *Toughness*, and get a +5 bonus to rolls resisting non-magical diseases, toxins, and health effects, including drug addiction (the END roll only) but not including taint. Mentally, they gain a +10 bonus on rolls to resist unwanted mental influences (such as might occur from an Alicorn or from a sentient evil spell book) and rolls made to resist the gaining of a mental hindrance. This roll bonus is applicable to both INT and CHA when making a willpower roll. For two character creation points, characters get both the mental and physical benefits of this trait. For one point, they only gain either the mental or the physical benefit.

"Tastes Fine to Me!" (Cannot be taken by Ghouls) – Characters with this trait enjoy a wider range of flavors than most of their compatriots – or indeed, most of their species. They were just born with a tongue that tastes things differently, and a nose to match. Bitter flavors taste fine to them, and they have less of an issue quaffing medicines or mixed drinks that might taste foul to other characters. This doesn't mean they'll eat anything; their tongues do not trick them into thinking that things that are extremely harmful are less so (with the possible exception of alcohol and certain drugs), but they have no problems eating food that might have been prepared improperly, such as horribly burned eggs. Spoiled or rotten food is still far off their radar – that falls under the Iron Stomach trait, earlier in this section.

This trait gives characters a +5 bonus on Survival rolls – they can eat stuff most others wouldn't.

Touched by the Sun -- You are blessed with remarkable talents, making your inherent abilities significantly more impressive than most ponies. All of your SPECIAL attributes are permanently increased by 1. However, this natural talent has made developing skills and training more difficult, and as a result all your skills begin 5 points lower, to a minimum of 0 (this is the only trait or hindrance which can reduce a skill to less than 5 at first level), and you gain 1 less skill point on each level-up. If a skill rank is reduced to less than 5, characters may only succeed in using that skill on a die roll of 1-5 (though such a roll is no longer considered a critical success).

Trained under a Medicine Mare (Cannot be taken by Zebra, by Enclave or Dashite Pegasi, with *Illiterate* or *Prejudiced*, or with *Organization: Steel Rangers, Applejack's Rangers, or Reapers*. Requires GM Permission.) – Your character trained their medical or other spellcasting abilities under a zebra shaman or medicine mare, who imparted to you a great deal of knowledge about their culture and perhaps even a few tricks. This trait grants non-zebra characters access to a single level-0 zebra recipe, but is otherwise strictly a knowledge-related trait. On a related note, your character may actually know how to speak, read, or at least understand zebra glyphs and language.

Characters with this trait may ignore the speechcraft penalties normally associated with talking to zebra who are non-party members, as may the zebra they're talking to.

Wasteland Weirdo (Requires between 1 and 4 Character Creation Points) – Okay GMs and players, here's your best opportunity to take this game and go nuts! As a word of warning, conservative or inexperienced GMs might want players to ignore this trait.

The Equestrian Wasteland is a very strange place indeed, and if your GM okays them taking this trait, your character fits right in. Perhaps your character is actually the result of some sort of science experiment gone wrong, or their vault was a successful testing ground for giving earth ponies advanced telekinetic abilities, or maybe they're the culmination of years of genetic mutation on sea turtles to make them look like ponies. Maybe they selectively channel Princess Luna's soul, trapped on earth by the necromantic radiation that saturates the atmosphere, or were bitten by a Manticore and absorbed and incorporated some of its DNA into their own. Whatever it is, they're not crazy (well, unless they are), they just had crazy happen to them, and it left them permanently a little different. If they're lucky, it was in a way that mostly benefits them.

Exactly what happened to your wastelander or what makes them special is between you and the GM, players, but you should try to make sure it isn't something game breaking, even if this trait is basically here as a work-around for creating truly bizarre characters.

This trait should ideally be used to make a character's backstory more elaborate or unique, such as by allowing an Alicorn character to be male, or allowing a character to max out a single attribute so as to be the very best at it at creation; these things can be detrimental to game balance depending on your situation, but they can be perfectly fine as long as players come up with a reasonable backstory justification for it. Solid reasoning and being within the realm of possibility (in other words, making the unbelievable into the believable within the setting) is key. Ideas for viable backstories more often than not might include killing joke, secret ministry projects, strange zebra magics, or extraordinarily lucky taint exposure.

This trait needn't be something extreme, it just needs to be unusual – simply taking this trait to raise attributes above the normal soft-cap of eight or nine at character creation (i.e. your pony just happened to be freakishly strong, smart or tough) is enough to warrant it. That being said, you cannot use this trait to raise an attribute score above 10. (Though raising an attribute point with this can be quite expensive, as the minimum cost of this trait is 2 points!) If you do raise it to 10, and you're absolutely set on raising it past that, we recommend getting an implant as per the *Implanted* trait above.

The GM always should have the final say when it comes to this trait, and they shouldn't be afraid to say no. At the same time, GMs, try to give the characters at least however many character creation points they spent worth of net bonuses or cool effects and abilities. For example, if a wastelander with this trait was hit with some sort of magical beam that turns them into a part-Manticore abomination, the negative psychological effects, such as the loneliness they feel from driving away every pony they know with their now-horrible visage and carnivorous diet, should be less than any positive physical effects they might have gained, for a net gain of ability. A list of some example point costs is in a table below.

Table XI: Wasteland Weirdo Suggested Point Costs

Point Cost	Example Limitations – <i>May be modified by your GM, particularly if your backstory isn't sensible!</i>
1	Unusual origins, abilities extremely uncommon to your race or species but not unheard of. Minor physical abnormalities. Resistance to specific uncommon type(s) of damage.
2	Significant physical abnormalities, abilities unheard of within your race or species but common to others, possibly requiring a non-conscious trigger for activation. Unusual origins that have significantly extended your lifespan and/or granted extra experiences. Resistance to specific common type(s) of damage.
3	Abilities extraordinarily rare to any race or species. Abilities that may normally be biologically impossible for your race or species, or are simply unheard of but can be triggered at-will. Immunity to uncommon types of damage. Most species combinations.
4	Functional immortality, extreme physical or magical power. Immunity to common types of damage. Extremely rare or powerful abilities that are triggered at-will.

GMs, if you do let a character take this trait, be sure not to let them make their character nigh-indestructible unless you give them a weakness you can exploit regularly enough to keep them on their toes. Do not let a player create an Alicorn direct descendant of Luna who's more powerful than both the previous Princesses at level 1, and who wants to head out into the wasteland to start turning villages into pools of chocolate syrup. Even characters with this trait taken out to its extreme should still be able to be severely inconvenienced by things that would kill other characters. For an example in the fiction of a character that has this trait taken to its extreme - 4 creation points - check out Arlost Rampage from Project Horizons. Advanced characters may gain traits that resemble this at some point along the way simply as a result of surviving so long in the wasteland.

Zebra-Enhanced (Zebra Only; cannot take with *Cyberpony*, *Ghoul* or *Canterlot Ghoul*) – Your tribe survived the apocalypse, probably by residing within one of Stable-Tec's mixed or all zebra stables, with the bulk of their traditions and knowledge intact. As a result, when they train their young to be warriors they administer the traditional means of improving upon a warrior's strength and endurance. You were one such warrior, and you now know yourself to be much more physically able than your non-enhanced counterparts. You are extremely durable, which translates to your limbs being able to take one extra wound each before becoming crippled and an additional wound each before being removed, and you age at a greatly reduced rate. You also have a permanent increase to your damage threshold of +3, +10 DT versus fire, 10% radiation resistance, and have a +10 bonus on resisting poisons.

Ghouls and Canterlot Ghouls

To paraphrase DJ PON-3, Ghouls are people too. They just had the misfortune to being exposed to more-than-lethal amounts of the necromantic magical radiation released by the balefire bombs and not dying of it (or at least not *staying* dead, depending on your personal views on ghoulfication). The resulting mutated ponies age at a greatly reduced rate, capable of living at least as long as 500 years, possibly even longer. Many ponies speculate that the changed appearance and longer life of ghouls is a reaction related to the necromantic energies released by the bombs, but no one, not even the zebras, knows for sure.

There are a few different types of ghouls that you may encounter wandering about the wasteland, but only two versions of them are intelligent and aware enough of their surroundings enough to be player characters. Those two versions, and their various characteristics, are listed below. **Alicorns cannot become ghouls but react in much the same way regarding radiation. There are no documented instances of Buffalo, Diamond Dog descendants, or Donkeys becoming ghouls – it is believed that they just die.**

Ghoul (2 Character Creation Points, cannot be taken with the *Addictive Personality, Unstable Genetics, or Mutation* hindrances. Alicorns cannot become ghouls.) – Ghouls are the mutated and heavily irradiated ‘survivors’ of the balefire holocaust, and characters with this hindrance are the most common variant of ghoul around, save for the feral ones. Ghoul characters have an appearance similar to a monster from an old zombie flick, covered in flaking, greyed skin and rotted-looking flesh covering a form that appears emaciated to some degree. Many of them look near-skeletonized, their fur matted, irregular, and completely fallen out over most of their form, with only a few uneven patches remaining; the hair of their mane and tail is all but completely gone, only a few traces and strands still intact. Their eyes usually have some degree of post-mortem cataracts present, but in spite of this most ghouls can actually see almost as well as any smoothcoat (non-ghoul) in normal lighting, and can see quite clearly even in pitch blackness. They suffer from a considerable amount of prejudice because of their appearance (receiving a -20 to speechcraft versus most non-ghouls), but ghouls are a resilient bunch and get by as best they can. Those that don’t... well, there’s a reason there are so many feral ghouls around. Ghoul characters are (2d4*15) units of weight lighter than normal, “living” characters.

Ghoul characters are dead, technically speaking, and don’t need to sleep or eat to sustain themselves. Instead, they are sustained by the ambient levels of radiation in the wasteland, and cannot survive in areas completely free of the stuff for extended periods. If completely cut off from radiation for more than 14 days, a ghoul will become dormant and begin to starve. If dormant for longer than 2d4 days, they will die. Fortunately for them, the ambient radiation in the equestrian wasteland is quite easy to come by, and just being outside for an hour or two a day is sufficient for most ghouls’ needs.

Ghoul characters are healed by radiation at rate of 1 wound to all limbs per 200 rads absorbed every five minutes, and can regenerate broken or crippled limbs simply by exposing themselves to sufficient radiation levels. While maimed limbs cannot be regenerated in this way, they *can* be reattached if held in place while the regenerative effect takes place. Each wound removed by radiation-fueled regeneration metabolizes 20 rads. Rather than suffering from radiation poisoning as normal characters and creatures, ghouls are strengthened by it, providing them with a temporary bonus to their attribute scores equal to the penalty that normal wasters would take at that radiation level. If a ghoul has absorbed more than 600 rads worth of radiation, they will begin emitting it slowly (low to medium levels – see the Radiation header under “Dangers of the Wasteland” for more info) and affecting those around them. A ghoul who has absorbed a full 1000 rads or more might find that it takes them several days or even weeks before they can safely be around non-ghouls (Their radiation level decreases at 1d4*100 rads per day).

Ghouls also have an extremely increased resistance to drugs, particularly mind affecting ones. Drugs such as Dash and Flash, which affect the nervous system, simply do not work (though enhanced versions of these drugs, such as Rainboom, work as well as normal drugs do on non-ghouls). Other drugs and medicines, such as Med-X, healing potions, Stampede, and Buck, which have a predominantly physical rather than a mental effect work just fine. Ghouls receive a +20 bonus on endurance rolls made to resist addictions, and cannot become addicted to

substances that do not significantly affect them. This resistance also affects a ghoul's ability to get drunk or to resist the effects of poisons, but taint and enervation remain just as deadly to ghouls as it is to non-ghouls. Normal ghouls, being dead, are not affected by pink cloud. The difference for ghouls is that enervation simply pulls their spirit away from their decaying form rather than causing them physical harm, and taint doesn't (usually) cause further mutation – just insanity or death, and these only after it's built up to sufficient levels.

Ghouls have a very long lifespan (or un-lifespan), and no longer age physically after their turning. Characters that spend only two points on this trait are relatively young for ghouls, less than 50 years old. As a result, they have about as much experience with the wasteland and knowledge about its various goings-on as any other person living in it; they do not receive any skill bonuses.

Elderly Ghouls, i.e. those with the *Elderly* hindrance, are assumed to have survived from pre-war. In addition to the normal effects of *Elderly*, these ghouls gain the benefit of their experience in terms of starting play with an additional 5 skill ranks, which they can distribute amongst their skills as they see fit. In place of these skill ranks, they may opt instead to receive the Specialization trait for free, or to begin play with positive or negative karma scores of up to ± 100 , subject to GM approval. Note that even elderly ghouls may still take the *Young* hindrance, the effects of which are not altered despite their actual physical age - this is the only scenario in which taking both the *Young* and *Elderly* hindrances could be considered acceptable barring *Wasteland Weirdo*.

In summary, Ghoul characters:

- No longer physically age after having been ghoulified
- Suffer a permanent -5 roll penalty to PER rolls, but take no PER penalties from lighting or weather
- Suffer a -20 speechcraft penalty versus non-ghouls (this can be removed, like all racial speechcraft penalties, by achieving fame or notoriety (± 100 Karma))
- Do not need to eat, sleep or go to the bathroom.
- Are immune to the effects of heat exhaustion (but not cold)
- Are 2d4*15 units of weight lighter
- Are immune to (and healed by) radiation, to the point where it can reattach severed limbs. This metabolizes 20 rads per wound.
- Receive a +20 bonus on END rolls versus poisons and drug addiction, and are immune to regular-strength mind affecting drugs entirely – that includes all drugs that do not give a bonus to STR, END or AGI (but they're NOT resistant to taint or enervation).
- Are immune to most diseases
- Are immune to the effects of taint and pink cloud
- Are extremely vulnerable to Enervation

Canterlot Ghoul (4 Character Creation Points. Ponies, Zebra and Griffins only. Cannot be taken with the Addictive Personality, Unstable Genetics, or Mutation hindrances) – Your character has been to Canterlot. This is a big deal, considering that the place is completely inundated in toxic gas, the ongoing result of the pink-cloud megaspell that destroyed the city and killed at least one of the princesses. Canterlot ghouls have all of the benefits and downsides of normal ghouls as listed above, save for the fact that Canterlot ghouls do not need to sleep, at least not regularly. A few hours every few days is enough to keep them from becoming mentally addled, and their physical bodies no longer suffer from the effects of exhaustion like those of normal ghouls do.

In addition, Canterlot ghouls are immune to the pink cloud that saturates Canterlot (they are in fact healed by it) and the lethal effects of the corrupted pipbuck broadcasters. (For more information on these deadly devices, see their entry in the items section under technology.) To top it all off, they're damn hard to kill. The only way to put a Canterlot ghoul in the ground for good is to destroy or decapitate their head or central nervous system, or to disintegrate them completely. Otherwise, they will just keep getting back up, their other limbs reforming or reattaching themselves unless disintegrated. Disintegrated limbs can only be regenerated in the presence of radiation or pink cloud, the latter of which which heals Canterlot ghouls as if it were 1000 rads-worth of radiation.

Canterlot ghouls do have some additional downsides, however; whatever they were wearing when they were ghouled, they now cannot take off. Anything in direct contact with their flesh, hair, or in some cases even their hooves fused with them. Exposed areas that were not in contact with anything simply ghouled in a fashion similar to normal ghouls, as described above. Quite a few Canterlot ghouls have a pipbuck fused to their foreleg as a result of this fact. Some, like Steelhooves or Lionheart, fused with their armor and gain mixed benefits and downsides from their armor's magical abilities and enhancements (Temporary attribute bonuses become permanent, and should be treated as such; skill ranks should increase and decrease accordingly. At character creation, pick out the articles of clothing or armor that your character would have been wearing on the day the city was hit. Additional equipment that your character possesses can be worn on top of the fused apparel, as long as the pieces don't interfere.

Because of the nature of Canterlot ghouls, nearly all of them are as old as the apocalypse that spawned them. As a result, they've lived through a lot, and their experience provides them a benefit in the form of 15 free skill ranks at character creation, which they may distribute among their skills as they see fit. Canterlot Ghouls may take the Specialization trait for free if their GM deems it appropriate.

Note that not only are Canterlot ghouls immune to radiation, but radiation-spawned ghouls, being technically dead, are also immune to the effects of the pink cloud. Radiation-spawned ghouls are NOT immune to the effects of corrupted broadcasters.

3 – Leveling Up Your Character

There are a few easy steps to go through to make your character that much more of a badass each time they level up. Generally speaking, your GM will determine when you level up based on how much experience your character or group of characters have had surviving in the wasteland, based on the tables below and what challenges you've faced. Every level, they get a few nice new things to play with, including

- Skill Points (How many depends on your perks and INT score)
- 1 New Perk
- +1 Damage per Wound (every three levels, starting at level 3)

Note that skill points are received, and can thus be distributed, before you pick your perk. This is very useful in that it allows players to raise their skills to meet perk requirements before they select a perk. The maximum rank for any skill is 100 - no exceptions.

Characters level up when they've received enough experience to do so. If your GM decides to let players keep track of their own experience progression, the amount of experience a character needs to progress from one level to the next is shown in the tables below. The Total EXP column shows the minimum experience required for a character to be at that level. A slower progression is available on the left, and a faster progression is on the right.

Table XII: **Slow** (left) and **Fast** (right) level progressions.

Level	Total EXP	Level	Total EXP	Level	Total EXP	Level	Total EXP
1	0	16	120000	1	0	16	18750
2	1000	17	136000	2	200	17	21200
3	3000	18	153000	3	550	18	23800
4	6000	19	171000	4	1050	19	26550
5	10000	20	190000	5	1700	20	29450
6	15000	21	210000	6	2500	21	32500
7	21000	22	231000	7	3450	22	35700
8	28000	23	253000	8	4550	23	39050
9	36000	24	276000	9	5800	24	42550
10	45000	25	300000	10	7200	25	46200
11	55000	26	325000	11	8750	26	50000
12	66000	27	351000	12	10450	27	53950
13	78000	28	379000	13	12300	28	58050
14	91000	29	407000	14	14300	29	62300
15	105000	30	436000	15	16450	30	66700

Note that not all GMs run games with experience; some insist that leveling up after every game session or two is preferable, and there is a school of thought among game masters of many different RPG systems that suggests experience points, if handled poorly, will actually inhibit good roleplaying.

That being said, if your group does decide to play with experience, GMs should award experience points as they see fit, for things such as good roleplaying, solving puzzles, escaping traps, discovering locations, talking with NPCs, advancing the story, doing something cool, or even just killing monsters.

Frequently, however, GMs may want to simplify the leveling up process so as to keep all characters at around the same level and strength by just raising everyone's level as a group instead. This is much easier for the GM and is recommended for the new or inexperienced. Leveling up the party as a whole with or without keeping track of experience is explained in more detail in the GM's section.

Skill Points

All characters gain a set amount of skill points per level based on the formula below, rounded down.

Skill Points: $10 + (\text{INT}/2) + \text{Perks}$

The *Egghead* perk increases the amount of skill points gained by characters every level by two. Each skill point gained can be spent to raise your rank in any skill by one, or saved for use at a future level-up. Skill points must be spent when a character is leveling up, and cannot be spent during sessions to upgrade skills (because that's simply not fair) unless they are gained as the result of a quest perk. Players should note that every time they increase their rank in a skill (or an attribute value, for that matter), they should recalculate the MFD table on their character sheet to reflect the new value.

A character's rank in any skill cannot exceed 100.
There are absolutely no exceptions to this.

Bonuses (AKA roll bonuses) have no upper limit; similarly, penalties have no lower limit. Bonuses and penalties to the same skill or attribute stack unless otherwise noted.

Skill rank points gained from increasing in level should be applied to the player's liking *before* obtaining their perks from the same level increase, enabling perk skill-rank requirements to be met (and meaning that skill points from *Egghead* aren't gained until the following level). Skill points should be spent completely when earned, and cannot not be saved for later use; unspent points simply disappear.

Our Heroes are Different,

Part 2 - Skills

Characters in *Fallout 3*, you might notice, actually receive more skill points than characters in this system – $10 + \text{INT} + \text{perks}$, rather than $10 + \text{INT}/2 + \text{perks}$.

The amount of skill points received per level has been reduced in the rules you see here to compensate for the extra ten levels added in homage to the Broken Steel DLC for *Fallout 3*, as well as to encourage specialization in certain skills within a given party and compensate for having multiple characters in a group as opposed to a single player-scenario.

Parties, especially parties of four or more players, function better and engage in more role-playing when characters can specialize and fill specific roles, rather than just being good at every skill.

GMs can certainly change the number of points given if they wish to have characters that are more accurate to earlier *Fallout* games or to specific fictions, but it's only recommended for smaller groups (three or fewer players).

Perks – By Level

Perks can be taken only once, unless otherwise explicitly stated in their description.

Magic perks, i.e. perks that grant characters access to spells, are not listed here. Instead of receiving a perk from this table, magic-capable races that meet the requirements listed for a spell or recipe may choose to take that spell or recipe as a perk, as per the rules outlined in the Magic section. The requirements for learning recipes and spells in this way differ significantly, and are outlined in their respective sections.

Unless otherwise explicitly stated or specified, bonuses listed as part of a perk are static bonuses to rolls or to damage that generally stack with each other (meaning that players may add the bonuses together rather than just take the highest one that applies). Damage threshold (DT) bonuses that are provided by perks also stack unless otherwise noted. DT provided by perks can be penetrated with armor piercing bullets, but is insufficient to count as ‘wearing armor’ for the purposes of discerning whether or not a target counts as wearing armor in a targeted location.

Temporary attribute bonuses cannot increase a character’s attributes above 12 under any circumstances. Permanent attribute point bonuses cannot increase it above 12 (though some sources of permanent attribute increases have lower maximums, which are listed individually).

Skill requirements are based on a character’s rank in a skill, not their MFD 1 target number. As with traits and hindrances, rank bonuses provided by perks **cannot raise your skill rank above 100.**

Perk Name	Requirements (Level; Others)	Effects
Canterlot Gourmet	2; END 6, Survival 45	<i>Your discerning palette allows you to gain more health benefits from food and drink and resist substance addiction. You get a +5 bonus to both INT and END rolls made to resist addiction to a substance. Snack foods, Scotch, Wine and Vodka now heal one additional wound when consumed, in addition to their normal effects.</i>
Celestian Armorer	2; Repair 20, Energy Weapons 70	Areas protected by your finely-polished armor gain +5 DT versus beam -energy weapons and directed-energy spells. Requires that the armor be capable of being polished – leather and hide armors, for example, won’t work. <i>Bonus points for actually roleplaying keeping your armor polished.</i>
Clever Prancer	2; AGI 6, Repair 45	<i>Through agility and reflexes, you have become deft at striking where it hurts while preventing your enemies from doing the same. Your critical hit range on the dice increases by 5 (for attacks only), and your enemies must roll a second time against your character and hit your targeting MFD to confirm any critical hits made on you. This perk is only effective when you are wearing light armor, clothes, or no armor, and its effects stack with all other critical hit range increasing perks, such as Stable Shot/Finesse or Ninjapony. Clothing counts as being unarmored for the purposes of this perk.</i>
Daddy’s/Momma’s Filly/Colt	2; Governing Attributes 4	Grants five ranks to two skills based on the profession or abilities of one of your character’s parents, if known. If unknown, talk with your GM and have them decide.

Perk Name	Requirements	Effects
Dash Speed Reload (Rapid Reload)	2; AGI 5 or Telekinetic Precision, and either Big Guns or Small Guns 50.	-5AP cost to reload. Raises MFD for the weapon-skill roll to reload and shoot a gun in the same action from ½ to ¾ (Making it one step easier). Allows you to reload breech and revolver-styled weapons in a single action without a speed loader or magic.
The Greatest Sacrifice	2; Virtue: Loyalty or Roleplaying Reason	<i>Your wastelander understands what loyalty can mean in an environment as deadly as the Equestrian Wasteland.</i> If a friendly character or NPC is about to take any amount of damage that would result in their death, characters with this perk have the option of interposing themselves (regardless of whether or not they have already acted in that combat round) to take the damage instead. In order to do this, they must be able to move themselves between the attacker and the intended target. They must reduce one attribute's score, their choice, by one point in order to commit this selfless act, and cannot do this more than once per combat round. If they have not already acted, any character is capable of interposing themselves in this fashion.
Gun Nut	2; AGI 4, INT 4	Grants five ranks to both Small Guns and Repair. <i>Great for ponies considering a lucrative career in toaster repair!</i>
Heave, Ho!	2; STR 5 or Mighty Telekinesis II, Explosives 30.	The range increment for thrown explosives (and other items) increases by five feet for you, increasing your effective range with these devices dramatically. (Normally the range increment is 10 feet, making the maximum possible range 40 feet. This perk increases that maximum to 60 feet)
High Ho Silver, Away!	2; AGI 4, Cannot be Maimed in the legs.	<i>You're a fan of cardio and sprints, especially if said sprints are done away from the direction from which the bullets are flying.</i> Your character's ground movement speed is increased by five feet per action. This perk can be taken up to two times, and its effects stack with other movement speed increasing perks. Does not affect other forms of movement.
Hind Leg Stance	2; AGI 6 or Zony/Zony Shaman	<i>You can balance on your hind legs long enough to accomplish tasks difficult for most quadrupeds under normal circumstances.</i> While in this stance your character's height is effectively doubled, and weapons mounted on a battle saddle are unable to be used (except as anti-air guns). It also allows the use of a single non-mouth wieldable firearm, which must be equipped as normal after the stance has been entered. Science and Repair rolls also receive a +5 roll bonus while in this stance. If acquired at character creation, your character is naturally capable of balancing like this for an extended period of time. If acquired as a perk, they must make an AGI roll MFD 1 to maintain this stance for longer than a single combat round. Entering and exiting hind leg stance does not cost an action, but all actions taken by a character that has entered hind leg stance suffer a 1 MFD step penalty for the rest of that combat round, even if they exit the stance.
Horse Sense	2	<i>You're a swift learner.</i> You gain an additional +10% whenever experience points are earned.
Hunter	2; Survival 30	Your attacks deal 10 additional points of damage against animals, including cybernetically enhanced and/or mutated animals. The GM has final say in what counts as an animal for the purposes of bonus damage. <i>Gotta eat to live, gotta kill to eat.</i>
Intense Training	2	Permanently raise one SPECIAL (STR, PER, END, CHA, INT, AGI, or Luck) attribute score by 1 point. Can be taken 3 times; your attribute scores cannot be raised above 10 by this perk, even if they're already at or above 10 via other means. Effectively grants an additional 2 ranks to all skills governed by this attribute by increasing the "base" skill level. If Luck is increased to an even value, an extra rank is granted to all skills. If a character's Luck attribute score is increased to an odd value, skill scores will not be affected.

Perk Name	Requirements	Effects
Junk Rounds	2; Luck 6, Repair 45	<i>Given the materials, such as tin cans and scrap metal, you can make ammunition for non-energy weapons.</i> To do so requires a source of controlled heat (like a forge or stove) and either a workbench or a sufficiently well-equipped tool-kit. The ammunition created is all of one type, and must be less than or equal to 5x the value of whatever metal material they're using. More on making ammo is explained in the ammunition section immediately following the wasteland weaponry listing in the Equipment of the Wastelands chapter.
Little Leaguer	2; STR 4	<i>You've decided to put your experiences on the Stable's hoofball team to good use surviving out in the wasteland.</i> Grants 5 additional ranks to both the Explosives and Melee Weapons skills.
Low Hoof Kick	2; Unarmed 30	<i>You have a habit of letting your attacks go for those somewhat... sensitive areas. In other words, you fight dirty!</i> Your first unarmed attack in any combat that hits an opponent stuns them, and they must spend their next combat round to recover.
Lunar Courtier (Friend of the Night)	2; PER 6, Sneak 30.	+10 roll bonus on visual perception rolls made in dim lighting. (This negates the normal vision penalty in all but absolute darkness)
Pony Romance	2; Hellhounds and non-pony races should rename these as they see fit.	Each time you take this perk, pick one of the two options below suited for your character. → Filly Fatale (Female only) - +1d10 Damage versus males. You go for the guys. → Coltsanova (Male only) - +1d10 Damage versus females. You go for the girls. → Cherchez La Filly (Female only) - +1d10 Damage versus females. You go for the girls, you filly fooler you. → Colt Cuddler (Male Only) - +1d10 Damage versus males. You go for the guys. All four options allow for ... <i>interesting</i> interactions with NPCs. This perk can be taken twice. If your gender-swapping occurs (it has been known to happen), these perks should change accordingly to grant damage bonuses against the same groups.
Retention	2; INT 4	+10 to any and all intelligence rolls made to recall facts. <i>Excellent for roleplaying characters with a good memory for things like passwords.</i> Can be taken twice – Taking Retention a second time
Fast Casting	2; INT 5	<i>Casting complex magics can sometimes take too long to make them effective in combat, but you've learned how to adjust how your magic interacts with SATS to make them take less time.</i> Spells that cost more than 25 AP to cast now cost 20% less (round up to the nearest five).
Sleight of Hoof	2; AGI 4, PER 4	Taking this perk once grants five ranks to both Sneak and Lockpicking. Taking it again (possible as early as level 4) allows you to attempt to steal from or pickpocket/put-pocket an opponent even while they're looking in your direction with a Sneak roll, and grants a 1 MFD step bonus to do so (counteracting the pickpocket penalty). Roll as though you were hiding; success means that you were able to nip the item undetected. Absolutely necessary for characters that intend to become pickpockets. Stacks well with Scoundrel. <i>They'll never see you coming.</i>
Survivalist	2; END 4	<i>You are an experienced citizen of the Equestrian wastes.</i> This perk improves a character's ability to survive in hostile environments, granting a +10 rank bonus to survival.

Perk Name	Requirements	Effects
Bookworm	4; INT 4, cannot be <i>Illiterate</i> .	Receive 1 additional skill point from reading skill books or magazines. You can now read books in half the time it would take other characters – this effect does not stack with <i>Studious</i> .
Dash n’ Slash	4; AGI 4, Unarmed or Melee 45.	You may move and make a melee or unarmed attack, or perform any skill-based action not related to movement (except casting a spell or firing a ranged weapon) as a single action at no penalty once per combat round. This perk enables you to move your full distance and use a close combat weapon, similar to a charge but without necessitating the use of both of your character’s actions for the round.
Dual Wield	4; Unarmed or Melee 50, AGI 5	<i>Your character has mastered the art of attacking in ways an opponent would not expect.</i> When attacking with a melee or unarmed attack, they may make a second attack with a <i>different</i> unarmed weapon at a 1MFD step penalty to hit as a free action on the same target (at either the same or an adjacent location). Those capable of wielding multiple melee weapons at once (via hands, telekinesis, etc.) may use a second melee weapon instead of an unarmed one for the second attack. For use in SATS, combine the SATS costs of the two weapons used. This perk does not change weapon strength requirements – the combined weight of weapons wielded must still be below 2xSTR (unless modified by perks or gear) or 2xINT if using telekinesis.
Egghead	4; INT 4	Receive 3 additional skill points every time your character levels up. <i>NEEEERRD!</i>
Entomologist	4	Deal an additional 50% damage and ignore 5 points of DT when damaging insects.
Foal at Heart	4; CHA 4, Cannot be <i>Young</i>	Opens up dialog options with younger NPCs and characters; your GM may give you suggestions on what to say and should change how younger characters will react towards you. When interacting with younger members of any race, receive a +2 temporary bonus to your CHA Attribute.
A Little Dash	4; AGI 4, Sneak or Survival 45.	While wearing light armor or no armor, your movement speed is five feet faster per action. Unlike <i>High Ho Silver, Away!</i> , this also increases sneak speed, and flight movement speed as well if the character has one. <i>(That’s more than 20% faster for most characters!)</i>
Rad Foal	4; END 6 or Ghoul	Bonus to healing while irradiated. Level of healing depends on radiation poisoning level – other effects of radiation occur normally. You heal 1 wound per location per hour for every 200 rads your character has absorbed. This perk DOES NOT prevent you from experiencing the negative effects of radiation poisoning!
Rhyme Time	4; CHA 5 or Speechcraft 50. Cannot be <i>Dumb</i> ; GM discretion advised.	<i>Something about the way words mesh has got your mind reeling with ideas full and fresh. When it first came over you, shivers went down your spine, and now you’re compelled to speak only in rhyme!</i> Your rhyming cadence grants all rolls a +5 bonus, so long as you maintain your rhyme-patterned onus. Should your rhyme scheme break or halt, receive to your rolls a -3 penalty, default. At least two consecutive rhymes you must say to make the bonus return and take the penalty away.
Run N’ Gun	4; AGI 4, Small Guns or Energy Weapons 45.	You may move and shoot a weapon (or perform any skill-based action not related to movement, casting magic or close-combat attacks) as a single action at no penalty once per combat round. This perk enables you to move your full distance and use a ranged weapon, similar to a charge but without the close combat finale that a charge implies. This perk has no effect on use of the sneak skill, nor does it allow you to move and cast a spell as a single action.

Perk Name	Requirements	Effects
Scoundrel	4; CHA 4, AGI 4	This perk has two ranks. Rank 1 grants 5 skill ranks to both to Speechcraft and Mercantile. Rank 2 eliminates the 1 MFD step penalty to your sneak roll while pickpocketing and put-pocketing, grants you a 1 MFD step sneak bonus while stealing, and grants access to most NPC's inventories while facing them. Stacks well with Sleight of Hoof.
Steel Hooves	4; STR 4	You deal 5 extra points of damage while using unarmed attacks, including rocks and improvised weapons.
Perk Name	Requirements	Effects
Bloody Mess	6	<i>Deaths caused by you tend to be exceptionally violent and gory.</i> You deal an additional +3 damage with all of your attacks, and your enemies tend to inexplicably turn into paste when you're through with them.
Dash Casting	6; INT 4, Magic 45	You may move and cast a spell (or throw, apply, or drink a potion), as a single action at no penalty once per combat round. This does not allow the combination of magic and actions based on any other skills aside from flight. Basically, this is a more specialized equivalent of the Run N' Gun or Dash n' Slash perks. It is possible to use the benefits of both this perk and either of those perks within the same combat round, enabling your character to move, attack, move again, and cast.
Day Light/Night Light	6; INT 6, Magic 45	<i>Your character has learned to optimize the flow of their magic when pushing spells beyond their normal limit, but due to magical interference can only do it during the day or during the night (your choice).</i> The MFD penalty for using overglow to increase the effects of spells is one step lower for them during their chosen period.
Demolitions Pony	6; Explosives 50.	You inflict five additional points of damage with explosives and AOE (Area of Effect) weapons. This bonus damage is added before damage is affected by the skill multiplier, at each radius. <i>If I was a bad demo-pony, we wouldn't be sittin' here havin' this conversation!</i>
Fortune Finder	6; Luck 5	Characters with this perk will find considerably more bottle caps (anywhere from 2 to 10 times as many) while scavenging. Be sure to let your GM know when you take this perk!
Gunslinger	6	While using a mouth-wieldable firearm, your chance to hit in S.A.T.S. increases by 10% (+10 bonus to accuracy). Does not increase accuracy out of S.A.T.S.
Hard Rock	6; STR 5 and either Melee Weapons or Unarmed 45	<i>You got a rock? Now show us how bad you are with it!</i> When using rocks and other unarmed or melee weapons, your attacks ignore an additional 10 points of a target's DT. This effect does not apply to natural weapons.
Hoof Loader	6; Repair 70.	When using small guns or big guns, you recover spent casings and hulls equal to half the amount of ammo expended (round down). Spent casings and hulls can be turned back into usable bullets and shells, given some time and the necessary lead and chemical components. If you have all of the required materials and tools, making casings and hulls back into usable ammo requires both a Science roll MFD ½ and a repair roll MFD ½. Failure wastes the materials. See the Ammunition section in the Equipment of the Wastelands chapter for more information on making ammunition.
Lead Belly	6; END 5	You absorb only half as much radiation from food and drink. <i>Doesn't actually expand your diet, though you may find yourself eating things you might not previously have considered as edible.</i>
The Power of Metal	6; Hard Rock perk	<i>There are moments when rock is not enough.</i> You inflict 5 additional points of damage with all unarmed weapons, such as rocks and power hooves. This effect stacks with all other unarmed damage bonuses, but does not apply to natural weapons.

Perk Name	Requirements	Effects
The Professional	6; Sneak 70.	Sneak attack critical hits made with pistols and SMGs inflict an additional +5 damage (before multiplying). <i>Nothing personal, kid. It seems you've just had a 24-carat run of bad luck.</i>
Reuse and Recycle!	6; Science 70 or Pegasi.	When using energy weapons, you recover drained ammunition equal to half the amount expended over the course of a fight (round down). Drained ammunition can be recharged by a unicorn with the appropriate spell or by using a spark battery via a Repair or Science roll MFD ½. Failure creates unusable or defective ammunition. This perk affects all weapons that use MFCs, MECs, and Gem Cells.
Shotgun Surgeon	6; Small Guns 45.	When using shotguns, regardless of the type of ammunition used, you ignore an additional 10 points of a target's DT. <i>...And that's how I lost my medical license!</i>
Spell Synergy	6; Magic 70	When targeting magic spells through SATS, you receive a +10 accuracy bonus. This bonus also applies to zebra recipes that are targeted via a magic roll, though it does not apply to zebra recipes or potions that are targeted by other means.
The Magic of Friendship (Ferocious Loyalty)	6; CHA 6 or your party must be loyal to this character.	<i>The fire of friendship burns in our hearts.</i> When your character is crippled (or worse) in more than two locations, your friends within line of sight gain +10 DT until you recover. Doesn't apply to injuries older than 24 hours. DT increase is granted to allies at the start of the next friendly character's action.
Tough Hide	6; END 5	<i>You may seem a bit callous to others.</i> +3 DT to all locations, permanently. This perk can be taken up to three times, but every time it is taken the level requirement increases by 4.
Wonderbolt Wannabe	6; AGI 6, Flight 45	<i>Hours of scrutinizing every sort of wonderbolts paraphernalia you could get your hooves (or claws) on have paid off!</i> Your intimate knowledge of the wonderbolts and their aerobatic maneuvers makes all non-offensive aerial maneuvers (anything that can't deal damage) 1 MFD step easier for you to perform.

Perk Name	Requirements	Effects
Acrophobia	8; Roleplaying Reason. (Such as having or developing a <i>Phobia</i> of heights)	<i>You're afraid of heights, but not in quite the same way as those with a Phobia hindrance (this replaces any phobia hindrance pertaining to heights). Rather, you've learned to turn your fears into a combat advantage.</i> Instead of suffering fear penalties, you suffer a temporary -1 Endurance and -5 DT when over 20 feet in the air, but gain a temporary +1 Endurance bonus and +5 DT when on or under the ground. The sweet, sweet ground.
Cannibal	8; Survival 45 or END 6.	<i>Your wastelander has acquired a decidedly... unnatural taste.</i> Unlike those affected by the cannibal background hindrance, however, those with this perk are not addicted. They're just willing to go that extra mile to survive. For those with this perk, eating the corpse of a fallen enemy restores 3 wounds, distributed however you'd like. You gain no benefit from eating species other than your own, and in both cases you lose 1 point of karma whenever you do so. NPCs that see you doing this or hear about it from others will attack you on sight unless they're cannibals themselves.
Commando	8	<i>You're a damn good shot with that battle saddle!</i> With all weapons designed for use with a battle saddle (or unable to be mouth wielded – mouth wieldable shotguns, rifles and long-guns still receive this bonus), such as most rifles, heavy weapons and shotguns, you gain a +10% chance to hit in SATS (+10 Accuracy roll bonus). The perk doesn't require a battle saddle for a character to reap its effects. All weapons that are not explicitly mouth wieldable receive a benefit from this perk; in cases where this bonus would overlap with gunslinger, the two bonuses do not stack.
Cowpony	8; Small Guns and Melee Weapons 45.	+5 damage to all successful attacks with dynamite, hatchets, knives, revolvers, and lever-action (mouth wieldable) rifles and shotguns.
Grunt	8; Small Guns and Explosives 45	+5 damage with standard Equestrian military weapons, including the 9mm Pistol and SMG, Canterlot Typewriter, Service Rifle, Assault and Marksman Carbines, IAR and PAW, Combat Knives, and all Grenade Launchers and Rifles.
Impartial Mediation	8; CHA 5	You receive a +15 roll bonus to Speechcraft rolls as long as your karma stays between +25 and -25. Your karma is now considered neutral while within this range.
Large Scale	8; <i>Large</i>	<i>While your large size can make it easier for opponents to outrun and outmaneuver you, you have yet to meet the mare who can outrun a bullet.</i> Your size makes wielding larger weapons easier for you. Big guns cost 10 AP less to operate and 5 AP less to reload. While the firing cost reduction stacks with the effects of other perks that can reduce the AP cost to fire big guns, the reload AP cost reduction does not stack.
Light Trot	8; PER 6, AGI 6	Be it by telekinetic means or simply by acquiring a very careful eye, you will never again accidentally set off floor based traps.
Living Anatomy	8; Medicine 70.	You can tell how precisely how wounded enemies are, and identify their DT with a medicine roll (MFD 1). +3 damage versus equines and non-feral ghouls.
Organizer (Pack Pony)	8; INT 5, Mercantile 70. Or, apparently, be Little Pip.	<i>You are efficient at arranging your inventory. This makes it much easier to carry that little extra you've always needed.</i> Items with a weight of 2 or less are considered to weigh half as much for you.
Quick Draw	8; AGI 5	<i>You can draw your weapon, gun down an enemy, and holster it again in ten seconds flat!</i> Holstering and drawing weapons is a free action for you. Bear in mind that weapons already worn in a battle saddle, carried by Telekinesis, in your mouth or on your hooves do not need to be drawn.
Rad Resistance	8; END 5	You resist an additional 20% of radiation exposure. <i>This makes you 20% less 'hot'!</i>

Perk Name	Requirements	Effects
Scrounger	8; Luck 5	Characters that take this perk will find considerably more ammunition while scavenging. Let your GM know, and understand that it won't necessarily be for the guns your character uses. <i>Do ponies really just throw these things away!?</i>
Size Matters	8; END 5	<i>Bigger is better, right? You sure think so!</i> You get a +5 bonus to damage when using weapons with a base weight (i.e. before any perks or modifications) of 15 or greater.
Sneering Imperialist	8; Cannot have <i>Organization: Tribal</i>	You deal +5 damage and receive a +5 accuracy bonus in SATS to targets who are Tribals or Raiders. <i>...And I'm backing it up with this gun.</i>
The Stare (Terrifying Presence)	8; CHA 6 or Speechcraft 70.	You can intimidate non-hostile contacts through eye contact, causing them to turn tail and flee. This is done by an opposed speechcraft roll. The pony with this perk gets a +5 bonus on this roll, and whoever has the largest and/or most dangerous weapon gets an additional +10. Authority Glasses or Mirrored Sunglasses grant an additional +5. Karma bonuses may apply. This perk can be taken up to three times. Each time it is taken, the level requirement increases by 4. At level 2, you can intimidate even hostile contacts through eye contact, and the +5 bonus increases to +10. At level 3, a successful intimidation causes the target to be temporarily paralyzed as long as eye contact is maintained, and the bonus increases to a +15. At all levels, when eye contact is broken, the target must make a fear roll MFD ¾ or will turn and flee. Opponents with this perk at the same level or higher than you cannot suffer any negative effects from it; those with lower levels suffer as normal. You can only Stare at a number of opponents equal to up to half your charisma attribute score at any given time.
Stonewall	8; STR 6, END 6, Unarmed or Melee Weapons 65.	You're extremely stable, and cannot be knocked down during combat unless paralyzed. You also gain +5 DT versus melee and unarmed attacks.
Strong Back	8; STR 5 & END 5 or <i>Large</i>	<i>Just like Big Macintosh, you're stronger than most.</i> You can carry an additional 50 units of weight without incurring a movement penalty. Sneak penalties are not affected.
Super Slam	8; STR 6, Melee Weapons or Unarmed 45.	<i>Your melee and unarmed attacks carry additional weight, and can knock down your target.</i> Your attacks now have a 15% knockdown chance while unarmed or using melee weapons of weight 3 or less (including weightless), or a 30% chance if the melee or unarmed weapon is heavier than 3 units. Powered armor that encompasses the hooves counts as an unarmed weapon of sufficient weight for 30% knockdown chance.
Tribal Wisdom	8; <i>Organization: Tribal</i>	You take half as much damage to your limbs from attacks made by mutated animals such as Yao Guai (halve damage before counting for wounds). You also get a +10 bonus to END rolls made to resist the effects of poisons, and can now eat mutated insects for food without risk of poison or disease.
Whining Presence	8; CHA 6 or Speechcraft 70. Cannot be <i>Prideful</i>	<i>You can whine your way out of almost every situation.</i> During encounters with intelligent foes, you can choose to avoid combat, but you'll lose reputation with various factions those foes may know or have connections with every time you do so.

Perk Name	Requirements	Effects
And Stay Back!	10; Small Guns 70	If you're using a shotgun and the target is within the smallest range increment, they are knocked backward 10 feet. If this would push them into a wall, they take an additional 5 damage on the attack per five feet they are unable to move. If this would push them off a ledge, they may make an agility roll MFD 1 to stop at the edge; failures fall. <i>Get back! I'm warning you!</i>
Animal Friend	10; CHA 6	<i>Trying to be like Fluttershy, eh?</i> This perk has two ranks. At rank one, animals will not attack you unless provoked. They might still attack your comrades, however, so don't get the wrong idea. At rank 2, this perk acts as the <i>Animal Companion</i> trait. Within one to two sessions of a character achieving rank 2 of this perk, a GM should introduce an animal companion for the character to befriend. This companion can be replaced if it should die or be destroyed by having the character befriend another creature, though this is not a task that should be taken lightly. If any player in a party has rank 2 of this perk, animals will not attack any party member who is currently with or near the animal friend (with the exception of natural predators for your animal companion, of course).
Dealer's Call	10; Luck 6	<i>All in.</i> Provides a chance that The Dealer will pop up and finish off a target in SATS that you've wounded. Be sure to let your GM know if you take this one – they should roll against a % chance based on your luck to determine whether or not the dealer appears. The exact relationship between a character's luck score and the chance The Dealer will appear is ultimately up to your GM.
Dressed for Success	10; CHA 6	The expert care and attention garnered to your clothing grants you a +1 temporary bonus to your Charisma while interacting with others in a peaceful manner. This perk's effects are active while you are wearing <i>only</i> either clothing or tailored light bardings. <i>Rainbow Dash always dresses in style.</i>
Eternity's Loophole	10; Level less than 20 required to take this perk.	<i>No one's going to put you out to pasture 'cause you're going to stay young forever!</i> You'll never again become addicted to drugs, chems or other stimulants, and they'll last twice as long... but after hitting level 20 you can kiss level up perks and skill points goodbye! Also greatly diminishes the rate at which you age.
Fight the Power!	10	+2 DT and +5% Critical hit chance against enemies wearing Zebra Legionnaire or Equestrian Combat Armor or Powered Armor of any type. This critical chance increase stacks with Stable Shot, Ninjapony, and Laser Commander. <i>The Mare is always keepin' us down!</i>
Mare Do Well	10; Luck 6	Similar to Dealer's Call, gives a chance that the infamous Mare Do Well will appear and incapacitate a target in SATS that you're attacking. Unlike The Dealer, Mare Do Well doesn't kill her opponents – she only knocks them out. Be sure to let your GM know if you take this one - they should roll against a % chance based on your luck to determine whether or not this caped crusader appears to offer aid. The exact relationship between your luck score and the chance she'll appear is up to your GM.
Math Wrath	10; Science 70.	<i>You've optimized your pipbuck's targeting software (or you've just become a little faster at pulling the trigger).</i> All AP costs of 20 or higher are now reduced by 5 for your character. SATS is now 20% cooler.
Missus Sandmare	10; Sneak 60.	You can instantly kill any sleeping non-player character with a successful melee weapons or unarmed roll. Only works if they do not wake up before you succeed. Sleeping characters in powered armor are unaffected. <i>Missus Sandmare, bring me a dream...</i>

Perk Name	Requirements	Effects
MoA Agent	10; Sneak and Small Guns 60.	When using a battle saddle (or holding a weapon with two hands) with a weapon that has a range increment of over 50ft, you receive a +10% roll bonus to accuracy (both in and out of SATS). <i>Incidentally, your tactics are now 20% more underhanded.</i>
Nerd Rage!	10; INT 6, Science 60.	You gain +10 DT and your STR stat is (temporarily) increased to 10 whenever you are crippled in more than 4 locations. This increase occurs at the start of your next action. When healed, the effect dissipates immediately.
Plasma Spaz	10; Energy Weapons 70	<i>You've learned to use the fact that energy weapons lack recoil to increase your rate of fire.</i> All energy weapons, including energy big guns, cost 5 less AP to fire for you.
Stable Shot (A.K.A. Finesse)	10; Luck 6	<i>Your attacks are smooth, graceful and precise.</i> You can now score a critical hit on a roll of 1-10 instead of the normal 1-5. If your critical hit range has already been expanded by another perk, then this perk expands it further by another five points. This only applies to attack rolls!
Toss Targeter	10; Explosives 60 or Earth Pony.	<i>Your brain is just good at calculating trajectories, I guess.</i> You receive a +5% accuracy bonus when throwing items, including explosives and zebra potions.
Touched by Luna	10	<i>By the light of the moon your surroundings seem sharper, somehow.</i> +2 INT and PER (temporary attribute bonus) when it is night time, regardless of lighting conditions.
Perk Name	Requirements	Effects
Awareness	12; PER 6	<i>It may not be the fabled Pinkie Sense, but if you really concentrate, you have your own ways of identifying where others might be around you.</i> Temporary +2 bonus to your perception while you remain completely still and are in no immediate danger.
Fast Metabolism	12	<i>You metabolize healing reagents in health potions faster than most, maximizing their effect.</i> All health potions restore one extra wound for you.
Ferrier	12; PER 7	<i>Go for the legs!</i> Your chance to hit a target's legs in SATS is increased by 25%. (+25 bonus to hit in SATS)
Ghastly Scavenger	12; Cannibal perk or hindrance	<i>Your palette has expanded! You now gain the same healing benefits from eating magically altered races such as Hellhounds, Ghouls and Alicorns as you did previously from eating the dead of your own kind.</i> Chowing down still causes you to lose 1 point of karma, and people who see you doing this or hear about it from others will still attack you on sight. <i>Even most normal cannibals don't approve of this sort of behavior – it's not sanitary!</i>
Heavyweight	12; STR 7	Weapons with a weight of more than 10lbs only weigh half as much for you. <i>Stalliongrad is NOT weak!</i>
Hit The Deck!	12; Explosives 70	<i>You've been hit by one too many explosions. Perhaps it's time to consider a new career?</i> You gain +25 DT against explosives. This bonus DT requires that you are aware of the explosive (a PER roll) and can get behind something (an AGI roll that requires that you have at least one action remaining in the round). The MFD for these rolls is situational. <i>Otherwise, have fun throwing grenades at your feet!</i>
Life Giver	12; END 6	<i>You're a bit livelier than most.</i> It takes 2 wounds more than it normally would to maim you in any location. This means that it now takes you END+2 wounds to the head or torso to kill you. This does not affect the point at which you become crippled.
Long Haul	12; END 6, Mercantile 70.	<i>You've grown used to carrying large amounts of gear around the wasteland.</i> Weight penalties to your ground movement speed are halved; round down to the nearest five feet. This does not affect weight penalties to sneak, flight speed or dig speed.

Perk Name	Requirements	Effects
Piercing Hoof Strike	12; Unarmed 70	<i>Training and experience have honed your close combat abilities, making them more precise and thus more lethal.</i> Your melee and unarmed attacks ignore 15 additional points of DT. This effect stacks with <i>Hard Rock</i> and similar perks.
Pyromaniac	12; Explosives or Big Guns 60.	You deal an additional +5 damage with any weapon that has the “Fire” effect (including Celestian energy-melee weapons). The ‘Fire’ effect deals an extra die of damage per round if you started it.
Robotics Expert	12; Science or Repair 50	You deal 5 additional points of damage against robots and cyborgs. Additionally, if you sneak up on a robot successfully, you can shut them down with a science or repair roll, MFD 1. You can also do this to robots, but it requires that they be crippled in one of their cybernetics and will only deactivate their cybernetic limbs.
Silent Gallop	12; AGI 6, Sneak 50.	<i>You have mastered silent movement, allowing you to move quickly and still remain quiet.</i> You can Sneak at full speed with no penalties, and can treat your armor as weightless for the purposes of calculating your sneak penalty due to weight.
Sniper Pony	12; PER 6, AGI 6	<i>Your experience in the wasteland has taught you that it’s easier to put troublesome things down via a bullet to the brainpan, and you’ve learned how best to do that.</i> You gain a +10% chance to hit the head of your target while in SATS. This perk also allows you to spend an action aiming to confer a 1 MFD step bonus to your next roll made to hit.
Specialized Loyalty	12; CHA 6, 2 or more companions or party members with a higher skill rank than you in one of the listed skills.	<i>No, you’re doing it wrong! Here, let me help...</i> With this perk, you can use the explosives, lockpicking, medicine, repair, science, or survival score of a present ally instead of yours in skill rolls. You must declare your intent to use this perk before you roll, and your ally must be capable of assisting you remotely on the roll in question (such as by providing advice, walking you through it, etc.) This prevents the ally whose skill you use from assisting you on the roll.
Splash Damage	12; Explosives 70.	Explosive and AOE weapons decrease by 1 die less of damage per 5ft increment (to a minimum of one die per increment), increasing their effective maximum radius <i>significantly</i> . <i>Celestia only knows how you achieved this effect, but it scares the ever-loving shit out of your enemies and keeps your friends the hell away from your work bench.</i>
Stubborn Flyer	12; Flight 50	<i>You never give up. A minor set-back is nothing to you, and your failures are just the stepping stones to a brighter, more awesome you!</i> The number of times you may fail a flight maneuver you’re attempting to learn is doubled, making it now equal to twice your character level. These additional chances may immediately be used to attempt to learn flight maneuvers you’ve already totally failed to acquire, but don’t erase any pre-existing failed attempts.
Unstoppable Force	12; STR 7, Unarmed or Melee Weapons 90.	If while making an attack with an unarmed or melee weapon an enemy attempts to block your attacks and you still hit them, you deal four times as much damage (before DT) instead of dealing reduced damage due to their successful block. See the rules on blocking in the combat section. <i>I’m The Juggernaut, Bitch!</i>
Violent Vigilante	12; Good Karma	<i>You are a force of justice, and don’t take kindly to corruption and needless violence—all of the violence YOU dish out is very much deserved!</i> Against gangs and criminals, you now deal +10 damage and receive a +5 bonus to hit in SATS. The bonus damage applies even outside of SATS.

Perk Name	Requirements	Effects
Adamantium Bone Lacing	14; Roleplaying Reason.	<i>Biological, Spiritual, Electrical, Digital.</i> Your limbs take twice as many wounds to cripple (rounded down) and twice as many wounds to be removed during combat. May lead to in-character reasoning for implants and other cybernetic augmentations. Incompatible with Bone Strengthening Brew and <i>Zebra Augmented</i> . Multiply <u>before</u> adding static bonuses such as those provided by Live Giver.
Bone Strengthening Brew	14; Roleplaying Reason.	<i>Infuse this magic into bone, making its strength rival that of stone.</i> Your limbs take twice as many wounds to cripple and twice as many wounds to be removed during combat. Prevents you from taking either Adamantium Bone Lacing or <i>Cyberpony</i> , and cannot be taken by ponies bearing any other sort of cybernetic enhancements. Multiply <u>before</u> adding static bonuses such as those provided by Live Giver.
Boisterous Incompetence	14; Luck 8	<i>You lied when you said you knew what you were doing.</i> At any time, if you declare your desire to do so before you roll, you reverse the success conditions of that roll – failures now succeed, critical failures are now critical successes, and successes are now failures. Every time you do this during a session, your GM may similarly change the conditions of a roll after you've rolled it (the GM can even do this on any roll that you've declared boisterous incompetence with, so long as it isn't the first one of that session). Be careful with this!
Cat Like Reflexes	14; AGI 7 or Flight 70.	When your character makes a dodge roll in response to an enemy attack, if their roll beats the targeting roll of the opponent by more than 1 MFD step then it does not cost you an action to dodge. Their MFD to be hit for the rest of the round still changes normally. Does not apply to teleportation dodges.
Center of Mass	14; Small Guns or Big Guns 70.	When targeting the center of mass of a target (usually the torso for most critters), you gain a +5 bonus to damage. Note that this will always be the default targeting location.
Chemist	14; Medicine 60.	Drugs and chems affect you for twice as long. The effects of foods and non-addictive drugs that provide extra bonuses to skills or attributes or which affect accuracy or damage also last twice as long.
Counter Canter	14	<i>Your fancy hoofwork (or agile flying if you're a pegasus) keeps you out of harm's way.</i> If you've already moved at least ten feet during a combat round, you receive a 1 MFD step bonus to all rolls made to dodge for the rest of that combat round.
Jury Rigging	14; Repair 90	<i>Items are much easier to repair for you.</i> When constructing or repairing items, you may substitute in items of similar size and purpose to what you would otherwise need (versus normally where you need specific items to repair/build specific items/schematics). Rifles may now be repaired by any sort of rifle, armor can be repaired by any sort of armor that provides similar coverage to the same areas, and energy weapons can be repaired by any energy weapon that uses the same ammunition. This perk is most useful when playing in games with weapon condition and degradation rules.
Lawbringer/ Contract Killer	14; GM permission or Roleplaying Reason	<i>Your character has a connection with an organization looking to project their image onto the wasteland.</i> They'll give you caps for killing those opposed to their ideals, as long as you bring back evidence. Ask your GM before taking this perk – your stretch of the wasteland might lack such an organization.
Mad Gallop	14; AGI 6	<i>So long as you don't care about shooting back, you can put more emphasis on staying hard to target by diving around! (Now if only you could outrun them too...)</i> While running (spending both your actions to move 3x your listed move speed) enemies suffer a 1 MFD step penalty to hit you with any and all ranged weaponry.

Perk Name	Requirements	Effects
Punisher	14; CHA 6 or Speechcraft 70. Cannot be <i>Dumb</i> . GM discretion advised.	<i>Your mastery of wordplay has led your foes (and friends) to fear you even opening your mouth!</i> Every time your character makes a pun relating to some task at hand, they receive a 1 MFD step bonus on their next roll related to the task to which their pun pertains. At least one other character must suffer from the pun to receive the bonus. If a character is competing with the punisher at that same task when they hear the pun uttered, they receive a 1 MFD step penalty on their next pertinent roll, in addition to the bonus granted to the punster.
Purifier	14; Cannot be Hellhound or Alicorn.	<i>Suffer not the unclean and the heretic to live.</i> You deal an additional +5 damage against creatures spawned by taint, including, but not necessarily limited to, Alicorns, Hellhounds, centaurs, night stalkers, and spore plants. <i>Let the Exterminatus begin!</i>
Perk Name	Requirements	Effects
Action Colt/Stallion/Filly/Mare	16; AGI 6	Your max AP in SATS is increased by 15 points. This perk can be taken twice.
Clockwork Heart	16; CHA 8	<i>For some reason, you understand Artificial Intelligences better than they do themselves.</i> You get a +10 bonus to speechcraft when dealing with A.I.s, and they will react differently towards you.
D. A. R. E. ing Do	16; Medicine 60	You receive a +20 bonus to either END or INT rolls made to prevent becoming addicted to drugs, chems, and other addictive substances. Pick either END or INT when selecting this perk. Those with the like-named trait cannot select the same attribute they have already selected; this perk can only be taken once. <i>Winners don't do drugs.</i>
<i>How We Do It Down on the Farm</i>	16; PER 6, Luck 6.	<i>In combat, your critical hits are more devastating.</i> Your damage from critical hits, including Sneak Attack Criticals, is increased by 50% (So increase the critical damage modifier by 0.5). See "Wounds and Crippling" in chapter 7 for more details. This does not affect your chance to cause a critical hit.
Meltdown	16; Energy Weapons 90.	Foes downed by your energy weapons fire will explode as an incendiary grenade (flat damage, not scaled by your skill rank in explosives). This may cause a chain reaction! Note that energy weapons that deal damage over time, such as the flamethrower, will only cause this reaction if the weapon's direct fire, not its damage-over-time effect, kills the opponent. <i>Kill it with fire!</i>
Tag!	16	<i>You know what? Maybe Mom was right. I should've been a doctor.</i> You receive an additional fourth skill as a Tag skill (as mentioned in the skills section). This gives you 15 extra ranks in that skill, up to the max of 100. Taking a fourth tag skill may alter your cutie mark depending on how it relates to your other tag skills, so be careful what you pick! No pony wants a toilet for a cutie mark.
Weapon Handling	16; STR < 10	<i>Either your horn's gotten tough enough to handle the kick or you've finally broken in that battle saddle.</i> For the purpose of using weapons, you can now operate weapons with weight up to three times your strength score. (Characters cannot normally wield a weapon with weight greater than twice their strength without an appropriate telekinesis spell or battle saddle)

Perk Name	Requirements	Effects
Can You Do That?	18; Explosives or Big Guns 90.	<i>Yes, as a matter of fact, you CAN explode twice!</i> Whenever you're rolling damage dealt by an explosive <i>you</i> triggered, including AOE from Explosives or certain Big Guns, your dice can now 'explode.' This means that when you roll the maximum number on any die while rolling damage for an explosive weapon, you may roll another die of that same type and add it to your total. This effect can chain, allowing you to deal massive amounts of damage on a single roll. This effect can apply to spell damage as well, but only if it explicitly states in the spell's description that an explosion is involved. Increasing the effective number of dice of damage by way of this perk does not change the maximum radius of the explosive.
Computer Whiz	18; INT 7; Science 70.	<i>Hey, I recognize this system. It's Unics!</i> If a terminal you were attempting to hack has locked you out (i.e. a critical failure), you can give it another try. If it locks you out again, though, it can no longer be accessed – even if you know the password.
Combat Meditation	18; INT 6, Magic 90	<i>You have learned how to still your body and mind to allow them to quickly recuperate from the strain of casting spells.</i> This perk allows you to meditate during combat to regain strain. Meditating in this fashion during combat can be difficult; you may not move, shoot, or make any skill rolls while you are attempting to meditate. In fact, all that you can do while meditating is remain hidden (sneak rolls can still be made freely once per round) or sustain any already-cast spells. You recover 1d4 strain per two consecutive actions spent in meditation. Strain regeneration rate outside of combat is doubled.
Concentrated Fire	18; Energy Weapons and Small Guns 60.	<i>Sometimes it's about precision, not accuracy.</i> +5 Accuracy in SATS with every consecutive attack on a given target location that you queue. The total bonus to hit is applied to all of the consecutive queued attacks. This bonus goes away after SATS ends and/or an attack targets a separate region. Attacks targeted at the same region on a different character or creatures don't count as the same target location for the purposes of calculating the accuracy bonus.
Ghoulfriend	18; Ghoul, roleplaying reasons or GM approval.	+1d10 Damage versus ghoul targets and an opportunity for additional speech options. This may expand your character's <i>repertoire</i> , or it might not, based on your character. <i>While it's not necrophilia, most ponies will probably still give you odd looks.</i>
Infiltrator	18; PER 7, Lockpicking 70.	<i>Broken locks got you down? Not anymore!</i> Locks that have been broken due to a critically failed lockpicking attempt can now be picked once more. If they're broken a second time, though, they're broken for good.
Paralyzing Hoof	18; Unarmed 70.	<i>This hoof of mine glows with an awesome power! Its burning grip tells me to defeat you! Take this: My love, my anger, and all of my sorrow! PARALYZING HOOF STRIKE!</i> Once per combat round before they attack, your waster may choose to designate an unarmed attack as a paralyzing hoof strike. The MFD to hit of their next attack is 1 step harder than it would otherwise be (2 steps if the target is in heavy barding), but if they succeed then their target is physically paralyzed for the next 1d4 rounds of combat. Paralyzed Unicorns and Alicorns may still cast spells, but they cannot move their body to do so (limiting their line of sight). Paralyzing hoof strikes can be performed in SATS at no additional cost.

Perk Name	Requirements	Effects
31 "Oranges"	20	Every time you roll a 31 on d%, it is considered a critical success. If any other character rolls a 31 on any roll that would affect you, you may choose to cause them to critically succeed or critically fail. Other characters with this perk may still choose their own result if trying to affect you. <i>That's an awful lot of oranges, Pip!</i>
Blood Magic	20; Magic 50, END 5	<i>You have learned to channel the energy of life itself into your spells.</i> For ponies this means that instead of spending strain you may opt to take one wound to both the head and torso to channel up to 2 strain points into a spell. You can deal wounds multiple times to these locations for 2 units of strain each time. If you have a willing volunteer within 5', you may deal the wounds to them instead; wounds can be distributed between multiple willing individuals, but each individual must take the same number of torso and head wounds, and the number of wounds dealt to each region must be equal to each other on any character. Wounds dealt via blood magic cannot be healed by magical means, and must be recovered naturally over time or via food and drink. For zebra, this means you may lower the ingredient cost of a spell by 1 rarity level, by including a half liter (one blood pack's worth) of blood as an extra ingredient; it doesn't have to be yours. Blood can't replace special ingredients. In either case, be aware that this method of spellcasting may have serious karmic repercussions.
Dealer's Ante	20	<i>Hit me.</i> Killing a target in SATS immediately restores 20 AP. This spell, unlike Reaper Pony's Gallop, can replenish SATS for use during the same combat round. SATS is replenished at the end of the action in which the kill occurred.
Eye for an Eye	20	<i>Let's make the whole world blind.</i> For each crippled limb you have (including those crippled by the <i>Crippled</i> hindrance), you deal an additional 5 damage. Maimed limbs do not count as crippled if they were maimed more than 24 hours ago.
Ninjapony	20; Either Melee Weapons or Unarmed 80, Sneak 80	<i>You are a blade in the darkness.</i> When attacking with melee or unarmed weapons, you critically succeed on rolls of 1-20 instead of the normal 1-5. This range can be further increased (1-25) if you also have the Stable shot perk. You also deal an additional +2d10 points of damage on all sneak attack critical hits.
Pathfinder	20	<i>If there were a map, you'd know exactly where everything on it was!</i> There isn't always a map (except on your pipbuck if you have one), so instead you know exactly where YOU are, at all times. You find that this makes it really easy to navigate from place to place, and reduces the time you and your friends spend travelling by 25%. Let your GM know about this one if they start talking about travel time!
The Power of Celestia	20; END 7	<i>Sweet Celestia!</i> +2 Temporary STR bonus and heal 1 wound per half-hour outside while in direct or indirect sunlight.
Reaper Pony's Gallop	20	<i>I am become death, destroyer of worlds.</i> Killing a target in SATS restores your entire AP track to full at the beginning of the next combat round.
Stealth Spellcasting	20; Magic 75	<i>Your control of magic is so immense that you've learned how to channel magic through non-visible means.</i> For unicorns and alicorns, this means that you can now choose whether or not your spells are visible as a buildup of magic on your horn (they also no longer make noise unless you'd like them to). This makes your spells effectively untraceable. For zebra, this perk means that your 'cast' spells are no longer necessarily visible as a buildup of magic on your hooves or as a glow in your eyes, and you may now choose to make all of your potions appear mundane and non-magical without altering their effects.

Perk Name	Requirements	Effects
Deep Sleep	22	Sleeping in any bed accelerates your natural healing by a factor of two (meaning you now heal two wounds to every location when you rest for at least 8 hours, among other benefits.) <i>Five more minutes...</i>
Implant Enhancement	22; <i>Implanted</i> trait or equivalent quest perk.	<i>You've acclimated to your implanted systems, and can now use them as though they were second nature.</i> Discuss with your GM how they would like to add enhanced functionality to one or more of your implanted cybernetic systems. Depending on the implant, may be taken more than once.
Irradiated Beauty	22; END 8	Sleep removes 100 rads. <i>I lied, ten more minutes...</i>
Laser Commander	22; Energy Weapons 90	<i>Pew, pew, pew!</i> While using energy weapons, you deal an additional 5 points of damage and your chance to score a critical hit increases by 10%. This critical hit range increase stacks with Stable Shot, which would allow you to crit on a roll of 1-20.
Magic Penetration	22; Ability to cast spells	<i>You've gotten better at focusing your magic to allow it to penetrate solid barriers.</i> All spells that do not already ignore DT now ignore 15 points of it. All spells that would already ignore DT ignore 5 more points of it.
Radical Chemist	22; Science 70	You may convert 5 bottles of Sparkle Cola to one bottle of Sparkle Cola: Rad with a science roll MFD 1. <i>It's like a hoof to the face: with radishes!</i>
Scent	22; PER 7 and either END or INT 7 or Hellhound/Sand Dog	<i>You've learned to make better use of your incredibly large nose!</i> Based on wind direction (ask your GM), you gain a bonus to Perception, Explosives, Survival, and Science rolls for the purposes of detection and analysis only. In still-air, you receive a +5 bonus. Upwind, you receive no bonuses, but downwind the bonus doubles to +10. This is especially helpful for identifying chemical compounds or scent-based tracking.
Scribe	22; INT 7	<i>It belongs in a museum!</i> You can restore damaged books to usable conditions, but cannot save the information they once contained. This makes damaged or burned books into blank books or magazines, into which other books or magazines can be copied or which can be sold to some merchants. This process takes one day per book restored.
Spray n' Pray	22	<i>The prayer doesn't really help your accuracy, but it makes you feel a lot better about it!</i> You now deal 75% less damage to allies if you accidentally shoot them. They still probably won't be happy about it, though. Yes, this perk DOES affect any AOE splash damage friendly fire.
Perk Name	Requirements	Effects
Karmic Channeling	24; Karma >100 or Karma <(-100)	<i>Your karma affects the way magic flows around and through you and your surroundings.</i> For every 100 points of positive karma you have, your recover strain outside of combat five minutes faster per point. Conversely, for every -100 points of negative karma you have, all other characters must pay an additional point of strain to cast spells around you. In both cases this perk affects all characters with strain within 5 feet of your character, plus an additional five feet for every 100 points of karma in either direction. If your karma ever becomes less than ± 100 in either direction, you lose the effects of this perk.
Karmic Balance	24	<i>You have achieved internal balance in a world wracked by turmoil and war.</i> Your Karma is instantly set to 0.
No Weaknesses	24	All SPECIAL attributes lower than 5 are raised to 5. Adjust your skill ranks accordingly.
Ray of Sunshine	24	<i>You used to be cool. Now you're just nice. Ugh.</i> Your Karma is instantly set to +500 – Very Good.
Road to Nightmare	24	<i>How did you hurt that many people in such a short period of time? You just don't know what went wrong... or do you?</i> Your Karma is instantly set to -500 – Very Evil.

Perk Name	Requirements	Effects
Cooler Under Fire (Nerves of Steel)	26; AGI 7	Regenerate an additional 10 AP per round of combat (for a total of 15 per round).
Cyberpony	26; Roleplaying reason	Damage Threshold of +3 over all locations, gain 10 DT versus Fire, 10% radiation resistance, and have a +10 Bonus on resisting (most) poisons. Opens up opportunities for implants and cybernetic augmentations.
Forged in the Hoof	26; Must have suffered <i>significant</i> enervation damage.	<i>You've sucked up more Enervation than any pony should live through.</i> You suffer 25% less enervation damage, and healing items decay half as fast while in your possession. Alicorns with this perk can now ignore the mental effects of low levels of enervation.
Gladiator Pony	26; Unarmed 70	Unarmed attacks cost 5 less AP in SATS. <i>May result in unleashing a beautiful beat down on an opponent.</i>
Monster Hunter	26; Roleplaying Reason.	<i>It takes a special kind of pony to hunt monsters without becoming one themselves.</i> +10 damage against any mutated creatures larger than a standard alicorn, and +10 on all endurance rolls made to resist the effects of poisons (not including drug addiction rolls).
Rad Tolerance	26; END 7	You no longer receive penalties from minor radiation poisoning (below 400 rads, but above 200 rads). <i>Radical.</i>
Ricochet	26; Big Guns or Explosives 70	<i>You've gotten to be such a good shot that you can bounce grenades off of the terrain and obstructions to get them to reach their target!</i> Possession of this perk also allows you to bounce slower-moving projectiles, like grenades, off of opponents. Bouncing a grenade off an opponent can be done once per shot, and deals half as much damage to that opponent as though she were directly hit by the explosive (though you may choose to deal it non-lethally). To bounce any projectile off an opponent or object requires two accuracy rolls in succession – the first one is to hit the bounce target, and the second is to hit the final target. Yes, you have to arm it first, and no, you can't catch it afterward. It explodes, dummy. Dud grenades (crit fails) deal only 1d4+STR damage (use explosives or big guns skill rank to determine STR multiplier). The target of the bounce must be at least 5' away and at most half of the weapon's range increment distance from the final projectile destination. Non-explosive projectiles can also be bounced using this perk – use the Rock improvised weapon stats for damage, and the first target takes half of the final target's damage.
Talon of Fear	26; Unarmed 70; requires natural weapon: Claws	<i>Venom has seeped into your claws.</i> Unarmed attacks made with your claws now poison foes. Victims of your poison must roll END MFD 3/4 or will begin taking 1 wound per round to the head and torso until they are cured or fall unconscious. If they remain unconscious and untreated, they will die within 12 hours. <i>Try to avoid biting your nails in the near future.</i>
Zebra Augmented	26; Roleplaying Reason.	Grants a Damage Threshold increase of +3 over all locations, 10 DT versus Fire, 10% radiation resistance, and a +10 bonus to endurance rolls made to resist (most) poisons. Incompatible with any and all cybernetic enhancements and implants (causes rather painful, potentially fatal ejection of the synthetic materials). The potion that causes this effect must be imbibed willingly.

Perk Name	Requirements	Effects
Cool Mares Don't Look at Explosions	28; Explosives 80	<i>Cool ponies don't look at explosions – they blow it up and walk away.</i> If your character has at least one unspent action and would be damaged by any sort of explosion that is not a direct hit, they may simply spend one movement action to walk (or fly) away from the explosion's epicenter, taking no damage. This perk does not affect AOE damage from non-explosive sources (like spells), or direct hits with targeted area of effect weapons such as missile or grenade launchers. The character must be physically able to reach the edge of the explosion's radius to take no damage. If they cannot escape the radius of the explosion, they take only the damage from the radius where their movement away from the epicenter places them. Bonus points for wearing sunglasses.
Made of Stubbornium	28; END 8 (Cannot be Crippled)	<i>You just don't know when to up and die!</i> When you are crippled, you gain +6 DT and regenerate 1 wound per location per hour until you are no longer crippled. Only crippled locations will regenerate. <i>You're still not as durable as those bloody clipboards.</i>
Party Hard!	28	You cannot become addicted to alcohol, and receive a +20 bonus on rolls to resist addiction to party time mint-als. <i>Partying hard, or hardly partying?</i>
Rad Absorption	28; END 7	<i>Your body is capable of processing and removing radiation from the environment around you.</i> As a result, your radiation level drops 100 rads every 30 minutes.
Silent Death	28; Sneak 80	Your sneak attack critical hits deal twice as much damage as normal (so a minimum of x4, maximum of x15 multiplier) if the attack is made totally silently or with a silenced weapon. Suppressed weapons do not allow characters to reap the benefit of this perk.
Tunnel Canter	28; AGI 8	<i>You actually move faster while sneaking!</i> While sneaking in light or no barding, you move 5 feet more per action than your base movement speed. This doesn't affect penalties to movement from sneaking (such as might be incurred by carrying around way too much loot). This effect stacks with <i>Silent Gallop</i> .

Perk Name	Requirements	Effects
Almost Perfect	30	All SPECIAL attributes lower than 9 are raised to 9. Skills ranks should be adjusted accordingly.
Burden to Bear	30; STR and END 6	+50 additional units of carrying capacity. Stacks with <i>Strong Back</i> . <i>Eeyup</i> .
In Broad Daylight	30	You take no sneak penalty for using or being near a light source while sneaking, including while using the sneak skill to pickpocket or steal objects.
Certified Pipbuck Technician	30; INT 8	<i>Not only can you now access and restore Pipbucks and similar magical computer systems without a functional nearby spell matrix, but you also have an increased chance to find useful items when looting destroyed or deactivated robots.</i> If you didn't already have the ability to, you can now access Stable-tec terminals, robots and other computing devices at the administrative level.
Ka-Pwing!	30; Small Guns or Big Guns 80	<i>Celestia only knows they do it, but your character has gained the ability to deflect individual projectiles.</i> If a character shoots at you with any sort of conventional projectile and succeeds on their "to hit" roll, you can prevent damage. There are two conditions for this: your character must be aware of the shot (so it doesn't work if they're unconscious, if it's a sneak attack, or if they can't see the shooter), and you (the player) must say, "Ka-Pwing!" or a similar onomatopoeia aloud for every single bullet that would have hit, within six seconds of the hit being announced as a success, for the shot(s) to be deflected. The player must make the sound verbally, out loud. Pre-recorded messages are not allowed. Both single shot and burst fire weapons are affected (but remember to make the sounds of each and every bullet being deflected or it hits as normal!), but it doesn't work against shotgun shells (too many pellets), Flechette/anti-personnel rounds, magical spells or effects, magical energy weapons, melee or unarmed weapons, or AOE damage of any sort. It still works on shotgun slugs, arrows, crossbow bolts, and any special bullets or projectiles that don't fracture mid-flight.
Mana Void	30	<i>Spells and other magical energies seem less powerful when targeting you.</i> You can no longer be disintegrated by conventional energy weapons and any magical spells cast on you cannot receive the benefits of overglow (spells that aren't targeted specifically at your character are unaffected). You gain +5 DT against any and all magical attacks and damage, including energy weapons. Spells you cast and energy weapons you use are also affected, dealing one die less whenever they would deal damage. Potions, talismans, and most magical artifacts that neither draw power from nor channel power into your character are unaffected. <i>Unicorns and alicorns feel innately uneasy around you (-5 to Speechcraft).</i>
Magical Anomaly	30	If you receive enough damage to the head or torso such that one additional wound to either location would kill you, you release a torrent of magical energy from every pore of your body akin to a balefire egg detonation (use those stats), centered on you. This explosion does not deal damage to you, but your nearby friends and enemies, as well as any gear and equipment, may be damaged by this explosion if they are within range.
Too Awesome To Die	30; END or Luck 10. Absolute Karma score greater than 500. Cannot be taken by more than half of a group at a time.	<i>"YOU. CAN'T. KILL. ME!"</i> You said it, and by some fluke of the universe it's true. Your character is totally un-killable. No matter what happens to them, they will not die, except possibly of old age. Of course, they can still be knocked out, maimed, incapacitated, horrifically mutated, or otherwise traumatized and disfigured, but they don't have to worry about dying of it any more – they just have to worry about living with it afterwards, which they may quickly find to be far more troublesome. Characters with this perk are merely rendered unconscious whenever they would otherwise be killed.

Removing Hindrances

Hindrances can be removed in one of two ways: either via roleplaying, or by being “bought off” by spending a perk to remove it upon a character’s leveling up.

Which method you should use to remove a hindrance depends very highly upon the hindrance itself; hindrances which are largely dependent on in-character choices, such as *Cowardly* or *Faithless*, can be easily explained away as character development, or as a reaction to whatever event caused the character to level up.

On the flip side of the bit, hindrances which are mostly the result of physical deformities, such as *Maimed* or *Flightless*, require more substantial reasons for removal. In both of those examples there would be a roleplaying requirement for something on the level of cybernetics, advanced magic, highly advanced medicine, or some combination of all three. The methods by which a hindrance is removed may even grant the character a quest perk.

Depending on GM preference, many hindrances may require *both* being bought off and being role-played away.

This is actually the best option for GMs looking to build their setting to suit their player’s needs but who don’t want to have to rapidly alter their setting based on unanticipated player choices and consequences. (This is highly recommended practice for GMs - it allows for easier suspension of disbelief and consistency in a campaign).

Following this requirement, your characters should let you know a few sessions or so in advance of when they want to buy off a hindrance to give you (the GM) time to work it into the story. Ideally, this enables the GM to make allowances in the story for a character to rid themselves of a hindrance by roleplaying, and then have them immediately spend their next level-up perk to remove the hindrance.

Acquiring Hindrances (and Perks!) via Roleplaying

Life in the wasteland is tough. It tends to have negative effects on those who set out to change it – or even just survive within it. Your characters will have to make tough choices, and some of them may lead to less than desirable results.

If a character ever does something that would reasonably lead to them suffering from an effect that is similar or the same as a hindrance listed in the above section, it is the GM's responsibility to give that character that hindrance. Hindrances received in this manner can be removed as per the rules outlined above.

The flip side of the coin is that sometimes, over the course of their travels, heroes will gain benefits from their experiences. These may be financial, or they may instead learn new abilities, gain new or special items or knowledge, develop immunities or mutations, make new friends, or Celestia-only-knows-what, which prove beneficial to them. These are called Quest Perks, and used properly they can be a powerful tool for character advancement and improving the quality and depth of a campaign's story. Quest perks do not need to be acquired when a character levels up – they can be gained mid-gaming session as a result of situation or of the result of a character's actions, or even as a result of something happening within the setting.

Quests and events in a character's life may also lead to their temporarily losing certain perks or traits – so called 'inverted quest perks' or just 'quest hindrances'. Using these fairly as a GM is difficult, but employed correctly they can add quite a lot to your character's story as they progress through the wasteland. Quest hindrances should never be permanent; if you want to give your characters a permanent downgrade as a result of their actions or events in which they've become involved, it's just a hindrance, not a quest hindrance.

Magic perks – when a character gains a new type of magic or improves upon a spell or recipe they already know – can be treated like a special type of quest perk, in that they are strictly the result of a character practicing with a spellbook or instructor, or of the character pushing their magical abilities to their limits, rather than the result of their environment or the campaign setting. These perks are covered more in depth in the magic section, and there are no example magic perks listed below.

A list of example quest perks follows, compiled from Fallout Equestria, Fallout Equestria: Project Horizons, and Fallout Equestria: Pink Eyes. The exact origins of these perks and the circumstances under which they were obtained are not listed, so as to minimize spoiler content.

Example Quest Perks

Cyberpony - +1 AGI, +10% radiation resistance, +10% poison resistance, +5 Damage Threshold to every location.

Dancing with the Devil – Your engagements with an unknown malevolent force have left you hardened. +1 Damage per Wound, +5% Rad Resistance.

Fillydelphia Survivor – Your vicious fights behind The Wall in the Fillydelphia ruins have left you stronger. Your DT increases by 2 in all areas and your radiation resistance increases by +5%.

Filly Luck - “Alright, we were just surrounded, okay? And the bots were all over the place, right? And we got, like, five shots left each... and then all of a sudden, we hear a ruckus from downstairs and the next thing we know is that half the robots were brutally demolished piece by piece by Celestia-knows-who! With a rock! Real story, man, honest!” Occasionally, when facing robots or feral ghouls, you may find some groups of them already dead, apparently brutally killed with a rock.

Get Lost - You are now a member of the Lost Herd, decidedly *not* a raider gang.

Get Wild - You are now a member of the Wild Herd, a raider gang.

Hard Hearted - It doesn't matter if it's wrong or right, the pay is good. Grants a +10 to hit with all ranged weapons, and you now take 25% more damage from sneak attack criticals.

Kissed by Discord - Do you really want to know? (He's a surprisingly good kisser!)

Leveling is Mandatory - Now you can gain levels! Yay! (This is just a bit of meta-gaming on the part of Puppysmiles, but hey, it is a listed quest perk.)

Magic Penetration - Your magic bullet spell ignores 15 DT of armor.

Mighty Telekinesis (Level I) – You slightly more than triple the mass that you can levitate with your unicorn magic.

Minor Mutation: Rad Sight -- When under the effects of radiation poisoning of minor level or greater (200+rads), you gain +1 Perception in low light conditions. You also suffer -15 to sneak and speechcraft when not wearing sunglasses, authority glasses, or mirrored sunglasses.

My Little Ponies – You have collected one of each of the six Ministry Mares statuettes. Stronger together than they are apart, they have granted you +1 Luck in addition to their normal benefits.

Pony Sutra – You've become experienced in the art of giving and receiving physical pleasure. You are more likely to have sexual encounters with specific characters.

The Power of Friendship -- When fighting alongside your companions, you receive an additional +5 DT and +10% damage inflicted.

Spirit of 52 - Your legend is growing: you will have less low level random hostile encounters as long as your standing with all local tribes is at least neutral.

Star Touched -- The stars are watching out for you: Others suffer a 10% penalty to critical hit chance and a 25% penalty to critical hit damage against you.

The Stare (level 1) -- You can intimidate non-hostile contacts through eye contact, similarly to the perk of the same name.

Star Stuff – Your character has been among the stars, and chose to return to Equestria to fight against the fallen star. They are completely immune to enervation.

Touched by Taint (1) – Exposure to Taint has altered your physiology. When under the effects of advanced radiation poisoning (400+ Rads) any crippled limbs will automatically regenerate at a rate of 1 wound per area per hour.

Touched by Taint (2) – Exposure to Taint has further altered your physiology. You do not take attribute penalties from radiation. In fact, you heal at a rate of one wound per thirty minutes while exposed to it. However, radiation continues to build up in your system as normal, and can still kill you if you hit 1000 rads.

Touched by Taint (3) – Exposure to Taint has further altered your physiology. You receive a +20 bonus to Strength, Endurance and Agility, and move an extra 5 feet per action whenever you're basking in the warm glow of radiation. Your action points (SATS) regenerate five points faster every round per 100 rads you've absorbed, and radiation can no longer kill you. Your natural lifespan has increased.

You Got a Friend in Me! - You've been joined telepathically with the Goddess in Unity. This offers new dialogue options.

Walking Nightmare (1) - There's something more than simple purpose in the way you keep pursuing your goals; you are now highly resistant to EMP grenades (you no longer suffer the bonus damage that they deal versus electronics).

Trotting Nightmare (2) -You have seen the darkness beyond the moon; now you can shape the toxic cloud surrounding you. *Editor's note: This line of perks is designed around a specific character, who happens to be a Canterlot Ghoul.*

Galloping Nightmare (3) - Yay, now you're Nightmare incarnate! This could give you some issues with your social life. Oh, and your standing with every faction is set to hostile. On the bright side, we won't list all the bonuses you get since it would take too long.

Note that some of these perks are similar or identical to those listed in the level-up perks tables or the traits listing, but many of them do things that level up perks or traits can't or just don't. If it is appropriate, any perk, trait or hindrance can be obtained as a quest perk; some GMs may want to give out perks this way specifically so that they can freely alter the exact effects of a perk, such as can be seen in the Cyberpony or Mutation examples.

Don't forget: Hindrances can also be acquired as this way, whether a character wants the hindrance or not!

4 – Equipment of the Wastelands

For those of you not familiar with the Fallout or Fallout: Equestria universes, currency as we know it has (more or less) ceased to exist. Instead, traders and merchants across the wasteland use bottle caps as their preferred accepted payment, backed in most regions by that most precious of commodities: pure, drinkable water. Even if you play around with inflation, potable water is still worth 20 caps per liter.

All characters start with 300 caps worth of gear in addition to whatever gear may be granted to them by their organization, if they have one. This amount may be modified by traits or hindrances. Instead of 300 caps worth of gear, characters may choose instead to start with a pipbuck; those characters that choose this option will start play with no other gear from this section.

Characters starting above level 1 should have an equivalent character wealth of about 500 to 1000 caps per level, depending on their background and skill-set. Characters in more dangerous areas tend towards the higher side of the wealth scale.

Weight Limit by Strength

The amount of weight that can be carried by a single pony depends on their strength. Before perks and hindrances, that amount is equal to:

$$\text{Weight limit} = 100 + (\text{STR} * 10)$$

This amount can be altered by certain perks and hindrances. *Young*, for example, reduces this by 50. The maximum possible weight limit for a normal sized pony (ignoring traits and hindrances) is 360, after taking both of the increased carrying capacity level up perks. (None of the listed items have units associated with their weight values – referencing Project Horizons, we decided that macs were a suitable unit of weight).

It should be noted that this is just the weight of *gear* a character can carry, and is generally limited by volume and comfort rather than strictly by weight – Ponies (and all other four legged species) are exceptionally strong creatures, and can actually pull or drag loads up to five times their listed weight limit with relative ease. (They can pull things up to twice that much at a -10 movement speed penalty.) This includes carrying loads across their backs (such as wounded allies). It's simply impractical to carry their gear in this fashion, which is why it is distributed into saddle bags and pockets.

If a character ever ends up carrying a load above their weight limit, it reduces their move speed by 5 feet per action for every 10 units of weight over limit they are (round up). There is a space to record the new movement speed beneath the gear section on the character sheet. **Overburdened characters cannot fly or dig at speeds above their reduced base movement speed.** Magical teleportation is relatively unaffected (though the spellcasting MFD should increase in difficulty).

Minotaurs, Hellhounds, Sand Dogs, and other bipedal creatures are only capable of pulling or dragging loads up to three times their weight limit.

On a related note, characters can normally only wield weapons of combined weight up to twice their strength score. This value can be modified by traits, hindrances, and perks, or by battle saddles. Characters with telekinesis can only carry items with basic telekinesis up to twice their INT score in combined weight, which includes carrying items for use as weapons. The Mighty Telekinesis spells increase this weight limit.

Pipbucks and Attachments

Developed as part of a joint venture with RoBronCo Industries and Stable-Tec Inc., The PIP-Buck is a cornerstone technology of the Fallout Equestria universe. Standing for Personal Information Processor, these durable portable computers are extremely useful tools for the average wasteland savior-wannabe. Some GMs may even consider them so integral to a character they warrant a quest perk when acquired!

There are at least four different models of pipbuck in use or circulation around in the wasteland, excluding more recent modifications to the design. Before the stables were sealed, it is believed that there were more than 15 different adaptations of the pipbuck or attachments for it in production or circulation. Listed below are the most common models of pipbuck still circulating in the Equestrian Wasteland and its surrounding areas.

Each model comes equipped with a spell matrix capable of interfacing with other pipbucks and most computer terminals, a built-in light, a remote location tracking and reporting system, an EFS (“Eyes Forward Sparkle” – a motion tracker spell that tracks local moving targets and evaluates them as either neutral or hostile) for locating targets without line of sight, a map-storage and auto-mapping tool, an inventory sorting algorithm, and SATS, the Stable-Tec Assisted Targeting System. EFS and its utility are explained more in chapter 10, “Gettin’ By”, under the Spotting Trouble header, and the use of SATS is explained more in the combat chapter under targeting. All pipbucks have a unique interface tag and are usually worn around one of the forelegs, providing armor to that location. If a suitable interface exists, such as a cybernetic implant or a powered armor suit or helmet, a pipbuck does not need to be worn to provide its EFS, inventory management, and SATS benefits. To top it all off, all pipbuck models after the 2000-line come with a built-in radio receiver! Ain’t that a buck in the head?

Common Pipbuck Models

Pipbuck 2000 - One of the first successfully marketed personal spell-matrices, the Pipbuck 2000 is a large and ungainly module that almost doubles the diameter of the wearer’s foreleg. It is both less durable and slightly less powerful than its 3000 predecessor, but still has a functional inventory sorter, auto-mapper, SATS, and even an eyes-forward-sparkle as a part of its basic functions. It lacks a radio receiver and the majority of the medical analysis systems integrated into all subsequent models, and is not capable of accepting upgrades or

Table XIII: Pipbucks

Name	Wt.	DT	Value
Pipbuck 2000	10	40	1500
Pipbuck 3000	5	50	3000
Pipbuck Alpha	3	15	4500
Pipbuck Delta	3	15	20000
Golden Pipbuck	4	50	--

attachments meant for later-model pipbucks.

Pipbuck 3000 - By far the most widespread model of pipbuck still in use (or, indeed, existence) today, the Pipbuck 3000 was present in more than 60% of equestrian households by the end of the war. Nearly all stables came equipped with a thousand of these devices and large quantities of replacement parts. These devices are powerful and durable, and their utility in combat is unquestionable. They are even capable of delivering injected drugs into their wearer during combat. The Pipbuck 3000 is the first model of pipbuck released that was designed to interface with attachment modules, and its revolutionary and durable spell-tube driven spell matrix is easy to repair given the proper tools.

Pipbuck Alpha - This model of pipbuck is slimmer than the 3000 model, but considerably less durable as a result of compromises made in design. The alpha model was the first popularized usage of integrated magical circuits instead of the more conventional spell energy channeling tubes. It was very popular in Canterlot in the months immediately before the war's end due to its sleek appearance, concealability, and (very important to those in Canterlot's social circles) high price tag. Its sales in other regions were far less successful.

Pipbuck Delta - The delta model pipbuck was the sleekest, most streamlined model available when the bombs fell, never having even made it to mass production. While the durability was not significantly improved over the alpha model, the spell processing power of these devices was unmatched by any other portable device in existence, then or now. This is the only model of pipbuck with an integrated broadcaster. Unfortunately, the model was never shipped; when the Stable-Tec manufacturing facility was hit with a direct balefire blast, almost all of these intricate machines were lost forever.

Golden Pipbuck – There are only six of these devices in existence, created as a new generation of housings for the six facets of the elements of harmony. Their exact function is uncertain; it is known that they possess basic SATS, inventory management, and EFS capabilities, but anything beyond that point is dependent on the needs of the bearer and the element. They lack the programmability of a standard pipbuck, making them totally impossible to hack or trace at the cost of utility, but often provide bonuses on skills to make up for what their bearer lacks. They cannot be destroyed or damaged via conventional means.

Common Pipbuck Attachments

For the 3000 and later models, there were a number of upgrades and attachments released that enabled additional functionality. Many of these attachments can also be used without a pipbuck, but may suffer reduced functionality and/or induce unpleasant side effects.

Table XIV: Pipbuck Attachments

Name	Wt.	Value
Broadcaster	2	2500
Broadcaster (Corrupted)	2	1000
Ear Bloom	-	100
EqueMapper Recording Module	1	50
PRA (Personal Research Assistant)	3	100000
Stealthbuck	1	500
Stealthfilly	2	1500
Stealthbuck v2.0	2	50000

Broadcaster – The broadcaster was the first portable communications equipment ever made commercially available in Equestria. These devices functioned as portable radio transmitters capable of transmitting on more than a hundred different frequencies and even encrypting the data sent using one of more than 50 different stored encryption protocols. Due to their expense, very few of these were ever actually sold to those ponies outside of elite social circles or the military.

The broadcaster model can be used as a standalone radio transmitter (as long as it has a power source) to send messages, in which case it has a limited

range of only 2 miles. Attaching it to a terminal or pipbuck more than quadruples this range, allowing it to send signals up to 10 miles without significant signal degradation. Won't do much good unless someone else is out there listening, though...

Broadcaster (corrupted) – Corrupted broadcasters are nearly identical in appearance to a standard pipbuck broadcaster attachment. The difference is that their internal spell matrix has become heavily corrupted by the influence of zebra necromantic energies, specifically those of the Canterlot Pink Cloud. These devices are no longer capable of serving their original purpose, and no longer require an external power source to operate; instead, when activate, their corrupted spell matrix causes them to emit a high-pitched static that causes creatures within 35 feet of the device to start bleeding both internally and out of every orifice. Only Canterlot Ghouls are immune to these effects.

These devices deal increased damage the closer to you they are. At point blank range (within five feet), they deal 6 wounds to both the head and torso every combat round (that's 1 wound per second). Every five feet away from the device lowers the number of wounds dealt per round by 1, to a minimum of 1 wound per combat round between 30 and 35 feet.

The effects of a corrupted broadcaster are doubled if a victim is wearing audio listening equipment such as headphones or ear-buds, or is in the immediate vicinity of audio-playback devices like speakers (or pipbucks).

Ear Bloom – These devices allow a pony to listen to the audio-playback of a pipbuck (or other spell-matrix device, like radios or holotapes) discreetly. They clip onto a pony's ear. Earlier models require a wire that runs from the bloom to the device, which ensures consistent quality. Later models may be wireless, enabling the wearer total freedom of movement at the cost of audio clarity. Many Alpha Pipbuck and Pipbuck 3000 Models have one of these built in on a retractable wire leash. While originally specifically designed for pipbucks, ear blooms can be jury rigged to interface with nearly any spell-matrix device, including (but not limited to) terminals, robots, and just about any device that has an audio-output.

EqueMapper Recording Module – Originally developed for use by EQCECA (the Equestrian Civil Engineers and Cartographer's Association) to map out new rail lines and plant the markers used for paving the inter-city hoofway system, this module was actually one of the first commercially available upgrade modules for the Pipbuck, and the only module still in wide circulation that is designed to be backwards compatible (i.e. it functions with the Pipbuck 2000 as well as later models). For the Pipbuck 2000, it provides an auto-magical mapping software spell suite akin to the basic set-up seen in all models that followed it. For models that already have an auto-mapping spell suite, it provides a reproducible and removable record of locations and routes travelled that hikers, park rangers, and trail blazers in any profession can use to navigate. Unlike the basic auto mapping spell, this module will record the order in which destinations were reached as a series of date and time codes.

PIP-PRA – The Personal Information Processor – Personal Research Assistant is an extremely rare and valuable device that is designed to augment a pipbuck's core functions. Commissioned by Twilight Sparkle for use by her top research assistants and high ranking ministry staff, only about 500 of these delicate machines were ever actually made. They're easily the most powerful spell processing matrices ever made portable, and are capable of performing advanced calculations, translating more than 10 different languages, and even of automagically engaging SATS if the built-in detection systems sense that the wearer (or current holder) is in a combat situation.

Even without attachment to a pipbuck, these devices synchronize with a single user's unique magical signature and enable audio recording, auto-translation and SATS access via a text-overlay HUD. The HUD also allows access to an automagical inventory sorter (though the PRA must be contained within the same container as the sorted inventory). These devices even contains one of the first-ever portable AI designs, a personal assistant construct that can communicate with the user in text on the HUD and respond rapidly to telepathic (as the spell) and/or audio input. When first registered or re-registered, the user may name this AI, who will function as a sort of assisted guide. She normally remains hidden, though when engaging SATS or accessing functions from the HUD she will offer to guide you through the process as a sprite on your HUD (it can thankfully be turned off, and will never make noise – neither Stable-Tec nor the Ministry of Arcane Sciences is a division of Microsoft), usually taking the form of a purple unicorn

with darker purple hair. In the default settings, the AI will automatically record any noteworthy current objectives and any progress made towards them as part of an auto-list generation spell.

When attached to a pipbuck or connected via cable to a terminal, this device allows a more direct text interface with which you can access its functions and talk to the AI. Attaching the device to a pipbuck is vastly more beneficial because the combination unlocks or adds on a wide array of additional spell functions, programs and options, as well as granting full MAS access up to the level of the staff member to whom it was originally issued. One of the primary effects of attaching the device to a pipbuck is that the PIP-PRA's AI will extend a small shield around itself that increases its DT by 15 (to a total of 30) if it detects that the wearer is in a combat situation.

Other noteworthy additional options or enhanced functions include:

- A mapping annotation spell (for leaving yourself notes about locations)
 - An enhanced strategic terrain and cover identification spell
 - A chemical compound analysis spell
 - A location identification spell that synchronizes terrain based on matching within a built-in database of pre-war high-altitude pegasi reconnaissance photographs
 - Built in radio de-encryption protocols
 - A pedometer
 - An accelerometer
 - An emergency broadcaster that allows radio communication over a select number of encrypted MASEBS channels
- ... And this list is not anywhere close to being exhaustive.

There's no need to worry about enemies using any of the functions of this device to disable or hinder you in combat – the AI construct will only respond to the unique signature of the individual it's currently registered to, and will only be able to be re-registered if it detects that its current wearer has ceased vital function. You should be concerned about taking one of these into combat without some sort of protection, though – they're not designed to be immune to bullets, and only have a DT rating of 15 beneath the shield (or if they don't get a chance to raise the shield).

Stealthbuck – Developed by the Ministry of Arcane Science, these single-use devices contain a specialized spell matrix designed to support an invisibility spell reverse engineered from zebra invisibility talismans. When activated, they produce a powerful 3 MFD step stealth field on the wearer that lasts for up to an hour (Meaning that even while not sneaking, the enemy must make a ¼ PER roll to notice you), as well as granting them a +100 bonus on all sneak rolls. If they maintain sneaking posture and speed, they receive the full +100 bonus; if the wearer instead chooses to move at their full speed, they are treated as sneaking automatically. Any character may roll to see them, and must make a ¼ PER roll, modified by conditions, to succeed. Penalties to sneak for the invisible character translate directly into bonuses for those making PER rolls against a stealth field. Devices that generate a stealth field always render the wearer of the field invisible while the field is maintained. Unlike the Zebra Talismans they emulate, these devices only muffle sound and render the wearer invisible. They do not misdirect scent, making them far less useful against creatures who navigate by non-visual means.

This stealth field can be disrupted if overloaded; if the wearer fires a weapon, casts a spell above level 0, is lit on fire, or suffers more than one wound to any location from AOE damage while the field is active it will overload and shut down. These devices can be worn on the leg over clothes and armor, or attached to a pipbuck and activated through the SATS interface.

If worn without the use of a pipbuck, these devices have been shown to cause lasting psychological damage to their wearers, possibly due to the reduction of a buffer between the specialized matrix talisman and the wearer. Every time after the first that a character uses a stealthbuck without a pipbuck, they must make an INT roll MFD ½. Failure on this roll causes them to develop a mental hindrance of the GM's choosing.

Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as 'ghosts', which flicker in and out of view seemingly at random.

Stealthfilly – This device is a larger version of the stealthbuck developed by researchers working within the Steel Rangers. It functions exactly the same way as a stealthbuck, except that it lasts up to three times as long unless disrupted.

Stealthbuck v2.0 – The stealthbuck project was the Ministry of Arcane Science’s attempt at full replication of the Zebra Invisibility Talismans used in their stealth cloaks. By altering and enhancing an invisibility spell’s effects, Twilight’s scientists created the stealthbuck modules. Because these modules were single-use, this was deemed only a partial success, and research continued. In the week before the war’s end, they completed development of the Equestrian Stealth Suit Mk II– the supposed equestrian answer to Zebra stealth technology superiority. This stealth suit was an improved model of the P-34a covert reconnaissance armor that had as a central processing matrix an integrated module called the Stealthbuck v2.0. It was capable of generating an impressive stealth field that was only slightly less effective than the original model stealthbuck, and unlike its predecessor could be recharged indefinitely. This model generates a 2 MFD step stealth field and grants a +75 roll bonus to the wearer’s sneak skill, even separated from the suit, for up to one hour.

If they maintain sneaking posture and speed, they receive the full +75 bonus; if the wearer instead chooses to move at their full speed, enemies may notice them with a ½ PER roll modified by conditions. Remember, penalties to sneak for the invisible character translate directly into bonuses for those making PER rolls against a stealth field! Devices that generate a stealth field always render the wearer of the field invisible while it is maintained. Like its predecessor, it does not misdirect scent and its stealth field can be similarly disrupted, but unlike its predecessor it is not destroyed after a single use. After each 1-hour use, it will automatically recharge over the course of the next two hours.

If allowed 12 hours to charge, it can even last for an additional hour on a single use, but this will render it unable to be used again for another 6 hours.

The psychological effects of using this device without an appropriate suit interface or a pipbuck are identical to those resulting from its predecessor model.

Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as ‘ghosts’, which flicker in and out of view seemingly at random.

Armor – Clothes, Barding and Accessories

A decent set of armored barding can save your life.

In *Fallout: Equestria RPG*, bardings generally cover the torso and all four limbs unless otherwise noted. Bardings and clothing only provide the listed DT bonus (that's *Damage Threshold* – it represents the amount of damage it takes to overcome armor and deal damage to the thing wearing it), if any, to those areas which they actually cover, while headgear will always provide DT to the head. Most armor will not cover the wings, and most helmets and other headgear will not cover the character's horn unless specially designed or modified (see the modifying armor sub-header later in this section) to do so. Powered armor and armored helmets will almost never make allowances for characters with a horn. Whether or not a set of clothes or barding covers specific areas (other than those generally assumed) is listed in the effects column.

For bipedal creatures, these clothes and armors are interchangeable – simply note that the rear legs correspond to the legs and that the forelegs correspond to the arms. Armor will need to be modified to fit any creature whose anatomy it wasn't initially designed for – see the appropriate rules under the armor modification sub-header later in this chapter.

Values may fluctuate based on character size – armor and clothing for bipedal or *Large* characters is considerably rarer, and can be considered to cost 1.5x as much if it's available at all. Armor for smaller characters (but not clothing) is also much rarer, and the value of it is increased (to 1.5x as much). Such armor is absolutely essential for characters with *Pipsqueak* or *Young*.

Characters can wear up to one layer of clothing or barding from each of the four categories (clothes, light, medium and heavy) at any point in time. Accessories are not limited, so long as they can reasonably occupy different locations on your character, though only one helmet can be worn one at a time. Wearing more than one layer of clothing or barding at a time grants a -1 penalty to AGI for each additional layer after your base layer. Wearing more than 2 layers at a time grants a -1 penalty to STR for each layer after the second.

Battle saddles (the next section) can only be worn one at a time; they are functionally a type of accessory.

Fallout: Equestria Barding List - Clothes				
Name	DT	Wt	Value	Effects (if any)
All Nighter Nightwear	1	1	200	(+1 CHA, +1 END), does not cover rear legs
Aristopony's Tuxedo/Dress	2	2	600	(+1 CHA, +5 Mercantile, +5 Speechcraft)
Athlete of the Wastes Outfit	0	1	300	(+1 AGI, +1 END, +1 STR)
Birth Skirt	0	1	0	Does not cover forelegs
Brahmin-Hide Outfit	0	2	6	(+1 AGI, +1 END)
Caravan Outfit	2	1.5	180	
Chained Sex Slave/Prostitute Outfit	0	2	390	Does not cover anything, really
Dirty Pre-War Businesswear	0	2	8	(+5 Speechcraft)
Dirty Pre-War Casualwear	0	2	6	(+1 AGI), does not cover rear legs
Dirty Pre-War Parkstroller Outfit	0	10	5	(+1 AGI), does not cover rear legs
Dirty Pre-War Relaxedwear	0	5	6	(+1 AGI), does not cover rear legs
Dirty Pre-War Spring Outfit	0	2	5	(+1 AGI), does not cover rear legs
Duster	0	3	70	(+1 CHA, +5 Small Guns)
Enclave Officer Uniform	1	3	8	(+5 Energy Weapons), Enclave IFF tags*, does not cover rear legs
Enclave Scientist Uniform	3	2	8	(+5 Science), Terminal Interface, Enclave IFF tags*
Equestrian Army Fatigues	2	26	300	Military IFF tags*
Equestrian Military Commander Uniform	1	1	1500	(+10 Speechcraft, +5 Small Guns) Military IFF tags*
Exposed Sex Slave/Prostitute Outfit	0	2	390	Does not cover anything, really
Farmworker Outfit	2	1.5	180	Does not cover forelegs or rear legs
Formal Wear	0	1	120	
Gambler Suit, Shabby	0	1	6	
Gambler Suit, Well-Kept	0	1	6	
Grimy Pre-War Businesswear	0	2	6	(+5 Speechcraft)
Handypony's Coveralls	1	2	6	(+10 Repair)
Jail Uniform (Black & White Striped)	2	2	50	(+5 Sneak)
Jail Uniform (Orange)	2	2	6	(-25 Sneak)
Jumpsuit (Mechanic, Engineer, or Handypony)	0	1	6	(+5 Repair), does not cover rear legs
Jumpsuit (RoBronCo)	0	1	6	(+5 Repair), RoBronCo IFF tags*
Jumpsuit (Stable)	0	1	6	(+2 Melee, +2 Speechcraft), does not cover rear legs (Bonuses may vary between stables)
Jumpsuit (Zebra Detention Facility)	1	1	60	(+5 Repair)
Jumpsuit (Zebra)	1	2	10	(+5 Small Guns), does not cover rear legs
Jumpsuit, Utility (Stable)	0	1	10	(+5 Repair, +5 Lockpicking), does not cover rear legs
Lab Coat	0	2	8	(+5 Science), does not cover rear legs
Lab Coat, Doctor's	0	2	10	(+5 Medicine), does not cover rear legs
Leather Jacket	1	1	6	Does not cover rear legs
Leather Jerkin	0	1	5	Does not cover legs
Leather Vest	1	1	8	(+1 CHA), does not cover legs

Name	DT	Wt	Value	Effects (if any)
Naughty Nightwear	0	1	200	(+1 Luck, +10 Speechcraft), does not cover rear legs
Neural Interface Suit	1	10	180	
Nurse's uniform	0	8	10	(+3 Medicine, +3 Speechcraft), does not cover rear legs
Pajamas	2	2	30	
Patient Hospital Gown	1	1	200	Does not cover forelegs or rear legs.
Pre-War Kid's Outfit	0	2	6	Does not cover rear legs
Pre-War Parkstroller Outfit	0	2	8	(+1 AGI), does not cover rear legs
Pre-War Relaxedwear	0	2	8	(+1 AGI) , does not cover rear legs
Pre-War Spring Outfit	0	2	8	(+1 AGI) , does not cover rear legs
Prospector Outfit	2	1.5	180	Does not cover forelegs
Radiation Suit and Tie	1	7	100	Appears as a torn and tattered pre-war business suit, but grants +40% radiation resistance.
Raider Barding, Sharp Dresser	3	15	100	Pre-war business suit with metal spikes protruding out from it. Great for managing the morning commute.
Robe	2	2	6	
Robe (Ranger Elder)	1	2	8	Steel/Applejack's Ranger IFF tags*
Robe (Ranger Scribe)	2	2	6	Steel/Applejack's Ranger IFF tags*
Robe (Priest)	2	2	6	(+1 CHA)
Scrubs (Mad Scientist)	3	3	850	(+1 INT, +5 Science)
Scrubs (Medical or Scientific)	2	2	600	(+1 INT, +5 Science or Medicine)
Settler Outfit	2	1.5	180	Does not cover forelegs
Sex Slave/Prostitute Outfit	0	2	390	Does not cover anything, really
Sexy Sleepwear	0	1	6	(+1 CHA), does not cover rear legs
Slave Clothes, Worn	0	2	6	(+1 AGI, +1 END), does not cover anything, really
Slave Laborer Outfit	2	2	6	(+1 AGI, +1 END, +1 STR), does not cover legs)
Slave Rags	0	1	6	(+1 AGI, +1 END , does not cover anything, really
Sleepwear	0	1	10	
Society Attire	0	1	120	Society IFF tags*
Stealth Cat-suit	2	4	300	(+5 Sneak), includes hood.
Tactical Turtleneck	0	1	150	(+5 Sneak), does not cover rear legs
Trader Barding	0	2	6	(+5 Mercantile), does not cover rear legs
Tribal Outfit (Generally just a loincloth)	2	2	75	(+5 Survival), does not cover anything, really
Wasteland Doctor's Fatigues	0	2	6	(+5 Medicine)
Wasteland Legend Outfit	2	2	6	(+1 AGI, +1 END)
Wasteland Settler Outfit	2	2	6	(+1 AGI, +1 END)
Wasteland Surgeon's Outfit	0	2	6	(+5 Medicine)
Wasteland Wanderer Outfit	2	2	6	(+1 AGI, +1 END), does not cover rear legs
Zebra Legionary Commander Uniform	0	1	1000	(+2 CHA, +20 Max AP) Zebra IFF tags*, does not cover rear legs

* IFF tags are not always present, and are usually attached to a nametag, ID badge, or keycard that may not be part of the barding or clothing.

Fallout: Equestria Barding List - Light Bardings				
Name	DT	Wt.	Value	Effects (if any)
All-Purpose Science Suit	13	2	1400	(+5 Science) Pipbuck and Terminal Interface built in.
Armored Duster	6	3	70	(+5 Small Guns)
Armored Formal Wear	5	1	145	
Armored Gala Wear, Ministry Mare Line	15	2	1000	Ministry IFF tags*
Armored Jumpsuit (Stable)	8	15	180	(+5 Small Guns, +5 Energy Weapons) (Bonuses may vary between stables)
Armored Jumpsuit (Stable Utility)	8	15	250	(+5 Repair, +5 Lockpicking, +5 Science) Just like the legend herself.
Armored Robe (Ranger)	10	8	280	Steel/Applejack's Ranger IFF tags*
Baseball Catcher/Umpire Barding	8	10	200	(+3 Explosives), does not cover rear legs
Equestrian Stealth Suit	14	20	7500	(+10 Sneak) Ministry IFF tags*
Flight Suit (Military)	4	1	6	Military IFF tags*
Gecko-Backed Leather Barding	10	15	500	(+5 DT vs. fire, +5 versus poisons, +15% Radiation resistance)
Gecko-Backed Leather Barding, Reinforced	15	18	2000	(+5 DT vs. fire, +5 versus poisons, +15% Radiation resistance)
Gladiator Barding	12	15	1600	(+1 AGI), does not cover rear legs
Hoofball Barding	8	15	220	(+3 Unarmed)
Jumpsuit (Military)	4	1	6	Military IFF tags*
Leather Barding	6	7	160	
Leather Barding, Armored	8	10	200	
Leather Barding, Armored and Reinforced	10	15	1200	
Leather Vest, Armored	5	7	100	Does not cover legs
Mercenary/Slaver Barding	8	10	260	(+2 Melee, +2 Small Guns)
Prison Guard Vest	5	8	100	Police IFF tags*, does not cover legs
Radiation Suit	4	5	60	(+30% Radiation Resistance)
Radiation Suit, Advanced	6	7	100	(+40% Radiation Resistance)
Raider Barding	4	15	180	Includes spikes, does not cover rear legs
Raider Commando Barding	6	15	200	(+3 Small Guns, +3 Unarmed), does not cover rear legs
Raider Iconoclast Barding	6	15	200	(+5% Radiation Resistance)
Raider Ordinance Barding	6	15	200	(+4 Small Guns), does not cover legs
Raider Paingiver Barding	6	15	200	(+4 Unarmed), includes spikes, does not cover legs
Raider Throwdown Barding	6	15	150	(+3 Melee, +3 Unarmed), does not cover forelegs
Security Armor (Casino)	16	15	400	
Security Armor (Casino, Reinforced)	18	17	1000	
Security Armor (Stable)	16	15	70	
Sheriff's Duster	6	3	170	(+1 CHA, +5 Small Guns)
Space Suit	10	7	800	(+40 Radiation Resistance)
SWAT Ballistic Vest	15	8	2000	(+1 Luck) Police IFF tags*, does not cover legs
Trenchcoat	5	3	40	

Name	DT	Wt.	Value	Effects (if any)
Tribal Hide Barding	7	5	175	(+5 DT vs. Fire), does not cover rear legs
Tribal Hunter Barding	5	3	150	(+5 Sneak), does not cover legs
Tribal Raiding Barding	5	5	150	(+5 DT vs. Fire), does not cover legs
Zebra Legionnaire Barding	10	16	300	Does not cover rear legs
Zebra Legionnaire Praetorian Guard Barding	12	12	300	
Zebra Legionnaire Scout Barding	4	10	120	Does not cover legs
Zebra Infusco Phasmatis Stealth Suit (Mk I)	12	20	500	(+5 Sneak) Light model lacks a stealth field generator or IFF tags.
Zebra Stealth Cloak	5	20	500	(2 MFD Stealth Field, +75 Sneak) Also muffles sound and masks scent. Can be worn indefinitely.

* IFF tags are not always present, and are usually attached to a nametag, ID badge, or keycard that may not be part of the barding or clothing.

Devices that generate a stealth field render their wearer invisible while that field is maintained. If the wearer maintains sneaking posture and speed, they receive the sneak bonus to opposed rolls; if they do not, enemies take the stealth field as an MFD step penalty to PER rolls to notice them. Penalties to sneak for the invisible character translate directly into bonuses for those making PER rolls against a stealth field.

Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as ‘ghosts’, which flicker in and out seemingly at random.

Modifying Armor

Armor can be modified to fit other sizes and configurations of creatures (or to change the body-configuration of a set of armor) using the repair skill. This is **required** to make a set of armor fit any character it wasn’t originally designed for (large ponies can’t fit into a young character’s barding; Griffins and Hellhounds can’t use Equine bardings, vice versa, etc.).

It takes a repair roll MFD $\frac{3}{4}$, about 10% of the armor’s value in materials (or another set of similar armor – this is not necessary if you’re making the armor smaller) and 1d4 days to modify armor in this way. Critical successes can accomplish this task overnight, failures add 1d4 days, and critical failures ruin the armor being modified.

Cosmetic alterations such as adding leg pockets only require suitable materials – a needle, thread, and whatever the armor is made of (leather or cloth, usually – and a repair roll MFD 1. Check out the miscellaneous items list at the end of this chapter). Depending on the size of the modification, it can take anywhere from half an hour to a few days. Powered armors cannot be modified in this manner, except to change their color schemes; you can’t sew extra pockets into metal plate.

Repairing armor is covered under the armor degradation rules in the combat section.

Don’t forget, fillies and gentlecolts – armor degrades! Every time your armor’s DT is exceeded by damage, it degrades by 1 point. If it hits 0, you can consider it broken! When DT is reduced to 0 and the armor is destroyed, the effects of that armor are still granted until the armor is removed or replaced. It is still considered worn (and thus still takes up a spot on your character) until removed.

Fallout: Equestria Barding List - Medium Bardings				
Name	DT	Wt.	Value	Effects (if any)
Bombshell Slaver Barding	18	15	1500	(+10 Big Guns, +10 Explosives), does not cover legs
Caravan Scout Barding	22	25	390	Does not cover rear legs
Dashite Tesla Barding	40	30	8200	(+10 Energy Weapons, +20% Radiation Resistance) Powered armor training req'd.
Equestrian Combat Barding	22	25	6500	Military IFF tags*, does not cover legs
Equestrian Combat Barding, Medical	25	25	8200	(+10 Medicine), Military IFF tags*
Equestrian Combat Barding, Reinforced	25	25	8000	Military IFF tags*
Equestrian Combat Barding, Reinforced Mk II	33	25	8000	Military IFF tags*
Equestrian Lunar Guard Combat Barding	30	30	7500	(+5 Small Guns), Ministry IFF tags*
Equestrian Reconnaissance Barding	25	20	7200	(+5 Sneak), Military/Rangers IFF tags*
Equestrian Reservist Combat Barding	15	26	300	Military IFF tags*, does not cover legs
Equestrian Royal Guard Combat Barding	27	25	8500	(+3 Small Guns, +3 Melee), Military IFF tags*
Equestrian Stealth Suit Mk II	21	25	15000	(+25 Sneak, +1 PER, +1 AGI, +5' sneak speed) Integrated Mk II Stealthbuck and audio computer assistant. If the Mk II is detached, the suit only grants a +15 bonus to sneak. All bonuses are in addition to those provided by the Mk II.
Fillydelphian Metal Barding	36	15	15000	(-1 AGI, +10 Unarmed, +10 Energy Weapons), does not cover forelegs. Standard issue for Red Eye's shock troops.
Fireproof Barding	24	20	7500	+10 DT versus Fire damage and weapons with the Fire effect.
Friendship City Security Barding	22	25	3900	
Light Bringer's Leather Barding	36	15	16000	(+10 Small Guns), does not cover rear legs. Followers of the Apocalypse IFF tags*
Lightweight Metal Barding	18	20	460	(-1 AGI)
MoA Special Forces Barding	32	27	11500	(+10 Small Guns, +1 Luck, +5 Max AP); Alternate: Small guns to Sneak and Luck to AGI, Ministry & Military IFF Tags*
MoM Counter Terrorist Strike Barding	22	25	3900	(+1 Luck), Ministry IFF tags*
Ranger Desert Scout Barding	33	26	8000	(+3 Survival) Police/Ranger IFF tags*
Samurai Barding	22	15	5000	(+10 Melee, +10 Damage with Melee Weapons)
Settlement Security Barding	20	25	3500	(+5 Speechcraft, +5 Small Guns), does not cover rear legs
Slaver Patrol Barding	18	22	2900	(+1 PER, +2 Energy Weapons), does not cover rear legs
Slaver Tribal Barding	15	26	2750	(+1 STR, +2 Melee), does not cover forelegs
Slaver Trooper Barding	12	20	2250	(+1 END, +2 Small Guns)
SWAT Riot Gear	30	30	8000	(+1 AGI, +5 Small Guns), Police IFF tags*
SWAT Riot Gear, Advanced	31	25	8500	(+10 Explosives, +1END), Police IFF tags*
SWAT Riot Gear, Elite	33	23	12500	(+5 Critical hit range in combat, +10 Small Guns, +1 CHA), Police IFF tags*
Talon Combat Barding	26	25	6500	Does not cover legs.
Zebra Infusco Phasmatis Stealth Suit (Mk II)	27	20	5000	(+15 Sneak, 1 MFD step Stealth Field that can be activated and deactivated at will)
Zebra Legionnaire Centurion Barding	27	35	800	Zebra IFF tags*, includes spikes
Zebra Legionnaire Vexillarius Barding	21	26	600	Zebra IFF tags*, does not cover rear legs

Fallout: Equestria Barding List – Heavy Bardings					Req. Training?
Name	DT	Wt	Value	Effects (if any)	
Barrel Barding	25	30	350	(-2 AGI), does not cover legs. A metal-reinforced barrel with holes cut in it. It chafes.	No
Clipboard Armor	60	45	1000	(-2 AGI). Made of 60 clipboards arranged in an overlapping scale pattern. Does not degrade, but is ignored outright by any critical hit.	No
Enclave Powered Armor (P-51f)	42	30	6500	(+1 STR, +15% Radiation resistance), built in four pronged battle saddle with energy weapons reserve, Wing Covers. Enclave IFF tags*	Yes
Enclave Starfire Barding (P-53a)	58	35	9000	(+1 STR, +10 DT vs. Fire, +15% Radiation Resistance), Wing Covers. Enclave IFF tags*	Yes
Enclave Tesla Barding (P-52f)	38	30	8200	(+10 Energy Weapons, +20% Radiation resistance), built in four pronged battle saddle with energy weapons reserve, Wing Covers. Enclave IFF tags*	Yes
Fillydelphian Powered armor	35	40	7300	(+1 STR, +1 Luck, -1 AGI, +15 Max AP, +5 Melee), Slaver IFF tags*	Yes
Gecko-Backed Metal Barding	34	33	2000	(-1 AGI, +5 DT vs. fire, +5 versus poisons, +15% Radiation resistance)	No
Gecko-Backed Metal Barding, Reinforced	40	35	5750	(-1 AGI, +5 DT vs. fire, +5 versus poisons, +15% Radiation resistance)	No
Griffin High Reaches Powered armor	48	45	5000	(+1 STR, +1 AGI, +10% Radiation Resistance, Bladed Wings)	Yes
Griffin Powered armor	42	40	4000	(+1STR, +10% Radiation Resistance, Bladed Wings)	Yes
Lunar Guard Powered armor	36	30	16500	(+1 AGI, +10 DT vs. Magic and Energy Weapons)	Yes
Metal Barding	24	30	1100	(-1 AGI)	No
Metal Barding, Reinforced	32	30	3500	(-1 AGI)	No
Necro Shield Barding	36	45	3750	(-1 AGI, +15% Radiation Resistance)	No
Prototype Medic Powered armor	40	45	9000	(-1 AGI, +25% Radiation Resistance), Voice interface alerts wearer to enemy presence, administers Med-X automatically from inventory.	Yes
Ranger Powered armor (P-45d)	40	45	4500	(-2 AGI, +2 STR, +10% Radiation Resistance) Ranger/Military IFF tags*	Yes
Ranger Powered armor (P-51b)	50	40	5200	(+1 STR, +25% Radiation Resistance) Ranger/Military IFF tags*	Yes
Royal Guard Powered armor	48	40	18500	(+1 STR, +10 DT vs. Fire), Heals 1 wound per minute while in direct sunlight.	Yes
Salvaged Ranger Barding	40	40	3000	(-2 AGI)	No
Stronghoof Family Powered armor	44	35	6500	(+1 CHA, +10 Max AP, +3 Critical Chance in Combat). Requires the Large trait.	Yes
Winterized P-51b Powered armor	45	40	10000	(+25 Radiation Resistance) Ranger/Military IFF tags*	Yes
Zebra Legate Barding	30	45	2500	Zebra IFF Tags*, includes spikes on the hooves. Made of Dragon bone, often carries talismanic enchantments.	No

Powered Armor: Pony powered armor models usually come with an integrated heavy or four pronged battle saddle and corresponding autoloader unit or energy reserve; these units are included in the value of the armor. Griffin powered armors are less standardized, but will incorporate an autoloader if they possess weapon mounts. For incomplete armors being sold without these accessories, reduce the value accordingly. Powered armor requires specialized training not available to most characters.

Powered bardings all possess an integrated repair talisman. This talisman can be fed scrap metal and electronics, and each unit it is fed can repair 2 DT. More rules can be found in Armor and Weapon Degradation section.

Fallout: Equestria Barding List – Hats and Helmets					Allows Accessories?
Name	DT	Wt.	Value	Effects (if any)	
Bandana/Head Wrap	0	1	6	(+1 PER)	Yes
Baseball Helmet	6	3	80		Yes
Beret	0	0.1	25	(+1 PER)	Yes
Construction Helmet	6	3	50		Yes
Cowboy Hat (Stetson or Otherwise)	2	1	8	(+1 PER)	Yes
Dashite Tesla Helmet	18	5	120	(+5% Radiation resistance, -1 CHA), Powered armor training req'd	No
Enclave Officer's Cap	0	1	6	(+5 Energy Weapons)	Yes
Enclave Powered Helmet (P-51f)	21	4	2800	(-1 CHA, +5% Radiation resistance). Powered armor training req'd	No
Enclave Starfire Helmet (P-53a)	24	4	3000	(-1 CHA, +5% Radiation resistance, +3 DT vs. Fire). Powered armor training req'd	No
Enclave Tesla Helmet (P-52f)	18	4	2800	(-1 CHA, +5% Radiation resistance). Powered armor training req'd	No
Equestrian Army Combat Helmet	9	5	85		Yes
Equestrian Army Trooper Helmet	6	3	50		Yes
Equestrian Park Ranger Hat	3	1	300	(+1 PER, +5 Survival)	Yes
Equestrian Recon Armor Helmet	6	3	70		Yes
Fedora	1	1	30	Neck-beard not included.	Yes
Filtration Helmet	9	3	8	(+10% Radiation Resistance) Gas Mask.	No
Firepony's Helmet	6	1	5	(+3 DT vs. Fire)	Yes
Foal's Police Hat	2	1	40	Requires <i>Young</i> or <i>Pipsqueak</i> to wear.	Yes
Gambler's Hat	0	1	8		Yes
Ganger Helmet	6	1	8		Yes
Griffin Powered Helmet	15	5	1000	(+5% Radiation resistance), Gas Mask, Lamp, Powered armor Training Required	No
Griffin High Reaches Powered Helmet	18	5	1500	(+5% Radiation resistance), Gas Mask, Low Light Optics, Powered armor training req'd	No
Hood	3	1	6		Yes
Leather Flight Helmet	5	1	8	(+1 PER)	Yes
Lunar Guard Combat Helmet	12	3	1000	Low Light Optics, Optional Gas mask, and Royal Canterlot Voice Enchantment (Officer Models)	Yes
Lunar Guard Powered Helmet	15	3	2500	(+2 PER), Low Light Optics, Optional Gas mask. Powered armor training req'd	No
Metal Helmet	9	3	200		Yes
Metal Helmet, Reinforced	12	3	280		Yes
MoA Special Forces Helmet	18	5	2600	Lamp, Optional Gasmask. Pipbuck Interface Visor.	Yes
MoM Counter Terrorist Strike Helmet	12	3	1000	Lamp, Low Light optics, and Optional Gasmask.	No
Motor Scooter Helmet	6	1	6		Yes
Nurse's Cap	0	1	5	(+5 Medicine)	Yes

Name	DT	Wt.	Value	Effects (if any)	Allows Accessories?
Party Hat	0	1	5		Yes
Pinkiebot Helmet	9	3	200	(+2 PER) Looks obnoxiously pink.	No
Pint-Sized Slasher Mask	3	2	16	(-1 PER, -1 CHA, +5 Melee)	No
Pith Helmet	3	2	45	(+1 PER)	Yes
Police Hat	1	1	5	(+1 PER)	Yes
Pre-War Baseball Cap	0	1	30	(+1 PER)	Yes
Pre-War Hat	0	1	5	(+1 PER)	Yes
Raider Blastmaster Helmet	3	3	20	(+5 Small Guns, +5 Explosives)	No
Raider Helmet	3	3	20		Yes
Raider Supervisor Helmet	3	3	20	(+5% Radiation Resistance), Gas Mask	No
Ranger Desert Scout Helmet	15	4	2500	Lamp, Low Light optics, optional Gas Mask.	No
Ranger Powered Helmet (P-45d)	15	5	1300	(+5% Radiation resistance), Lamp, Gas Mask. Powered armor training req'd	No
Ranger Powered Helmet (P-51b)	18	4	2000	(+1 CHA, +10% Radiation resistance). Lamp, Gas Mask. Powered armor training req'd	No
Roving Trader Hat	0	1	6	(+5 Mercantile)	Yes
Royal Guard Combat Helmet	12	3	1000	Lamp, Low Light optics, optional Gas Mask.	No
Royal Guard Powered Helmet	18	5	2500	(+1 CHA, +5% Radiation resistance), Optional Gas Mask. Powered armor training req'd	No
Salvaged Ranger Helmet	12	5	1200	Radio and flashlight are non-functional.	No
Samurai Helmet	9	4	350		Yes
Security Helmet (Casino)	12	3	500		No
Security Helmet (Casino, Reinforced)	15	4	850		No
Security Helmet (Stable)	9	3	30		Yes
Sheriff's Hat	0	1	35	(+1 PER)	Yes
Slave Headscarf	0	1	6		Yes
Space Suit Helmet	12	2	200		No
Spritebot Helmet	6	3	20		No
Storm-chaser Hat	0	1	6	(+1 PER)	Yes
Stovepipe hat	0	1	50	(+1 INT, +5 Speechcraft)	Yes
SWAT Riot Helmet	12	6	800	(+1 PER), Low-Light Optics and Gas Mask	No
SWAT Riot Helmet (Advanced)	15	6	1000	(+1 PER), Low-Light Optics and Gas Mask	No
SWAT Riot Helmet (Elite)	18	6	1500	(+2 PER, +5 Speechcraft), Low-Light Optics and Gas Mask	No
Talon Combat Helmet	12	5	40		Yes
Tribal Fiend Helmet	3	1	6	(+1 PER), +5 on intimidation rolls.	Yes
Tribal Headdress	3	3	150	(+5 Melee)	Yes
Welder's Mask	7	3	20		No
Winterized Powered Helmet (P-51b)	15	3	2000	(+1 CHA, +10% Radiation resistance), Powered armor training req'd	No
Zebra Commando Cap	0	1	6	(+1 PER)	Yes

Name	DT	Wt.	Value	Effects (if any)	Allows Accessories?
Zebra I.P. Stealth Suit Helmet	9	3	100	(+5 Sneak), Low Light Optics	No
Zebra Legionnaire Centurion Helmet	15	3	70		Yes
Zebra Legionnaire Decanis Helmet	9	3	150		No
Zebra Legionnaire Legate Helmet	12	2	250	Made out of a Dragon's Skull.	No
Zebra Legionnaire Veteran helmet	9	3	100		No
Zebra Legionnaire Vexillarius helmet	3	3	75		Yes
Zebra Legionary Commander's Hat	0	1	15	(+1 PER, +20 Max AP)	Yes
Zebra Tribal Mask	12	4	85	(+5 Melee, Unarmed)	No

* IFF tags are not always present, and are usually attached to a nametag, ID badge, or keycard that may not be part of the barding or clothing.

Low-light optics provide a bonus of +10 to perception rolls in dim conditions; their effects are similar to and stack with those of the Lunar Courtier perk. Stacking these effects can make a character actually see more clearly in the dark than in lit conditions. Helmet lamps provide illumination as per a mouth-held flashlight; its beam can illuminate as daylight a 5' wide swath as far away as 20' from the wielder. **All powered armor helmets are equipped with a built-in radio.**

Helmets that make allowances for a unicorn's horn tend to be a bit rarer and as a result more valuable. Such helmets may have a value of 150-200% that listed above. Alternatively, with the exception of power helmets, helmets can be modified using a repair roll MFD $\frac{3}{4}$ to fit a unicorn's horn. Be aware that in several cases this will render the helmet useless for its primary intended purpose, such as is the case with a space suit helmet.

Those helmets which allow accessories can be worn in tandem with other facial gear like gas masks, glasses, and some masks. Such items, along with other worn accessories that do not fit neatly into any of the sections listed above, are listed in the following table.

If worn as part of a complete set of powered armor (it must be all of the same type), powered helmets grant their wearer access to a limited version of both the Eyes Forward Sparkle (the pipbuck's compass feature, which identifies active friendlies and hostiles within PERx10') and Stable-Tec Assisted Targeting System (SATS). Both functions work identically to their pipbuck-borne counterparts, though the EFS in a powered armor helmet cannot track quests and objectives and does not have access to a mapping protocol unless a separate peripheral system (or a pipbuck) is installed in the armor. If the helmet's visor is destroyed or the helmet or armor loses power or is otherwise deactivated, this functionality is lost.

Special Items –Armor Accessories and other Worn Items				
Name	DT	Wt	Value	Effects (if any)
Armored Saddlebags/Backpack	5-25	8-32	50-1050	Protects gear inside from stray gunfire. Also available in heavier-duty armors up to 25 DT. Each additional 5 DT increases the cost by 250 caps and the weight by 6. Can be worn regardless of helmet, or over armor. Saddlebags have a 50% chance of being struck by damage applied to the torso.
Authority Glasses	0	--	6	
Bandolier	1	2	25	Great for keeping small items on hoof like healing potions, knives and grenades. Accessing these items is a free action. Can be worn under or over armor. Bandoliers have a 50% chance of being struck by damage applied to the head or neck.
Biker Goggles	0	1	3	(+1 PER)
Bomb Collar	1	5	10000	Can be triggered to explode via remote or sensor, or has a 50% chance to explode when shot. Science MFD ½ to deactivate. See Miscellaneous Items entry.
Bomb Collar (Deactivated)	1	5	3000	Science and Repair MFD ¾ to reactivate.
Breathing Mask (Gas Mask)	2	2	150	Filters out dust, airborne particulates, and most airborne poisons. Notably ineffective against pink cloud.
Cape	1	1	10	DT (and cost) can be increased if made of sturdier materials, like leather. Generally bears emblems signifying allegiance.
Catcher/Umpire Mask	1	3	75	(+3 Explosives)
Emergency Edible Boots	1	2	25	Durable, yet edible! The price is for a set of two. Also listed in the food section.
Eyeglasses	0	--	8	
Eye Patch	0	--	10	+5 Speechcraft to intimidate.
Gas Mask	2	2	150	See “Breathing Mask” above.
Ghoul Mask	3	1	150	Can be worn in conjunction with <i>any</i> headwear. Will fool most feral ghouls into not attacking.
Glasses with Chain	0	--	10	
Goggles	1	1	5	(+1 PER)
Hockey Mask	1	1	10	(+5 Unarmed)
Holster – Leg, Back, or Side mounted	1	2	10-50	Allows you to carry a weapon securely in the location it is worn. Leg holsters can only hold pistols or SMGs. Can be worn regardless of helmet, or over armor.
Hot Blooded Sunglasses	0	--	100	(-1 PER, +1 Luck, +1 END), WHO THE HELL DO YOU THINK WE ARE?
Lucky Sunglasses	0	--	40	(+1 PER, +1 Luck)
Magic Inhibitor Ring	1	--	25000	Worn on the horn, this prevents a unicorn (or alicorn) from casting spells. Every time magic is channeled to the horn, it sends it back as a shock that disrupts the cast and harms the would-be caster for 1d20 damage per strain expended. Often used by slavers.
Mirrored Sunglasses	0	--	12	(+1 PER)
Necklace	0	2	700	(+2 Speechcraft), A beautiful gem-inlaid gold necklace. Can be worn under or on top of other accessories and clothes, doesn't count as an article of clothing for extreme heat/cold.

Name	DT	Wt	Value	Effects (if any)
Opera Mask	0	1	10	(+5 Speechcraft)
Powdered Wig	0	1	100	(-1 PER, +1 INT, +5 Barter, +10 Speech)
Quick Draw Holster – Leg, Back, or Side mounted	1	1	25-100	Allows you to carry a weapon securely in the location it is worn. Leg holsters can only hold pistols or SMGs. Quick draw holsters allow an agility roll (MFD ¼) to draw your weapon as a free action. Can be worn regardless of helmet (though some helmets may prevent use), or over armor.
Reading Glasses	0	--	12	
Rebreather	1	--	500	Allows underwater breathing indefinitely.
Rubber Boots	0	2	5	Insulating rubber boots – great protection against water or mud, and insulated against electricity. Electrical and Shock effects and attacks deal 1 die less of damage to ponies with these equipped. Can be worn with all armors other than powered bardings. Incompatible with most unarmed weapons.
Saddlebags/Backpack	0	4	25	Can be worn regardless of helmet, or over armor. Saddlebags have a 50% chance of being struck by damage applied to the torso.
Scarf	0	1	20	Can be worn regardless of helmet, or over armor.
Shield	Special	**	**	Can be worn on any limb other than the head (limited to one per limb). DT and weight are dependent on what the shield is made out of – steel shields weigh more than wooden ones, but have significantly higher DT. Magical shields have the highest possible DT, but require a power source and are difficult to maintain. See the DT table in “Hitting the Deck – Taking Cover” in the combat chapter for more details. Bashing with a shield is an unarmed attack, and deals damage as would a Rock of the same weight.
Sleeping Mask	0	1	5	Blocks out light. Prevents visual perception rolls while worn, making it excellent for use as a blindfold.
Spell Sight Goggles	1	1	10000	Allows the user to see any sustained magical auras and spell effects, notably invisibility spells.
Spikes (for armor)	0	5	50	Allows you to use your armor as an unarmed weapon, dealing 1d4 damage for every 5 points of weight of the base armor. Applying armor spikes is a repair roll MFD ¼.
Sunglasses	0	--	8	
Tinted Reading Glasses	0	--	12	
Tortoiseshell Glasses	0	--	8	Not made from actual tortoise shells.
Wig	0	1	100	(+1 CHA) Made from real horsehair!
Wing Blades	5	2-3	350	Weight varies by race; blades for alicorns and griffins are heavier, pegasi blades are lighter. Can be worn regardless of helmet.
Wing Covers	10	1	500	These are designed to protect the wings of a character in (specifically Enclave) powered armor, at the expense of a small amount of maneuverability. Wearers take a -5 on all flight rolls. They’re detachable and usable on their own.

Not listed in with armor and most other accessories are battle saddles. Battle saddles are a specialized armor accessory that does not provide DT, but allows a quadrupedal character to wield multiple weapons and dramatically increase their effectiveness in combat. Battle saddles are described in their own subsection immediately following due to their complexity. In terms of what can be worn and when, treat battle saddles as you would helmets – a character can only wear one battle saddle at a time.

Battle Saddles

Using a battle saddle in combat conveys a very distinct advantage – it allows you to wield and fire two weapons at once, both of which can potentially be larger than any weapons a pony could reasonably wield in their mouth. These weapons can be used individually as separate actions, or together for a single action at a 1 MFD step accuracy penalty. Operating a battle saddle is a single action, and in SATS it costs 10 points more than the highest cost weapon you’re wielding; four pronged battle saddles cost substantially more (see their description).

While wearing a battle saddle, it’s a free action to take the bit and prepare to fire. A character can release the bit at any point to pull out items from any leg pockets or bandoliers for immediate use, but the bit prevents them from easily accessing items in their saddle bags, making accessing items or weapons not held in a bandolier or in leg-pockets take 2 actions – one to get to the item, one to get it out (and a third action to use it). This can make reloading a weapon with the battle saddle still worn totally unfeasible.

Other than the penalties listed above and the fact that a pony in a battle saddle must physically turn to face any nearby opponents in order to get them in their line of fire, there’s no downsides: A battle saddle is a very effective way to increase a character’s firepower. Shown below is a listing of the different basic types of battle saddles seen throughout the Equestrian Wasteland and its surrounding territories. The price listings for battle saddles in the table below are *without* accessories. Some pieces sold separately!

Battle Saddles and Accessories	Value	Wt.
Utility Battle Saddle	150	3
Light Battle Saddle	200	5
Medium Battle Saddle	1500	10
Heavy Battle Saddle	4500	15
Four-Pronged Battle Saddle	7500	15
Energy Reserve (Basic)	3000	1
Energy Reserve (Advanced)	10000 - 15000	2
Fuel Reserve – Small	500	3
Fuel Reserve – Medium	1500	6
Fuel Reserve – Large	2500	9
Munitions Case	100	3
Retractable Trigger Bit	250	1
Semi-Auto Loader System	500-1000	5
Auto Loader System	1000 - 4000	5

Utility Battle Saddle – The lightest class of battle saddle; a foal could wear one of these comfortably for hours at a stretch. Designed as a backup harness for ponies working on elevated platforms as a safety precaution, these are little more than a harness with a small hard point on either side. They’re really more designed for supporting toolkits or automated tools (like auto axes or grapples) than weapons, though they’re still capable of mounting extremely light weapons (wt 3 or less unless the weapon is also specifically a tool). They’re not sturdy or large enough to support an energy reserve, autoloader, munitions case, or any but the smallest of fuel reserves.

Light Battle Saddle – Light, simple and durable. During the war, it was used for lightly armed and armored scouts. To reduce the cost, this model of battle saddle is generally not equipped with auto-loaders, making weapons mounted in one of these difficult to reload. Can equip weapons up to 10 units of weight without penalty, but does nothing to mitigate weight that would enable ponies to equip an individual weapon above their strength limit (2x STR), though it does allow a pony to equip two such weapons that they might not otherwise be able to wield. The combined weight of weapons on the battle saddle cannot exceed 3xSTR.

Medium Battle Saddle – This is the standard battle saddle for mercenaries, members of powerful gangs, and relatively successful slavers. Before the war it was standard issue for earth pony and zebra combatants on both sides. This middle-range device frequently comes with an attached auto-loader or fuel reserve for flamethrower weapons. Versions with an energy reserve are not unheard of, but are far less common. This battle saddle model can mitigate up to five points of a weapon's weight towards a pony's weight capacity to wield a given weapon (they can now wield weapons up to 2xSTR + 5 in weight; the battle saddle itself can support any two such weapons up to a combined weight of 4x STR).

Heavy Battle Saddle – Allows ponies to equip weapons that are much heavier than they could use otherwise (up to STR x4); most suits of powered armor, notably including the P-45d "Steel Ranger" and battle armor, come with one of these built in. A heavy battle saddle has no combined weapon weight limit.

Four-Pronged Battle Saddle – These strange, insectoid-looking devices are used almost exclusively by the Grand Pegasus Enclave and are generally seen affixed to older-issue models of the P-51f power armor, though they have seen use by some of the more adventurous slavers or gang members. They allow the wearer to fire all four weapons as a single action, albeit with a 2-step targeting penalty. The cost for using all four weapons in SATS is 40AP more than the AP cost of the slowest of the four weapons. The four-pronged battle saddle built into P-51f power armor can only mount energy weapons, and comes with a substantial energy reserve; stripped and repurposed models do not have such limitations.

Energy Reserve (for energy weapons) – This energy reserve is a sort of holder for surplus magical power that can be channeled into most devices arcane-technology. These power reservoirs come in multiple sizes and can be charged by any source of magical energy from spark batteries to a ship's generator using a built-in retractable cable. They frequently function as a power source for powered armor as well as a source of extra ammunition for energy weapons. Only basic models are available outside of the Enclave, which can store up to 30 Energy Cells, 15 Magical-Fission cells, or 60 Gem Cells worth of energy. More advanced models can hold anywhere from 2 to 6 times this much. When hooked up to a reserve, energy weapons do not need to be reloaded until both their ammunition supplies and the energy reserve's energy are depleted. Reserves can be filled with unicorn or alicorn spells, spark batteries (full ones are equivalent to 2d10 MF cells), or appropriate magical ammunition.

Fuel Reserve (for flamer weapons) – This particular addition generally appears as a modified set of pressurized gas tanks that can be fitted to a battle saddle above or beneath the hard points (the parts you attach the weapons to) on either side. They come in several sizes, each increasing size roughly doubling the capacity. Small fuel reserves hold about 60 units of flamer fuel (30 per tank). Medium reserves hold 120 units total (60 per tank), and large reserves hold a whopping 240 units of flamer fuel (120 per tank). Hoses from these reservoirs are designed to connect securely to a standard equestrian army flamethrower or incinerator's tanks, greatly increasing the length of time they can be fielded before having to stop and reload (increasing the maximum 'magazine size'). The fuel in the weapon's built in tanks is always considered to be depleted fully before any of the fuel in the reserve tanks begins to be drained, and multiple fuel reserves can be linked together to fuel a single flamer weapon.

Fuel reserves are vulnerable to weapons fire (due to their pressurized, highly volatile contents), and have 30 DT. If a tank is punctured while more than half full, its contents will explode outward in an impressive fireball that deals 1d10 damage for every five units of fuel it contains in its first five-foot radius, and has an AOE increment of 5d10. Needless to say, it carries the Fire special weapon effect (see weapon effects, later in this chapter). If the tank contains half or less than half of its maximum allowable contents, it instead will begin to leak. If ignited while leaking, it catches the wearer on fire as per the Fire special weapon effect. The wearer cannot extinguish themselves without water or outside assistance. Punctured tanks will leak 10 units of flamer fuel per combat round.

Munitions Case – Sitting atop the battle saddle, this armored metal box is a belt-and-loose-ammunition storage unit. Grants your extra ammunition a little bit of protection from the elements, 20 points of DT, and gives you a place to keep all the extra random bullets you keep digging out of filing cabinets besides your saddlebags. With an expert (MFD ½) repair roll, you can even rig up a crude gravity feed that can adequately reload a breech-loaded weapon as a single action in combat without the aid of an auto-loader.

Retractable Bit – Standard battle saddles have the trigger bit mounted on wires that lead to the weapons on either side, with either a direct wired connection, or, less commonly, a hydraulic line that leads to the actual firing mechanism. This bit is always suspended about half an inch away from the wearer's face for easy access, making it possible to talk and move the head around, but preventing more in-depth actions requiring oral dexterity.

A retractable bit is a mechanical system that allows the trigger bit to be moved off to the side, away from the mouth, freeing it up for things like picking up items, reloading, more easily accessing saddlebags, working with terminals, etc. A simple flick of the foreleg moves it out of place, and a second one will replace it in firing position. Moving the bit back or away is a free action.

Semi-Automatic Loader – Not as sophisticated as an automatic loader, these fully-mechanical devices can be triggered to load any DTM or belt-fed weapon using a hoof-activated lever near the gun mounting. They're not as versatile as their more expensive automated counterparts, and must be configured manually for each weapon (even if they're already configured for a weapon that uses the same ammunition), which requires a repair roll MFD 1 and at least five minutes. Activating a semi-automatic loader system takes a single action, and only reloads a single weapon hooked up to the system. On the plus side, systems like these do allow for reloading without using the trigger bit—those things are widely considered to taste like moldy ghoulish ass.

Automatic Loader – These fantastic devices are a must-have for any characters that actively use battle saddles. Every auto-loader is sized to fit a specific weight-class of battle saddle, but beyond that most auto-loaders are capable of working with any caliber of ammunition to load it automatically into a weapon. Auto-loader modules are capable of integration with any detachable magazine (DTM), breech, or internal magazine -fed weapons to enable automatic (only costs you a single action) reloading during combat. Many belt-fed detachable magazine weapons can even be rigged up with a more advanced auto-loader to make reloading at all totally unnecessary. In terms of price, light-barding compatible autoloaders are generally more expensive (3000-4000) due to their being fairly uncommon pre-war; medium models are extremely common due to their mass production for military use and therefore are quite cheap in comparison (1000-1500), and heavy models are somewhere in between the two. Weapons that use nonstandard ammunition sizes (anything larger than .50 caliber rounds, such as 120mm shells or 40mm grenades) tend to require specialized autoloader systems rather than standard units; double the listed maximum value for such units should the party come across one and try to buy or sell it. Weapons that use non-conventional munitions, such as energy weapons, bows, flamethrowers, and melee weapons, gain no benefit from an auto-loader.

These modules are typically controlled by an additional control system that modifies the standard bit of a battle saddle, giving it a third button or a pull-to-activate function that makes reloading a free action.

Food and Drink

Food and drink are of utmost importance to anyone living out in the wasteland. Even heroes need to eat every once in a while.

Food

Not all types of food will actually give a pony the nutrition required to survive. To that end, all of the foods listed here are marked with a handy indicator as to what can actually feed who. Nearly all foods listed provide sustenance for *someone*, and the furthest right column denotes what diet a character must have to gain nutritional benefit from it. Not all species present in the wasteland can eat and survive off of the same things, after all.

Foods marked “Carnivore” only provide sustenance to carnivores and omnivores. Similarly, Foods marked Herbivore will only provide sustenance to herbivores and omnivores. Those few foods marked “omnivore” only provide nutritional value and stave off starvation for omnivores. Characters can obviously still try to eat foods that they don’t gain nutritional benefit from, but expect them to develop an upset stomach shortly afterward, and gain little to no real nutritional benefit from doing so. For bacon, it might be worth it.

All food that provides a nutritional benefit to a character removes one wound over the course of the next hour after being eaten. All foods are assumed to provide nutritional benefit unless noted otherwise in their effects column entry. For further information on staving off starvation, see the Starvation heading in chapter 11, or the beginning of chapter 10.

Some foods provide more than one meal’s worth of sustenance. These foods can be split apart and eaten in sections over the course of multiple days (rationing), or can be consumed all at once by one or more ponies. Such food items cannot provide sustenance to more ponies than the number of meals they count as. Counting as two meals does not restore additional wounds unless otherwise noted, unless the food item is actually consumed as two separate meals either at least an hour apart or by different ponies at the same time.

Those foods that either provide hydration or heal for multiple wounds when consumed (or both) which also count as multiple meals provide their additional healing or hydration effects in full even when only consumed in part. In other words, if you split up a pomegranate into two meals, it hydrates you twice. If you eat those meals at least an hour apart, it will also restore one wound each time. Similarly, if you split up a caravan lunch between three ponies, it dehydrates all three, heals them all for two wounds, and provides each with a meal.

Preparing and combining foods, as well as cooking in general, is tied to the Survival skill.

Table XV: Food

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
Agave Fruit	Also provides hydration. Can be distilled for use in making sarsaparilla or tequila.	0	½	3	Herbivore
Alfalfa		+1	1	3	Herbivore
Ant Meat	-1 STR for 2 min	+5	1	4	Omnivore
Banana Yucca Fruit	Also provides hydration.	0	½	60	Herbivore
Basashi	Chance of disease, depending on the source. Ponies can gain sustenance from this if they have the <i>Cannibal</i> hindrance or perk. Basashi is pony meat. Non-ponies or those unaware of this do not lose karma for eating it.	+10	1	0	Carnivore (Special)
Bloatsprite Meat	-1 STR for 2 min. 20% Disease contraction chance.	+5	1	5	Carnivore
Box Of Noodles	You've got no idea what 'instant spaghetti' means.	+5	1	5	Herbivore
Brahmin Butter	-1 PER, -1 END for 2 min.	+10	1	15	Any
Brahmin Meat	-1 STR for 2 min. Ingredient in a brahmin steak and brahmin wellington.	+5	1	5	Carnivore
Brahmin Steak	+1 STR for 2 min. Restores double wounds.	+2	1	5	Carnivore
Brahmin Wellington	Counts as two meals.	0	1	15	Carnivore
Bread, Preserved	Stale, but pre-sliced. Counts as two meals.	+5	1.5	10	Herbivore
Bread, Fresh	Required for sandwiches. Counts as two meals.	+1	2	15	Herbivore
Broc Flower	Can be used to make antidote or antivenom (replaces a poison component).	0	¼	3	Herbivore
Broccoli	Counts as two meals. Highly nutritious.	0	1	20	Herbivore
Bubblegum	Does not heal, does not count as a meal. +1 INT while in use.	0	½	5	Any
Cactus Fruit (Barrel Cactus)	-1 END for 2 min. Also provides hydration. Ingredient in desert salad.	0	¼	5	Herbivore
Cactus Fruit (Prickly Pear)	Also provides hydration. Covered in micro-needles; survival MFD ½ to eat safely. Ingredient in desert salad.	0	½	1	Herbivore
Cake, Boxed	Moist and Delicious, despite being 200 years old.	+5	1	10	Herbivore
Can of Beans	Dehydrating. Ingredient in a caravan lunch.	+5	1	5	Herbivore
Can of Chef Colt-R-D	It looks sort of like pasta in the shape of wings and lightning bolts in some sort of red sauce. Dehydrating.	+10	1	5	Any
Can of Swebell's Tomato Soup	Sweetie Belle's brand of condensed tomato soup. The lettering is a little worn.	+5	1	5	Herbivore
Canned Beets	Also provides hydration.	+5	1	5	Herbivore
Canned Corn		+5	1	5	Herbivore
Canned Fruit	Also provides hydration.	+5	1	5	Herbivore
Canned Spinach	+1 STR for 2 min	+5	1	5	Herbivore
Canned Sweet Potatoes	Also provides hydration.	+10	1	2	Herbivore
Caravan lunch	Dehydrating. Restores double wounds, counts as three meals.	0	2.5	15	Any
Carrot Crepes		+5	1	15	Herbivore
Carroty Lad's Snack Cakes: Black Cherry	+1 PER, +1 INT, -1 STR for 2 min.	+5	1	5	Herbivore
Carroty Lads Snack Cakes	-2 STR for 2 min. A big delight in every bite!	+5	1	5	Any
Cave Fungus	Removes rads. Can be used to make antidote (replaces a poison component).	-10	1	50	Any
Cheezy Poofs	Does not recover wounds.	+5	½	5	Any
Cloud Mushrooms	+5 Max AP for 30 seconds.	0	1	50	Herbivore
Coffee Beans	+5 Max AP for 30 minutes. Character cannot sleep for 2d4 hours.	+5	1	50	Herbivore

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
Cookie	Does not recover wounds. +5 AP for 15 minutes.	0	½	5	Any
Corn	Also provides hydration. Ingredient in mole rat stew	0	¼	5	Herbivore
Corndog	But you know how much I love corndogs!	+5	1	10	Omnivore
Corn flakes	Ingredient in trail mix	+5	1	5	Herbivore
Cram	Ingredient in a caravan lunch	+5	1	5	Carnivore
Creamed Spinach	+1 STR for 1 min	+5	1	5	Herbivore
Crispy squirrel bits	Makes Fluttershy cry.	+5	1	5	Carnivore
Crunchy Mutfruit	Resembles a purple and orange splotched apple.	+5	1	5	Herbivore
Cupcake	With Pink Sprinkles! May cause diabetes.	0	1	5	Any
“Cupcake”	May contain Basashi. (Still Delicious)	+10	1	1	Any
Daisy Sandwich	Possibly the last of its kind.	+5	1	50	Herbivore
Dandy Colt Apples		+5	1	5	Herbivore
Dead Grass	Makes you wish for living grass.	+1	1	3	Herbivore
Dead Grass Pie	Counts as four meals. Tastes like dead grass, no matter how much you dress it up.	+1	1	15	Herbivore
Dead Grass Sandwich	The bread is also dead, but most folks ignore that.	+1	1	10	Herbivore
Desert Salad	Recovers quadruple wounds, also provides hydration and counts as two meals.	0	¼	15	Herbivore
Dog Meat	-1 STR for 2 min.	+5	1	1	Carnivore
Dog Steak	Recovers double wounds.	+5	1	5	Carnivore
Dried Seeds		+5	¼	1	Herbivore
Dog Treat	A reward for loyalty. Tastes vaguely like bacon.	+5	1	1	Any
Emergency Edible Boots	Each boot counts as two meals. The price is for a pair. Durable yet delicious, with a faint aftertaste of leather.	+5	2	25	Herbivore
Flim n’ Flam Co Mac n’ Cheese	Ingredient in a wasteland omelet and brahmin wellington.	+5	1	5	Herbivore
Fennel	Tastes like licorice! Not that you’d know, as you’ve never had any. An ingredient in absinthe.	+5	1	5	Herbivore
Flower	Not interchangeable with Flour.	0	½	3	Herbivore
Flower, Rare	Finding <i>any</i> sort of flower is rare in the wasteland, really.	0	½	25	Herbivore
Flower of Truth	Extremely rare flower used to treat Cutie Pox.	0	½	500	Herbivore
Fresh Apple	Also provides hydration; ingredient in trail mix	0	½	20	Herbivore
Fresh Artichoke		0	1	20	Herbivore
Fresh Blackberries	Also provides hydration. A controlled substance in the Enclave.	0	1	50	Herbivore
Fresh Blueberries	Also provides hydration. A controlled substance in the Enclave.	0	1	50	Herbivore
Fresh Carrot	Also provides hydration.	0	½	5	Herbivore
Fresh Grass		0	1	15	Herbivore
Fresh Hay		0	1	20	Herbivore
Fresh Oats		0	1	20	Herbivore
Fresh Pear	Also provides hydration; ingredient in trail mix	0	½	5	Herbivore
Fresh Potato	Also provides hydration.	0	1	5	Herbivore
Fresh Pomegranate	Counts as two meals, also provides hydration. Not imbalanced.	0	2	10	Herbivore
Fresh Raspberries	Also provides hydration. A controlled substance in the Enclave.	0	1	50	Herbivore
Fresh Seeds	You know, you might want to plant these...	0	¼	10	Herbivore
Fresh Spinach	+2 STR for 5 min.	0	1	25	Herbivore
Fresh Strawberries	Also provides hydration. A controlled substance in the Enclave.	0	1	50	Herbivore
Fresh Tomato	Thought to be extinct as a result of the war. Guess not.	0	1	50	Herbivore
Frosted Sugar Apple Bombs	+5 Max AP for 30 sec. Ingredient in trail mix.	+5	1	5	Herbivore

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
Frosted Sugar Apple Bombs: Atomic Crunch!	+10 Max AP, +1 AGI, +1 INT for 1 min.	+10	1	5	Herbivore
Gecko Kebab	Also provides hydration, counts as two meals.	+1	¼	4	Carnivore
Gecko Meat	-1 STR for 2 min.	+5	1	4	Carnivore
Gecko Steak	Recovers double wounds, counts as two meals.	+1	1	5	Carnivore
Giant Ant Egg		+5	1	4	Omnivore
Goat Meat		+5	1	5	Carnivore
Grass Pie	Counts as four meals. Made with fresh grass.	+1	2	40	Herbivore
Grilled Manticore	Counts as two meals. Removes 10 rads.	+0	1	18	Carnivore
Gruel	Also provides hydration.	+25	1	5	Herbivore
Gum Drops	Does not heal.	+1	1	2	Any
Gyros	+1 STR for 2 min. Recovers double wounds, counts as two meals. Made from Goat Meat.	+1	1	5	Carnivore
Gyros Kebab	Also provides hydration, counts as two meals.	+1	½	4	Carnivore
Hardtack	Also functional as a weapon (see: rock)	+5	1	5	Herbivore
Hay	-1 STR, -1 END for 2 min.	+5	1	6	Herbivore
Heart's Desire (Flower)	A large, beautifully colored flower. Known to cause Cutie Pox.	+1	½	15	Herbivore
Hellhound Stew	Contains ½ taint level per serving.	+5	2	10	Carnivore
Honey Mesquite Pod	Also provides hydration.	0	¼	5	Herbivore
Hot Dog	Popular as field rations for Griffin troops during the war.	+10	½	5	Carnivore
Ice Cream	Also provides hydration. The label says it's made with real ice!	+5	1	15	Any
Iguana Bits		+5	1	5	Carnivore
Iguana-on-a-stick	Counts as two meals	+5	1	5	Carnivore
InstaMash	Ingredient in a caravan lunch.	+5	1	5	Herbivore
Jalapeno pepper	Dehydrating. Spicy! May cause you to breathe fire temporarily for comic effect.	0	¼	5	Herbivore
Junk Food		+5	1	5	Any
Kelp	Hydrating. Seapony fare.	0	1	5	Herbivore
Kelp, Dried	A popular Neighponese snack.	+5	¼	5	Herbivore
Kibble	Dehydrating. Promotes healthy coats.	+5	1	5	Carnivore
Luna Bar	Counts as two meals, dehydrating. It claims to be a meal supplement.	+5	¼	5	Any
Lustre Dust	Does not heal. Does not count as a meal. Gives a golden metallic sheen to whatever it is painted on.	0	½	10	Any
Manticore Meat		-20	2	8	Carnivore
Manticore Steak	Recovers double wounds.	-10	1	18	Carnivore
Meat Jerky		+5	1	5	Carnivore
Mirelurk Cakes	Mix 12 eggs with 1 Mirelurk meat, freeze, bake. Makes 4d6 cakes. (Survival MFD 1; failures are inedible)	+5	1	5	Carnivore
Mirelurk Chowder		+10	1	25	Any
Mirelurk Eggs	Also provides hydration.	+5	1	4	Any
Mirelurk Meat	Recovers double wounds.	+5	1	20	Carnivore
Mirelurk Meat, Hatchling		+1	1	4	Carnivore
Mirelurk Meat, Soft-Shell	Recovers triple wounds.	+5	1	30	Carnivore
Mississippi Sparkle Pie	+1 STR, -1 INT, +20 Max AP for 5 minutes. Counts as two meals. Req. Flour, Sparkle Cola Rad, & Vodka, MFD ¼ survival.	+5	1	20	Any
Mole Rat Meat	-1 STR for 2 min.	+5	1	5	Carnivore

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
Mole Rat Stew	+1 STR for 2 min.	0	1	25	Carnivore
Mole Rat Wonder Meat	Recovers double wounds, counts as two meals.	+5	1	25	Carnivore
Moonlight Flower	Glow in the dark.	+1	¼	10	Herbivore
Moon Pie		+5	½	5	Any
MRE	Meal, Rarely Edible. Counts as five meals.	0	¼	50	Any
Mutfruit	Also provides hydration.	+5	1	5	Herbivore
Nightstalker Tail	Does not provide sustenance, still recovers wounds.	+5	1	18	Carnivore
Noodles		+5	1	5	Herbivore
Oatmeal	Also provides hydration. ... Are you crazy?	+1	1	5	Herbivore
Oats	-1 PER, -1 END for 2 min.	+5	1	6	Herbivore
Pinecone	Don't offer these to any Alicorns...	+5	1	5	Herbivore
Pinto Beans	Ingredient in mole rat stew	0	¼	2	Herbivore
Pinyon Nuts	Ingredient in trail mix, desert salad.	0	¼	5	Herbivore
Plant Matter	Its origin is unspecified. Best keep it that way. Excellent for use as tinder.	+5	1	5	Herbivore
Pork N' Beans	Dehydrating.	+5	1	5	Any
Potato Crisps	Dehydrating.	+5	1	5	Herbivore
Preserved Meat	Dehydrating.	0	1	5	Carnivore
Pudding Pack	Also provides hydration. Contains no gelatin. (What <i>does</i> it contain?)	+5	1	5	Any
Punga Fruit, Refined	Recovers double wounds, also provides hydration.	-5	1	30	Herbivore
Punga Fruit, Wild	Also provides hydration.	-1	1	10	Herbivore
Radhog Bacon	+2 END for 5 min. Recovers double wounds.	+1	½	15	Carnivore
Radhog Meat	-1 STR for 2 min.	+5	1	5	Carnivore
Radigator Bites		+5	1	27	Carnivore
Radigator Meat	+2 STR, +2 END for 5 min.	+10	1	20	Carnivore
Salient Green	Can be converted into nearly any type of fresh fruit or vegetable. Also provides hydration.	0	½	50	Herbivore
Salisbury Steak		+5	1	5	Carnivore
Sky Fruit	It was probably derived from grapes. The main ingredient in Sky Wine. Also provides hydration	0	¼	1	Herbivore
Sky Wheat	Bland, with a slight aftertaste of clouds.	0	1	15	Herbivore
Slop	Recovers double wounds, also provides hydration	+25	1	5	Any
Small Dusty Box Of Some Sort	May or may not provide sustenance. What's a 'TV Dinner'?	+5	1	5	Omnivore
SparkleLurk Meat	Recovers double wounds. +10 Max AP for 1 hour.	+5	1	17	Carnivore
Squirrel Stew	Makes Fluttershy cry. Also provides hydration	+5	1	5	Carnivore
Squirrel-on-a-Stick	Makes Fluttershy cry. The bones add crunch.	+5	1	5	Carnivore
Starfruit	Not actually of astronomical or extra-equestrian origin. Also provides hydration.	0	1	20	Herbivore
Strange Meat	-1 STR for 2 min. May contain Basashi or meat from any other race in the wasteland.	+5	1	2	Carnivore
Strange Meat Pie	May contain basashi, or meat from any other race in the wasteland. Counts as three meals.	+5	1	2	Carnivore
Strange Meat Pie, imitation	Definitely does NOT contain basashi (though the likeness is astounding). Counts as two meals.	+5	1	2	Any
Sweet Roll	Provides no sustenance, still recovers one wound.	0	1	5	Any
Thick Red Paste	Restores double wounds, +2 END for 4 min.	0	½	250	Carnivore
Thin Red Paste	+2 END for 4 min. Ingredient in thick red paste.	0	¼	125	Carnivore
Tobacco Leaves	-1 END, -1 AGI for 2 min.	0	½	6	Herbivore

Name	Sustenance/Effects	Rads	Wt	Value	Dietary Reqs
Trail Mix	+10 Max AP for 30 seconds. Restores double wounds, counts as two meals.	+5	3	5	Herbivore
Wasteland Omelet	Counts as 3 meals. Recovers quadruple wounds.	0	1	100	Herbivore
Wheat		+1	1	5	Herbivore
White Horsetruffle	-1 AGI, -1 END for 2 min.	0	¼	2	Herbivore
Xander Root	Can be used as a substitute for a dosage of poison in antivenom or antidote recipes.	0	¼	5	Herbivore
Yao Guai Meat	Counts as two meals, recovers double wounds. +1d10 damage with melee and unarmed weapons and +2 END for 2 min.	+10	1	30	Carnivore
YumYum Deviled Eggs		+5	1	5	Omnivore
Zebra Herbs	+1 INT for 2 min. -1 INT for 2 min. afterwards. The main ingredient in normal Mint-als. Their actual name is too difficult for most ponies to pronounce.	+5	1	75	Any

Not shown above due to space concerns are **irradiated** fruits and vegetables – these are actually far more common than their non-radioactive ‘fresh’ counterparts, imparting 5 rads to anyone who consumes them. They’re also considerably cheaper, costing only half as much as their non-irradiated entries (round down).

Drink

Much like food, **drinks** also heal characters. A list of drinks is shown in table sixteen, on the next page.

Unless otherwise noted, drinks will recover one wound thirty minutes after their ingestion, similar to food. The recovering effects of food and drink may stack (i.e. eating food and having a drink with it will heal wounds from both as opposed to taking the highest of the two), but these recovered wounds cannot restore crippled limbs – additional healing that would have occurred simply doesn’t happen. Drinks are also helpful in hydrating your wastelander, important for roleplay as well as avoiding the death that dehydration tends to result in. All drinks listed here provide hydration and are single-use unless noted otherwise.

Alcoholic beverages are listed separately in the Medicine and Drugs section. All alcoholic drinks are dehydrating and do not recover a wound unless noted in their description in that section. All healing potions also provide hydration; like alcohols, they do not provide nourishment or recover an additional wound (they recover wounds enough as is).

Table XVI: Drinks – Does not include alcohol or other drugs, chems, potions or medicines that can be drunk.

Name	Sustenance/Effects	Wt	Value
“Zebracha” Hot Sauce	Recovers no wounds; dehydrating. Breathe fire for 6 seconds (deals damage as a flamethrower for up to two actions, targeted with either Unarmed or Energy Weapons). A single bottle holds 1d6 doses.	½	35
Apple Cider	+1 CHA for 30 minutes.	1	50
Bitter Drink	Better than dying of thirst. Barely.	½	1
Blood Pack	Requires a carnivorous or omnivorous diet or <i>Cannibal</i> . An adult pony contains about 15 liters of blood (1 liter per pack).	2	20
Brahmin Milk	Builds strong bones. Goes great with cereal.	1	5
Cactus Juice	Recovers 2 wounds. Dehydrating.	1	6
Cawnic Water	Contains one dose of the drug Cawnine. Goes well with Gin.	½	20
Celestian Sarsaparilla	+1 Bottle Cap. Dehydrating.	1	20
Coffee	+1 PER, +2 INT, -1 AGI for 1 hour. Character cannot sleep for 2d4 hours. Dehydrating.	½	5
Dirty Water	+10 Rads	1	5
Earl Brae Tea	Relaxing. Tastes nothing like a letter.	1	25
Fruit Juice	+5 Rads (unless it’s fresh fruit juice – 0 rads).	1	15
Green Tea	Bitter, but soothing and not unpleasant. Originates from Neighpon. Character cannot sleep for 1d4 hours.	1	35
Ice Cola Sparkle Cola	Recovers 2 wounds. +5 Rads, +1 Bottle Cap. Dehydrating.	1	20
Juice Box	+5 Speechcraft for 5 minutes. (Because you look adorable.)	½	20
Kikkopony Soy Sauce	Dehydrating. Does not heal; instead, when added to any carnivorous food, makes that food count as one additional meal. Also makes that food dehydrating; if the food it was added to would otherwise be hydrating, it removes the hydrating effect. A single bottle holds 1d6 doses.	½	25
Milkshake	Recovers 2 wounds and counts as a meal. Everypony keeps saying that it’s better than yours.	1	50
Plant Creature Sap	Tastes strangely of peppermint.	1	6
Purified Water	Recovers 2 wounds. At last, a cure for dehydration!	1	20
Root Beer	Made from real roots! Character cannot sleep for 1d4 hours. Dehydrating.	1	15
Rum and Sparkle “Twilight’s Plot”	+1 STR, -1 INT for 5 minutes. +5 Rads, +1 Bottle Cap. Does not heal. Dehydrating. Not alcoholic enough to prompt an addiction roll. (Still enough to get Twilight tipsy, though...)	1	20
Smoothie	Recovers 2 wounds. Refreshing!	1	50
Sparkle Cola	+5 Rads, +1 Bottle Cap. Dehydrating. It’s like a hoof to the face!	1	20
Sparkle Cola: Rad	+20 AP for 5 minutes. +10 Rads, +1 Bottle Cap. Dehydrating. It’s like a hoof to the face, with <i>Radishes</i> !	1	30
Sparkle Cola: Rainbow Crash	+5’ movement per action, +20 AP for 5 minutes. +15 Rads, +1 Bottle Cap. Dehydrating. With REAL Zap Apples!	1	35
Sparkle Cola: Starry Night	+1 PER, +10 AP for 1 minute. Recovers 2 wounds. +10 Rads, +1 Bottle Cap. Dehydrating. Contains Real Starfruit Flavoring!	1	30
Weed Water	You figure that the grass adds nutritional value. Counts as one meal for an herbivore or omnivore. +1 Rad.	1	10
Zebra Maté Tea	Character cannot sleep for 2d6 hours. This is a magical stimulant.	1	35

Gems for Cyborgs (and Robots)

Just as normal characters must eat and drink, characters with cybernetic limbs, organs and other enhancements must ingest or otherwise consume gems to maintain and power their artificial components and the embedded talismans.

Characters with cybernetics must maintain their artificial limbs in addition to the rest of their body – unless they're fully cybernetic inside, they still need to eat and drink (though their portion sizes and hydration requirements may be proportionally reduced). The power supplied value listed below is for characters with a single cyber-limb. Characters with more magi-cybernetic components than that may need to ingest much more to maintain their power (just extrapolate based on the number of cyber-body parts; each limb consumes the same amount, and a cybernetic torso consumes twice as much as a limb. Blackjack, for example, has to consume roughly seven times as many gems per day as a pony with a single cyber limb would use). Thankfully, Equestria has a seemingly inexhaustible supply of precious gems with inexplicable magical properties, making them both easily obtainable and relatively cheap.

Robots may or may not need to consume gems regularly to remain operational, depending on their type and power source. Most conventional robots use spark batteries or spark generators as a source of power instead, which have a virtually unlimited lifespan unless drained by unconventional means. The level of articulated complexity for any full limb cybernetic prostheses used in ponies and other races pre and post-war prevents the use of such power sources for most replacement limbs or other body parts.

Gem Size	Power Supplied	Wt	Value	Additional Uses
Cyberpony Cakes	6 hours (x4)	8	50	Provides its full benefits for up to four meals (wt reduced by two each time. Includes large quantities of gem dust. When fully un-consumed, also usable as a weapon and for armor repair.
Crushed Gemstone Dust	2 hours	0.1	2	Enough to create 1 Magical Fusion Cell, 3 Magical Energy Cells, or 5 Gem Cells. Used in healing potions and certain zebra recipes.
Small	12 Hours	½	5	Makes up to 5 MFCs. (Ratio to smaller magical ammunitions remains the same)
Medium	24 hours per 1 wt.	1-5	10	Makes up to 5 MFCs for every half unit of wt.
Large	4 days per 5 wt.	>5	15+	Makes up to 5 MFCs for every half unit of wt.

*Note that cyborgs can (and should) power down their cybernetics while sleeping or inactive for long periods to conserve energy.

Medicine and Drugs

Keeping alive in the wasteland is a constant struggle, especially if you don't have the magical means to heal all of your party's wounds after particularly violent encounters. Fortunately, the Ministry of Peace has left behind quite a lot of magical healing items, and many enterprising survivors out in the wasteland have restored the technology and learned the techniques necessary to keep producing most magical healing items. Magical healing items you might encounter in the equestrian wasteland and areas beyond are displayed below, ordered by strength from weakest to strongest.

Healing Bandages – (Wt. 1, Value: 10 caps) Healing bandages are only capable of healing relatively superficial wounds, effectively only accelerating the natural rate at which ponies recover from injury. They recover 1 wound per location per thirty minute interval for up to three hours after application, as long as they are properly administered (Medicine MFD ¾). They are excellent at preventing ponies from bleeding out, to the point that they can even counteract weaker spells or poisons designed to prevent clotting. Even if administered rapidly, healing bandages are incapable of mending crippled or broken limbs.

Healing Potions – (Wt. ½, Value: 25 caps) Healing potions heal as many wounds as is indicated in the sidebar, figure 5, based on the rank of the medicine skill of the administering character. No medicine roll is required to administer potions. Healing potions cannot mend broken limbs or unicorn horns (the former requires a medicine roll MFD ¾ to set before healing, and the latter requires much stronger magic), but they do provide hydration as though they were a beverage if imbibed.

Rejuvenation Potions – (Wt. ½, Value: 75 Caps) Rejuvenation potions are really just healing potions that have been super-charged with magical energy to increase their effects. If applied within the "golden hour" following a wound's infliction, they heal **twice as much as a standard healing potion**. If used in conjunction with a splint or medical brace, these potions *can* be used to mend crippled limbs without first applying conventional medicinal techniques. If a full dose is applied directly to a crippled unicorn or alicorn horn, a single dose of this potent magical curative is enough to restore it to working condition. Like healing potions, rejuvenation potions also provide hydration.

Restoration Potions – (Wt. ½, Value: 200 Caps) Restoration potions are a suspension of the most potent type of unicorn healing magic known to pony kind before the war. Because their potency makes stabilizing them in potion-form quite difficult, many of these potions have degraded with age to leave only weaker healing potions in their place. If you or your friends can find a non-degraded restoration potion, however, you're in luck – these little darlings will remove **four times as many wounds as a standard healing potion**, and can even remove up to 8 wounds if imbibed after the "golden hour" has passed since wounds were inflicted, as long as those areas are not also crippled. It goes without saying that

Healing with Medicine

The table below indicates how many wounds you can remove using a single non-enervated healing potion

Skill Level	Wounds Restored
0 or below	1
1-25	1d4
25-49	1 +1d6
50-74	2+1d8
75-99	3+1d10
100	4+1d12

The skill level indicated is that of the character administering the healing potion. For potions that heal a multiple times these amounts, multiply both the static modifiers and the number of dice being rolled.

Figure 7: Healing with Potions

these potions are capable of healing even broken and crippled limbs if applied quickly after the injury, and these incredible suspensions can restore crippled and broken unicorn and alicorn horns just as easily as they can mend other flesh and bone. Like healing and rejuvenation potions, restoration potions provide hydration.

Healing Talismans – (Wt. 2, Value: 500 Caps) Healing talismans are the bread and butter of wasteland doctors everywhere. They require only a minor spark to activate, are easily fully recharged by casting a single healing spell (second level or higher) into them, and are otherwise extremely durable. While not quite a house-hold-standard, healing talismans were present in most pre-war offices and schools, and a good number of these little beauties have survived totally intact. They hold up to 50 charges, and heal up to 3+1d8 wounds per charge expended. Using a healing talisman properly requires either a Medicine Roll MFD $\frac{3}{4}$ or a Magic roll MFD $\frac{1}{2}$, and a steady source of magical energy to the talisman (as might be provided by a spark battery). If used with a splint or medical brace, these talismans are capable of healing recently-crippled wounds (less than 1 day old), but otherwise will simply heal that area up to the crippled threshold and focus on less-damaged areas, if such areas exist. Setting the bone via conventional methods with a Medicine roll MFD $\frac{3}{4}$ is still necessary to allow for further healing. Healing talismans cannot affect crippled or broken unicorn or alicorn horns due to their magical properties interfering with the spell.

Unlike healing potions, in addition to removing wounds, healing talismans can also remove up to 200 rads worth of radiation per charge expended.

Rejuvenation Talismans – (Wt. 2, Value: 5000 caps) Rejuvenation Talismans were standard-issue for high-profile clinics, Equestrian MASH units, and any MoP-sponsored civilian hospitals before the war's cataclysmic conclusion. These potent healing talismans are multiple-use, great for disinfecting, removing bullets and shrapnel, and closing up wounds in fast order. They hold up to 20 charges, and heal up to 6+4d8 wounds per charge expended. Rejuvenation talismans are trickier to use than their more durable counterpart, and require both a power source (again, a spark battery will do) and either a Medicine roll MFD $\frac{1}{2}$ or a Magic roll MFD $\frac{3}{4}$ to operate. They are capable of restoring crippled limbs to working order regardless of the age of the injury, and the magic is strong enough that it can (and will) re-break limbs as necessary to ensure that the healing is done properly. A single charge's expenditure can even restore a crippled unicorn or alicorn's horn!

Recharging a rejuvenation talisman requires either casting a (level 3 or above) healing spell into it, or use of the Replenish spell.

Similarly to healing talismans, rejuvenation talismans remove up to 400 rads worth of radiation per charge expended. Most autodoc units have one of these built in on an automagical recharging circuit.

Restoration Talismans – (Wt. 2, Value: --) Restoration talismans are the single most powerful piece of medical arcane science technology produced before the war short of a healing megaspell. They are capable of immediately healing a single pony and restoring them to perfect health, regardless of the severity of their wounds or the progression of any disease, in under a minute, and require no external power source. These talismans are even capable of retarding the progression of cancer (though they are not truly capable of eradicating cancer in its entirety) and totally purging the body of any harmful poisons and radiation *at the same time*. The only medical thing restoration talismans are totally incapable of doing is combatting taint. Broken horns, wings and limbs are *nothing* before these marvels of medical arcane science and technology.

Understandably these talismans are extraordinarily rare in the present day, as the magic required to create them has been all but lost and very few, if any, remain. It does nothing to help the supply that these medical marvels are single-use only.

Recovering from Injury

When recovering from injuries, even *with* magic, nothing is instantaneous. If a character is healed in combat by way of magic, either in spell or in item form, a healing item or spell's effects will not be felt until the round immediately following the round in which the spell was cast. Even then, many of the more potent healing spells will not be able to work fully within the span of the few seconds that a combat round allows. Characters cannot heal more than 5 wounds per location per combat round; additional "overhealing" occurs the next round instead, at the beginning of the round.

Most magical healing items (with the notable exception of any and all healing talismans) are only effective if the wound is recent. For a healing potion to actually remove wounds, it must be administered within the so-called "golden hour," immediately following when the wound was inflicted. Magical healing spells are similarly limited. Zebra potions are less limited in this respect, capable of being administered within six hours of the injury's infliction.

If a limb is crippled, barring advanced medical technology or appropriate spells, it must be set to be able to heal properly. Setting a limb is a medicine roll MFD ¾. If initially healed incorrectly or the set occurs after the golden hour, this roll can become significantly more difficult (GM discretion advised). Also, make sure to remove the bullet from the wound before you heal it –leaving debris in wounds before applying magical healing can cause irreversible damage!

Natural healing occurs at a rate of **one wound per location for every 8 hours spent resting**, to a maximum of 3 wounds per location per day spent resting. If any of the areas healing are crippled, the rate of natural healing decreases to 1 wound per area per *day* until all areas are not crippled.

For a character to be resting requires that they're not running, walking, being shot at, or generally doing anything other than maybe reading a book, eating, or sleeping. This doesn't necessitate a bed, but does necessitate peaceful surroundings, minimal movement, and low stress. This rate can be increased by perks, or by being attended by a skilled medical pony. If attended to and under the care of a medic or doctor (a character with at least 75 ranks in medicine) while recovering, characters heal at twice their natural healing rate (maximum 6 wounds per location per day).

Ponies recovering from only non-lethal damage – such as damage dealt by a weapon with the Shock effect – recover at twice the normal rate if not crippled (6 removed per location if resting, 12 per location if attended); if crippled, they recover at the same rate as normal (3/6). Characters who have suffered normal (lethal) wounds in addition to those dealt by the non-lethal weapon, all of their wounds count as lethal damage for the purposes of natural recovery.

Autodocs

Autodocs and being attended to properly within the golden hour can also be used to remove wounds; the magnitude of wounds removed depends on the autodoc or attending doctor. Autodocs function as computer-assisted suspension and rejuvenation talismans with unlimited charges, and can restore any character wounded in the last 72 hours to peak condition; they will not restore wounds or remove injuries older than 72 hours, registering them as permanent additions to, or subtractions from, the character in their care. While they cannot *regrow* entire limbs, they can purge poisons and reattach limbs.

Characters forced to spend more than fifteen minutes inside an autodoc while conscious may develop claustrophobia as per the Phobia hindrance (INT roll MFD ¾ every 15 minutes while conscious). An autodoc requires 60 seconds of use per individual wound restored, and restoring a crippled location doubles the amount of time required. Example: Double Tap has 4 wounds to the torso and 3 to the leg. Both locations are crippled. It will take him 28 minutes in the Autodoc to recover all of these wounds (7 minutes times 2, times 2).

Addiction and Side Effects

Despite their long-term downsides and strict control in many settlements, chems, drugs and stimulants are a big part of the trade that goes on in the wasteland. Drugs and chems frequently give a short term boost, but at the risk of addiction, withdrawal, or other nasty side effects.

A listing of most major drugs, chems, stimulants or addictive substances floating around in the wasteland is below. To qualify, an item must have a chance of either causing their user to become addicted or of resulting in one or more nasty side effects. **Whenever a character takes a substance on this list, have them roll twice – first Endurance, MFD 1, and then Intelligence, MFD 1 with the addiction chance listed as a penalty to both rolls.** If they succeed on at least one of these rolls they're fine, but if they fail both they're addicted. *D. A. R. E. ing Do* modifies the addiction chance and chance the penalty to both rolls, in some cases completely eliminating the penalty and even providing a net bonus. Characters with the *Addictive Personality* hindrance automatically fail the intelligence roll.

As an optional rule, frequent use of a drug increases the chance a character will become addicted to it. The addiction chance penalty to both rolls for a given drug category is multiplied by the number of times the character has taken that drug in the last 72 hours. In this case, a character who has just taken their third dose of Filly's Fennel Absinthe in the past 3 days would be rolling with a 30% penalty. Use the addiction chance penalty for the most recently imbibed substance (so if they'd had two doses of a less addictive substance in the same category --say, Hard Apple Cider-- their second roll to resist addiction would have been a 10%. If they then went on to immediately have a dose of absinthe, the third roll would still be at 30%).

If addicted, a character not under the influence of the drug, stimulant, or other substance of their addiction suffers a penalty as listed. There is no limit to how many types of substances a character can be addicted to, but certain substances can be grouped together, such as alcohols, where addiction to one item in the group is the same as or very similar to addiction to any other item in the group. Substances in such groups will have the group name in parentheses after the substance name, and taking any substance in the group will temporarily alleviate the withdrawal penalties. **All drugs and chems can be assumed to have a weight of ½ unless specifically stated otherwise.** Alcohols are the major exception to this rule, and have a weight of 1. Similarly, all non-alcoholic chems are neither hydrating nor significantly dehydrating, excepting again Alcohol which is dehydrating.

There are no drugs or chems that provide sustenance. That fact does not stop characters from insisting otherwise, but you really *can't* live off beer alone.

Table XVII: Addictive Drugs and Substances

Drug (Group, if any)	Benefits	Effect Length	Addiction Chance (Roll Penalty)	Negative/ Withdrawal Effects	Value
After Burner Gum	+10 Max AP, +1 STR, +1 PER.	1 Day	30%	-10 Max AP, -3 STR, -3 PER	20
Applejack Daniel's Whiskey (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	10%	-1 AGI, -1 CHA	10
Balefire Blender (Alcohol, Mint-als)	+2 PER, +2 INT, +2 AGI, +20 AP	1 Hr.	10% x2 (Alcohol, Mint-als)	+15 Rads, Temporary <i>Psychosis</i> ; -2AGI, -1 END.	50
Balefire Blast (Alcohol, Mint-als)	+2 PER, +2 INT, +2 AGI, +5' movement per action, +20 AP	5 Min	20% x2 (Alcohol, Mint-als)	+15 Rads, Temporary <i>Psychosis</i> ; -2AGI, -1 END	50
Balefire Crash (Alcohol, Mint-als)	Channel Pinkie Pie. Starts a musical number.	Special (Song length)	20% x2 (Alcohol, then Mint-als)	+15 Rads, Temporary <i>Psychosis</i> ; -2AGI, -1 END	250
Berry Patch Vineyards Wine, any vintage (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	5%	-1 AGI, -1 CHA	10
Bridlebuck Beer (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	5%	-1 AGI, -1 CHA	2
Buckweiser Beer (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	5%	-1 AGI, -1 CHA	2
Cantermerlot Wine, any vintage (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	5%	-1 AGI, -1 CHA	10
Cactus Fruit Cocktail (Alcohol)	+2STR, +1 CHA, -2 INT, +5 vs. Poison	5 Min	10%	-1 AGI, -1 CHA	50
Canterlot Martini (Alcohol)	+2 STR, +4 END, +5 Dmg/Wound	5 Min	15%	-1 AGI, -1 CHA	20
Combat Cocktail (Alcohol)	+4 END, +25 DT, +40 Max AP, -1 INT, +1 STR, Recovers 2 wounds (as drink).	5 Min	15%	-1 AGI, -1 CHA	150
Filly's Fennel Absinthe (Alcohol)	+2 STR, +2 CHA, -2 INT	1 Hr.	10%	-1 AGI, -1 CHA	35
Gin and Cawnic (Alcohol)	+1 STR, +1 CHA, -1 INT Contains 1 dose of Cawnine.	1 Hr.	5%	-1 AGI, -1 CHA	10
Hard Apple Cider (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	5%	-1 AGI, -1 CHA	20
Lunar Number 999 Moonshine (Alcohol)	+2STR, +2 CHA, -2 INT	1 Hr.	10%	-1 AGI, -1 CHA	50
Sky Wine (Alcohol)	+2STR, +1 CHA, +1 AGI, -2 INT	1 Hr.	5%	-1 END, -1 AGI, -1 CHA	25
Stalliongrad's Finest Vodka (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	10%	-1 AGI, -1 CHA	20
Trottingham Tumbler Scotch (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	10%	-1 AGI, -1 CHA	10
Wild Pegasus Whiskey (Alcohol)	+1 STR, +1 CHA, -1 INT	1 Hr.	10%	-1 AGI, -1 CHA	10
Ant Nectar (Ant Nectar)	+4 STR, -2 CHA, -2 INT	5 Min	5%	-2 STR	20
Fire Ant Nectar (Ant Nectar)	+4 AGI, -3 INT, +25 DT vs. Fire	5 Min	5%	-2 STR	20

Drug (Group, if any)	Benefits	Effect Length	Addiction Chance (Roll Penalty)	Negative/ Withdrawal Effects	Value
Ant Queen Pheromones (Ant Nectar)	+3 CHA, -3 INT, -3 PER	5 Min	5%	-2 STR	75
Buck	+3 STR, +2 END	5 Min	10%	-1 END, -1 STR	20
Cloudburst (Dash)	+30 Max AP, +5 Initiative	1 Min	30%	-1 AGI, -1 CHA, Hallucinogen (mild).	50
Dash (Dash)	+20 Max AP, +5 Initiative	5 Min	20%	-1 AGI, -1 CHA, Hallucinogen (mild).	20
Rebound (Dash)	Regenerate +30 AP per combat round	1 Min	20%	-1 AGI, -1 CHA	20
Filly Flash (Ultra Dash)	4x movement speed. +2 actions per combat round.	30 sec	20%	-2 AGI	120
Rainboom (Ultra Dash)	+40 Max AP, +10 Initiative	5 Min	20%	-2 AGI, -1 PER, -1 STR, Hallucinogen.	50
Ultra Dash (Ultra Dash)	+50 Max AP, +10 Initiative	1 Min	20%	-2 AGI, -1 PER, -1 STR, Hallucinogen.	50
Hydra	Restores up to 1d4 wounds or 1d2 maimed limbs (Won't regrow maimed areas after 24 hours)	Perm.	--	+½ Taint level per dose. Only works if the wound/maiming is < 24 hours old.	250
Loco	+4 STR, +3 END, -4 CHA, -4 INT, -4 PER	5 Min	30%	-2 STR, -1 END	100
Med-X	+1/5 Medicine as DT; Ignore crippled penalties in 2 areas.	5 Min	10%	-1 AGI, -1 INT	20
Mint-als (Mint-als)	+2 PER, +1 CHA, +2 INT	5 Min	25%	-1 INT, -1 PER; Penalties increase by 1 after each use while addicted.	20
Orange Mint-als (Mint-als)	+5 PER	5 Min	25%	-1 INT, -1 PER; Penalties increase by 1 after each use while addicted.	20
Grape Mint-als (Mint-als)	+5 CHA	5 Min	25%	-1 INT, -1 PER; Penalties increase by 1 after each use while addicted.	20
Berry Mint-als (Mint-als)	+5 INT	5 Min	25%	-1 INT, -1 PER; Penalties increase by 1 after each use while addicted.	20
Party Time Mint-als (Mint-als)	+2 PER, +5 CHA, +2 INT	10 Min	40%	-1 INT, -1 PER; Penalties increase by 1 after each use while addicted.	20
Moon Dust	+1 CHA, +1 END, -3 INT	1 Hr.	45%	-1 AGI, -1 CHA, -1 END. Hallucinogen (Strong).	75
Slasher	+20 Dmg to Melee & Unarmed Attacks, +1/5 Medicine, rounded down DT.	1 Min	20%	-1 END, -1 PER	20
Stampede	+20 Dmg to Magical, Melee & Unarmed Attacks.	5 Min	10%	-1 END, -1 PER	20
Steady	+20% Accuracy w/ all weapons.	1 Min	60%	-1 STR, -1 AGI	20
Cigarette (Tobacco)	+1 INT, +1 CHA	1 Hr.	5%	-1 AGI, -1 INT	1
Hellhound Tobacco Chew (Tobacco)	+1 PER, +1 AGI; Character cannot sleep for 6 hours.	15 Min	10%	-1 CHA, -1 PER	1

The listed penalties are the results of short-term addiction; long term effects (those that won't usually manifest until more than a month spent addicted) may be more severe, possibly even resulting in permanent injury, deformation, or death.

Also not listed here are drug interactions. Characters that are under the effects of multiple stimulants, drugs, or other substances on this list at the same time can suffer adverse effects in excess of those listed, and taking one drug while already under the influence of others increases the addiction chance by 10% per drug a character is already on.

A common example of combined the combination of Dash and any type of alcohol, commonly referred to as "ghoul's blood." Mixing these two frequently results in death via a heart attack due to the interaction of the chemicals within your wastelander's system (Endurance MFD ½ or die without immediate medical attention). Many other drug combinations can produce short term increases in benefits but may increase, decrease, or have no effect on the long-term downsides. GM discretion as to what works poorly with what, but looking online for negative drug interactions may be a good idea if you're looking for inspiration.

Finally, and most importantly, addictions can be removed. Zebra purge and cleanse potions and the Cleanse- Poison spells are both capable of removing the physical side effects of an addiction. This is not 100% effective at removing an addiction - some addictions have a strong mental component and may stick with the character indefinitely. Spending two charges from a healing talisman or one charge from a rejuvenation or restoration talisman (at the same TNs listed for normal use) can also remove a physical addiction. More on this is discussed on the next page.

Before we leave this section, have some good news: there are some drugs that are non-addictive. They've been listed in the adjacent table, with their effects.

Table XVIII: Non Addictive Drugs

Drug Name	Effect	Effect Length	Value
Aconite	Potent natural poison that can be used as a paste to repel wild animals, especially dogs	60 Min.	15
Antivenom	Cures Natural Poisons	1-30 Min.	100
Antidote	Cures Non-Natural Poisons	1-30 Min.	150
Cat-Eye	Ignore all lightning penalties	5 Min.	20
Cawnine	Gives a 2 MFD step bonus to resisting Cawngo Fever. Goes great with certain alcohols.	24 Hrs.	15
Daturana	+2 END, -2 AGI, +1 Unarmed dmg, character cannot sleep for 4d4 hours.	30 sec (4 hours)	30
Fixer	Ignore any withdrawal effects	5 Min.	50
Healing Potions and Bandages	Heals Wounds (Varies)	Up to 18 Seconds	25
Rad-X	+25% Radiation Resistance	30 Min.	20
Radaway*	Removes radiation, dehydrating.	5 Min.	25
Rad Purge	Removes radiation (as Radaway)	30 sec	75
Sneezing Powder	Induces sneezing and coughing, giving the affected a 2 MFD step penalty on all actions for 30 seconds.	30 sec/dose	15

*Radaway removes up to twice the user's medicine skill rank in rads per dose (minimum 50, maximum 200) over a period of a few minutes. Its taste has been described by many, ponies especially, as "rancid oranges put through a blender." Noteworthy adverse side effects include stomach pain, hair loss, and headaches. Rad Purge is said to taste slightly better and is faster-acting, and is hypoallergenic.

Treating Poisons and Addictions

If you have magic, nearly all poisons and short term addictions (less than a month in duration) can be cured with a cleanse poison spell or the zebra potion equivalents (purge, cure poison, superior cure, or panacea verumi). The proper use of a healing talisman (one charge cost, MFD $\frac{3}{4}$ medicine) can also remove either of these conditions. Many poisons can even be prevented in advance with the use of a pre-antidote potion. Unfortunately, characters don't always have the necessary magic at their disposal – making addictions nearly impossible to remove and making poison removal much more difficult.

For dealing specifically with poisons without magic, you must use either science or medicine to create an antidote or antivenom. Creating either of these requires a fairly advanced lab with a hotplate or Bunsen burner and at least a half dozen beakers, flasks or test tubes as well as a centrifuge. These devices are necessary for isolating the compounds needed to create an antidote or antivenom.

Antidotes are harder to make than antivenoms but can be used to counteract a larger range of poisons, including most zebra poisons. Antivenoms only work on natural poisons, such as what you might encounter in a mantichore, nightstalker, bloatsprite or radscorpion. For more artificial creations, such as the concentrated and distilled poisons favored by zebra combatants, you would need an antidote. Antidotes are also capable of alleviating the effects of natural poisons.

Creating antivenom requires only a sample of the venom you're trying to treat, a source of non-poisoned blood, a lab, and about 30 minutes. The roll to actually create it is either science (MFD $\frac{1}{2}$) or medicine (MFD $\frac{3}{4}$), and one dose of the poison will produce 1d4+2 doses of antivenom. A critical success on this roll will produce 1d4 doses of antidote instead.

When you don't critically succeed, making an antidote is trickier. Creating an antidote requires at least 3 different types of poison instead of the single sample required for antivenom; otherwise the requirements, including time, are identical. The roll to create an antidote is either science MFD $\frac{1}{4}$ or medicine MFD $\frac{1}{2}$. Successes produce 1d4+2 doses; critical successes create 1d6+2 doses.

Addictions that have been with a character longer than a month tend to be past the point where they can be easily removed, even by magical means. By that point, many users have developed a physical or psychological dependency on the drug. Med-x, Buck, and Mint-als in particular are quite dangerous in this regard.

If a character has been addicted to a substance for longer than a month, removing the physical components of the addiction must be done gradually, or the shock to their system caused by magical cleansing can easily leave them debilitated or kill them outright. They must be slowly weaned off the drug, requiring at least 20 doses and an MFD $\frac{3}{4}$ medicine roll (the "detox roll") over a period of at least a week (the "detox period"). Lack of doses of the drug makes the medicine roll's difficulty increase by one MFD step per dose missing. If the addicted character takes the substance as a full dose over the detox period then all the work is undone and needs to be started again from the beginning; 1d4 doses of the drug are wasted for every day into the detoxification process they were. Failures on the detox roll extend the duration of the detox period by a day and require two additional doses of whatever drug they're trying to break the addiction to, prompting a reroll for each failure until the medic succeeds. Critical failures reduce one of the attributes scores of the addicted pony by one point permanently. The reduced attribute should ideally be one affected by the withdrawal symptoms or by the drug itself. If you lack the necessary cleansing magic, this method can also be used to break short-term addictions.

Guns, Explosives, Lasers and Knives (Fuck Yeah!) – Wasteland Weaponry

There are a whole lot of ways out there to kill somepony, but by far the most conventional one is to shoot them to death. Close seconds include disintegrating them, bludgeoning them to death, cutting them apart, or blowing them up. To that end, this section contains all the information your waster would need to acquire the means to do these things, listed alphabetically by the skill used (though explosives and area-of-effect big guns are close together for convenience).

Some clarifiers for how to read these tables – Listen up, children, this stuff's important!

Weapons with a /# after the damage dice are not telling you to divide the damage dealt. That number means it fires that many bullets per trigger-pull (or button push, etc.). Weapons so marked are referred to as “burst fire” weapons (this designation is used to describe them in several perks, hindrances and traits), though they may actually be fully automatic or simply use more than one unit of ammunition at a time. If a weapon no longer has enough ammunition to fire an entire burst, its damage by a number of dice equal to the units of ammunition it lacks. If it lacks enough bullets to deal at least one die of damage, the gun simply doesn't fire.

A weapon's range increment isn't the maximum range that weapon can be fired at! It is the maximum range it can be fired at *without penalties to the shot from range*. Up to the limit of a weapon's range increment, there is no accuracy penalty incurred. For each range increment beyond that point, however, the weapon becomes 1 MFD step harder to aim. So firing a minigun at a target 120 ft away puts it in the third range increment, giving the wielder a 2-MFD step targeting penalty and making a shot at the target's torso require an accuracy roll of ½ to succeed. At 100 feet, it's still in the second increment, giving a 1 MFD step penalty instead.

Oh, and for those of you without fancy magic or battle saddles – **weapons that can be easily mouth-wielded without magical or mechanical aid are marked with (mw) right after their name.** Just because it's possible to wield it that way doesn't mean your character can ignore the strength requirements (2xSTR)!

For every 2 wt. above your maximum wielding strength (twice your STR attribute, unless modified by perks) you take a 1 MFD step accuracy penalty. In this case, round up if you've got a weapon with an odd-numbered weight requirement (so if you're over by 1, take a 1 MFD step penalty!). For melee and unarmed weapons, you do not get to add strength damage to a weapon above your maximum wielding strength.

Explosives and other thrown projectiles are also strength limited- **you can throw any item that is below ½ your strength score (rounded down) with a range increment of [(STR/4)*5] feet (Min. 5').** Items below ¼ your strength score can be thrown even further, with a range increment of [(STR/2)*5] feet (Min. 5').

Finally, Magical Energy Weapons ignore 5 points of DT. This is why they're special; after all, conventional slug-throwers are cheaper and easier to both build and maintain. Only weapons using MFC, ME-Cell, Gem Cell and similar ammunitions have this effect. Happy Hunting!

Big Guns - Direct Fire (By Value)	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt	Value	Effect
Rock-It-Launcher (mw)	6d12	x1	35	50	Junk	1	Breech	8	200	1
Flamethrower (mw)	4d8/5	x2	50	10	Flamer Fuel	60	DTM+5	15	500	2,3
Minigun	6d12/10	x1	30	50	5mm	240	DTM	18	1000	
Incinerator (mw)	5d8/2	x4	50	20	Flamer Fuel	30	DTM+5	12	1300	3, 4
AER-20 Magical Gatling Laser	8d12/10	x1	30	50	Gem Cells	240	DTM	18	2000	5
Heavy Incinerator	6d8	x4	50	30	Flamer Fuel	24	DTM+5	15	3900	3, 4
Ironshod Automatic Rifle (IAR)	6d10/4	x1.5	35	30	.308 cal	20	DTM	16	4500	6
Light MG (Pony Assault Weapon) (PAW)	6d12/10	x1	20	50	5.56mm	90	DTM	15	5200	6
Anti-Machine Rifle	9d20	x1	55	300	.50 cal	8	DTM	20	5600	7
10mm Mounted Machine Gun	9d12/6	x1	30	50	10mm	60	DTM	17	7500	6
AEP-94 Plasma Caster	9d12	x1.5	30	30	MFC	10	Internal	16	10000	5, 8
120mm Anti-Infantry Autocannon	8d10	x1	40	50	120mm Shells	Belt	DTM	25	10000	6
IF-100 Mini Howitzer	11d20	x1	85	500	120mm Shells	1	Breech	30	10000	9
GWF-18 Anti-Air Cannon	10d20/4	x2	60	50	120mm Shells	40	DTM+5	25	12000	6, 10
Plasma Cannon	12d20	x2	40	50	MFC	1	Breech	8	18000	3, 5
IF-2200 MBT Primary Cannon, "Gun"	14d20	x1	120	Sight	120mm Shells	1	Breech	175	50000	11
MWT - 7600 Starshower Naval Howitzer Battery	18d20	x3	--	--	120mm Shells	20	Breech	350	5000000	12

Big Guns – AOE (by Value)	Direct Dmg	Splash (≤5' Radius)	AOE - Inc. (-Dice/5')	Max Radius	Range Inc.	SATS	Ammo	Mag Size	Reload	Wt	Value	Effect
Grenade Rifle (mw)	6d20	6d20	4d20	10'	50	35	40mm Grenades	1	Breech	6	500	
Missile Launcher (mw)	12d20	12d10	4d10	15'	75	55	Missiles	1	Breech +5	20	3900	
Grenade Launcher	6d20	6d20	4d20	10'	75	35	40mm Grenades	4	Breech	12	4200	
Machine Grenade Launcher	6d12	6d10	--	5'	40	30	40mm Grenades	30	DTM	20	5200	1
Balefire Egg Launcher (mw)	20d20	16d20	4d20	20'	75	65	Balefire Egg	1	Breech +5	30	6000	2
Rocket Launcher	8d12	8d10	4d10	10'	300	25	Rockets	13	DTM	20	15000	3
IF-98 ADC (Anti- Dragon Cannon) (HEAP)	10d20	10d12	4d12	15'	300	75	120mm shell	6	Breech	35	18000	4
IF-100 Mini Howitzer (HEAP)	8d20	4d20	2d20	10'	500	85	120mm shell	1	Breech	40	10000	5

Effects Listing – Direct Fire Big Guns

- 1 – Can fire any item with a listed weight under 5. Junk must have weight to be fired.
- 2 – 10' is the maximum possible range on this weapon. On a successful hit, automatically ignites all targets within 5' of the main target or in the line of fire. On a miss, still affects the target and adjacent targets with the fire special weapon effect. Flamer fuel tanks have 10 DT. If a tank is punctured while more than half full, its contents will explode outward in an impressive fireball that deals 1d10 damage for every five units of fuel it contains in its first five-foot radius, and has an AoE increment of -5d10/5'. The AoE damage carries the fire effect. If the tank contains half or less than half of its maximum allowable contents, it leaks instead. If ignited, it catches the wearer on fire, as the Fire effect. The wearer cannot extinguish themselves without water or outside assistance. Punctured tanks leak 5 units of flamer fuel per combat round.
- 3 – Fire (see Special Weapon Effects);
- 4 – This weapon cannot fire past its second range increment. On a successful hit, automatically ignites all targets within 5' of the main target.
- 5 – Deals damage as an energy weapon; may cause disintegration.
- 6 – Belt-Fed - this weapon's ammunition feed can be extended by linking bullets together. This can avoid the necessity of reloading during an extended combat scenario. The Anti-Infantry Autocannon can *only* be belt-fed; all other belt-fed weapons may have suitable detachable magazines.
- 7 – Anti-Machine Rifle Special - Ignores 65DT. Scoped (see Special Weapon Effects). If it crits, many GMs may rule that the target simply dies.
- 8 – Electricity (see Special Weapon Effects). 30' is the maximum possible range on this weapon. Damage can affect multiple targets as long as they are connected by any electrically conductive material; only roll to hit for the first target. All electrically 'chained' targets after the first take the damage dealt as AoE damage. Damage cannot 'chain' beyond twice its maximum range. May hit friendlies.
- 9 – Howitzer Special: 50' minimum range. Requires a special mounting harness that forcibly braces the user, preventing movement in the same combat round as the weapon is fired. Harness price is not included in the listed value.
- 10 – 1 MFD step bonus to accuracy against large (larger than an average pony) and/or aerial targets (2 MFD bonus to hit large aerial targets). Damage dealt ignores 30 non-magical DT. Extremely loud.
- 11 – This weapon's maximum range is limit only by what its targeter can see; it has no range increment. Similar to the mini howitzer, it has a minimum range of 50'.
- 12 – This weapon can hit any house-sized target within 40 miles, with a minimum range of 150'. It requires coordinate targeting and a team of two operators, and cannot fire more than once per combat round.

Effects Listing – AoE Big Guns

- 1 – Can fire 2 grenades per action (though they must be at targets within 5' of each other).
- 2 – Rads (see Special Weapon Effects). May cause disintegration.
- 3 – Ignores 50 DT.
- 4 – Ignores 100 DT. Belt Fed – this weapon's ammunition feed can be extended by linking bullets together.
- 5 – Howitzer Special: 50' minimum range. Requires a special mounting harness that forcibly braces the user, preventing movement in the same combat round as the weapon is fired. Harness price is not included in the listed value. Takes two actions to fire.

The reduction to damage from not being at ground zero is applied from the beginning of that range increment; so, if somepony is exactly at 10' from a balefire egg's detonation (at least half of them is 10' away), they're sitting in the third range increment - 0-5 is the first, 5-10 is the second, 10-15 is the third, and so forth. In that range increment, they take 12d20 damage (two five-foot AoE incremental reductions of -4d20 damage each).

If using 5' squares on a grid, explosion epicenters should be targeted at the corner intersection where four squares meet. If using a hex-mat, it is recommended that explosives be targeted at a hex and expand in all six directions.

Explosives – Thrown (All mw)	Placed Equivalent*	Splash (<5' Radius)	AOE - Inc. (-Dice/5')	Max Radius	SATS	Wt	Value	Effect
Dynamite	<<<	6d12	2d12	15'	40	1	25	1
Long Fuse Dynamite	<<<	6d12	2d12	15'	45	1	25	1
Frag Grenade	Frag Mine	6d12	2d12	15'	35	0.5	40	
Pulse Grenade	Pulse Mine	4d4	2d4	10ft	35	0.5	50	2
Flashbang	--	--	--	15ft (30ft)	35	0.5	50	3
Stun Grenades	--	6d12	--	5ft	35	0.5	75	3
Incendiary Grenade	Firebomb	8d8	4d8	10ft	35	0.5	200	4
Gas Bomb	<<<	6d12	2d12	15ft	45	0.5	250	5
Sparkle Grenade	Bottlecap Mine	10d20	4d20	15ft	35	1	500	4,7
Plasma Grenade	Plasma Mine	10d20	6d20	10ft	35	0.5	750	6
Balefire Egg	Liquid Rainbow Explosive	20d20	4d20	25ft	45	1	1000	7
--	Satchel Charge	10d12	6d12	10ft	35	1	125	8
Windigo Grenade	Windigo Mine	4d4	2d4	10ft	35	0.5	500	9
Bio-Gas Canister	Bio-Gas Charge	--	--	5ft	25	0.5	50	10

The reduction to damage from not being at ground zero is applied from the beginning of that range increment; so, if somepony is exactly at 10' from a balefire egg's detonation, they're sitting in the third range increment - 0-5 is the first, 5-10 is the second, 10-15 is the third, and so forth. In that range increment, they take 12d20 damage (two five-foot AoE increments of -4d20 damage each).

*Placed explosives can be disarmed using an Explosives roll MFD ¾. This takes 1 action in combat (with the exception of satchel charges).

Effects Listing – Explosives

1 – Explodes when shot. Timed (see Special Weapon Effects); Dynamite has a max fuse of 2 rounds. Long-fuse dynamite has a max fuse of 4 rounds.
2 – Deals 6d12 additional damage versus machines, electronics, and power armor. If this damage meets or exceeds ½ the DT of any device containing a spell-matrix that matrix will shut down for a minimum of 5 rounds (or until re-activated).

3 – Nonlethal Only. Flashbang Special: 2x Radius in dark locales. INT roll MFD ½ or be blinded for 3 rounds (3 MFD step targeting penalty). User doesn't need to roll.

4 – Fire (see Special Weapon Effects).

5 – Gas Bomb Special: Deals Fire or Poison (but not both), user's choice. Also provides a 1MFD targeting penalty into, through or out of its radius for 2 rounds after its detonation.

6 – Ignores 30 DT. May cause Disintegration (see Special Weapon Effects).

7 – Rads (see Special Weapon Effects). May cause Disintegration (see Special Weapon Effects).

8 – Satchel Charges take 2 actions to disarm outside of SATS.

9 – Windigo Special: All within its radius must roll END MFD ½ or become frozen solid for 1 round, after which they will automagically thaw. Failures cannot move or shoot, but can still use magic. Successes can shoot, but are still immobilized. Critical failures are frozen solid, killing them instantly. Ambient temperature is lowered by 5°C.

10 – Bio-gas Special: Fills a 5' radius up to 5' high with volatile gases. This gas is easily ignited by gunfire, explosives, or offensive magics. If ignited, all characters or creatures in the radius are lit on Fire as per the special weapon effect.

Here are the base throwing range increments for varying types of thrown explosives.

Thrown Weapon	Range Inc. (ft)
Grenade/Dynamite (Zebra Potions)	(STR/2)*5 (Min. 5)
Bomb/Balefire Egg	(STR/4)*5 (Min. 5)
Mine/Placed	5

Figure 8: Throwing Explosives

Magical Energy Weapons (By Value)	Dmg/ shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt	Value	Effect**
Flare Gun (mw)	3d6	x1.5	30	20	Flamer Fuel	1	Internal	2	150	1
FIX-45 Recharger Rifle	4d8	x1.5	30	40	MFC Breeder	7	**	15	250	2
FIP-7 Magical Beam Pistol (mw)	4d8	x1.5	20	20	ME-Cell	30	Internal	3	320	
Magical Pulse Pistol (mw)	5d8	x1.5	20	20	ME-Cell	16	Internal	3	360	
FIR-9 Magical Beam Rifle	5d8	x1.5	20	50	MFC	24	DTM	8	1000	
Trots 1000 Magical Beam Pistol (mw)	4d8	x1.5	20	20	ME-Cell	12	Internal	4	1400	3
Magical Pulse Rifle	5d12	x2	25	50	MFC	12	DTM	8	1800	
Compliance Regulator (mw)	4d6	x1.5	15	20	ME-Cell	30	Internal	3	1350	4
Celestial Scorcher (mw)	3d20	x1.5	20	20	Solar Cell	6	**		2000	1, 5
AER-17 Magical RCW (Rainbow Combat Weapon)	6d10/5	x1	20	50	Gem Cell	60	DTM	4	2150	
FIX-47 Recharger Pistol (mw)	4d10	x1.5	15	20	MFC Breeder	20	**	7	2700	2
FIP-31 Disintegration Pistol (mw)	5d8	x1	20	20	ME-Cell	16	Internal	2	3000	6
Tri-Beam Magical Rifle (mw)	8d12/3	x1.5	25	10	MFC	24	DTM	9	4800	7
Trots 2000 LRMB (Long Range Magical Beam) Rifle	6d12	x3	40	300	MFC	12	DTM	8	5000	8
Multi-Pulse Magical Pulse Rifle	8d20/3	x1	35	10	MFC	30	DTM	7	5800	7
MAER (Magically Assisted Equestrian Rifle)	6d12	x1.5	35	50	MFC	20	DTM	4	8000	9
FSW-32 Shock Pistol (mw)	3d12	x1.5	25	10	ME-Cell	5	Internal	6	12500	10
Gauss Rifle	9d20	x4	40	300	MFC	1	Internal	12	15000	11
FSW-42B Shock Rifle	8d12	x2	35	25	MFC	10	DTM	9	17500	10
Sonic Emitter (mw)	5d12	x1	30	20	ME-Cell	15	Internal	2	17500	12
Star Atomizer (mw)	5d10	x1	20	20	SPC	20	Internal	2	25000	
Star Disintegrator	7d12	x2	30	50	SPC	100	Internal	7	50000	6
Star Blaster (mw)	20d20	x100	20	40	SPC	10	Internal	2	500000	13

On average, energy weapons seem to do less damage than small guns – especially when comparing price tags! They have a distinct advantage however- energy weapons using MFC, ME-Cell, Solar Cell, Gem Cell, and Star Power Cell (SPC) based ammunition automatically ignore 5 points of target DT. This includes MFC breeders, as they are technically a modified version of a conventional Magical Fusion Cell (MFC).

Effects Listing – Energy Weapons

** - All energy weapons without the Fire special weapon effect carry the Disintegration special weapon effect unless specified otherwise in a unique effect.

1 – Fire (see Special Weapon Effects). Upon firing, illuminates everything as daylight within thirty feet of its path. Can also fire flares (a miscellaneous item), which quadruples the effective range increment of the weapon, though flares can be used independently of the gun.

2 – Recharger Special: Recharges 2 shots per round. Cannot be reloaded, but never truly runs out of ammo.

3 – Trots Special: Ignore 15 DT (instead of the normal 5).

4 – Compliance Regulator Special: Shock (see Special Weapon Effects), **will never disintegrate targets**. On a critical success, targets are physically paralyzed for 2 rounds (12 seconds) and rendered unconscious.

5 – Scorcher Special: Recharges 1 shot per round in indirect sunlight or overcast conditions; recharges 3 shots per round in direct sunlight.

6 – Will always disintegrate an enemy on a critical hit.

7 – Energy Shotgun Special: for every range increment of distance between the target and the wielder, damage is reduced by 3 dice.

8 – Scoped (see Special Weapon Effects).

9 – MAER Special: If used with SATS or similar interfaces, grants a +10 accuracy bonus.

10 – Deals 2x as much damage to robots, computer systems, and power armor. If it deals more than 3 wounds to the housing, it will overload most spell matrices.

11 – Gauss Rifle Special - Ignores 50 DT. Shots that deal at least one wound knock down the target. Scoped (see Special Weapon Effects). As the projectiles it fires are non-magical, this weapon **will never disintegrate targets**.

12 – Sonic Emitter Special: Deals an additional 3d12 to robots, computer systems, and power armor. Max range at 40'. Completely ignores all armor unless it is fully sealed.

13 – Star Blaster Special: All attacks that successfully hit automatically score a critical hit. The stars guide your aim, ensuring that you will always hit a living target, even if your shot would normally miss. Something WILL die if you pull that trigger.

Table XIX: Energy Weapons Cross-listed –

These weapons deal damage as energy weapons and can therefore disintegrate foes (as per the special weapon effect), but use a different skill when rolling to hit.

As with all other energy weapons, these weapons will ignore 5 points of DT per hit if they use MFCs, ME-Cells, Gem Cells, or any derivatives of those ammunitions including star power cells, solar cells, and magical fusion breeders.

Cross-Listed Energy Weapon	Skill Associated
Balefire Egg Launcher	Big Guns
AER-20 Magical Gatling Laser	Big Guns
AEP-94 Plasma Caster	Big Guns
Plasma Cannon	Big Guns
Celestian Axe	Melee
Celestian Lance	Melee
Plasma Grenade	Explosives
Sparkle Grenade	Explosives
Balefire Egg	Explosives

Small Guns (By Value)	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt	Value	Effect
BB Gun (mw)	3d4	x1	30	50	BB	100	Internal	2	40	1
Varmint Rifle	4d6	x1	35	40	5.56mm	5	DTM	6	75	
.22 Pistol (mw)	4d4	x3	15	20	.22 cal	16	DTM	2	80	2
9mm Pistol (mw)	4d6	x1	15	20	9mm	13	DTM	2	100	
.32 Pistol (mw)	4d4	x1	20	20	.32 cal	6	Revolver	2	110	2
.357 Magnum Revolver (mw)	4d8	x2	25	30	.357 cal	6	Revolver	2	110	
.32 Hunting Rifle (mw)	4d8	x1	25	75	.32 cal	5	DTM	6	150	
Single Shotgun	6d10	x1	50	10	20 Gauge	1	Breech	7	175	3
Zebra Pistol (mw)	4d4	x1.5	15	20	10mm	10	DTM	2	190	
FS-4 10mm Pistol (mw)	4d6	x1	15	20	10mm	12	DTM	3	225	
IFR-9 Assault Rifle	5d8/3	x1	20	50	5.56mm	24	DTM	7	300	
Infiltrator	5d8/3	x1	25	150	5.56mm	24	DTM	7	450	10, 11
Dart Pistol (mw)	5d4	x2.5	25	20	Dart	10	Internal	3	500	4
Railpony Rifle (mw)	5d8	x3	25	40	Rail Spikes	8	Internal	9	520	5
Service Rifle	5d10/4	x1	15	50	5.56m	20	DTM	9	540	
.44 Magnum (mw)	5d10	x2	30	40	.44 M	6	Revolver	3	600	
Caravan Shotgun	6d10	x1	20	10	20 Gauge	2	Breech	3	675	3
Sawed Off Shotgun (mw)	6d12/2	x1	40	5	12 Gauge	2	Breech	6	700	3, 6
Horse & Hayberry Tools Nail Gun (mw)	6d4/5	x2	20	15	Nails	90	Internal	4	800	7
Cowpony Repeater (mw)	5d8	x1.5	30	50	.357 cal	7	Internal	5	800	6
RK-74 Zebra Assault Rifle	5d10/3	x1	25	50	5.56mm	24	DTM	7	800	8
Lever Action Rifle (mw)	6d8	x4	30	75	10mm	10	Internal	8	800	6
9mm SMG (mw)	6d6/4	x1	20	30	9mm	32	DTM	4	850	
FS-8 10mm SMG (mw)	5d8/4	x1	30	30	10mm	32	DTM	5	950	
Royal Guard Pistol (mw)	4d10	x1	20	30	.357 cal	6	Revolver	3	1000	
Colt Rangemaster	4d12	x1.5	20	75	.22 cal	10	DTM	9	1000	
Canterlot Typewriter SMG	6d8/4	x2	20	25	.44M	20/ 50	DTM	9	1100	12
Reaper Sequoia (mw)	6d12	x1.5	30	40	.45-70	5	Revolver	4	1200	
IC-5 5.56mm Pistol (mw)	5d8 5d6	x2	25	30	5.56mm .22 cal	5	DTM	5	1200	9
Hunting Revolver (mw)	6d12	x1.5	35	150	.45-70	5	Revolver	5	1300	10
Battle Rifle	5d12	x1	25	75	.308 cal	8	DTM	10	1500	
Colt 2011 Auto Pistol (mw)	6d10	x1	15	50	.44M	7	DTM	2	1750	
Double Barrel Shotgun	9d12/2	x1	35	10	12 Gauge	2	Breech	8	1750	3
.22 SMG (mw)	6d4/5	x3	15	25	.22 cal	80	DTM	7	1800	
Lever Action Shotgun (mw)	6d10	x1	25	10	20 Gauge	5	Internal	3	2000	

Small Guns (By Value)	Dmg/Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt	Value	Effect
High Powered Hunting Rifle	5d12	x4	30	75	.308 cal	5	DTM	6	2200	
IFD-86 Combat Shotgun	6d12	x1	25	15	12 Gauge	12	DTM	7	2250	3
IFD-501 Sniper Rifle	5d12	x4	40	300	.308 cal	5	DTM	10	2300	10
Hunting Shotgun	8d10	x1	30	10	12 Gauge	5	Internal	8	2800	
Trail Carbine	5d12	x1	30	75	.44 M	8	Internal	6	3900	
Assault Carbine	5d8/3	x1	20	50	5mm	24	DTM	6	3950	
FS-31 12.7mm Pistol (mw)	5d10	x1	20	40	12.7mm	7	DTM	4	4000	
Brush Gun (mw)	8d12	x1	35	75	.45-70	6	Internal	5	4900	6
Royal Guard Repeater (mw)	7d12	x2	25	75	.44 M	15	Internal	5	5000	6
FS-28 12.7mm SMG (mw)	5d12/3	x1	25	30	12.7mm	21	DTM	5	5100	
Marksman Carbine	5d10/4	x1	15	300	5.56mm	20	DTM	6	5200	10

Effects Listing – Small Guns

- 1 – Can deal non-lethal damage.
- 2 – Concealable (see Special Weapon Effects)
- 3 – Shotguns lose one die of damage per range increment unless using slugs. Double-shot shotguns (such as the sawed off or the double barrel shotguns) can also fire a single shot which does half as many dice of damage, rounded down.
- 4 – Poison (non-magical); the poison source for these weapons must be replaced every 5 magazines.
- 5 – Railpony Special: on any accuracy roll that makes under MFD ½, if a limb is hit, the target is pinned in place. X3 damage multiplier to limbs. A train whistle sounds every time it is fired.
- 6 – Lever-action weapon – mouth wieldable, despite its size.
- 7 – Nail-gun Special: on any accuracy roll that makes under MFD ½, if a limb is hit, the target is pinned in place. X2 damage multiplier to limbs.
- 8 – Some of these guns retain their enchantments, and add Fire, Poison, or Electricity (see Special Weapon Effects) to each hit. Their value is increased substantially over that listed.
- 9 – Capable of using multiple types of ammunition (listed)
- 10 – Scoped (see Special Weapon Effects)
- 11 – Silenced (see Special Weapon Effects)
- 12 – Variable magazine size – Stick magazines hold 20, drum magazines hold 50. The former are more common.

Ranged Weapons in Melee (Melee Weapons Skill)	Dmg/Hit	Crit	SATS	Degradation Rate	Wt	Value
Rifle/Shotgun/Crossbow	STR+2d6	x1	2x Weapon	N/A	As Weapon	As Weapon
Pistol/SMG/Blowgun	STR+1d4	x1	1.5x Weapon	N/A	As Weapon	As Weapon
Big Gun/Bow	STR+3d8	x1	3x Weapon	N/A	As Weapon	As Weapon

Using a ranged weapon as an improvised melee weapon causes it to degrade at a rate equivalent to 1 spent magazine every four hits (so eight hits = -1 step, both as a melee weapon *and* as a ranged weapon). Such use can deal either lethal or non-lethal damage. This often will make using a degraded ranged weapon as an improvised melee weapon less effective than simply firing it or using your hooves.

Melee Weapons (By Value) (All of these are mw)	Dmg/Hit	Crit	SATS	Degradation Rate	Wt	Value	Effect
Rolling Pin	1d4+STR	x1	25	4	1	10	1
Pool Cue	2d4+STR	x0.5	30	10	1	15	1
Knife	3d4+STR	x1	20	10	1	20	2
Nail Board	3d8+STR	x0.5	30	10	4	30	
Straight Razor	3d4+STR	x2	20	10	1	35	2
Switchblade	3d4+STR	x2	20	14	1	35	2
Tire Iron	3d6+STR	x1	30	20	3	40	1
Cane	3d6+STR	x1	30	10	3	40	1
Combat Knife	3d6+STR	x3	15	14	1	50	
Spear, Zebra	4d8+STR	x1.5	35	10	3	55	3
9-Iron	4d6+STR	x1	25	10	3	55	
Staff, Zebra	4d6+STR	X1.5	25	16	8	55	
Baseball Bat	3d8+STR	x1	25	14	3	55	1
Hatchet	3d10+STR	x1.5	20	14	2	75	4
Lead Pipe	3d8+STR	x1	25	16	3	75	
Police Baton	3d4+STR	x1	25	20	2	75	1
Shovel	4d6+STR	x3	20	14	3	95	1
Pickaxe	4d6+STR	x4	35	14	5	100	
Pony Knife	4d4+STR	x1.5	20	14	1	100	5
Sledgehammer	4d8+STR	x1	40	20	12	130	4
Super Sledge	4d10+STR	x1	40	20	20	180	4
Axe/Fire Axe	3d12+STR	x2	25	14	6	250	4
Blade of Equestria	4d8+STR	x1.5	30	14	10	250	6
Bumper Sword	4d8+STR	x1	40	10	12	250	1, 4
Cattle Prod	3d6+STR	x2	30	14	9	450	7
Rebar Club	5d8+STR	x0.5	40	14	9	450	
Machete	4d10+STR	x1.5	20	16	2	500	
Shock Baton	4d8+STR	x1	20	14	2	700	7
Ripper	4d10+STR	x3	65	10	6	1000	8
Shishkebab	4d10+STR	x2	30	14	6	1000	9
Zebra Officer's Sword	4d8+STR	x2	30	14	3	1750+	10
Katana	4d8+STR	x2	20	14	3	1750	
Auto Axe	4d12+STR	X2	65	16	20	2000	8
Chainsaw, Spark Powered	4d12+STR	X2	65	14	20	2800	8
Celestian Axe	4d12+STR	x1.5	25	14	8	3500	11
Celestian Lance	6d20+STR	x1.5	45	14	20	5500	11
Starmetal Knife	4d6+STR	x1.5	20	N/A	1	--	12
Enclave Stinger Tail	4d6+STR	x4	25	10	--	--	13

Effects Listing – Melee Weapons

- 1 – Can deal lethal or non-lethal damage.
- 2 – Concealable (see Special Weapon Effects).
- 3 – Spear Special: Can be thrown. Has a maximum range of STRx5, range increment 10'. Can be poisoned (see Special Weapon Effects).
- 4 – Special Attack: Whirlwind – Deals damage to all targets (both friend and foe) in melee range. Costs 80 AP in SATS.
- 5 – Special Attack: Dirt Nap – Deals 1 less die of damage, but only costs 10 AP in SATS.
- 6 – Special Attack: Mauler – Deals only half as much damage, but opponent must make an AGI roll MFD ½ or be knocked down, costing them an action. Costs 40 AP in SATS.
- 7 – Shock (see Special Weapon Effects). Shock weapons can only deal nonlethal damage.
- 8 – Ignores 40 DT. May occasionally require replacement spark batteries.
- 9 – Fire (see Special Weapon Effects).
- 10 – Some of these swords retain their enchantments, and add Fire, Poison, or Electricity (see Special Weapon Effects) to each hit. Their value is increased substantially over that listed.
- 11 – Ignores 10 DT. On critical hits, these weapons deal Fire (see Special Weapon Effects). The Celestian Lance also can be used to force open locks, with a lockpicking roll. It grants a 1 MFD step bonus on the roll.
- 12 – Starmetal weapons do not degrade.
- 13 – Enclave armors come equipped with a tail that can be operated as a melee weapon. Different stinger tails may confer enchantment bonuses such as Shock, Electrical, Fire, or Poison. Tail tips ignore 25 DT, which decreases by 5 for every degradation step.

SPECIAL CASE WEAPONS (Ranged)	Dmg	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt	Value
Blowgun (mw)	4d4	x4	15	20	Dart	1	Breech-10	1	50
Composite Bow (mw)	4d4 +3xSTR	x3	45	STRx5	Arrows	1	Breech	7	900
Crossbow (mw)	5d8	x4	25	50	Bolts	1	Breech+10	7	1000
Cyberpony Cakes (mw)	4d6 + STR	x1	30	(STR/4)x5	Cake	1*	20 AP*	8	50
Recurve Bow (mw)	4d4 +2xSTR	x3	45	(STR/2)x5	Arrows	1	Breech	5	300
Rock (or any heavy object)	Special +STR	x1	Special	(STR/4)x5	Rock	--	20 AP	Varies	0

Effects Listing – Special Weapons

- Blowgun* – Applying special poisons to any darts for this weapon is a free action that can be taken immediately before use. Poison and Concealable (see Special Weapon Effects). Targeted with Small Guns or Survival. Add 10% of your survival rank (round down) to the attack as a damage bonus. Totally silent – allows no perception roll to spot.
- Composite Bow* – Ignores 15 DT. Otherwise, this weapon's effects are identical to the Recurve Bow, below.
- Crossbow* – Ignores 20 DT. Counts as Silenced (see Special Weapon Effects). Poison (see Special Weapon Effects.)
- Cyberpony Cakes* – Can also be used as a shield (40 DT). Damage is for use as a thrown weapon; can deal non-lethal damage. On a successful attack roll of MFD step one greater than is necessary to hit the target, it can be caught on the rebound (if desired). Otherwise, the listed reload costs are for drawing another one out of a bag or bandolier.
- Recurve Bow* – Ignores 10 DT. Targeted with Small Guns if the opponent is further than 10' away; closer targets are aimed using Melee. Counts as Silenced (see Special Weapon Effects).
- Rock* – Deals 1d4 damage per 5 units of wt. Standard weight limitations for weapons (2x STR) still apply. SATS cost is equal to 5x the weight of the rock. Each 100wt of the 'rock' requires an additional action be spent in throwing it, and items over ½ a character's STR score cannot be thrown (but can still be used as blunt, non-thrown weapons). Targeted with explosives (or magic, if using Telekinesis). If using as a melee weapon, targeted with unarmed. **Rock stats can be extrapolated for any improvised blunt-force weapon.**

Unarmed Weapons (By Value)	Dmg/Hit	Crit	SATS	Degr. Rate	Wt	Value	Effect
Rock	Special	x1	Special	--	Varies	--	1,2
Hooves	STR	x1	15	--	--	--	2
Horn(s)	3d6+STR	x3	25	--	--	--	3
Wings	STR	x1	25	--	--	--	2
Claws (Griffin/SD)	2d10+STR	x3	25	--	--	--	4
Claws (Hellhound)	4d12+STR	x5	25	--	--	--	5
Bladed Wings	3d8+STR	x4	40	20	--/4	Varies	6
Brass Shoes/Knuckles	3d6+STR	x1	20	20	1	20	2, 8
Spiked Shoes/Knuckles	3d8+STR	x1	20	20	1	25	8
Armor Spikes	1d4/(wt/5)+STR	x2	30	20	5	50	7
Dog Tag Claws	4d8+STR	x1	35	10	3	50	9
Boxing Shoes	2d4+STR	x1	30	20	6	100	2, 10
Boxing Tape	2d4+STR	x1	30	10	--	100	2
Yao Guai Shoes/Claws	4d8+STR	x3	20	20	10	150	
Bladed Hoof/Claw	4d10+STR	x2	25	14	10	200	
Bear Trap Horn/Claw	4d12+STR	x1	30	20	6	800	
Power Hooves	4d10+STR	x1	30	20	6	1000	2
Hellhound "Horn"/Hoof Claw	4d10+STR	x5	25	20	10	1500	5
Ballistic Hoof/Horn/Claw	4d10+6d10+STR	x1	30	20	6	1800	11
Displacer Hoof/Claw	4d12+STR	x1	30	16	6	3500	2, 12
Zap Horn/Shoes/Claws	3d10+STR	x1	30	16	6	5200	13
Starmetal Shoes	3d10+STR	x1	25	N/A	4	--	8, 14

Effects Listing – Unarmed Weapons

1 – Rock Special: Deals STR plus an additional 1d4 damage per 5 wt. SATS cost is equal to 5x the weight of the rock.

Improvised close combat weapons should use the rock as their baseline.

2 – Can deal lethal or non-lethal damage.

3 – If attacking as part of a Charge, deals an additional 3d6 damage. Charges made with two horns (ala a minotaur or buffalo) deal 6d10+STR instead of 6d6+STR.

4 – Ignores 10 DT.

5 – Ignores 50 DT.

6 – Varying weight and value reflects the fact that bladed wings can either be cybernetic or sharpened armor.

7 – See the Armor Accessory description. Damage is based on the weight of the armor to which they are attached.

8 – Concealable (see Special Weapon Effects).

9 – Cannot be used by races without hands or claws.

10 – +5 damage versus machines, powered armor.

11 – Fires a shotgun blast on impact. The built-in shotgun fires 20-gauge shotgun shells, has a 10 round internal magazine, and must be reloaded and maintained accordingly. Under weapon degradation rules, these two weapons degrade and must be maintained separately. If empty, this weapon still deals 4d10+STR damage, and gains the option of dealing non-lethal damage.

12 – Knocks back enemies 10 feet on a successful hit. Enemies unable to be knocked back take an additional 1d20 damage for every 5' they are unable to be moved.

13 – Electrical (see Special Weapon Effects).

14 – Starmetal weapons do not degrade and are only capable of dealing lethal damage.

Ammunition and Reloading

Wondering how much it'll cost your wastelander to fill up their new gun? Check out the table below.

Table XX: Ammunition Values

Type	Value (per bullet/unit)
Small Civilian Calibers (BB, .22, .32, 9mm, 20 Gauge, Nails, Darts)	1
Small Military Calibers (5.56, 10mm, 5mm), Gem Cells, Flamer Fuel (per unit)	1
Large Civilian Calibers (.44M, .357, 12 Gauge, Rail Spikes), Magical Energy Cells	2
Large Military Calibers (.308, .45-70), Magical Fusion Cells	3
.50 Caliber and 12.7mm Ammunition	6
40mm Grenades	12
Missiles, Rockets, 120mm Shells, HEAP 120mm Shells	25
Star Power Cells (SPC)	50
Revolver Speed-Loader (allows reloading a revolver as a single action)	15
Ammo Belt Links (for 100)	10
Extra Detachable Magazines – Not available for revolvers, which have speed-loaders instead.	1/10 of weapon price (Maximum 100)

While we're at it, you should also check out this box on the right – it's a brief summary of the cost (in time, either AP for SATS or in actions) of reloading your fancy new popgun in combat. More information on reloading weapons can be found in [Chapter 7](#) under the appropriate heading.

RELOAD COSTS:	SATS	ACTIONS/Bullets loaded
DTM	10	1/Full Magazine
DTM+5	15	1/Full Magazine
Revolver	20	1/Full Magazine (assumes speed loader; else one action loads two bullets)
Internal	20	1/Half Magazine (small guns) or Full Magazine (for energy weapons)
Breech	25	1/1d4+1 Bullets

Making Ammunition

Bullets can be produced with the use of a bullet press as long as you have the necessary raw materials. Each bullet requires metal (such as scrap metal or lead), a brass (for standard munitions), hull (for shotgun shells) or shell casing, and a chemical or magical charge. To actually make bullets, you must have at least as many casings and magical or chemical propellant charges as you plan on making bullets, and metal of value equal to 1/3 the value of the bullets you plan on making (so 1 scrap metal would be required to make a single .308 round, for example). After you have the tools and the materials, it's a simple MFD 1 repair roll to make your bullet or batch of bullets. Critical successes produce twice as many bullets, failures produce half the number of bullets (rounded down), and critical failures produce nothing.

Casings are easy to find around in the wasteland (they tend to sell for almost nothing on their own), and magical or chemical propellant charges can be created using a science roll MFD $\frac{3}{4}$ that produces 1d10 x 10 charges, requiring 1 unit of black powder and 1 unit of flux. The flux component can be replaced with 1 unit of crushed gemstone dust (listed as gem dust under the food section for use by cyborgs), 3 units of magical strain (for unicorns or alicorns), or 1 basic ingredient (for zebra). Non-magical races can also substitute in a few different types of industrial chemicals, such as a box of Abronco Cleaner, 10 units of flamethrower fuel, or a container of turpentine. Black powder can be either created at a science lab using

charcoal and either a bag of fertilizer (Science roll MFD $\frac{3}{4}$) or a package of pre-war food (Science roll MFD $\frac{1}{2}$), or purchased from wasteland merchants and chemists. Using either method requires equivalent weights of charcoal and whichever of the other reagents you choose, and produces 10 units of black powder for each unit of charcoal used (so 20 units of black powder per unit of weight). Failed rolls waste half of the materials, rounded up, critical failures produce nothing, and critical successes produce 10 extra units.

Those with the Junk Rounds perk can make bullets without the aid of a bullet-press so long as they have a workbench or adequate toolkit and a source of heat. They also create more bullets per unit of metal used than those without the perk, reflecting a better ability to work and shape the metal. Junk Rounds do not require brass casings, instead making a replacement casing out of the metal they're using. They still require magical or chemical propellant and must make the MFD 1 repair roll.

Making magical energy weapons ammunition is more difficult, requiring a base of crushed gemstone dust in every single cell. A single unit of gemstone dust can power 5 gem cells, 3 magical energy cells, or 1 magical fission cell. The actual cells themselves are made out of metal just like bullets – the ratio of metal to bullet value is still 1:3. Actually shaping and reinforcing energy cell casings requires a bullet press and an MFD $\frac{3}{4}$ repair roll, even for those with the Junk Rounds perk. Star power cells, unlike most other energy weapons ammunition, cannot be made. They can only be created by non-player characters, and even then it takes extremely specialized equipment.

If you have depleted cells, you can simply use the proper amount of crushed gemstone to replenish their power supply with a repair roll MFD 1. You should roll repair at least once for every 50 units of ammunition you replenish in this way, declaring how many cells you're replenishing ahead of time. Failures destroy half of the cells you were rolling to replenish (rounded up if the number was odd), wasting the appropriate amount of crushed gemstone, but replenish the other half. Critical failures yield nothing and destroy all the used components; critical successes only use half as much gemstone as the ammunition would otherwise have required.

Explosives ammunition, such as 40mm grenades, missiles, rockets, and similar projectiles, cannot be created without blueprints and advanced machinery. Very few places in the wasteland and surrounding territory have the technology required to produce these devices. Outside of Fillydelphia, one or two steel ranger facilities, and any surviving underground factories, don't expect to find places able to pump these babies out. Fortunately the equestrian military stockpiled these sorts of things around the war, so they're not *too* hard to find these days.

Flamethrower ammunition is most easily made via zebra alchemy, but it can also be created with a number of chemicals and ingredients and a sufficiently well supplied chemistry set or lab bench. With a Science roll MFD $\frac{1}{2}$, any character can create 20 units of flamer fuel for every set of ingredients they possess. The required ingredients are a bottle of alcohol (vodka works best, granting a +5 bonus on the roll), and 1 box each of Sugar Apple Bombs and Abronco Detergent. Critical successes grant 30 units, and failures create something you wouldn't want to eat; critical failures damage or destroy the equipment.

Special Weapon Effects

Bonus Damage – Many weapons deal a bonus amount of additional damage whenever they successfully hit a target based on the skill of the user, or sometimes based on environmental effects. Some weapons even deal additional damage to specific locations on the target, such as the Railpony rifle.

Concealable – Smaller weapons, such as pistols and small SMGs, can be concealed beneath armor or clothing. Weapons marked as concealable give a +10 bonus to sneak rolls made to hide them in this way. The sneak roll made to conceal a weapon is the perception roll that must be made by any character looking for it to spot that weapon. (They have to be *looking* for concealed weapons to spot them at all.)

Disintegration – Only two energy weapons (the disintegration pistol and the star blaster) are *guaranteed* to disintegrate an opponent on a critical hit, but they're not the only weapons capable of reducing foes to a pile of ash or a glowing puddle. All weapons governed by the energy weapons skill (or those listed as exceptions in Table XX) except the compliance regulator and gauss rifle will disintegrate a target on a successful hit if one of two conditions is met.

The first condition that will cause an opponent to disintegrate is if the energy weapon deals enough wounds to the target area (after DT and damage per wound is fully accounted for) that it would cripple that area even if it had been previously unharmed. This occurs frequently on critical hits or when fighting against weaker or less well equipped opponents.

The second condition that'll cause a target to disintegrate is if the attack deals enough damage to outright kill the target or maim the extremity being targeted (with or without factoring into account existing damage); some GMs may prefer to rule that maiming a limb disintegrates only that limb, rather than the whole character.

Table XXI: Energy Weapons Cross-listed –

These weapons deal damage as energy weapons and can therefore disintegrate foes (as per the special weapon effect), but use a different skill when rolling to hit.

Cross-Listed Energy Weapon	Skill Associated
Balefire Egg Launcher	Big Guns
AER-20 Magical Gatling Laser	Big Guns
AEP-94 Plasma Caster	Big Guns
Plasma Cannon	Big Guns
Celestian Axe	Melee
Celestian Lance	Melee
Plasma Grenade	Explosives
Sparkle Grenade	Explosives
Balefire Egg	Explosives

Electricity – This weapon has an electrical effect that disrupts spell matrices and can hit multiple enemies connected by water. Weapons with this effect deal an additional 3d12 damage to every location on a target once as an ongoing damage effect (see [Chapter 7](#)) to any enemies they've successfully hit during that round. This damage ignores any armor that is wet or that contains metal, but DT due to natural toughness, leather, cloth, or hide armors still apply.

Electrical weapons deal additional 6d12 damage to any robots or spell-matrix driven devices whenever they would otherwise deal damage, and the damage dealt at the end of the round increases to 6d12 (total) against such devices. Any spell matrices affected by electrical damage – devices such as pipbucks or powered armor suits – will automatically shut off to preserve their data immediately upon receiving damage from any weapon with this effect. This means that a pipbuck affixed to a limb will only shut down if that limb is hit, or otherwise will not shut down until the damage at the end of the round is dealt. Powered armor will thus shut down if the wearer is hit at all by such an attack. Deactivated devices can be reactivated by spending two actions, though this process requires either a licensed technician's key

(as per the level 30 perk) or a combination of a repair roll MFD $\frac{3}{4}$ and a Science roll MFD $\frac{1}{4}$. Some devices have built in fail-safes that can reactivate them by other means.

Fire – This effects deals 3d12 damage to every area on the target for 1d4 combat rounds. This damage occurs at the end of the round. Ponies on fire may try to extinguish themselves with an AGI roll, MFD $\frac{1}{2}$, provided that they have space to roll around to put out the fire or that some other means of extinguishing themselves is available. Rolling around to put out a fire counts as two actions. Jumping into water is much faster and requires no agility roll. Fire ignores any non-metallic armor. Characters wearing powered armor or metal armors take no damage from this effect unless the attack carrying the effect penetrated their armor; fires inside powered armors will be extinguished by automagical repair talismans within one combat round (AFTER dealing damage).

Poison – This effect can vary, depending heavily on the type of poison being applied. Weapons listed with this effect are capable of delivering any type of poison that is available to be applied. The two most common variants are manticore poison and giant radscorpion poison, though other sources of natural poison (nightstalkers, bloatsprite variants, etc.) are also relatively common. Zebra poisons may also grant a weapon this effect, and are renowned for being quite potent – many of them are very deadly.

Giant radscorpion poison causes an END check versus poison with an MFD of $\frac{3}{4}$ every time a character is hit with it, and if failed causes that character to take 1 wound per turn to either the head or torso (whichever is less wounded) per round until they fall unconscious. Outside of combat the rate of progression is slower, and characters only take one wound per minute to the head or torso until they fall unconscious. It is not usually deadly, and use of an antidote or antivenom immediately halts its effects. If a character remains poisoned and unconscious for over an hour, they must roll END MFD $\frac{3}{4}$; failures will die in the next 30 minutes unless they receive an antidote and advanced medical care – a rejuvenation potion or stronger medicinal item or treatment and an MFD $\frac{3}{4}$ or medicine roll will suffice. Successes will recover on their own, though their rest will be unpleasant. Critical failures die horribly within the span of five minutes.

Manticore poison causes an END check versus poison with an MFD $\frac{1}{2}$ to resist its effects. If failed initially, the affected character is paralyzed. In combat, characters may roll once per action versus the MFD to continue to resist this poison until they have passed or failed three consecutive times. Critical successes and failures count as two consecutive successes or failures respectively. If they can succeed three times in a row, the poison's effects wear off the following round of combat. If they fail three times in a row, they remain paralyzed for the full 1d4 hours unless they receive external medical assistance. More doses can extend the length of the effects, and do not prompt additional END rolls if the character has already failed. Antivenom or antidote can halt its effects within 12 seconds of ingestion, even if the character has already failed three times in a row. If the afflicted is dosed with poison again during this 12 second gap, it will not affect them further. Antidote prevents re-poisoning for the applicator's medicine rank in minutes, rounded down to the nearest five minutes.

Other types of poison are described where appropriate, be it in the zebra recipes section or in the monster stat block of the creature that produces it.

Rads – This special effect means that the weapon's ammunition was radioactive! All creatures or characters that have damage dealt to them by a weapon with this effect receive 25 rads worth of radiation for every 10 points of damage dealt. The target's radiation resistance comes into play as normal (unless that source of radiation resistance would have been destroyed or otherwise nullified by the damage in which case it does not come into play).

Weapons with this special effect that deal damage in an area irradiate all characters or creatures within their radius equally; use the maximum damage dealt to determine how much radiation is released. All characters within *double* the radius of the explosion also receive radiation, but only half as much as those actually in the blast radius (round down).

Scoped – Mounting a scope on most weapons will increase that weapon's effective range (not so for shotguns, SMGs or MGs), at the cost of 1 unit of additional weight and increasing the SATS cost by 5. They generally cost between 100 and 200 caps. In game terms, mounting a scope on a weapon will increase that weapon's range increment substantially. Pistols and automatic rifles increase their range increment to 150 feet, and rifles increase their range increment to 300 feet. Weapons with a range increment already in excess of 150 feet quadruple their range. For big-guns, the equivalent of a scope is (usually) a range-finder.

Shock – Weapons with this effect are incapable of dealing lethal damage. On a critical hit, they deal 1d10 wounds to the target area. Like normal non-lethal damage, these weapons will render limbs completely numb if they deal enough wounds to have completely removed the limb and impose normal crippled-limb penalties. Just because it's not lethal doesn't mean it doesn't hurt!

Any spell matrices affected by electrical or shock damage – devices such as pipbucks or powered armor suits – will automagically shut off to preserve their data immediately upon receiving damage from any weapon with this effect.

Silenced – Weapons with a silencer or suppressor are harder to detect when fired, enabling the user of the weapon to more easily remain hidden. Perception checks made to detect ponies using silenced weapons are one step harder than they would otherwise be (the base detection MFD is now $\frac{1}{2}$ instead of $\frac{3}{4}$). Bows and crossbows are particularly silent – the base perception check to hear them is MFD $\frac{1}{10}$. This bonus can also be applied to sneak rolls made to avoid detection immediately after firing a silenced weapon. Adding a silencer or suppressor can be done to any small gun that isn't a shotgun; doing so increases the SATS cost by 5 and adds 1 to the weight. Silencers cost between 50-100 caps for single shot weapons, and between 200-500 caps for automatic or burst fire weapons (technically these are called suppressors, not silencers). Shotguns, flamer-fuel using weapons and energy weapons cannot be silenced.

Timed – Some weapons (usually explosives) function on a fuse. This means that they can be set to go off at differing times up to the maximum listed length of their timer. Dynamite, for example, can be set to go off as long as 12 seconds after its fuse is lit and it's thrown. Attaching a timer to a placed explosive or a large piece of ammunition (like a balefire egg) will give it this special weapon effect.

Placed – Mines and most other placed explosives will detonate whenever a character or creature wanders within 5 feet of the charge. The explosive detonates and deals damage within its radius at the end of the round during which it was triggered. Placed explosives can be triggered remotely if noticed by way of shooting them, or throwing an object (like a rock) and striking them directly. They can also be disarmed, if a character is careful about it, using an explosives skill roll MFD $\frac{3}{4}$. Failures trigger the explosive. More complex explosives may have a higher MFD to disable. Hiding a placed explosive is a sneak or explosives roll MFD $\frac{3}{4}$, and detecting such an explosive is a perception roll of the same difficulty.

Special Ammunitions

This is an optional rule set; those GMs not familiar with Fallout New Vegas' system of special ammunition, or who simply wish to simplify their players' inventories, may want to ignore these rules.

Not all bullets are created equal. Normal bullets, for example, ignore 5 points of a target's DT. As technology in armors advanced further towards the peak of the war, armor piercing bullets capable of punching through up to 50 points of DT became prevalent, allowing weapons to penetrate defenses and totally bypass most infantry combat armors. There are dozens of types of special ammunitions out and about in the wasteland, and their effects when fired (both on your target and on your weapon) are outlined in the table below.

For reference, using this optional rule set, normal bullets (and energy weapons ammunitions excluding flamer fuel) ignore 5 points of DT. The cost multiplier is how much more special munitions are worth relative to their normal counterparts if your character is interested in buying or selling them.

Alternate Ammo Type – Conventional Ammunition	Effect	Downside	Cost Multiplier
Armor Piercing (AP)	Ignores up to 40 points of DT	Deals half damage to targets not receiving DT bonuses from medium or heavy armor.	3x
Explosive	Deals 1 die of extra damage. Adjacent targets also take damage (Damage dealt to all targets is AOE – divide by 2)	Weapon degrades twice as fast. Jams or misfires will destroy the weapon.	5x
Incendiary	+2d10 damage and grants the Fire effect.	Jams or misfires will ignite other ammunition.	3x
Spark	Ignores 10 DT, deals four additional dice of damage to machines, robots, computers, and powered armor.	Deals ¼ damage to targets with less than 10 DT.	5x
Glue/Goo	If targeted at an opponent's limbs, can stick them to whatever they're touching. Strength MFD ½ to break free. Can target the mouth to potentially suffocate an opponent.	Cannot wound.	1.5x
Gel/Rubber/Beanbag	Deals nonlethal damage.	No effect on targets with more than 20 DT in the hit location.	1.5x
Paint	Target becomes 1 MFD easier to spot and target, even in darkness.	Cannot wound.	1x
Flechette (Shotguns) or Hollow Point	Deals x4 damage against living targets and ghouls.	All DT values count as triple their value.	3x
Slugs (Shotguns Only)	Deals maximum damage at any range.	1 MFD step accuracy penalty.	2x
Dragon's Breath (Shotguns Only)	Deals damage as a flamethrower.	Must be individually manually muzzle-loaded. Doubles reload time.	2x
Bulk	Costs half as much as normal ammunition (round down)	Deals 1 die less damage, weapon degrades twice as fast.	½x

Alternate Ammo Type – Magical Energy Weapons	Effect	Downside	Cost Multiplier
Focused	Ignores up to 50 points of DT	Deals half damage to targets not wearing medium or heavy armor.	5x
Stun	Deals non-lethal damage	Has no effect on targets with more than 20 DT in the hit location.	2x
Overcharged	Deals 1 die of extra damage	Weapon degrades twice as fast, more expensive.	2x
Bulk	Costs half as much as normal energy weapons ammunition (round down)	Deals 1 die less damage, weapon degrades twice as fast.	½x
Home Made	Costs half as much as normal energy weapons ammunition (round down)	Weapon degrades four times as fast.	½x

Alternate Ammo Type – Explosive Ammunition*	Effect	Downside	Cost Multiplier
Incendiary	Adds Fire (see special weapon effects, above) to weapon damage.	Weapon degrades twice as fast.	3x
High Explosive	Ignore 30 points of DT	Damage reduction due to distance from the explosion epicenter is doubled.	2x
Gas	END MFD ½ every round within the maximum radius or be knocked unconscious.	Deals no damage. Maximum radius is reduced by 5’.	3x
Smoke	Creates a cloud of obscuring smoke. 1 MFD step accuracy penalty to target within or through. SATS negates.	Deals no damage. Maximum radius is 10’, regardless of type.	5x
Paint	Target becomes easier to spot, even in total darkness.	Cannot wound.	1x
Beanbag	Deals non-lethal damage.	Has no effect on targets with more than 20 DT in the hit location.	1.5x
Cryo	Weapon gains the Windigo Special effect, listed under Windigo Grenades.	Deals no damage. Maximum radius is reduced by 5’.	5x
Spark	Ignores 10 DT, deals four additional dice of damage to machines, robots, computers, and powered armor.	Deals ¼ damage to targets with less than 20 DT.	5x
Glue/Goo	STR MFD ½ to move through the affected radius.	Deals no damage.	1.5x

*Using this optional rule set, fragmentation (‘frag’) ammunition is considered standard issue for weapons firing explosive ammunition. It performs as normal.

Named Weapons and Armors

This subsection contains the set of rules necessary for creating a Named Weapon. For starters, a named weapon is one that is particularly special to its original owner or creator. Frequently, named weapons are experimental prototypes or experimental enhancements of older or more common-place weapon designs that have superior abilities to their predecessors, or have some minor drawback that stalled them from mass production before the war ended; this is especially true for energy weapons and big guns.

Creating a named weapon from a normal one is a fairly simple 3-step process, but requires at least some GM involvement.

Step 1: Pick your weapon – Choose a weapon or set of paired weapons that your wastelander already owns. This determines what type of weapon the named weapon will be. Any weapon is fair game except for single-use weapons like thrown explosives, or natural weapons such as horns, claws or hooves. Be aware that in the event that you choose to make a set of paired weapons into a named pair, if they are ever separated they will only function as the base weapons until reunited.

Step 2: Roll 1+1d4. Higher is better in this case. Players who take the trait “Named Weapon” get 5 points automatically, and don’t need to roll. Depending on the number you rolled, you have just obtained a set number of points that you can invest into making your weapon (or set of weapons) special.

Step 3: Invest points into your weapon! How to spend these points is outlined below, and varies depending on what type of weapon it is and how it deals damage.

If you find yourself lacking enough points to do what you really want with a weapon, you can get up to 3 points by *decreasing* a weapon’s stats instead –making it hold less ammunition, fire slower, be heavier, etc. – at the same conversion ratios used below. This principle extends to armor as well.

If your weapon or set of weapons are for close combat, you can spend points one at a time to:

- **Increase the damage by 1 die (up to a maximum of two dice)**
- **Decrease the SATS cost by 5 AP (cannot go below 60% of its original cost)**
- **Decrease weight by one unit**
- **Increase critical hit damage multiplier by 0.5x**
- **If it does not already have a special weapon effect, you can add a special weapon effect (listed two sections previous) for two points. Timed, Placed, Silenced, Scoped, Concealable, and Disintegration effects cannot be added in this way. Bonus damage effects added in this way must be conditionally activated.**

- If damage dealt does not already use d12s, you can spend two points per die type to increase the die type rolled for your weapon's damage (from d4s to d6s, d6s to d8s, etc.)

If your weapon or set of weapons are ranged, non-AOE weapons (including bows, crossbows, flamethrowers and incinerators), you can spend points one at a time to:

- Increase the damage by 1 die (up to a maximum of two dice of extra damage)
- Increase the magazine size by one shot's worth of ammunition
- Increase the range increment by five feet (can only do this once)
- Decrease the SATS cost by 5 AP (cannot go below 60% of its original cost)
- Decrease weight by one unit (overall, so a ½ point weight reduction in each weapon in the case of paired weapons)
- Increase its critical hit damage multiplier by 0.5x
- If it does not already have a special weapon effect, you can add a special weapon effect (listed two sections previous) for two points. Timed, Placed, Silenced, Scoped, Concealable, and Disintegration effects cannot be added in this way. Bonus damage effects added in this way must be conditionally activated.
- If damage dealt does not already use d12s, you can spend two points per die type to increase the die type rolled for your weapon's damage (from d4s to d6s, d6s to d8s, etc.)

If your weapon is a ranged AOE weapon, you can spend points one at a time to:

- Increase the direct and 5' radius damage by 1 die (up to a maximum of two dice of extra damage)
- Increase the magazine size by one shot's worth of ammunition
- Increase the range increment by five feet (can only do this once)
- Decrease the SATS cost to fire it by 5 AP (cannot go below 60% of its original cost)
- Decrease weight by one unit
- If it does not already have a special weapon effect, you can add a special weapon effect (listed two sections previous) for two points. Timed, Placed, Silenced, Scoped, Concealable, and Disintegration effects cannot be added in this way. Bonus damage effects added in this way must be conditionally activated.

Step 4: Now that you've determined what makes your weapon special, you need to **give it a name**. For weapons that are essentially player-made, names that are puns are highly encouraged. The named rock-it-launcher "Filly Mays," for example, is excellent for delivering just the product you need to the waiting consumer.

After you've given your weapon a name and finished the process, let your GM look it over, ask them if they're willing to give it any special abilities. Most of the time, their answer should probably be 'no,' but in some cases special weapons might be granted different abilities based on their development history or backstory.

Named Armors are created similarly. When improving armor, including helmets, you get the same 1+1d4 points, which you can spend on a 1:1 basis to:

- Increase DT by 1d6 points
- Decrease weight by 1 unit
- Grant a +1 temporary attribute bonus (Maximum +1, cannot boost more than two different attributes)
- Grant a +5 skill roll bonus or increase an existing bonus by +5 (can be done for multiple skills, only once per skill)
- Grant a +2 skill roll bonus or increase an existing bonus or set of bonuses for two skills (Cannot be used to stack bonuses with a +5 bonus)
- Increase maximum AP by 5 while worn (up to 25)
- Add a special armor effect (integrated equipment, such as rebreathers, nightvision, lights, radio, SATS interface, etc.)

Named weapons and armors should only be constructed using these rules when at character creation. After character creation, named weapons should generally be purchased or found, rather than created from existing ones. GMs creating named weapons for characters to find are certainly still welcome to use these rules, but should treat them more as a loose set of guidelines rather than strict limitations.

Books and Magazines

Reading books and magazines is an important way for characters to gain the knowledge and skills necessary to help better prepare themselves for the challenges they face out in the wasteland. In game terms (and rather unlike *Fallout: New Vegas*), both books and magazines will permanently grant a character skill points, with each type of book or magazine being tied to a specific skill.

A book is capable of granting multiple skill points over a long period of time as a character gradually reads through and annotates the pages, in effect making the book their own and serving to make that book less useful to any other character that might come along later and try to glean information from it. In other words, books are capable of granting a skill point multiple times – up to 1+1d4 times if the book is relatively unused or new, representing the variable length of different editions or copies of a text, each time granting a single skill point in addition to any bonus skill points granted by perks, traits or hindrances. They can be traded amongst characters after one or another has finished learning what they can from a book, but the new possessor will find that they cannot use the book to the same extent as their predecessor. Each time a book is used and traded, the number of times it can provide skill points to its new owner decreases by one (1d4, 1d4-1, etc.). Used books are only worth half as much as “new” or un-annotated books.

A character who has read through a particular edition of a book cannot gain any further information from a different copy of the same edition. Only more robust copies – perhaps bootleg editions that escaped censorship by the ministry of image, for example – would be able to provide additional skill points on the same subject matter.

Magazines, on the other hoof, are shorter, substantially more casual affairs. When a character reads through a magazine, it is not necessarily destroyed or defaced in any way, but only grants them skill points once (with the number of skill points still being equal to 1 + any additions from perks, traits or hindrances).

Gaining the benefit of skill points from a book generally requires that the character have at least 25 ranks in the skill to begin with, representing knowledge of at least some of the nuances of the subject matter. Magazines, however, have no requirements for a character to receive their benefit. A list of books and magazines with associated values, weights, and the skills they apply to or otherwise contain information about is provided below. There is at least one book and one magazine associated with each skill, but there is no upper limit to how many books or magazines exist that may relate to an individual skill; GMs should feel free to create their own titles. **Non-skill benefits like those provided by the Egghead’s Guide to Running or Daring Do and the Quest for the Sapphire Stone only are obtained by the character after the book is completely finished. Spell- or recipe-learning benefits may occur after the book is finished or with each reading, GM’s discretion.**

Books and magazines marked as “(Adult)” come with added bonus content that may have absolutely nothing to do with skills. Just tell your party members that you kept it for the articles!

Book (b) or Magazine(m) Title	Associated Skill	Wt	Value
Equestria Daily (m)	Any Skill (varies by issue)	1	50
Griffin's Paw (Adult) (m)	Energy Weapons, Big Guns or Flight (varies by issue)	1	40
The Egghead's Guide to Running (b)	Increases movement speed by 5' (only once)	2	150
Padlock's Tricks and Traps (b)	Lockpicking or Explosives (pick one)	2	75
50 Mares of Grey (Adult) (b)	Lockpicking or Speechcraft (pick one)	1	25
Legends and Lore: A Complete Collection (b)	Magic or Flight (pick one)	2	300
Hot Shot Plots (Adult) (m)	Mercantile or Speechcraft (pick one)	1	30
Gems and Spells Suspensions (m)	Science or Energy Weapons (pick one)	1	30
Colteo and Filliet (b)	Speechcraft, Melee or Medicine (pick one)	2	150
True Stories of a Royal Guard (b)	Small Guns, Big Guns, or Melee (pick one)	2	250
Daring Do and the Quest for the Sapphire Stone (b)	Sneak, +5 roll bonus to AGI (only once)	2	250
The Amazing Mare-Do-Well (m)	Sneak or Unarmed (varies by issue)	1	30
Big Bad Battle Saddles (m)	Big Guns	1	25
Guts and Glory: Big Macintosh and his Marauders (b)	Big Guns	2	50
Equestrian Army Today (b)	Big Guns	2	50
Tunneler's Technical Annual (m)	Dig	2	50
Modern Mining Techniques (b)	Dig	2	50
Zen and the Art of Digging (b)	Dig	2	50
Focusing Matrices and Natural Crystal Geometries (b)	Energy Weapons	2	50
Applied Gemstones (b)	Energy Weapons	2	50
Gemstones Today (m)	Energy Weapons	1	15
C4 – Completely Crippling Combustible Compounds (Where to Place them for Maximum Damage!) (m)	Explosives	1	20
Duck and Cover: And Equestrian Patriot's Guide to Survival (b)	Explosives	2	50
Fantastic Plastics: Maximizing your Explosive Potential (b)	Explosives	2	50
The Big Book of Boom: A Dynamite Guide to Handling Explosives (b)	Explosives	2	50
Equestrian Air Guard Recruiting Pamphlet (m)	Flight	1	20
Wingboners (Adult) Magazine (m)	Flight	1	20
Flying for Eggheads (b)	Flight	2	50
Zen and the Art of Flight (b)	Flight	2	50
Daring Do and the Shoes of Midnight (b)	Flight	2	50
Today's Locksmith (b)	Lockpicking	2	50
Today's Locksmith Quarterly (m)	Lockpicking	1	15
Daring Do and the Temple of the Moon (b)	Lockpicking	2	50
Beyond Imagination (m)	Magic	1	20
Twilight Sparkle's Notebook (b)	Magic (unicorn/alicorn only); permanently halves burnout recovery time. May teach one or more spells.	2	500
So You've Burned Out: Now What? (b)	Magic (unicorn/alicorn only)	2	50
Zen and the Art of Magic (b)	Magic (unicorn/alicorn only)	2	50
Spellbook or Grimoire (b)	Magic; may teach one or more spells or recipes, possibly both.	2	200
Black Book (b)	Magic; Psychological effect on reader	2	--
The Motivations of the Stars (b)	Magic (zebra only) <i>and</i> Speechcraft	2	150
Brews and Stews (b)	Magic (zebra only) <i>and</i> Survival	2	50

Recipe Scroll	Magic (zebra only); may teach one or more zebra recipes.	1	500
Canterlot Journal of Internal Medicine (b)	Medicine	2	50
First Aid Manual (b)	Medicine	2	75
Look Yourself in the Mouth: How to Maintain a Healthy Body and Mind (m)	Medicine	1	20
Supernaturals: Natural Remedies and Cure-Alls that are Simply Super (b)	Medicine	2	50
Tiny, Tiny Fillies – All You Need to Know About Pediatric Medicine (m)	Medicine	1	20
Stable Security: Non-lethal Suppression Procedures (b)	Melee	2	50
Sword Mares: The Moon Monster from Beyond the Moon (b)	Melee	2	50
Tails of Calvalrie (m)	Melee	1	20
Celestia's Profit Margins (b)	Mercantile	2	50
Filly Fatale (adult) (m)	Mercantile	1	20
SalesStallions Weekly (m)	Mercantile	1	20
Tales of A Misplaced Merchant (b)	Mercantile	2	50
Hoofin' It: DIY Repairs for the Everypony (m)	Repair	1	20
P-51b Technical Manual (b)	Repair	2	200
RoBronCo Product Catalogue (m)	Repair	1	20
Spark Plug's Electronics (b)	Repair	2	50
TLC ² – Tender Loving Care for Totally Lost Causes (b)	Repair	2	50
The Big Book of Arcane Science (b)	Science	2	50
Spell Matrices Digest (m)	Science	1	20
Spell Matrices for Complete Idiots (b)	Science	2	50
All Quiet on the Equestrian Front (b)	Small Guns	2	50
Bullets and You: The Art of Giving (b)	Small Guns	2	50
For Whom the Sun Rises, the Moon Sets (b)	Small Guns	2	50
Ironshod Firearms Weapons Catalogue (m)	Small Guns	1	20
101 Disguises (m)	Sneak	1	20
Hidden Secrets (b)	Sneak	2	50
How Not to be Seen (b)	Sneak	2	50
Zebra Infiltration Tactics (b)	Sneak	2	50
Meeting Ponies (m)	Speechcraft	1	20
Paradise Lost (b)	Speechcraft	1	175
Principals of Proper Pony Speech (b)	Speechcraft	2	50
The Lavender Flower (b)	Speechcraft	1	50
Colt's Life (m)	Survival	1	20
Foal Scouts Handbook (b)	Survival	2	100
Give Peas a Chance: A Vegetarian Cooking Guide (b)	Survival	2	50
Rail Scout's Guidebook (b)	Survival	2	50
Stress and the Zebra Refugee: A Primer (m)	Survival	1	20
The Wasteland Survival Guide (b)	Survival	2	50
We all Eat Hay and Oats: The Equestrian Patriot's Cookbook (m)	Survival	1	20
Hooves of Steel (m)	Unarmed	1	20
Horseshoe Times (m)	Unarmed	1	20
The Martial Arts of the Zebra (b)	Unarmed	2	50

Odds and Ends – Miscellaneous Items You’ll Probably Find in your Travels

The wasteland is full of all sorts of interesting junk and rubbish. Some of it may be useful – you can turn a good deal of it into weapons or traps of one sort or another using the repair or science skills – and quite a lot of salvage is still perfectly usable for its originally intended purpose. Below is a table containing an alphabetized list of some of the more common types of miscellaneous junk items that you can find lying around in the wasteland. It is by no means exhaustive, and only lists one or two specific uses for each of the items it contains in the short description provided for each item immediately after the table; much of what a character can do with an item is intentionally left up to you, players and GMS. Have fun with it!

Please note that this list *does not* include weapons, armor, ammunition, food or drink items, drugs, chems, healing items, or normal gemstones. Those items are listed in previous sections.

Table XXII: Miscellaneous Items, Alphabetical Listing

Item Name	Wt.	Value
Abranco Cleaner	1	5
Acoustic Guitar	3	50
Ashtray	1	1
Automatic Surgical Unit	75	3000
Ball Gag	2	20
Baseball	1	2
Baseball Glove	1	4
Bedroll	6	75
Bedroll Kit	15	775
Billiard Ball	1	2
Binoculars	2	60
Black Powder (10 oz. – 10 units)	1	1
Blanket	1	3
Blender	3	27
Bloatsprite Wings	0.1	3
Blow-Up Doll	5	50
Blueprints	0	Varies
Bobblehead	1	1
Bolt of Cloth	1	10
Bobby Pin	0	1
Bomb Collar	5	10000
Bomb Collar (Deactivated)	5	3000
Bone Saw	2	5
Book (Blank)	1	1
Book, Large (Burned)	1	1
Book, Large (Destroyed)	1	1
Book, Large (Ruined)	1	1

Item Name	Wt.	Value
Book, Pre-War	1	1
Book, Sheet Music	1	100
Book, Small (Burned)	1	1
Book, Small (Destroyed)	1	1
Book, Small (Ruined)	1	1
Box of Detergent	2	1
Brain	5	0
Brass Casings (10, .50 cal)	1	3
Brass Casings (10, any large caliber)	1	2
Brass Casings (10, any small caliber)	1	1
Briefcase	2	5
Bucket	1	5
Bullet Press, Portable	50	2000
Business Card	0	0
Butter Knife	1	1
Cabling, Universal (10')	1	10
Camera	1	5
Can Opener	1	15
Canteen	1	3
Canteen (Stable-Tec)	1	1
Carton of Cigarettes	2	40
Centaur Blood (3oz. vial)	0.5	15
Chain (10')	10	20
Chalk, Box	1	5
Chalk, Stick	0.1	1
Chalkboard	3	12
Charcoal, Stick or Briquette	0.5	1

Item Name	Wt.	Value
Chemical Propellant Charges (10)	0.5	6
Cherry Bomb	0.5	5
Chessboard	1	1
Cider Press	45	150
Cigarette	0	1
Cigarette Lighter	0.5	1
Cigarette Lighter (Refillable)	0.5	5
Clipboard	1	1
Clipboard (Finance)	1	1
Clipboard (Medical)	1	1
Coffee Mug	1	1
Coffee Pot	1	1
Coin Collection Case	1	5
Compass	0.5	25
Condom	0	2
Conductor	3	50
Contrabass (with Case)	45	500
Cooling Unit	3	100
Cosmetics Case	1	25
Crowbar	4	40
Crutch	2	5
Cup	1	1
Cutting Board	1	1
Deck of Cards	1	15
Defibrillator	3	150
Dice	0.1	5
Dice, Loaded	0.1	20
Dinner Plate	1	1
Dinner Plate (Ceramic)	1	3
Doctor's Bag	5	300
Dog Bowl	1	1
Dog Tag	0	1
Dog Whistle	0.5	50
Dragon Scale	3	75
Dragon's Tooth	7	150
Drained Energy Cells (10)	1	2
Drained Flamer Fuel Tank	1	5
Drained Gem Cells (10)	1	1
Drained Magical Fusion Cells (10)	1	3

Item Name	Wt.	Value
Drawstring Pouch	0.5	1
Drill	2	5
Drinking Glass	1	1
Duct Tape	1	5
Duffle Bag	3	25
Ear Bloom (Universal)	0.1	75
Egg (Fire Gecko)	3	65
Egg (Gecko)	1	10
Egg (Golden Gecko)	1	50
Egg (Mantis)	1	12
Egg (Nightstalker)	2	45
Egg (Radscorpion)	2	5
Egg Timer	1	1
Electronic Lockpick	2	175
Embalming Fluid	1	1
Empty Inhaler	1	7
Empty Soda Bottle	1	2
Empty Syringe	1	8
Empty Whiskey Bottle	0.5	1/5
Feathers	0.1	1
Feedbag	2	5
Fertilizer (bag)	10	35
Firehose Nozzle	1	5
Firewood	10	1
Fishing Pole	1.5	10
Flare	1	35
Flashlight (E-Cell)	1	15
Flask	2	5
Flint and Steel	2	5
Flour	1	2
Flux (10 oz. – 10 units)	1	10
Forceps	1	5
Fork	0.5	1
Fossil	Varies	Varies
Garden Gnome (Damaged)	4	1
Garden Gnome (Intact)	5	1
Geiger Counter	4	650
Glass Pitcher	1	1
Glass Vial (Empty)	0.5	1

Item Name	Wt.	Value
Gold Bar	35	10350
Golf Ball	0.1	1
Grappling Hook	3	25
Grapple Launcher	5	250
Griffin Contract	0	1000+
Griffin Talon	1	1
Ham Radio Unit	10	200
Hammer	5	3
Harmonica	3	2
Headset w/ Microphone	0.5	125
Headphones	0.5	35
Hellhound Claw	1	45
Hellhound Tooth	1	40
Hide, Bloodwing (Leather)	2	150
Hide, Brahmin (Leather)	1	10
Hide, Coyote	1	7
Hide, Dog	1	4
Hide, Gecko	1	10
Hide, Gecko (Fire)	1	25
Hide, Gecko (Golden)	1	20
Holotape	0.1	10
Hoof Cuffs	1	20
Hoofball	1	1
Hot Plate	2	5
Hulls (Spent Shotgun Shells, 10)	1	2
ID Card	0	1
IMP (3 oz. Vial) AKA Flux, Taint	½	0
Iron	5	2
Jar	1	3
Jar, Mason	1	2
Jar, Specimen	1	5
Key	0	Varies
Lamp, Desk	2	5
Lamp, Standing	10	20
Lantern (E-cell or Spark Battery)	3	15
Lawn Mower Blade	2	10
Lead (1 oz.)	0.1	1
Leaf Blower	2	15
Leather Belt	1	5

Item Name	Wt.	Value
Light Bulb	1	5
Lighthouse Lamp	5	60
Locket	0.1	10
Locket, Gold	0.1	100
Lottery Ticket	0	1
Lunchbox	1	3
Magic 8-Ball	1	50
Magical Propellant Charges (10)	0.5	6
Mane Dryer	2	30
Map	0	1
Marker	0.1	3
Marker, Permanent	0.1	5
Medical Brace	2	10
Memory Orb	1	100
Metal Cooking Pan	1	5
Metal Cooking Pot	1	1
Metro Ticket	0	1
Milk Bottle	1	1
Ministry of Morale Bug	0.1	50
Moon Rock	1	150
Moonstone	¼	45
Motor, Spark-Powered	14	20
Mutilated Body Parts	2	0
Needle	0	3
Oil Can	3	25
Opera Glasses	2	35
Ophthalmoscope	1	4
Oxygen Tank	5	20
Pack of Cigarettes	0.5	10
Package	5	1
Padlock	2	3
Paint, Can	3	10
Paintbrush	1	3
Paint Gun	5	15
Painting	12	300
Paperweight	1	1
Party Supplies	5	25
Pass Card (Moon, Sun, Other)	0	3
Pencil	0	1

Item Name	Wt.	Value
Pilot Light	1	14
Ping Pong Ball	0.1	1
Ping Pong Paddle	1	1
Plate (Green)	1	1
Plate (Red)	1	1
Plate (Tin)	1	1
Plate (White)	1	1
Plunger	1	1
Pocket Lint	0	0
Poison Gland (Nightstalker)	1	65
Poison Gland (Bloatsprite)	1	85
Poison Gland (Paradore)	1	190
Poison Gland (Manticore)	1	35
Poison Gland (Radscorpion)	1	25
Poker Chips (20)	0.5	2
Ponnequin	12	5
Powered Barding Repair Talisman	1	2000
Pressure Cooker	1	15
Pre-War Bits (100)	0.1	10
Prize Voucher	1	5
Pump (Hoof Powered)	3	30
Pump (Electrical)	15	250
Punga Seeds	0	5
Radio Receiver	5	100
Rake	2	1
Rangers Gem Tag	0	1
Ring, Silver	0.1	150
Recipe	0	100
Recollector	1	1500
Remote Controller	3	75
Remote Detonator	1	50
Roller-skate	1	4
Rope, 20'	10	25
Rubber Hose, 5'	2	10
Scalpel	1	8
Schematic	0	Varies
Scissors	1	3
Scooter (Red Racer)	6	25
Scrap Electronics	1	1

Item Name	Wt.	Value
Scrap Metal	1	1
Screwdriver	1	2
Scripture (Scroll)	1	5
Sensor Module	2	30
Sewing Machine	15	75
Sheriff's Badge	1	2
Shot Glass	1	1
Skull, Brahmin	2	1
Skull, Pony	2	0
Small Statuette (Ministry Mare)	1	0
Snow Globe	1	20
Sonic Emitter (Not Weaponized)	5	30
Spark Battery	6	75
Spark Coupling Transformer	1	200
Spark Fuse	0	10
Spark Generator, Portable	65	1750
Spatula	1	1
Spool of Thread	0.1	5
Spoon	0.5	1
Spork	0.5	1
Spraypaint, 1 Can	1	15
Spyglass	1.5	50
Starmetal Fragment	0.5	1000
Steam Gauge Assembly	10	25
String, Ball	1	7
Suitcase	3	50
Surgical Tools	1	1000
Surgical Tubing	1	10
Talisman	1	25
Teapot	3	15
Tent (1-Pony)	10	200
Tent (2-Pony)	15	350
Tent (4 or More)	25+	500+
Terminal, Portable	10	1500
Timberwolf Seedling	3	1750
Timberwolf Tooth	½	35
Tin Can	1	1
Tin Can (Bent)	1	1
Toaster	3	5

Item Name	Wt.	Value
Torch	1	1
Tourmaline	0.1	125
Toy Cart	1	5
Toy Daring Do Dinosaur Souvenir	0.5	5
Toy Luna, Ruler of the Ministries Figurine (with business suit!)	1	50
Toy Plastic Pony Figurine	1	5
Toy RoboPony	2	150
Toy Robot	1	5
Toy Sergeant Teddy	1	1
Toy Sparkle-Cola Wagon	2	5
Toy Stuffed Doll	1	3
Toy Teddy Bear	1	3
Tractor Gas Tank	5	25
Tractor Hoofbrake	1	15
Triangle	1	1
Trots 2034 B Portable Radio (E-Cell)	6	350
Turpentine	2	10
Tweezers	1	3

Item Name	Wt.	Value
Toy Ball	1	3
Twine, Ball	1	3
Urn	6	130
Vacuum Cleaner	10	20
Vial, Glass (w/ stopper)	0.25	5
Vinegar, Jug	3	10
Violin (with Case)	20	500
Watch	1	5
Welding Torch	3	45
Whet Stone	1	4
Wire (25')	5	10
Wire, Spark (25')	5	250
Wonderglue	1	10
Wood Chipper	50	25
Wooden Stick	1	1
Wrench	1	5
Yeast	4	21

Miscellaneous Item Descriptions

Abranco Cleaner – One of the most powerful powdered detergents available before the war. Guaranteed to wipe even the most stubborn stains off your dishes. Contains various toxic chemicals, and produces bubbles when mixed with water. Potentially useful as a reagent in creating chemical propellant charges for weapons (see making ammunition, earlier in this chapter)

Acoustic Guitar – Comes with a guitar pick, though some ponies may prefer to play it without. Despite suggestions in certain cartoons, not useful as a weapon. Playing a musical instrument is a speechcraft roll.

Ashtray – Embedded magic has kept this ashtray spotless after 200 years. Pity the rest of the world turned to ash.

Automatic Surgical Unit – This is a ‘portable’ equivalent of the autodoc system, roughly the size and shape of a tray-table designed to stand over the prone form of a patient. Not as powerful as its less stationary cousin, it still possesses an embedded healing talisman and is capable of performing rudimentary first aid on whoever it is placed over. Requires a spark battery or other appropriate power source to operate. Not capable of purging poisons or curing addictions, but otherwise functions as a healing talisman that will never run out of charges so long as it remains powered.

Ball Gag – Some ponies are into this, apparently. Also good for humiliating prisoners and/or silencing rape victims (the two purposes may overlap).

Baseball – Required material to play the game of baseball. Also excellent for throwing at things (deals damage as a rock of weight 5).

Baseball Glove – Fitted to either the hoof or the muzzle, this glove extends the reach of a pony and enables them to more easily catch an incoming ball. Also provides padding to soften the blow. Not advisable for use in combat, but provides 1 DT to the hoof or face when worn.

Bedroll – A simple sleeping bag, or a combination mat or pad with blanket. Keeps you warm at night, and is surprisingly comfortable. Vastly superior to sleeping on the ground.

Bedroll Kit – Contains both a bedroll (described above) and everything necessary to set up a very basic campsite, such as flint and steel, a pot for cooking, and a small parcel of dry-grass for tinder (or a snack). Also contains a set of straps for easy attachment to a saddlebag, and a few extra empty pouches for carrying other small items.

Billiard Ball – A small, smooth sphere for use in playing billiards or pool. They generally come in either a striped or a solid pattern in a variety of colors corresponding to their number.

Binoculars – A small pair of binoculars with attached focus dial. These can make it much easier to spot things from a distance, and quadruple the range at which you can spot enemies when in use. Not necessarily convenient to use, unfortunately – especially if you're an earth pony.

Black Powder – A mixture of charcoal, sulfur and nitrates that is the primary ingredient in chemically propelled projectile ammunition (i.e. it makes bullets go). Black powder can be created in a lab using the rules found earlier in this chapter under the Making Ammunition heading. It is necessarily explosive, but needs to be assembled in large quantities (i.e. about the size of a stick of dynamite) to be useful or particularly damaging.

Blanket – Warm and cozy. Good for conserving energy while at rest and for keeping warm in cold climates. Blankets are also useful for preventing hypothermia.

Blender – A device used to turn solid objects into very small bits, rather like a very small wood chipper. Usually used for the creation of mixed drinks. Also usable as a torture device. It requires power to operate, though it wasn't designed to run off of an independent battery. The front has five buttons marked with four settings – Puree, Blend, Chop, and Eviscerate – and an off button.

Bloatsprite Wings – The semi-translucent wings of a bloatsprite. They smell much better than the rest of the carcass. A special ingredient used by zebra alchemists.

Blow-up Doll – An inflatable mare, with suspiciously shaped apertures where the mouth, anus, and vagina would otherwise be. For use by lonely stallions – Warning: Do Not Puncture.

Blueprints – These documents contain technical details related to the construction of some large vehicle, building, or other object. They'd be extremely valuable to someone with the know-how to use them. Not to be confused with schematics, which contain similarly detailed and useful instructions for making smaller objects, like weapons and appliances.

Bobblehead – a small plastic figurine of a pony on a stand, with the head-piece attached to the neck by a spring. It bobbles lightly when prodded. Many have inscriptions at the base.

Bobby Pin – Useful for restraining and styling hair, such as the mane and tail of ponies. Also useful for picking locks in tandem with a screwdriver or long flat object, if a character has the know-how to do so (At least 15 ranks in the skill required).

Bolt of Cloth – This is a bolt of cloth, about 5' square. The cloth is tough looking and somewhat waterproof, with a texture that's not terribly comfortable on your bare skin. Still, it's pretty comfortable for something that's survived for 200 years. Useful as raw material for patching up clothes and armor, or for making additions (pockets!).

Bomb Collar – These are frequently used by particularly well-off slavers to easily control slaves and prevent escapes while out in the field. They contain several explosives, lining the inside of a metal ring and arranged such that if they are detonated they will instantly kill the wearer by severing their neck and pulverizing the head. The collar itself is large, extending out in a flat plane above and below the neckline in a cone shape that prevents the wearer from being able to see (or tamper with) the explosive controller mounted to the exterior of the neckpiece. These collars are usually set to detonate if they receive a specific signal (such as from a remote detonator or remote controller), if the wearer moves a certain distance away from a signal (like an invisible fence-type system), or if they're tampered with by anyone who tries to remove them without turning off the device first. Deactivating a bomb collar – severing its control circuit to allow safe removal even without the access codes – is an explosives roll, MFD ½, followed by Repair or Lockpicking MFD ½. Failures cause the collar to detonate, dealing 6d12 damage within 5' of the collar and killing the wearer instantly. The damage does not extend more than 5' from the collar.

Bomb Collar (deactivated) – This bomb collar looks identical to a standard bomb collar except that it no longer responds to a detonator signal. It can be rearmed with a repair roll MFD ½. Despite being disarmed, the explosives work perfectly fine and can be detonated as a thrown explosive if prepared ahead of time (MFD ¾ explosives roll to prepare it for such a use).

Bone Saw – One of the oldest and most recognizable tools of pony and zebra medicine. Highly effective at rapidly sawing through bone, and useful in amputating limbs mangled beyond even healing magic's limits of repair. Despite popular belief stating otherwise, the bone saw is not actually effective as a melee combat weapon.

Book (Blank) – You've managed to piece together enough undamaged pages from otherwise ruined books to make a blank book. You can record things in it, or even use it to make a copy of another existing book (including non-skill books if you so desire). Copying an existing book requires a speechcraft roll MFD ¾ and a period of at least 30 days. Copying magazines requires an identical speechcraft roll and a period of at least a week.

If you have the scribe perk, you can turn any burned, ruined or destroyed book into a blank book, and copying a book is a greatly accelerated process for you that does not require a roll.

Book, Large or Small (Destroyed, Ruined, or Burned) – Books do not, as a rule, age well; after 200 years most of the literary knowledge of pre-war Equestria has been destroyed, if not directly as a result of the balefire bombs, then as a result of lack of care and poor conditions. These books are merely shadows of their former selves, their pages illegible and their covers damaged and burned, not to mention possibly contaminated with toxic mold.

Book, Pre-War – Somehow this book has survived relatively unscathed since the balefire bombs fell. Its contents are an echo of Equestria's past, waiting to be read.

Book, Sheet Music – This isn't a conventional book of words and letters; instead, it contains sheet music from numerous different composers, mostly classical or orchestral-style pieces but with smattering of several other genres. Absolutely necessary if a character is trying to learn how to play a musical instrument.

Box of Detergent – A box of powdered soap, more or less. It doesn't say if it was for washing dishes, clothes, or anything else terribly helpful, though you can gather that after 200 years it's unlikely you'll find a working dishwasher. The brand isn't one you recognize – perhaps this was a generic knock off?

Brain – This is either a whole or a large piece of an equine brain, floating around in a jar within some sort of fluid suspension. It unnerves you more than a little to look at it.

Brass Casings – The after-leavings of used bullets, these casings can be used to make ammunition. For most information on making ammunition, see the heading of that name earlier in this chapter.

Briefcase – Once, this extremely-worn looking leather-bound briefcase probably held a pre-war pony's papers for work. Celestia only knows what it gets used for these days.

Bucket – Excellent for holding and transporting liquids. Also makes a neat hat. Regrettably not much good as armor, unless you're trying to confuse your enemies into laughing at you (provides 2 DT to the head if worn, but comes with a -10 penalty to speechcraft unless you're *Young*)

Bullet Press, Portable – A necessary tool for combining the component ingredients into a usable bullet. Roughly the size of a pony's torso, it's small enough that a single pony could carry it, but it's still not small enough to fit inside a saddlebag. Durable enough to resist small arms fire, but if you drop it from any real height or try to use it as a bludgeon you'll risk damaging the sensitive internal machinery.

Business Card – A small rectangular piece of cardstock. It has a business pony's name on it, and some method of how to contact them, usually an address.

Butter Knife – A small, flat implement originally designed to cut extremely soft things such as butter or overcooked vegetables. In a pinch, this can substitute out for a screwdriver while picking a lock.

Cabling (Universal, 10') – A ten foot long coil of universal spell matrix interface cabling. It's male-to-female, but you can rig up an adapter to make it male-to-male with a simple repair roll and some scrap metal (MFD 1). Usable as a method of interfacing two terminals, a terminal and a pipbuck, a pipbuck and a suit of powered armor, etc. In a pinch, makes a decent rope.

Camera – Surprisingly intact device once used to take pictures of things. The flashbulb looks intact, but the innards appear to be damaged and the power cell is missing. Also, where on earth would you get film for one of these things?

Can Opener – Much easier than opening a can with the tip of a knife or a rusty piece of scrap metal, and much cleaner than bashing it open with a rock. Sadly not capable of making the 200-year old canned food taste any better. What will they think of next?

Canteen – A durable metal or plastic container designed to hold up to a day's worth of water (four units). Smells a bit funny – maybe you should wash it out when you get a chance?

Canteen (Stable-Tec) – A near-indestructible canteen issued to many stables to give to their residents should they plan on venturing back out onto the surface. Holds up to 3 days' worth of water (12 doses). These things couldn't be punctured by anything short of an anti-machine rifle.

Carton of Cigarettes – A box of 40 packs of cigarettes. Were this a pre-war prison and not a post-war wasteland, you'd be the wealthiest pony in your cell block right now. Still valuable, however – lots of ponies want a smoke.

Centaur Blood – This is a 3 ounce vial of some sort of sludgy rainbow-reddish stuff that was dripping out of the mutilated carcass of some sort of taint-spawned abomination. Celestia only knows why you kept it, but it's a good thing you thought to stopper the vial.

Chain (10') – Ten feet of metal chain. Useful for pulling heavy loads or for attaching things together that you don't want to have separated from each other easily, like slaves or heavy cargo containers. Can be used as an impromptu ranged weapon, or a heavier substitute for rope.

Chalk, Box – A box of chalk containing 12 sticks. Its contents are great for drawing on sidewalks, if only you could find any. Also useful for writing on chalkboards.

Chalk, Stick – A stick of chalk. Generally used to write on flat stone or concrete surfaces, or chalkboards. The taste is surprisingly not unpleasant.

Chalkboard – A small black or green rectangular chalkboard surface, with a wooden edged frame. While worn, it seems in usable condition. In conjunction with some chalk or charcoal, this could be used to communicate non-verbally.

Charcoal, Stick or Briquette – A small piece of charcoal. Used properly, this could make a fine writing implement or an excellent piece of fuel for a fire. Charcoal is a necessary component in the creation of gunpowder, which is itself a necessary ingredient in the creation of bullets.

Chemical Propellant Charges (10) – A set of ten chemical propellant charges. These are an important component required in the assembly of bullets. They can be created using black powder and flux, among several other methods. The rules for creating and using these charges can be found under the making ammunition heading, earlier in this chapter.

Cherry Bomb – A small explosive charge consisting of about 5 oz. of black powder wrapped in a papier-mâché ball and coated with sawdust, with a rolled paper wick. When lit they explode, making a loud noise. These can be produced from any source of paper (such as a burned or destroyed book) and the required amount of gunpowder, with an explosives roll MFD 1. Successes make two bombs, failures make only one. Critical successes make 3, and critical failures make none.

On their own, these are relatively harmless (unless you were to try and eat one while it was lit...). When fired from a rock-it-launcher, however, they deal the weapon's normal damage as AOE instead. The maximum radius is 5'; there is no AOE increment.

Chessboard – Chess originally hails from the far away kingdom of Saddle Arabia, on a continent across the western sea. It was popularized in Equestria by donkey merchants, who brought the game with them as immigrants only about a thousand years before nightmare moon was banished. Many ponies still try to play the game today, despite the fact that no one has seen a single chess piece anywhere for miles. Despite its name, it's also usable for playing checkers.

Cider Press – Heavy, turn-crank operated device used to squish apples into a very flat shape in order to properly extract their juice. It's designed for apples, but just about anything of that same size and physical integrity will work.

Cigarette – Smoking is bad for you. But, considering how much is out there in the wasteland that's even worse, is it really surprising that there are still ponies that do it?

Cigarette Lighter – A 200-year old disposable plastic cigarette lighter. It has enough fuel in it to last a habitual smoker about a week; just used for lighting fires 3-4 times a day it'll easily last four times that long. Great for lighting candles, fires, and dynamite. Note that dynamite doesn't actually have to be lit- it has a built in ignition cap. Sometimes you just want to fall back on a classic.

Cigarette Lighter (Refillable) – A bit fancier than its disposable counterpart, this lighter was designed to be reusable. One unit of flamer fuel will fill this up enough to last a habitual smoker a week. It has an embossed design featuring some pegasi in blue and yellow jumpsuits, but you can't make out the lettering.

Clipboard – Stubbornite™ brand clipboard. Strangely durable to the point of being virtually indestructible, even after 200 years. This one isn't holding any papers. Don't you wish you could make armor out of these? (If you were paying attention earlier in this chapter, you'd know that you totally can.)

Clipboard (Finance) – Another fine Stubbornite™ clipboard, this one holding 200 year old finance and earnings information. The paper is dry and well preserved, but cracks and disintegrates away at your slightest touch. The clipboard, true to its stubbornite construction and counter to its paperboard appearance, is still sturdy enough to stop a bullet. How come they can't make armor out of this stuff?

Clipboard (Medical) – A Stubbornite™ clipboard, this one still loyally holding onto 200 year old medical records for patients (probably) long since deceased. The records are well preserved, and you could probably even read them if the doctor’s handwriting was in any way decipherable. The clipboard itself is still as sturdy as the day it was made. Maybe radiation makes these things more durable somehow?

Coffee Mug – By some fluke, the spell woven into the ceramic of this coffee mug to keep it stain free has kept it looking pristine for 200 years. Not so much as a chip. If only ponies were so durable.

Coin Collection Case – A case full of differently shaped prewar bits, several of them unlike anything you’ve ever seen before. Did pre-war ponies actually collect *money* in these? How did they spend it from inside these display cases? What a strange place pre-war Equestria must have been!

Compass – Points towards magnetic north. Not very useful, as the needle tends to fluctuate wildly around equestrian gemstones and other powerful sources of magic. Unicorns don’t even understand why pegasi and earth ponies bother with these things.

Condom – Your momma always told you to use protection. She probably meant one of these, but you were never quite sure. This was apparently produced fairly recently, judging by the expiration date. Comes in female and male variants.

Conductor – a vital analog circuit component. Extremely useful for improvising a magical amplifier circuit, such as you might see in a standard magical energy weapon, on the fly. If you strip off the casing, it might even be light enough to be useful in making a weapon.

Contrabass (with case) – A beautiful polished oak contrabass, with extra strings, stand and bow. It’s amazing it’s survived this long without better maintenance. The strings are real pony-hair. Somehow, you have no trouble imagining it in a pink bow tie.

Cooling Unit – A small magical cooling talisman. Used as a component for air conditioning units and ice-magic “cryo” grenades. These can be created using the any elemental ice spell in conjunction with Talisman Creator, and zebra equivalents exist.

Cosmetics Case – A makeup compact, complete with mirror. Also contains a small brush in a side compartment. The makeup trays and pads are replaceable.

Crowbar – This is a heavy piece of metal with a flat end used for leveraging open stuck containers or doors. It can be used as a melee weapon (treat as a tire iron), or it can help you open things. A character in possession of a crowbar can try to force open some types of locked containers and doors without damaging the contents with a STR check that varies based on what they’re trying to open.

Crutch – A crutch designed to help a pony walk while in a cast, or if they’re missing a leg. It has straps to affix it to the shoulder or the torso.

Cup – a ceramic, plastic or glass container used for holding liquids. It’s small and fairly durable, but you could probably smash it if you really tried.

Cutting Board – A wooden board used for cutting vegetables (or meat, if it didn’t belong to normal ponies). Makes a decent impromptu shield against melee weapons. Not terrifically good for use as a pillow.

Deck of Cards – Cards can be difficult for earth ponies and pegasi to play with, but some types of games, like blackjack, work just fine. Poker (aside from hold’em) is strictly the domain of griffins and unicorns. This particular set of cards has Celestia as queen of hearts and Luna as queen of clubs. Cadence is diamonds and Nightmare Moon is spades. The jokers are Discord and Chrysalis. You feelin’ lucky, punk?

Defibrillator – A set of flat, metal, hoof-mounted panels hooked up via cables to a box containing a spell matrix and spark battery combination, designed to administer strong electrical shocks. With a medical roll MFD $\frac{3}{4}$, this device can be used to restart a character's heart. If the character's heart wasn't stopped to begin with, this device will stop their heart instead. Exceedingly useful in countering spells, poisons and fear effects that specifically cause a character to go into cardiac arrest. The spark battery has to be replaced every 20 uses. In combat, it takes a full round (two actions) to properly turn on and equip this device for use, and each subsequent use of the defibrillator takes one action. If the target is actively trying to avoid being electrocuted, the user must roll to hit with the unarmed skill (base MFD to hit while using this as a weapon is $\frac{1}{2}$).

Dice – A set of colored plastic, bone or ceramic polyhedrons with numerical markings on each side. Excellent for use in gambling, games of chance, and playing popular roleplaying games like *Wasteland*.

Dice, Loaded – A set of rigged dice. These dice may or not be *obviously* rigged, but when rolled they consistently come up more often in a specific way than they should following the laws of random chance. Not all dice are rigged to win – some are rigged to lose, or merely to roll more average than they otherwise should.

Dinner Plate – A flat metal or plastic dish, roughly the size of a dinner plate in circumference and diameter. Good for keeping food off the ground.

Dinner Plate (Ceramic) – A stylish yet functional ceramic dish. It's roughly the size of a dinner plate, making it shaped like itself.

Doctor's Bag – A carrying bag shaped somewhat like an oversized purse. It has special pockets and linings for carrying specifically medical tools and supplies and keeping them neatly arranged for easy access and use. Accessing medical supplies from a doctor's bag is a free action. Ministry of Peace field medical kits are considered to be doctor's bags if they're worn as saddle bags.

Dog Bowl – A small metal bowl, good for holding food or water for a dog. It had a name stamped into the front of it at one point, but it's been rubbed out and otherwise made illegible by rust and age.

Dog Tag – For dogs, these tags tend to contain ownership information, including but not limited to home address, name, vaccinations, veterinarian, etc. For ponies and other races, these were given to soldiers to help with identification. They had a range of information such as blood type, home address, name, rank, and unit number, among other information that tended to vary between armies based on organizational structure.

Dog Whistle – Emits a high-pitched whine out of the range of hearing for most animals. Dogs and cats in particular are extremely provoked by this noise, responding to it by (usually) enthusiastically trying to make it stop. Can be used as a command for pets; tends to anger hellhounds and sand dogs. It can be heard from almost a quarter of a mile away.

Dragon's Scale – Extremely durable, the scales of a dragon are renowned for their magical and physical properties. Each scale is only a little bigger around than a pony's hoof print, but is comparatively stronger than most non-magical metal alloys. If the scales are harvested, prepared and maintained properly, a suit made of them would be almost as durable as powered armor. Dragon scales are also a special ingredient used in zebra alchemy.

Dragon's Tooth – A heavy tooth, about the size of a pony's foreleg. It's fairly sharp at the tip. It probably came from a dragon at some point; if you're lucky, you didn't have to take it from the dragon in question yourself. Works well as a stabbing implement (As a combat knife in damage, but with SATS cost 50).

Drained Energy Cells (10) – A plastic casing that once held energized crystal fragments, used to power arcanotech devices like pistols or flashlights. This one is depleted, and will not be useful unless its crystal fragments are replaced. The rules for replenishing magical energy weapons ammunition are under the making ammunition header earlier in this chapter.

Drained Flamer Fuel Tank – A metal cylinder, usually painted a dark red or orange color. It can hold up to 30 units of flamer fuel. Larger tanks are available as flamer fuel reserves, which attach to battle saddles (see the appropriate section of this chapter, above).

Drained Gem Cells (10) – A small metal casing that once held energized crystal fragments, used to power specific variations of arcanotechnological weapons employed by the equestrian military. This one is depleted. The rules for replenishing magical energy weapons ammunition are under the making ammunition header earlier in this chapter.

Drained Magical Fusion Cells (10) – A compact metal canister with MAS markings on it, used to power specific variations of arcanotechnological weapons and technology employed by the Equestrian ministries and armed forces. The rules for replenishing magical energy weapons ammunition are under the making ammunition header earlier in this chapter.

Drawstring Pouch – A small piece of sack-cloth or leather, stitched together to make a crude pouch. The top has a series of holes about half an inch from the upper edge, allowing a piece of twine or string to be pulled through and used to tie it off. The bag is large enough to be a sock for an average pony, if ponies wore socks.

Drill – A simple hoof and mouth powered drill. Devices like this are excellent for digging in the ground and for piercing the heavens (if your character feels so inclined). When in use, grants the character using it a 5' per two actions Dig speed. The hole they create is large enough to fit themselves, and not much else.

Drinking Glass – A glass with a simple pattern blown into its base. Good for holding water, or whatever your drink of choice might be.

Duct Tape – designed to repair ventilation ducts, this tape expands and contracts at roughly the same rate as steel or aluminum. It's also extremely sticky and durable, and great for repairing or holding together pieces of metal. Each roll contains 50 uses worth, and expending a use grants a +10 bonus on any repair roll. Be aware that you're unlikely to find one of these in pristine condition; it'll likely already have been used a few times.

Duffle Bag – A dark green or dark blue canvas satchel with a strap to anchor it to a pony's body. These were standard issue to members of the equestrian army, and their tough canvas construction has allowed a few to survive in usable condition over the last 200 years. An excellent substitute for a saddlebag, though it's much harder to get access to during combat (it takes 1d4 actions to take something out of a duffle bag during combat).

Ear Bloom (Universal) – These devices allow a pony to listen to the audio-playback of a pipbuck (or other spell-matrix device, like radios or holotapes) discreetly. They clip onto a pony's ear. Earlier models require a wire that runs from the bloom to the device, which ensures consistent quality. Later models may be wireless, enabling the wearer total freedom of movement at the cost of audio clarity. Many Alpha Pipbuck and Pipbuck 3000 Models have one of these built in on a retractable wire leash. While originally specifically designed for pipbucks, the universal ear bloom can interface directly with almost any device that can make use of it.

Egg (Geckos) – Geckos are small lizard-like creatures believed to be the mutated descendants of lizards in the equestrian frontier territories. It is thought that the different types of geckoes are convergent evolutions of totally different species. All species of geckos lay eggs, and this is one of them. They're considered good eating in some parts.

Egg (Mantis) – The egg of a giant mantis. It's about the size of a pony's eye, and has a squishy-yet resilient outer coating. Tastes like what you might imagine chicken to taste like, if you were a pony: disgusting and totally inedible, with a faint aftertaste of bile.

Egg (Nightstalker) – A nightstalker is what happens when you cross the aggression, stealth, and hunting prowess of a rattle snake with the loyalty and single-mindedness of a dog. Rather than taking after their canine ancestry, these creatures lay eggs in large clutches (5-15). They're not really edible, but are excellent for those looking to extract nightstalker venom. Extracting the venom from these eggs is a simple process involving an MFD 1 science or medicine roll. Better make sure you've got some way to store it!

Egg (Radscorpion) – Radscorpions, it turns out, lay eggs. They're not really edible, but someponies will try to eat anything that looks remotely food-shaped. Surprisingly non-toxic.

Egg Timer – A small plastic or glass hourglass with plastic caps on the ends and a set amount of white sand in the middle. It takes about three minutes for it to drain from one half of the hourglass into the other when flipped – just about the amount of time it takes to boil a gecko egg.

Electronic Lockpick – A sophisticated device that allows even earth ponies to bypass locked doors. If the door has an electronic lock, you can use this device to allow you to use science in place of lockpicking to open it up. Does not work on conventional locks or unpowered doors, though it can be used to hack into terminals in place of a more advanced computer system.

Embalming Fluid – A jar full of clear, noxious smelling fluid. It can be used to help preserve a corpse. Toxic if consumed or injected, though not generally used as a poison. (END MFD ¼ or you become nauseous as per the fear effect. After being nauseous for 1d6 hours you will fall unconscious. If not treated within 2 hours of unconsciousness, you'll die. Treatment requires a single dose of antidote or healing potion.)

Empty Inhaler – This is an empty inhaler, originally designed to help out ponies with asthma. Inhalers like this one are frequently refilled with chemicals and used as a delivery method for Dash and similar drugs (inhalants, generally). Particularly enterprising ponies may want to hold onto this and fill it up with a chemical or two for rapid deployment.

Empty Soda Bottle – An empty 12oz. glass bottle. It may have once held sparkle cola, or perhaps even celestian sarsaparilla.

Empty Syringe – An empty syringe, similar to the type of syringe med-x is usually seen in. The needle is not likely to have been recently sterilized. Attacking someone with a syringe is an excellent, if difficult, way to deliver poisons intravenously.

Empty Whiskey Bottle – an empty brown or clear glass whiskey bottle. Comes in two varieties, normal size (wt. 1, value 1) and large (wt. 2, value 5). The normal sized bottle holds up to 20 oz., while a larger bottle holds about 40 oz.

Feathers – A bunch of feathers. They're likely from a griffin, considering you haven't seen many chickens or birds around, and pegasi are fairly scarce, but they could be from almost anything based on their size. These could be useful for making arrows, if you already have the shafts cut.

Feedbag – A bag of food designed to be strapped over an equine's mouth. It allows the wearer to safely and continuously eat while walking, and also works to muffle them and prevent them from talking. Strangely and almost counter-intuitively, this has a calming effect on most equines. When not attached, it can hold quite a bit of food and can be sealed for use as a carrying bag.

Fertilizer (bag) – A bag of chemical fertilizer. While pre-war earth ponies didn't need such things to maintain the soil and keep it fertile due to their innate ability, these days anyone trying to farm the land needs all the help they can get. This stuff is excellent for replenishing the soil. Also useful for making chemical propellant charges used in the production of ammunition (see making ammunition, earlier in this chapter).

Firehose Nozzle – A metal cone used in focusing and regulating the flow of water under the high pressures experienced at the end of a fire hose. Good luck finding a 200 year old firehose that's still intact, but you can probably find some other use for a powerful focusing nozzle like this.

Firewood – A pile of wood used for lighting a fire. Given the state of most of the trees in the wasteland, this wood was probably pre-charred unless it came from the Everfree Forest. The fire made with this much wood will last for 2d4 hours for each 10wt. piece tossed on. Creating a fire is a good way to prevent from freezing to death in colder climates.

Fishing Pole – A pony with a survival skill of at least 25 can use this to catch fish if they're near a body of water that might reasonably have such things living in it. Pray you don't catch anything that might want to eat you back, and remember to throw back the ones with more than three heads!

Flare – A signal flare with an auto-ignition switch built into the cap. It looks roughly the same size and shape as a stick of dynamite. If ignited, it burns brightly for 3d6 minutes, illuminating everything within 30' of it. It can be thrown as an improvised weapon (see the special ranged weapon: rock), in which case it carries the fire special weapon effect but deals no direct damage. Flares can also be used as ammunition for a flare gun, quadrupling the gun's effective range increment.

Flashlight (E-Cell) – A small-but-surprisingly-bright flashlight designed to be mounted to the top of a weapon or helmet or held in the mouth. It uses magical energy cells for power. Each cell provides a full 4 hours of illumination. Its beam can illuminate as daylight a 5' wide swath as far away as 20' from the wielder.

Flask – A small steel or aluminum hip flask with an easily secured lid. It holds about 12oz of fluid and is easily concealed (-25 penalty on PER rolls to detect it if hidden successfully).

Flint and Steel – A small black rock and a piece of scrap steel. If struck together properly, generates sparks capable of starting a fire. Using flint and steel to actually start a fire requires some dry tinder (such as dry grass) and some fuel (something to light on fire, such as firewood or charcoal), and a survival roll MFD 1.

Flour – An important ingredient in baking. Also usable to create an explosive; making a bag of flour into an explosive requires a source of consistent heat (such as fire) and an explosives roll MFD ½. Such explosives deal damage as a stick of dynamite and carry the fire special weapon effect. Be aware that your freshly created bomb will explode within 6 seconds of your character making the roll!

Flux (10 oz. – 10 units) – More commonly known as Taint, this is a magical substance that has leaked slowly into the water supply of large portions of Equestria over the last 200 years. The magical properties of this viscous, color changing liquid are not well understood, but it is commonly known to be a carcinogen (it causes cancer), and can lead to some truly bizarre physical mutations and deformations if anypony is exposed to it. Flux played a major role in the production of many household and other types of goods during the war, including many food products, appliances and even ammunition. For its use in creating ammunition, see the making ammunition section earlier in this chapter.

Forceps – A sort of elongated pair of tweezers with a bent end designed for easier separation of tissues. Can also be locked closed to hold two flaps together or close a punctured vessel. Forceps are absolutely vital for even minor surgeries, especially if you're trying to remove a bullet or a piece of shrapnel from a wound.

Fork – An elongated piece of metal with four sharp protrusions on one end. It's considered polite to use one of these to eat, rather than just shoving your face into the plate (or tin can, cellophane packaging, etc.). Very few ponies are taught table manners these days.

Fossil – A well preserved fossil. Its value and potential usefulness varies greatly depending on what creature it's from, how old it is (if you even know), and what type of bone it is.

Garden Gnome (Damaged) – This 2' tall garden gnome has seen better days. Its ceramic façade is battered and charred, with several large cracks that spread across its facial features and body like scars.

Garden Gnome (Intact) – This knee-height garden gnome is in remarkably good condition considering its age. The colors are still fairly bright, if a bit faded, and it only has a few small chips taken out of it by wear. A perfect guardian for your lawn, if you ever get one (you've heard they were a big deal before the war).

Geiger Counter – A portable detection unit for ambient radiation. It has all of the same functions for radiation detection as a pipbuck, including the ability to tap into its holder's aura and diagnose current internalized radiation levels. It's powered by a single magical energy cell, and will last for over 100 hours on a full cell.

Glass Pitcher – A beautiful pitcher made entirely out of glass. It's understandably quite fragile. You wonder how it's survived all this time.

Glass Vial (Empty) – A glass vial, perfect for storing single doses of antidotes, poisons or other potions. Also excellent for taking samples of fluids. Holds about 10oz.

Gold Bar – A large ingot made of solid gold. The metal is extremely heavy, but it's worth quite a lot. For the mechanically and electronically inclined, gold makes for excellent electronic components. The metal is soft enough that with a workbench, you could make what you needed out of it without too much difficulty.

Golf Ball – A small white sphere, pockmarked with evenly spaced dimples. The out surface is slightly pitted and scarred, as though someone tried to chew on it. Who on earth would try to chew on a golf ball?

Grappling Hook – A metal rod with four long metal barbs sticking out in the cardinal directions, curved slightly backward. The opposite end of the metal rod has an attachment point for a rope. Grappling hooks can be thrown using the explosives skill; their range increment is (STR/2)x5. Not effective for use as a weapon, though Gawd knows someponies have certainly tried.

Grapple Launcher – This is a small saddle-mounted pneumatic grapnel launcher with a maximum grappling distance of about 75'. It is designed to be affixed to a battle saddle, and when fired will attempt to pull its wearer towards the grappled object at 40' per action (or failing that, pull the grappled object towards the wearer at the same rate). Characters moved by the grapnel are 1 MFD harder to hit, but suffer a 2 MFD step penalty to all rolls made not related to movement or landing until released (this includes non-magical forms of dodging). To prevent yourself from being pulled, you must win an opposed strength roll with the grappled structure or character. The built in grappling claw is sharp, hooking into an opponent or structure as though it were a knife or spear (dealing 4d8 damage + small guns skill bonus damage), and knocking them back 1d4x5'. The claw is targeted with the small guns skill. After the launcher has retracted (or if it suffers a sudden, sufficiently jarring impact), it will release its lock. After firing the grapnel, the pneumatic launcher takes 60 seconds to build up enough pressure to fire again.

Griffin Contract – A sheet of paper containing the contract for a specific griffin mercenary. This contract is binding; griffins will honor their contract and uphold its provisions to the death.

Griffin Talon – A talon from a griffin that has been extracted in some fashion. Many pony mercenaries and raiders keep such things as trophies from previous battles. They're usable as knives, and function as griffin claws with a degradation rate of 10. Talons of other races function similarly.

Ham Radio Unit – Small radio broadcasting and receiving station, with a three piece assembly powered by a small spark battery or other energy source. It has a very short transmission range – only about half a mile – but it's capable of transmitting even complex or encrypted signals across its entire range. It cannot decrypt signals on its own, but it can be hooked up to a spell matrix to allow repeated transmissions, signal encryption and decryption, and more complex functions. Ham radio signals can be traced to their broadcast source based on signal strength – the more powerful the strength, the closer you are to the signal origin.

Hammer – A wooden or metal stick with a heavy piece of metal on the end. The back side of it has a claw specifically designed for digging out and removing nails. If used as a weapon, functions identically to a pool cue.

Harmonica – A small, durable, highly portable musical instrument. It looks like a small piece of metal with holes in both sides. Playing a musical instrument is a speechcraft roll.

Headset w/Microphone – A pair of small speakers with a plastic connection piece, from which a small boom-mounted microphone extends down towards the mouth of the wearer. It's designed to fit around a pony's ears, and is adjustable. Most versions have a cable that is designed to interface with a port commonly found on pre-war devices to transfer sound. The microphone allows it to transmit sound as well as receive it, enabling long distance communication.

Headphones – A pair of small speakers mounted to a plastic connection piece. It's designed to fit around a pony's ears, and is adjustable. Most versions have a cable that is designed to interface with a port commonly found on pre-war devices to transfer sound.

Hellhound Claw – A claw from a hellhound that has been extracted from its original owner in some fashion. These claws are extraordinarily sharp and are highly prized as weapons and tools throughout the wasteland, more so because of the difficulty inherent in killing or restraining a hellhound long enough to obtain them. These claws can be used to make a variety of weapons for use by equines, the most popular of which is the hellhound "horn," a forehead mounted piercing weapon for use by earth ponies.

Hellhound Tooth – Not quite as sharp as their claws, but close, hellhound teeth also fetch a reasonable price on the open market. They're extremely dense, made of highly compacted minerals to allow hellhounds the mandibular stamina required to eat the horrifically mutated tubers that serve as one of the only forms of non-hostile surviving plant life in the areas around Old Olneigh and Maripony.

Hide, Brahmin (Leather) – The hide of a brahmin, probably (hopefully) now deceased. If it's been treated properly (a chemical process that requires a lab or controllable heat source, a science or survival roll MFD ¾, and 2d4 days), this soft yet durable hide could be used to make leather armor, clothing or accessories.

Hide, Bloodwing (Leather) – This material swathe is cut from the thin-but-durable wings of a Bloodwing. It's quite versatile, and requires far less preparation to turn it into a proper garment than most other hides available in the wasteland, making it quite valuable. Despite its uses, the difficulty of obtaining such leather has so far prevented its widespread use. A piece of this is required as a special ingredient in a particularly useful type of zebra talisman.

Hide, Coyote – The skin of a coyote. It's relatively warm, and though it's not as soft as Brahmin hide it could still be used to make armor or clothing. Curing a hide for use as a textile material is a chemical process that requires a lab or source of regular heat, a science or survival roll MFD ¾, and 2d4 days. Be sure to clean it off first!

Hide, Dog – The hide of a dog. Most folk wouldn't want clothes or accessories made from this stuff, despite the fact that it's actually a very soft material and is just as durable as brahmin leather if cured in the same fashion. Curing a hide for use as a textile material is a chemical process that requires a lab or source of regular heat, a science or survival roll MFD ¾, and 2d4 days.

Hide, Gecko – The scaled hide of a gecko. These skins are extremely lightweight for their durability, and their unique chemical properties make them extremely desirable for use in armor. If treated properly, green gecko hides secrete natural antivenoms, while fire gecko hides are resistant to flame, and golden gecko hides are effective at blocking harmful radiation. Curing a hide for use as a textile material is a chemical process that requires a lab or source of regular heat, a science or survival roll MFD ¾, and 2d4 days.

Holotape – A small square tape cassette used for recording audio logs. It holds up to 10 minutes of continuous recordings. Pipbucks have a slot for these, and if used in conjunction with a pipbuck the former will automatically copy the contents of the latter. Terminals can also read the contents of these devices.

Hoof Cuffs – Metal bands that tighten around two or more limbs of a pony, locking them together with a link of chain. Four-hooved variants are popular among slavers; some versions also have spikes protruding from the cuff links to inflict pain on the wearer and make them harder to remove. Removing a pair of these without the key is a lockpicking roll of varying difficulty.

Hoofball – A black and white ball, stitched together from small leather hexagons around a durable leather inflatable air bladder. It's great for kicking around, and barring sharp objects is very difficult to puncture.

Hot Plate – A hot plate is designed to generate heat using electrical power. If hooked up to a power source (like a spark battery or an energy cell) it is capable of being used as a stable and manipulable heat source. Such uses include cooking or heating up food, melting ice or snow, or even heating up a chemical as part of a controlled reaction. The charge from a single energy cell can power a hot plate for five minutes.

Hulls (Spent Shotgun Shells, 10) – The hull is the brass and plastic (or cloth) casing that surrounds the projectile pellets of a shotgun shell. If successfully recovered, these hulls can be recycled to create new usable shells. More information on creating ammunition is available under the making ammunition heading earlier in this chapter.

ID Card – a small plastic or aluminum with a small embedded data crystal, magnetic strip, or barcode on it. It may also have a pony's name on it and a small picture.

IMP (3 oz. Vial) AKA Flux, Taint – Most commonly known as Taint, this powerful mutagen is extremely hazardous to most species in the wasteland.

Iron – A flat metal surface with a small water reservoir attached to it and a hoof grip. If powered (by a magical energy cell) it generates steam and forces it out through the bottom of the metal plate. Pre-war, they used things like these to remove wrinkles from clothing. They're also pretty heavy, and make excellent bludgeons or improvised hoof-to-hoof combat weapons.

Jar – A glass jar with a twist-off metal lid. It's water-tight, if a bit difficult to open.

Jar, Mason – A glass jar with a locking sealed lid. It is both air and water tight.

Jar, Specimen – A reinforced double-pane glass jar with a twist-lock seal mechanism. It's very difficult to open and very difficult to break, but is excellent at keeping the inside chamber insulated from the external environment. Some versions have ventilation in the lid for keeping samples of living things.

Key – A small metal key. Wonder what it goes to?

Lamp, Desk – A small metal desk lamp with a circular base plate. It's got a solar battery; the panel for charging it is in the bottom of the base. Some versions use light bulbs, which need to be periodically replaced; more expensive versions use specially enchanted gems.

Lamp, Standing – A free-standing lamp, about a foot taller than your average pony. It has a switch on its base that turns the light on or off. Some versions use light bulbs, which need to be periodically replaced; more expensive versions use specially enchanted gems.

Lantern (E-Cell or Spark Battery) – A small camping lantern, designed to be held by a pony or set out to light a specific area. While versions that use candles are available (with weight and value approximately the same), the more common-use variants that are available as salvage from the cities are spark powered. A single energy cell will power such a lantern for 6 continuous hours; a spark battery will keep it lit for a full 48 continuous hours before depletion. Versions with candles will last for as long as the candle does.

Lawn Mower Blade – A heavily rusted oblong piece of metal that was once one of the blades in a push-mower. Despite its age, the underlying steel is still in good shape, and it could easily be sharpened with a whetstone.

Lead (1 oz.) – A one-ounce piece of lead. The metal is heavy, but still relatively soft and pliable (for metal, anyway). It could easily be shaped, but adding heat to melt it first would certainly make it easier. It's a repair roll MFD 1 to make 1 unit of scrap metal into 100 leads; failures produce nothing, critical successes produce 200 leads. Warning: Lead may cause birth defects. Not to be handled by mares who are pregnant or nursing. Do not ingest.

Leaf Blower – The motor and air compressor unit from a leaf blower. The output funnel channel has long since decayed away. With a little bit of power, this could easily be salvaged and made functional again.

Leather Belt – A long, thin strip of leather about an inch wide, with a simple metal buckle on one end and holes in the center of the last eight inches on the other. Comes in a variety of sizes and colors, and is excellent at holding things together.

Light Bulb – A sort of pear-shaped glass bulb with a metal point of attachment where the stem would be. The filament is intact, which means that hooking it up to a source of electricity would

Lighthouse Lamp – a gigantic crystalline glass structure with multiple gemstones embedded into it. If properly installed and fed adequate power, it would generate a *massive* amount of light, probably visible for miles.

Locket – A small embroidered locket on a string or thin chain. It has a clasp, which, if opened, reveals space for two pictures inside.

Locket, Gold – A golden locket. It is inset with a particularly brilliant cut diamond shard. The clasp is magically locked.

Lottery Ticket – A small slip of paper with 6 numbers on it between 1 and 100. One or two of them are circled in what looks like red and blue ink. The same ink has scribbled obscenities on the backside of the slip.

Lunchbox – A metal box with a sealing clasp, designed for transporting food. It'd really hurt to get hit in the face with one of these. Incidentally, it's actually pretty great for transporting food. There's a clasp on the side for a thermos to attach to it, but the thermos itself is missing.

Magic 8-Ball – Shaped sort of like a black billiard ball, but with a small circle cut into the side of it exactly opposite the numeral. Through this circle, a message appears that may or may not be relevant to the situation at hand. It usually provides "advice" on decisions, or answers yes-or-no questions. Note: Not necessarily actually magic.

Magical Propellant Charges (10) – A set of ten magical propellant charges. These are an important component required in the assembly of bullets. They can be created using black powder and flux, among several other methods. The rules for creating and using these charges can be found under the making ammunition heading, earlier in this chapter.

Mane Dryer – A mouth-held device with a small heating filament placed in front of an air intake fan, powered by either a spark battery or an external source. It uses the heat it generates to dry whatever it's pointed at, usually a pony's wet mane. Such devices are not capable of generating enough heat to start fires or brew chemicals, but they're more than capable of heating up a small area up to 20 degrees (maximum of 80 degrees).

Map – A small square of paper outlining an area and/or a path to a specific location, either in whole or in part. Quite useful for navigation, if you don't have something better.

Marker – A felt tipped marker. Good for writing on paper, or sleeping companions. The ink is easily removed with water.

Marker, Permanent – A felt tipped marker. Though it closely resembles a normal marker, the faded inscription on the shaft reads “permanent ink.” The ink is very difficult to remove from most surfaces, including, but not necessarily limited to, clothing, paper, and your compatriot's face. It will wear off after a few (1d4) days of regular washing or scrubbing; it helps if you use detergent.

Medical Brace – A set of straps, metal bars, hinges and wires used to help a pony with damaged or broken limbs support themselves. If equipped to a crippled limb, it allows a quadruped to significantly reduce the penalties they take to movement speed and skill or attribute rolls (from -25 to -10 per limb it's equipped to. If the wearer has multiple crippled legs and puts braces on all of them, it halves the movement speed reduction).

Memory Orb – A small glass sphere that glows slightly with a magical light. If it contains a memory, then its internals have a coloration that loosely corresponds to that memory's contents, the pony from whom the memory came, or something else to do with the memory orb itself. Memory orbs are extremely powerful talismans, and should be handled with care. This orb may or may not be locked. More information on memory orbs is available in chapter 12.

Metal Cooking Pan – A metal frying or baking pan. It has a mouth-grip built into its handle. It only looks mildly scratched up, despite its age. Can be used as an improvised melee weapon, in which case it functions identically to a tire iron.

Metal Cooking Pot – A 2-4 quart metal cooking pot. It hasn't been properly washed in a long time, and has a thin residue of either dust, grime, or whatever what cooked in it last sticking to the sides and bottom. With a good scrub, you might even consider using this to cook with.

Metro Ticket – A small stub of paper with a picture of a sleek-looking train on it. It reads “Equestrian Metropolitan Transit Authority – Admit One” across the bottom.

Milk Bottle – A surprisingly durable clear or white-tinted glass container with a flared opening at the top. It likely carries the same enchantments as a coffee mug to be in such a pristine state after 200 years. It's large enough to hold two units of water, but difficult to seal off unless you've got some sort of film cover or an appropriately sized cork.

Ministry of Morale Bug – A small gem that has been specially enchanted to be disguised as an innocuous object, like a bottle cap, lapel pin, hair-tie or bobby pin, but which functions as a recording device and camera. It's capable of recording up to 24 hours of data, and can automagically transfer data into a memory orb or terminal for editing, storage and review.

Moon Rock – A rather dull-looking chunk of rock. In the moonlight, it glimmers and shines subtly. Otherwise, you'd never know from looking at it that it wasn't just another normal rock. Reacts strongly to starmetal.

Moonstone – A small sliver of dull, slightly translucent gemstone. Its color shifts in direct light, and it lets off a magical aura if exposed to direct moonlight. Moonstones are also a special ingredient used in zebra alchemy.

Motor, Spark-Powered – A medium-sized spark-powered motor, such as you might find on a scooter or in a home appliance. It's quite powerful; a motor of this type is used to drive the blades on an auto-axe. A fully-charged spark battery provides enough power to run a motor like this at full tilt for 40 continuous hours.

Mutilated Body Parts – Exactly what it says on the tin. You wish they actually came in a tin, or some sort of sealable container, because they're really starting to smell. On second thought it would really be messed up to tin a mutilated corpse; you really ought to just bury these before you start getting metaphysical or something.

Needle – A small metal sewing needle. It's quite difficult to thread one of these things with hooves. That's why sewing machines were invented!

Oil Can – A small metal hemispherical container of motor oil with a narrow conical spout extending from the top of the hemisphere, capable of being sealed with a turnkey built into the side of the spout. Excellent at providing lubrication to rusted machinery. You could probably use it to lubricate other things too, but it'd be pretty uncomfortable and smell awful for all those involved.

Opera Glasses – Similar to binoculars but slightly smaller and on a thin metal rod so that they can be held up to the eyes while the user is in a sitting position or is lying down. They're still not terribly convenient to use, but they do quadruple the range at which you can spot enemies when in use, just like binoculars.

Ophthalmoscope – A narrow metal shaft with a head that tapers off to a point with a small pinhole in the center of it; the reverse side of the head has a magnifier and a built in lighting system (long dead but easily replaced with a magical energy cell and an MFD 1 repair roll) to allow a doctor pony to look through it. This device is specifically designed for examining the inner ear; it is also quite good at collecting ear-wax.

Oxygen Tank – A 5 liter tank of pure oxygen. There are labels on the side that indicate its contents to be under pressure, flammable, and potentially explosive. It's heavy enough to use as a bludgeon, but that's probably not a good idea. The tank itself is steel, and has DT 30 – if punctured, it will begin to leak oxygen. If exposed to fire within 60 seconds of being punctured, it will explode as a frag grenade.

Pack of Cigarettes – A small cardstock package containing 20 cigarettes. The packaging has a faded warning from Fluttershy, talking about the dangerous of smoking, especially while pregnant.

Package – This is a small parcel, wrapped in brown butcher paper and addressed illegibly. Maybe it's for you? Only one way to find out!

Padlock – A metal padlock. It may either be a combination lock, or it may have a key. Combination locks requires lockpicking MFD ½ to crack. Key locks vary from MFD 1 to MFD ¾, depending on the age and condition of the lock. Value listed is for a non-functional lock; Working locks with keys or a combination are worth up to 50 caps.

Paint, Can – This can of paint looks to have been opened and re-sealed at some point in the last 200 years, but the paint inside looks to still be wet. The paint will probably need to be mixed before applying it to any surfaces, however. Warning: may contain lead. Do not ingest.

Paint Brush – A brush made from cut down bristles of bleached pony-hair, excellent for smearing paint all over things. It must be enchanted similarly to a coffee mug for the bristles to not be stained or rotted away after all this time.

Paint Gun – Pneumatic Paint gun. Simply hook it up to a pump of some kind with a rubber hose and turn an arduous task like painting into an arduous task more similar to watering your lawn (not that you have one, but that's beside the point). The tongue-or-hoof operated trigger mechanism is particularly intricate and in good condition.

Painting – An oil or watercolor painting on canvas. It may or may not be framed. It's in remarkably good condition after all this time – it may have been enchanted to prevent fading, or it may be a recent replica of an older pre-war piece. The value may vary between different paintings.

Paperweight – Heavy, relatively flat object used to prevent papers from blowing around. It'd make excellent ammunition for your Rock-it-Launcher. Otherwise, it's about as useful as any rock you might find lying around. At least it's not your destiny!

Party Supplies – streamers, noisemakers, and confetti all in one convenient package! Also may contain party hats. The packaging reads "Product of Equestrian Ministry of Morale – Pinkie wants you to have a great party, whatever the reason may be! (and if you're reading this while in a locked closet, be sure to turn around really soon or you may regret it!)"

Pass Card (Moon, Sun, Other) – A small plastic rectangular card with a symbol on it. The most common symbols in Equestria are a Sun or a Moon – symbols of the metropolitan transit lines that they grant access to. Those varieties are quite useful for fooling ticket-taking robots, if you run into any around that area. Other pass cards may have wholly different uses, such as unlocking doors or providing IFF tags to get past specific security systems.

Pencil – Small, roughly-cylindrical, and useful for writing things. It claims to be number two, but you know that it's your number one choice of writing utensil.

Pilot Light – A small light bulb or spark plug that rapidly and immediately heats up to temperatures high enough to ignite ambient flammable chemicals and materials. Depending on what type it is, all it requires is either a source of power or of fuel. Great for that new camp stove you've been meaning to build.

Ping Pong Ball – A small, hollow plastic sphere a little bit smaller than an eyeball. It's white (or at least, you assume it was originally white).

Ping Pong Paddle – a wooden paddle with a rubberized grip and some sort of resin coating on the paddle. Used for playing Ping-Pong, or for giving other ponies a spanking. Occasionally raiders use these as torture implements.

Plate – A metal, plastic or ceramic dish. Some ponies put food on these, for whatever reason, rather than eating it out of the container. It certainly is great for moving food around on, but even pre-war ponies couldn't seem to solve the problem of preventing your different foods from touching and cross-contaminating across the plate.

Plunger – A metal or wooden stick with a threaded end that fits into a similarly threaded rubber cup. Used for unclogging toilets or for rapidly silencing nearby characters. On the off chance that you find a small blue box out in the wasteland, remember that plungers may also be used to interface with Dahlek technology.

Pocket Lint – Some fuzzy grey stuff you found in your pocket. It's sort of soft and fluffy, and it smells a bit strange.

Poison Gland (Nightstalker) – A poison gland extracted from the mouth of a nightstalker. Nightstalker venom is exceptionally deadly; the same magic that created these creatures enhances its effect. Upon injection, targets must make a difficult MFD ½ END roll. Successes are in the clear, at least for now; failures immediately begin to suffer pains to random areas of their body and begin to develop a fever, taking a wound to both the torso and head. Afflicted characters must continue to roll MFD ½ every round until they receive an antivenom or antidote or are otherwise cured. Successes stave off the wounds, but the poison is still there. Failures take wounds to the head and torso once more. Critical successes purge the poison from that character's system (usually in a violent and visceral fashion, such as burst bloody pustules near the injection site – this may cause damage or deal a wound to that location). Critical failures take two wounds to the head and torso and an additional single wound to every extremity – the poison spreads and begins to cause a fiery pain in the muscles and nerves.

If a character becomes crippled in the head or torso while afflicted with this poison, the penalties inflicted by their being crippled are doubled (2 MFD steps rather than 1, doubled movement penalties, etc.).

Poison Gland (Bloatsprite) – Adult bloatsprite stings carry this poison; it is notoriously difficult to harvest (A survival roll MFD ½ is required to harvest even a single one; failures destroy the gland beyond retrieval) and highly prized by slavers for its paralytic effects. Characters stung must roll Endurance MFD 1; failures begin suffering from its effects immediately. For every sting a character has received in a given round, the endurance roll's MFD becomes one step harder (so the second sting is MFD ¾, and the third is MFD 1, etc.). A character who has failed even one roll to resist the poison suffers reduced accuracy with all weapons: -10 for every consecutive round it has been in effect. For every round it remains untreated (including the round of contraction), this poison also deals 1 wound to the head of the victim, attacking their nervous system.

While not deadly, if this poison's effects would maim a character in the head it does not cause them to fall unconscious as most other non-lethal poisons would. Instead, the poisoned character remains conscious and totally aware, but is totally paralyzed, able only to breathe and move their eyes until they receive treatment. This state of total paralysis lasts 1d4 days. They remain at one wound to away from death in that location unless healed, either magically or by natural recovery. Antidotes or appropriate antivenoms can alleviate the paralytic effects and penalties, though the damage must be healed separately.

Poison Gland (Manticore) – Retrieved forcibly from the tail of a manticore. It probably wasn't pleasant for anyone involved, least of all the manticore. Manticore poison causes an END check versus poison with an MFD ½ to resist its effects. If failed initially, the affected character is paralyzed. In combat, characters may roll once per action versus the MFD to continue to resist this poison until they have passed or failed three consecutive times. Critical successes and failures count as two consecutive successes or failures respectively. If they can succeed three times in a row, the poison's effects wear off the following round of combat. If they fail three times in a row, they remain paralyzed for the full 1d4 hours unless they receive external medical assistance. More doses can extend the length of the effects, and do not prompt additional END rolls if the character has already failed. Antivenom or antidote can halt its effects within 12 seconds of ingestion, but any wounds dealt must be recovered normally.

Poison Gland (Radscorpion) – Giant radscorpion poison causes an END check versus poison with an MFD of ¾ every time a character is hit with it, and if failed causes that character to take 1 wound per turn to either the head or torso – whichever is less wounded – per round until they fall unconscious (if the poison causes them to become "maimed" in either location, they fall unconscious instead). Outside of combat the rate of progression is slower, and characters only take one wound per minute to the head or torso until they fall unconscious. It is not usually deadly, and use of an antidote or antivenom immediately halts its effects. If a character remains poisoned and unconscious for over an hour, they must roll END MFD ¾; failures will die in the next 30 minutes unless they receive an antidote and advanced medical care – a rejuvenation potion or stronger medicinal item or treatment and an MFD ¾ or medicine roll will suffice. Successes will recover on their own, though their rest will be unpleasant. Critical failures die horribly within the span of five minutes; killing them sooner could be considered a mercy.

Poker Chips (20) – Twenty clay or plastic poker chips, in various colors. Despite being called chips, they're not actually edible. You should know – you've tested this.

Ponnequin – A pony-shaped figure suspended on a stand. Pre-war, these were used to model clothing. Now most of them have rotted away in places, revealing the wire-frame skeleton beneath. They're rather unnerving.

Powered Barding Repair Talisman – These rare and valuable talismans are designed to be integrated with a suit of powered barding. When integrated, they take raw material from a small reserve built into the armor and convert it into replacement material for the barding. See the Armor Degradation and Repair section for more details on how they work. Installing one of these into a suit of powered armor requires a Magic or Science roll MFD ¾ and a repair roll MFD ½. If the magic roll fails, the repair roll is 1 step more difficult. Failures on the repair roll may damage the armor or destroy the talisman.

Pressure Cooker – A specially designed pot with a sealable lid. If powered electrically, generates an immense internal pressure and heat using steam. This pressure quickly and cleanly (if a bit blandly) cooks food within minutes. The steam released when the cooker is deactivated or opened can also be useful for many other things, such as opening pores, clearing sinuses, scalding faces, and propelling small objects rapidly across significant distances.

Pre-War Bits (100) – A stack of ten 10-bit coins from before the war. They're not useful for much now out in the wasteland, but certain stables still use them and some ponies will pay you for them. The conversion from pre-war bits to bottle caps is 10:1. Also, they're still usable in sparkle cola and eat-o-tronic vending machines, as well as ponykowski's bit-operated single-pony preservation shelters and some pay-toilets.

Prize Voucher – Slip of paper declaring that its holder has won some sort of prize. Perhaps you should look into redeeming it? Hopefully it's still valid after 200 years!

Pump (Hoof Powered) – A pony-driven pumping device, with an attached set of pedals. When pedaled constantly, converts the mechanical action into a pressure gradient that is strong enough to drive air, water, or whatever other fluid you hook up to it against the pull of gravity. A vital component of a paddle-boat, where it is used to drive the water behind the boat and push the boat itself forward.

Pump (Electrical) – A device that creates a pressure gradient of sufficient force to push water through it in a specified direction, against gravity if necessary. This particular model requires a source of magical energy to function – either a spark battery or some similar source of power will suffice. A single spark battery can provide enough power to run a pump of this size at full tilt for about a week before it needs to be replaced.

Punga Seeds – The seeds of the punga fruit, a species of plant that has arisen and is cultivated in the areas around Point Luna and some of the outlying regions of the Hoofington swamps. Harvesting these seeds from particularly large punga plants causes them to release spores. Such spores are reputed to possess highly potent hallucinogenic properties.

Radio Receiver – This is a relatively simple device that picks up radio transmissions using a simple æther transistor configuration. The design is very simple and resilient, making these common in the wasteland even 200 years after the war's spectacular finish. Most radio receivers have a heavily integrated spark battery, but can be configured (or found in configurations) to use almost any type of standard power source. These devices can pick up any radio signal that is broadcasting within its proximity (the limits are one the broadcaster, not the receiver).

Rake – Functionally, a rake is a metal or wooden stick with a flat metal comb on the end. The tines of the comb are fairly dull; stepping on the tines of a rake that is lying on the ground may cause the handle-stick to come up and whack you in the face. This deals damage as a cane (but may deal considerably more, if you've gone and attached a landmine to the handle).

Rangers Gem Tag – A nearly indestructible piece of metal encrusted with gems and enchantments of several types. It bears the name of either a Steel or an Applejack's Ranger. These tags are specifically designed to survive disintegration or plasmification.

Ring, Silver – This ring is perfectly identical to those found in boxes on the wall of several buildings' they're common throughout the wasteland. If hooked up to a spark battery so that a current runs through it, it glows green. This may produce other magical effects as well, but strangely it doesn't do so in all areas.

Recipe – A written out recipe for making some sort of food item. It generally lists necessary ingredients and the manner in which they must be combined to create the end product. Following the steps of a recipe to create a food product is a survival roll of difficulty that varies based on the recipe. If a recipe has been performed by a character, they may perform it again at any time without further requirement of the actual written out instructions.

Zebra magic also uses recipes, and these recipes can also be found in written form. Unlike food recipes, these are much rarer (usually zebra recipes are collected into books or scrolls) and they're worth considerably more in terms

of caps than a simple food recipe would be to a discerning buyer. Reading a zebra recipe and performing it once or twice is usually enough for character with zebra magic as a skill to learn how to replicate it. See the zebra-subsection of the magic chapter for more information on acquiring zebra recipes.

Recollector – An onyx tiara-shaped device with an obvious receptacle for a small orb. These devices can be used to allow ponies without access to unicorn magic to view the contents of a memory orb. More information on the use of a recollector (and of memory orbs in general) can be found in the last chapter of this document under the memory orbs heading.

Remote Controller – A remote controller unit for some piece of technology; without any accompanying documentation, you’ve really got no clue as to what it controls. It sends out a specific frequency of magical signal from its spell matrix that resonates with a similar receiving matrix as a method of wirelessly transmitting commands. Some of the earlier model and non-autonomous robots had these.

Remote Detonator – a push-button, switch, or plunger device with a wireless spell matrix connection to a smaller device designed to be attached to explosives. Particularly useful for placed explosives, though hooking up a detonator to explosives that are normally self-activated necessarily disables their proximity activation circuit. When the detonator is activated, the smaller device detonates whatever explosives it’s attached to, if any. These detonators come in many types, shapes and sizes; a very common variant of these has them actually set to go off whenever a button *stops* being pressed (“Dead Pony’s Switches”).

Roller-skate – A specially designed horse-shoe with wheels on the bottom of it. They’re surprisingly comfortable, and you’re even able to speed up your movement using these after falling on your face a few times learning how. If one of these is worn on all four hooves, it doubles a character’s base (ground) movement speed, but prevents them from rolling agility to dodge attacks. They may still attempt to dodge attacks by other means. The use of a rope or handle allows a character or item suspended on one or more of these to be pulled along easily behind another pony or a moving object, as appropriate. Characters with less than 5 AGI cannot use these; if equipped, it reduces their base movement speed to 5’ per two actions spent.

Rope, 20’ – An adventurer’s best friend. You never know when you might need to cross a 15’ wide chasm, after all. Forward thinking characters may have even already attached a grappling hook to one end. Unless they’d prefer to try and lasso something on the other side instead, of course.

Rubber Hose, 5’ – A five foot length of rubber hose, about half an inch in diameter. It’s considerably wider in diameter than surgical tubing. This is the sort of hose that could conceivably have been used as an inner lining to a garden hose pre-war. The fact that it’s made of rubber allows it to create a nice water-proof seal.

Scalpel – A small, sharp knife used in medicine and the sciences. Though specifically designed for small, accurate cuts in soft tissue, a scalpel is too small to actually be effective as a weapon. Its stats are nearly identical to those of a Knife (a kitchen knife, not a combat knife), but it degrades every four hits and any critical hit damage is multiplied by 3.

Schematic – A scroll containing detailed technical specifications on a piece of weaponry, barding, or other relatively small pieces of technology or equipment. A pony with sufficient knowledge in repair (at least 25 ranks) could use these schematics to construct whatever device is depicted. Creating these from an existing device is an MFD ¼ repair roll, and requires at least four hours deconstructing and reconstructing the subject matter. Needless to say, it requires that you have the device handy.

Scissors – Your mother always told you not to run with these. Good for cutting things, or for putting your own eye out if you refuse to heed her warning.

Scooter (Red Racer) – Scootaloo’s first company, Red Racer, produced these before the war. They’re extremely durable, to the point where pre-war advertisements specifically depicted them surviving a balefire bomb while the rider rode the shockwave in an awesomely radical fashion. Of course, in reality the rider would have been vaporized, but the scooters themselves seem to have lived up to their claim. Riding a scooter increases a character’s movement speed by 5’ per round. Characters with the flight ability may move at their flight movement speed without leaving the ground. These devices can fit up to two foals or a single adult. They provide a DT of 30 if used as a shield.

Scrap Electronics – Scrap bits of wiring and some spell matrix component boards, and perhaps also some intact spell tubes. Get enough of this together and you could probably make something usable out of it. Good to have around if you’re repairing electronics.

Scrap Metal – A few pieces of scrap metal mechanical parts. With the judicious use of a welding torch, they’d be great for fixing small breaks in pipes, or ruptures in metal armor. It’s also useful for making bullets. Scrap metal is the most abundant source of metal as a raw material in the wasteland.

Screwdriver – A mouth grip handle with a pencil-thin metal prong that sticks out of it, tapered to a flat head on the end. Curiously, it seems as though no crosshead screwdrivers or screws survived the apocalypse, despite their being the preferred screwdriver and screw of choice pre-war. Oh well! These ones are more useful for picking locks and prying open things in any case.

Scripture (Scroll) – A scroll that has miraculously survived from long before the war. It likely depicts a story of some sort, though many were also used to record correspondence with one of the princesses during Celestia’s reign.

Sensor Module – a small unit consisting of a wide array of sensors, including, but not necessarily limited to: electrical field, magical energy, proximity, and temperature. Not all of these complex sensor suites have sensors for detecting the same things, but nearly all of them have at least those four. Sensor modules like these are a vital component in proximity detection in landmines.

Sewing Machine – A device developed by earth ponies to allow them to sew at the same rate as unicorns, or sometimes even faster. All you need to do is put in a spool of thread and thread the needle and it will stitch things up as you push them through. Not a useful tool for stitching together ponies, but great for repairing or creating clothing and barding.

Sheriff’s Badge – A metal five or six pointed star designed to attach to a vest or hat. It has a clear inscription on it that reads “Sheriff.” Deputy badges differ only in their inscription have the same value and weight.

Shot Glass – A rather small glass used for taking shots of alcoholic beverages. Thank Celestia that all this alcohol survived the war.

Skull, Brahmin – The skull of a brahmin (or possibly a minotaur; it’s really difficult to say without the rest of the skeleton). It’s sort of white and crumbly, but the shape is still mostly the same and the horns are definitely there.

Skull, Pony – Alas, poor Ponric! I knew him, Celestio: a fellow of infinite jest, of most excellent fancy: he hath borne me on his back a thousand times; and now, how abhorred in my imagination it is! My gorge rims at it. Here hung those lips that I have kissed I know not how oft. Where be your gibes now? Your gambols? Your songs? Your flashes of merriment, that set the table on a roar? Not one now, to mock your own grinning? Quite crestfallen? Now get you to my lady’s chamber, and tell her, let her paint an inch thick, to this state she too must come; make her laugh at that. – Shake Spear, Equestrian Bard, 1602.

Small Statuette (Ministry Mare) – A beautifully made ceramic statuette, in pristine condition. You feel a strong urge to pick it up and read the inscription on its base.

Snow Globe – a carefully mad glass sphere containing swirling flakes of false snow suspended in water. It depicts a scene within, and the underside is inscribed with a single word followed by a short phrase. You wonder briefly who created this.

Sonic Emitter (Not Weaponized) – A small mechanical device that is designed to emit a specific frequency of sound whenever it receives power. The frequency it emits can be altered by connecting it to a terminal or other sufficiently advanced computer. The back of the device has some sort of scrawl etched into it, but it's too faded for you to read fully – something about a brown mote?

Spark Battery – A small box about the size of a hoof that can store magical energy and discharge it as either magical or electrical energy at a constant rate over an extended period of time.

Spark Coupling Transformer – A large metal-tipped glass cylinder with a bundle of thick metal cables spanning the inside of it, used to complete a circuit within a larger system. It's about the same diameter and length as a pony's foreleg. You're not really sure why it's a necessary component, but apparently ponies before the war liked to have these things in all of their important major electrical circuits. You wouldn't want to be around this thing if it were to blow out.

Spark Fuse – A small metal-tipped glass cylinder with a wire or something similar in the middle of it, used to complete a circuit within a fuse box. Apparently these things blow out pretty frequently, and have to be replaced, so they must be important.

Spark Generator, Portable – Exactly what it says on the tin. This is a portable version of a spark generator, used for powering systems remotely or as a backup for when power isn't available from the grid. It doesn't provide as much electricity as any stationary model would, but with a single spark battery it could reasonably provide enough power for a two-story house for a day or two before the source would have to be replaced or recharged. .

Spatula – A flat metal square attached via a small, thin strip of metal to a handle. These are quite useful for flipping over and manipulating hot things at a distance without actually physically touching them.

Spool of Thread – A small plastic cylinder wrapped in thread. Each full spool contains about 10 yards of thread. Now all you need is a needle.

Spoon – A metal spoon. If only you had something to eat with it. For the sufficiently dedicated, it's also useful for digging escape tunnels.

Spork – The result of a magical fusion of a spoon and a fork has created the ultimate in versatile eating utensils: the spork. It's capable of being used as both a spoon, AND a fork. Those pre-war ponies were really goddamn clever.

Spraypaint, 1 Can – A canister of spray-on paint about the size of a foreleg. It's really handy for making graffiti or marking symbols on walls. Comes in a variety of colors, and is also great for impromptu-detailing on combat barding or powered armor.

Spyglass – A telescoping metal tube with lenses at each end, about two feet long when fully extended. Like binoculars, this device makes it much easier to spot things from a distance, and quadruples the range at which you can spot enemies when it's in use. It's even less convenient for earth ponies to use than binoculars, but modifications exist that allow easier use without magic (like a hook-up to a battle saddle or harness).

Starmetal Fragment – A fragment of silvery-bluish metal. It's quite beautiful. Frequently found shaped in rings designed to fit atop a unicorn's horn. With a source of heat, this metal can be used to create bullets, for which it serves as a substitute for lead or the other metal ingredients.

Steam Gauge Assembly – A piping assembly with an attached pitot-tube gauge for measuring the internal pressure in Mpa. You briefly wonder what an Mpa is.

String, Ball – A ball of off-white string. The ball contains anywhere from a few feet up to a couple hundred feet.

Suitcase – A leather-bound suitcase, of the sort that might have been used pre-war by normal business ponies. Excellent for carrying papers, large sums of money, and concealed handguns. Some variants have a lock on the top to prevent the curious from nosing around the contents.

Surgical Tools – A set of specialized tools used to perform several different types of surgery. Very useful for removing bullets, treating severe burns, and removing large cancerous growths. Sufficient skill in medicine is required to use these (at least 45 ranks).

Surgical Tubing – About 10 feet of small clear-plastic tubing. It's very durable and quite stretchy, to the point where you could probably dilate the end to slip it over your hoof up to a few inches without breaking it, given enough time. The normal diameter is only about a half an inch.

Talisman – a standard zebra or unicorn-created talisman. Its effects may vary, though most talismans are either labeled according to their effects or have some sort of visible aura that suggests what they're capable of. Zebra talismans tend to have a less obvious function than unicorn-created ones. The rules for enchanting talismans are included in the magic section, chapter five – they differ between unicorns and zebra, so look under whichever heading is more appropriate.

Teapot – A small hemispherical pot with a screw-top lid, spout, and a handle on top. When it contains a boiling liquid, the holes in its lid and spout cause it to whistle shrilly.

Tent – A tent is a cloth arrangement, held up by sticks, that serves as a portable resting place for one or more ponies. The size of the tent indicates how many ponies it can comfortably fit. Resting in a tent is considerably more comfortable than doing so on the ground, and also helps keep out or minimize the effects of inclement weather.

Terminal, Portable – A smaller version of the standard green terminals that were a major fixture of most offices pre-war. It functions identically to its larger counterparts, but with a spark battery or other portable power source this version can be used on the go. A standard spark battery provides enough power to allow this device to operate for two hours, after which point it will shut down and you'll lose any unsaved data.

Timberwolf Seedling – Timberwolves are not normal animals; they're actually plants. Their young are born as seedlings, which are planted in small, heavily protected groves shortly after birth. Timberwolves fiercely protect these groves because of the highly impressionable nature of their young. Someone in possession of a timberwolf sapling that treats it properly will eventually find themselves with an unquestionably loyal companion. Timberwolves don't mature enough to become independently mobile until they've been planted and properly nurtured for 7-9 months.

Timberwolf Tooth – The tooth of a timberwolf is some of the hardest and sharpest natural material available. It is lightweight, durable, and exceptionally useful as a cutting implement, if difficult to obtain. Also useful as a special ingredient in zebra alchemy.

Tin Can – An old rusted tin can. It's empty, except for a quarter of an inch or so of some sort of brown sludge in the bottom. You could probably clean it out if you had a source of water with which to do so.

Tin Can (Bent) – An old rusted tin can that has been bent at an angle about halfway along its length.

Toaster – Finally, a use for the toaster repair skill! Oh wait, this system doesn't have one of those. Finally, a way to make toast!

Torch – A stick with some tar or pitch mixed with turpentine on the end. It burns for a very long time, but will go out of the air is sufficiently damp or if there's too strong of a wind. Burns for up to two hours. Torches like this can be constructed from a stick or piece of wood and some turpentine with a survival roll MFD 1.

Tourmaline – A small, hot-pink semi-precious gemstone that generally forms in cylindrical formations. It is unique in that it does not form naturally inside the bounds of Equestrian territory, making it one of the only inherently magical gemstones found outside of Equestria. Its powers are inherently toxic to most animal life; the infamous pink cloud toxin was originally derived from a zebra talisman created using a piece of tourmaline as a base.

Toy Ball – A deflated rubber sphere with an open valve on one side. You keep finding them stashed in some of the strangest places. Who keeps balls stashed around in trees?

Toy Cart – A small toy cart. The wheels even turn!

Toy Daring Do Dinosaur Souvenir – This line of Daring Do dinosaur action figures was created as part of a promotional campaign for the first-ever Daring Do movie: Daring Do and the Pool of Midnight. At least, that's what you think happened. Really it's just a guess based on a few faded movie posters.

Toy Luna, Ruler of the Ministries Figurine (with business suit!) – This fully posable Luna figurine features her majesty performing a variety of heroic duties, such as paying her taxes, sending commands to her top generals, and guarding the night. It comes with a detachable business suit, a tiara and onyx shoes, a telescope (for watching over the night), and a clipboard. Her mane is even stylable!

Toy Plastic Pony Figurine – It's an action figure! Just kidding, it's really a doll. These small plastic figurines were produced for fillies pre-war by the Habsro Corporation. They have manes that are stylable, and they were originally sold along with a small plastic combs for use in untangling it. Time has been surprisingly kind to this small pony figure – it still has most of its hair, and no one has tried to replace its cutie mark with bloody daggers or anything.

Toy RoboPony – a plastic pony figuring that has been ruthlessly altered by some young foals. The hair has been replaced with wires, much of the head is dominated by obvious 'cybernetic enhancements,' and it's missing a leg, which has been replaced with a mechanical one. If you squeeze her torso, the cybernetic eye lights up! Whoever altered this must've been really good with electronics.

Toy Robot – Small model of a Protectapony MK I. These were produced by RoBronCo as part of their marketing campaign for the Protectapony line.

Toy Sergeant Teddy – A plush teddy bear wearing down-sized equestrian military fatigues and a matching helmet, with a small plastic IF-9. Some versions came with aviator-style sunglasses.

Toy Sparkle-Cola Wagon – Sparkle-Cola's marketing department contracted with Habsro to release a line of sparkle-cola themed trucks within a year of their product's first commercial success. These were extremely popular before the war, especially with young colts to the point where Habsro actually took action to extend the contract because it was so lucrative. If powered and in good repair (which almost none of them are – a magical e-cell and repair roll MFD ¾ would do the trick), a button on the side causes them to light up and play a short jingle.

Toy Stuffed Doll – Grey, ragged-looking pony doll with yarn hair and buttons for eyes that no longer match. It's wearing polka-dotted pants, and in the pockets there's a pad of paper and a quill. You feel like you could be convinced to want it, but you're not really sure why. You stopped playing with dolls like this when you were a foal, after all.

Toy Teddy Bear – A soft plush stuffed bear, given to small foals and cubs as a source of comfort. Though it looks almost nothing like a real bear (and even less like a yao-guai), these toys were named after a prominent leader of the ursine tribes who was much beloved as a leader of his people. His powerful-yet-serene conduct in the Equestrian court and dedication to Equestria as an ally led to mass production of these toys within the Equestria under Celestia's leadership, which continued until the war's end.

Tractor Gas Tank – The gas tank for a mechanically powered tractor. Apparently tractors pre-war ran on something other than pony power, magic, coal or electricity. It looks kind of similar to the designs of flamethrower fuel tanks and reserves.

Tractor Hoofbrake – A specially designed lever that can be pulled easily with the fetlock. Levers of this sort can easily be rigged to be mouth operated or can even be triggered by movements of the foreleg. An excellent triggering mechanism, for those looking to design larger-scale devices and weapons.

Triangle – A thick metal wire bent in the shape of an equilateral triangle, with a break at one of the corners. When you tap it lightly with something hard or metallic, it chimes pleasantly.

Trots 2034 B Portable Radio (E-Cell) – The first civilian- available model portable radio device. It's bulky and extremely sensitive to radiation-interference, but is extremely durable and is capable of both sending and transmitting on a wide range of frequencies, at distances up to two miles. Military models even have an attachment that allows signal encryption and decryption. A single magical energy cell can power a radio like this for up to four hours. Trots was later contracted to work for Stable-Tec in producing the broadcaster pipbuck module.

Turpentine – a fluid obtained from the distillation of resin from live pine trees. It's extremely flammable, and burns for a long time; in a pinch, it could easily be substituted for flamer fuel (though it would probably irreparably damage the flamethrower in the process). It's also about 200 proof and significantly toxic, if your character is trying to obtain several types of deadly poisoning at once.

Tweezers – A small metal pair of tines that are designed to be opposable. When pinched together, they can pick up small objects.

Twine, Ball – A ball of about 200' of twine. It's really unlikely that it actually has more than 100' of twine in it.

Urn – a baked ceramic or metal jug-shaped contained, with a lid. Traditionally used, particularly in zebra cultures, to keep the ashes of the dead.

Vacuum Cleaner – The bag has long since decayed away, but the hose and motors that drove this vacuum cleaner in years past are still functional. Even the light seems to be working. All you'd need is a source of power and a black dress, and you could start a maid service! (And you'd have no competition!)

Vial, Glass (w/ stopper) – A small glass vial, about half an inch to an inch in diameter. If you're lucky, it has a rubber or cork stopper at the top. This one is empty, not counting the dust.

Vinegar, Jug – A 3-gallon opaque-plastic jug with a mouth grip and a twist-off cap. Judging by the smell and the marking, it's full of cider-vinegar.

Violin (with Case) – A sophisticated and extremely durable (DT 50) pressurized violin case, with a combination lock on it. Inside is a beautifully preserved violin, just waiting to be played.

Watch – A small timepiece on a chain, designed to be worn in the pocket of a vest. The clockwork is worn, but still functional. It requires daily winding. The glass surface of the watch face is covered by a metal (often precious metals like silver or gold) casing.

Welding Torch – An oxyacetylene torch, used for melting pieces of metal together (or occasionally for melting them apart). A single unit of flamer fuel can power this for a good fifteen minutes. The concentrated super-hot flame can be used to cut through steel up to 3” thick. Remember to use proper eye protection!

Whet Stone – A grayish looking smooth rock designed for use in sharpening knives. One of these is absolutely necessary for repairing a sharp melee weapon without

Wire –25’ of aluminum baling wire. This light weight, strong-but-flexible wire is good for tying up ponies, mending metal fences, and any number of other things. It’s a reasonably good conductor, too.

Wire, Spark – 25’ of tera-æther rated spark wire. This sort of wiring is designed for use with magical spell transmission over long distances. Pre-war, it was used for control consoles and remote system access, as well as networking spell-matrix terminals and other technology.

Wonderglue – One of the strongest adhesives known to ponies. This stuff was developed during the war as a Ministry of Peace project to create a liquid adhesive bandage. It worked well – a little too well, as many careless field medics frequently got stuck to their patients. It’s actually total rubbish at bonding metallic or polished objects, but it’s great at sticking together pretty much anything else. Breaking a bond made with wonderglue is a STR roll MFD 1/10.

Wood Chipper – A device used to turn full logs into large piles of wood chips, commonly known as mulch. It would not be pleasant to see the inside of a device like this while it was in operation.

Wooden Stick – A small wooden stick. It’s about the right size to be picked up and used to draw figures in the dust, or to throw for a dog.

Wrench – A metal pipe or monkey wrench. A vital tool for repairing piping or removing bolts. Also good for hitting things with (use same stats as Tire Iron).

Yeast – This large sack contains yeast, a wholly necessary ingredient in the production of alcohol and bread. Someone with this much yeast could conceivably bake enough bread to feed I for over a year, if they had the necessary additional ingredients. Alternatively, this much yeast could make a *colossal* amount of alcohol – enough to probably kill several alicorns with alcohol poisoning. The choice of which use it should go towards is obvious – it’s not like you actually had the ingredients for bread on hoof anyway!

5 – Magic and Flight

Magic works slightly differently for every race that has it; unicorn and zebra magics, in particular, are extremely different. Unicorns have a set amount of magic that they can channel based on their intelligence and endurance attribute scores, as do alicorns. Zebras, on the other hoof, generally don't "cast" spells so much as brew potions and channel energy through physical foci, such as gemstones, totems and other items.

If different fictions remained consistent, this chapter would have been so much easier to write. No two of them are quite consistent in their treatment of magic, so feel free to treat the rules enclosed here as more of a sort of guideline rather than a rigid structure. The rules as outlined here are more or less a compromise between the systems as described in Kkat and Somber's fictions.

Newer GMs should try to stick as closely to the rules as possible – it'll make things easier to go with what's written out, and these rules are the ones that've undergone play testing; more experienced GMs, on the other hoof, shouldn't feel pressured to maintain any sort of rules or suggestions they feel may limit their story or their players' characters in ways they don't like.

Flight, on the opposite hoof, is mechanically rather simple – no fiction we've seen yet has attempted to codify it in any way, especially not the same degree as magic. Flight maneuvers are this system's way of giving fliers a way to be *extra* awesome in addition to their already awesome ability to defy gravity, while at the same time laying down some rules for performing tricks and feats of agility both in and out of combat situations. See what they're all about near the tail end of this chapter.

Unicorn and Alicorn Magic

Magic Kindergarten – Magical Strain, Casting and Overflow

Unicorns and Alicorns both cast magic by channeling it from or through their horns into spells. That makes the horn an extremely vulnerable target –without it, it is almost impossible for them to cast. To cast a spell, a unicorn or alicorn must first roll magic to actually channel the energy into the spell, and then roll magic again to target the spell (if the spell requires a target). If the target is willing or the spell affects an area, the second roll is unnecessary.

The magical reserves from which unicorns, alicorns and half-breeds cast spells are not infinite. A unicorn has a set amount of magical “strain” – a sort of pool of internal magic, sometimes referred to as mana, which they tap and draw from to cast spells – determined by their attribute scores. The total amount of strain a unicorn has is equal to the sum total of their Intelligence and Endurance attribute scores, plus an additional two points.

$$\text{(Unicorn \& Half-Breed)} \quad \text{Magic Strain} = (\text{END} + \text{INT}) + \text{Traits/Perks/Hindrances}$$

This amount can be increased by taking the *Channeler* trait. The totally amount of strain that an Alicorn has to draw from is determined similarly, but alicorns have a base pool of magical energy that is slightly larger than unicorns due to their inherently magical nature.

$$\text{(Alicorn)} \quad \text{Magic Strain} = (\text{END} + \text{INT} + 5) + \text{Traits/Perks/Hindrances}$$

For all pony spell casters, casting spells costs two things: Time and Energy. Casting a spell in combat costs one action unless otherwise noted, and many spells can also be cued up in SATS for multiple casts per single action. Not all spells can be cast via SATS, denoted by the fact that some have no associated cost. Spells that take longer to cast or are simply impractical to cast in combat are generally denoted with a ‘—’ in the SATS cost column.

If a character wants to cast a spell that is thus denoted, it can generally be treated as taking a single action to cast unless the spell’s description lists a casting time. Telekinesis is perhaps the best example of this – because of its highly variable and utilitarian nature, telekinesis doesn’t need to be cast as a separate action. It’s reflexive for nearly all unicorns and alicorns. This is why it takes no extra time (and thus requires no extra actions to be spent) for a unicorn to telekinetically hold a gun and shoot it than it would for an earth pony to level a pistol and do the same.

Table XXIII: Physical Cost to Strain Conversion	
Physical Cost	Strain Cost (points)
Low	1
Medium	2
High	3
Very High	4
Pretty Simple	

On the other hoof, to use telekinesis as a standalone spell (i.e. levitating a piece of steel plate in the way to use as cover or picking up a boxcar) *does* take an action. To perform an even larger task, such as levitating themselves and multiple other objects with telekinesis (such as when Little Pip and Xenith are

escaping from Fillydelphia) might take multiple actions – perhaps even multiple rounds of continuous actions. A similar principle applies for the use of overglow (see below).

Both in and out of combat, casting a spell costs a given amount of magical energy, usually referred to as ‘strain’ or ‘magical strain’. There is a slider on the back page of the character sheet, labeled “magic,” to keep track of this energy. Strain recovers naturally for unicorns and alicorns at a rate of 1 per hour in-game time, a speed which can be increased or decreased by hindrances, perks and traits, most notably the *Channeler* trait. A spell’s magical strain cost is denoted by its physical cost; low is 1 point of strain, medium is two, etc. A table of conversion is shown on page 240. As with the time example, telekinesis is generally assumed to cost no strain to use, unless being used independently as a spell in its own right (which is what the listed strain cost refers to).

Casting a spell in combat generally requires two separate rolls. The first roll channels magic into the spell, ensuring that the spell goes off. A success on this roll means that the spell went off as planned. A critical success (1-5) on this roll gives the player the option of channeling a single additional layer of overglow into the spell (assuming they weren’t already using three layers) at *no additional strain or time cost*. Failures on this roll mean that the spell fizzles, and critical failures mean that the spell fizzles *and* the strain was still spent.

The second roll targets the spell (if the spell requires targeting). All spells that require targeting have a range increment of 20’ (making the targeting rolls 1 MFD step more difficult for each 20’ beyond that range). Not all spells require this roll, but for those that do treat it like you would a normal targeting roll for any other type of weapon. A success means the target was hit, and a failure means you missed. Critical failures mean you missed and probably hit a friendly or hurt yourself in the process. Critical successes on this roll can apply a multiplier to damage if the spell has one listed (not all targeted spells do), or may invoke other listed effects.

Some spells require the caster to continuously feed them magical energy over time to maintain an effect. These are referred to as **maintained spells**, and most shields fall into this category. The caster must pay the strain cost to maintain the spell at the beginning of every round (or at the beginning of whatever time increment the spell lists) before taking their first action during that round (or other time increment), unless otherwise specified in the spell’s description.

The effects of a spell, as well as amount of energy that it takes to cast, can be increased by the use of **overglow**. Physically, overglow is the result of a unicorn or alicorn channeling far more energy into casting a spell than normal. This is generally visible whenever it occurs as a layer of brighter magic overlaying the normal horn-glow of a spell being cast– hence the name. In game terms, overglow doubles the numerical effects of a given spell (unless otherwise noted in that spell’s description), such as the DT provided by Shield, or the number of wounds healed by Heal, at the cost of twice the amount of strain. For spells being sustained under the effects of overglow, the cost to sustain a spell increases by one strain per round per layer.

Unicorns, Alicorns, and associated magic-capable half-breed races are capable of channeling up to three layers of overflow into any spell they can cast, multiplying both a spell's numerical effects (or otherwise increasing its effects in a way listed) and its strain cost by up to a factor of 8 (one layer of overflow costing x2, two layers costing x4, and three costing x8). **Putting more than a single layer of overflow into a spell during combat makes casting it cost an additional action to cast. This prevents SATS use with that spell. With only one layer of overflow the SATS cost of a spell triples, but the spell can still be cast in a single action outside of SATS.**

Casting a spell while maintaining one of more other spells makes the new spell cost one additional layer of overflow to cast *per spell being maintained*. This layer of overflow does not double the effects of either of the spells being cast – it simply represents the additional strain it puts on your character's horn to channel magic in two ways at once.

A unicorn or alicorn trying to maintain a shield would have to double the cost of any spell they tried to cast while it was up. If they were maintaining both a shield and an illusion, they would have to quadruple the cost of any other spell they tried to cast. The spells being cast or maintained do not gain the benefits of these levels of overflow, since the additional magic is going into new spells rather than going into improving the current spell. The unicorn or alicorn can certainly add extra layers to any of the spells they're currently casting or maintaining to improve their effects, but should be aware that doing so is an extra action on top of casting a spell.

Some spells have additional costs to their maintenance other than the additional strain, denoted in their description. **Maintaining a spell gives a penalty to accuracy, INT and AGI based rolls of one MFD step per spell maintained.**

If any of the maintained spells *already* have a layer of overflow applied to them, then all current layers of overflow should be taken into account and will further multiply the cost of new spells. Remember that **unicorns and alicorns cannot channel more than three layers of overflow at once!**

Starting Spells

At character creation, unicorns start with basic telekinesis, one level 1 spell, and—optionally and depending on their cutie mark—a cutie mark spell. Not all unicorns begin play with a cutie mark spell because not all unicorns have a talent that is related to magic. The only guarantee that a unicorn begins with a spell related to their cutie mark at character creation is to have them take magic as a tag skill. Otherwise, the GM should decide whether or not the special talent of a character warrants a related spell. It is not recommended for GMs to allow level 2, 3, or 4 spells (or black book spells) as cutie mark spells due to player power-level balancing in the early game – instead, if a character’s cutie mark is related, give them a precursor spell and increase its potency as their character increases in level. *Young* unicorns do not start with the additional level 1 spell unless they take the *Magical Savant* or *Arcane Devotion* traits.

Certain traits and hindrances may grant additional starting spells. All unicorns and alicorns are capable of casting any level 0 spell they’ve seen cast or been instructed on how to cast at least once, bar those with the *One Trick Pony* hindrance.

Alicorns start with substantially more magical potential than unicorns, depending on their origin and position in the timeline. IMP-created Alicorns that are still part of the goddess start with spells according to their color, outlined below. Regardless of their color, all alicorns from this point are capable of Access Memory (L.1) Telepathy (L.2), Mighty Telekinesis I (L.1), and Bubble Shield (L.2). Blue Alicorns also possess Invisibility (L.3), while purple alicorns possess Teleportation (L.3) and Green Alicorns have the ability to cast Building Shield (L.4), though they cannot sustain it unless casting it as part of a group of two or more.

They’ve also been shown to demonstrate spells including, but not necessarily limited to: Heal (L.2), Extract Memory (L.2), Memory Copy (L.3), Magical Beam (L.1 or 2), Magical Arrow (L.1), Magical Arrow Barrage (L.2), Magical Arrow Rain (L.3), Alter Trajectory (L.2), and Back at Ya! (L.3).

IMP-created Alicorns *after* the goddess’ passing possess spells specifically depending on their mental state. Most of them have some sort of retrograde amnesia, usually only partial. They all possess the spells common to all alicorns and common to their coloration as listed below, but beyond that nothing is certain. Those with cutie mark spells frequently regain those quickly after having reasserted control over their new form, and those who specialized in a specific type of magic (like healers and doctors) tend to recall spells from their days practicing their profession shortly thereafter.

Second generation alicorns have beginning spells just as they would if they were a unicorn (without any of the bonus spells below), but are more likely to be able to learn spells on the alicorn starting list than a normal unicorn would be, regardless of cutie mark. This predisposition manifests as a bonus 20% on their learning percentage for these spells (see next section for an explanation of learning percentage).

***A list of first-generation alicorn starting spells is included below, color coded by spell level.
The color code is explained on the next page.***

All: Magical Arrow, Mighty Telekinesis I, Shelter Shield or Shield or Shield Bubble (GM Discretion), Dream Read or Mind Read (GM Discretion), Telepathy II, Teleportation II.

Blue: Invisibility

Green: Telepathy III, Building Shield* (see the spell’s note)

Purple: Teleportation III

Gaining New Spells – Unicorns and Half-Breeds

Unicorns and races whose magical spell casting ability is derived from the unicorn portion of their parentage or ancestry can gain new spells after character creation in one of three ways. They can gain the knowledge of how to cast a spell from a book, they can be taught a spell by a teacher who knows how to cast said spell, or they can learn a new spell by experimenting with increasing the power or modifying the effects of spells they already know.

When learning a spell by any of these means always consider two things: what your unicorn or half-breed's cutie mark is, and the level requirement for the spell they're attempting to learn. **Most unicorns are only capable of learning spells that are related in some way to their cutie mark (i.e. their tag skills).** This is obviously not always the case – characters with the *Arcane Devotion* and *Magical Savant* traits in particular are exceptions to this – but it's much simpler to treat this rule as having no exceptions.

To ensure that the game retains at least some semblance of balance, most spells have level requirements that prevent more powerful spells from being learned until a character has reached a minimum level. A character cannot learn a spell under any circumstances until they are at that spell's requisite level (barring GM intervention). Many spells also require certain precursor spells to be learned.

Finally, unicorns and similar casters have a limit on how many spells they can know at each level. While there is no limit to the number of level 0 and 1 spells a character can learn and channel, a normal unicorn can only learn to channel up to INT Level 2 spells, INT/3 Level 3 spells, and a single Level 4 spell. *Arcane Devotion* and *Magical Savant* both double this number *after* the division and necessary rounding have taken place.

All spells cost a character something in the learning of them, be it time, effort, or in many cases a new perk. Learning a spell is a large portion of your character's development, and will always be represented as a perk on your character sheet.

In the case of spells learned via teachers or from books, the spell is learned as a quest perk; you pay for it in-character by devoting time and resources to either the teacher or the book.

In cases where spells are self-taught or are learned through observation, new spells are acquired as level-up perks. New-spell perks can be taken when a character levels up, as long as the character has a strong roleplaying reason to be able to learn the new spell. Taking a spell perk replaces the normal perk a character would obtain at that level. Magic is an ability that doesn't come cheap!

Recommended Rule: Learning by the Numbers – Learning a spell on your own requires repeated use and experience with that spell's precursor spells – weaker or lower level spells that your desired new spell has as part of its requirements. Every time a precursor spell is cast or seen, the chance of learning a new spell increases by 1%. Large groups or groups using a fast experience track for gaining levels should consider increasing this (from 1% to 2-5% per cast) to keep spell progression in line with level. This percentage represents a caster's familiarity with a given precursor spell and their ability to push that spell beyond its limits. The so-called "learning percentage" associated with a spell can be recorded on the character sheet in the spells known section on the second page.

Use of overflow, elaborated on in the Magic Kindergarten section later on) grants a 5% temporary bonus to this percentage for every level of overflow (maximum bonus of 15%). Why would you want to grant a bonus to this percentage? We're getting to that!

If at any time the die roll to cast a precursor spell is less than or equal to the learning percentage, the caster can teach themselves a new spell with that precursor. Learning a new or more powerful spell in this fashion requires that the new spell (the one being learned) has its character level, precursors, and cutie-mark compliance requirements met. Telekinesis (TK) is a bit of a special case here – only when using telekinesis as its own action (to pick up or move an object) does its learning percentage increase. Other uses of Telekinesis are reflexive, and do not teach a character the limits of that spell's use.

If a spell is a precursor to multiple other spells then the caster may choose which one to learn, and the 'learning percentage' for the precursor will continue to increase with each casting up to the maximum (95%). The only exception to the above rules occurs if a higher level spell has *multiple* required precursor spells, in which case the percentage that must be rolled under to learn the new spell is the lowest of them. So in the case of Transmogrify, a level 2 spell which has as its required precursors both Conjure Tool *and* Teleportation level 1, the learning die roll must be below the lower of the two learning percentages upon casting for the caster have the option of learning the new spell.

When a character gains a new spell by pushing an old one to its limits, they immediately gain knowledge of how to use the spell and the option to use the newly acquired spell in place of the one that they were casting at the time, and their next level-up perk is immediately considered spent in advance. They can still use the newly acquired spell as often as they'd like before actually spending the perk. If a unicorn or half-breed has the opportunity to learn a new spell by this method but doesn't want to spend their next perk, they may elect not to learn it.

Optionally, spells that are self-taught (invented by the character and improved strictly via roleplaying) do not cost a level-up perk when gained. This may also be extended to spells that a character (especially a magical savant character or one from a particularly prestigious magical bloodline) learns via observation of other unicorns or alicorns casting them.

Many GMs may wish to tweak the balance of costs differently depending on characters, making some methods of acquiring new spells cost perks and other methods give new spells as quest perks instead, as they see fit. Fallout Equestria, for example, uses a system of spell-advancement that is similar to the one outlined above for Little Pip's spell progression, while Fallout Equestria: Project Horizons has the protagonist's initial precursor spell be self-taught and cost a level up perk while the subsequent self-taught spells are obtained as quest perks.

In summary (because that was a lot to take in):

- Unicorns can learn spells in three ways: being taught by someone who knows the spell, learning the spell from a book, or developing the spell on their own.
 - If taught by a book or a teacher, the ability to use the new spell is acquired as a quest perk. If learned by other means, use of the new spell requires that the character spend a level-up perk.
- **Recommended:** Every time a spell is cast, it increases its learning percentage by 1%. If up close, watching a spell as it is cast and seeing its effects can also increase the learning percentage. Overglow gives a 5% temporary bonus per level used.
- **Recommended:** If a new spell is self-developed or adapted from precursor spells, it can be learned by rolling under the learning percentage, as long as all other spell requirements are met for the new spell.
- **Recommended:** Spells with multiple precursor spells use the lowest learning percentage of their precursors when you're rolling to try and learn them.

Gaining New Spells – Alicorns

Alicorns learn spells differently depending on when they are in the timeline. After the Maripony incident, alicorns that regain their mental independence are capable of learning spells just like unicorns, with many of them quickly able to relearn many of their spells from their time as a part of the hive mind or before by some magical variant of muscle memory.

Before the Maripony incident, when the alicorn hive mind was predominantly under the Great and Powerful Goddess's control, only a rare few alicorns were capable of learning and developing new spells (only those few who took the *Magical Savant*, *Arcane Devotion* or *Wasteland Weirdo* perks, as a matter of fact), and those few were only dispatched sparingly by the Goddess, if at all. Alicorns from this part of the timeline must formally request that the Goddess give them specific spells or versions of spells by sending part of the mind of the unicorn that knew the spell into them via telepathic link. Even at this point in the timeline, however, all alicorns may still gain new spells with precursors that they already possess by casting those precursor spells repeatedly and rolling under the learning percentage on a casting roll, just like unicorns. The case generally arises that such spells are immediately reabsorbed into the hive mind and sent where the goddess deems they would be most useful (i.e. usually not to your character).

Alicorns can learn an unlimited number of level 0-3 spells, and can learn a single level 4 spell.

Arcane Devotion and *Magical Savant* may both affect the number of level four spells an Alicorn can learn. It is not recommended that GMs allow alicorn characters to take either of these traits. You were warned.

Burning Out

Burning out is what happens when a unicorn or alicorn has pushed their magic too far; it's the magical equivalent of a severe muscle cramp. While burnt out a character may not cast spells of any sort, even level 0 spells like basic telekinesis or light. They functionally become an earth pony with a horn. Burning out also occurs if a unicorn or alicorn's horn is removed or critically damaged.

Unicorns and alicorns can experience burnout whenever they try to cast beyond the limits of their remaining strain. Whenever an alicorn or unicorn depletes their magic pool entirely (hits 0), but continues to cast spells, the need to start rolling to prevent burnout.

To continue to draw strain requires a magic roll. For every point of strain they attempt to draw beyond zero, into the so called "negative strain pool," that roll's MFD becomes one step harder.

If the player succeeds at the newly modified MFD, then they cast the spell and do not suffer from burn out; their strain will continue to restore at its normal rate, and their remaining strain is reduced to 0 (they don't have to record or keep track of however far into the negatives they went).

If they do not succeed at the newly modified MFD, but would have succeeded at the original MFD, then the spell is still cast. After the spell is cast, they immediately suffer magical burnout.

Finally, if they fail at the newly modified MFD and would have failed at the original MFD, then the spell fizzles *and* the character immediately suffers magical burnout.

So for example, when Little Pip was fighting Xenith in the Fillydelphia pit, she expended an enormous amount of energy using her at-the-time level 3 telekinesis spell. She depleted her strain so much that when the time came for her to use her telekinesis again to prevent herself and her new-found friend from crashing to an untimely demise, she didn't have enough strain to cast telekinesis at the level she needed without going into negative. After she cast her spell to extend the flight of her impromptu-escape vehicle, she wasn't able to use even the most basic telekinesis for some time.

In game terms, this means Little Pip's roll to draw past her strain limit was unsuccessful, but she still rolled well enough that the spell was cast. She rolled well enough to get under her normal target number, so the spell went off, but not well enough to get under the new TN.

Recovering from burnout can be a long and arduous process. Without supernatural aid (such as may be provided by certain zebra potions), it takes 1d4 weeks of in game time for a unicorn to begin to recover from burnout under normal conditions. They may recover faster (less than half that time) if assisted by other unicorns with spells like *Magical Assist* or *Mana Battery*.

Unicorn and Alicorn Spells

All spell names are color coded by spell level, except as the title for their descriptions. Spell levels progress as follows (parentheticals mark the number of spells a **normal unicorn** can know):

Level 0	(Unlimited)
Level 1	(Unlimited)
Level 2	(INT)
Level 3	(INT/3)
Level 4	(1)

Unicorn and Alicorn Spells by Category (best fit):

ELEMENTAL/WEATHER

Light

Chill, Cloud, Drip, Fog, Light Show, Spark, Sunbeam, Windy Day
Daylight, Cloud Walker, Faucet, Fog Bank, Freeze, Gale, Pyre, Zap
Cloud Bank, Deluge, Electrify, Fire Trotter, Flamethrower, Icebolt, Magical Fog,
Snow Drift, Solar Flare, Tradewinds, Water Trotter, Windstorm
Blizzard, Electrocute, Fog of War, Hooves of Fire, Hurricane, Inferno, Pony Popsicle,
Solar Wrath, Thunderhead, Tornado, Tsunami

SUPPORT/HEALING

Magical Assist, Minor Healing, Painkiller, Set, Shelter Shield
Anesthetic, Channeling Assist, Cleanse Poison, Heal, Mend, Nerve Pinch, Shield,
Speed Lines, Tissue Transplant
Cleanse Radiation, Heartstopper, Mana Battery, Panic Lines, Put 'Em Under, Regenerate,
Regrow Bone, Shield Bubble, Surrogate
Breakneck Speed, Building Shield, Cleanse Taint, Healing Potions, Reconstruction,
Restoration, Transfer Power

MENTAL/MEMORY

Memory View

Access Memory, Lie Detector, Induce Tiredness, Telepathy I
Dream Read, Extract Memory, Induce Sleep, Mind Read, Telepathic Stunner, Telepathy II
Brain Bleed, Dream Invader, Knock Out, Memory Copy, Mind Meld, Mind Trick,
Telepathy III
Dominate, Hundred Year Slumber, Like A Melon!, Mind Alter, Telepathy IV,
Want-It Need-It

ARCANE/OFFENSIVE

Magical Arrow, Magical Beam I, Teleportation I, Tickling
Dispel, Duplicate, Magical Arrow Barrage, Magical Beam II, Meld, Soundburst,
Teleportation II
Banish, Create a Door, Disruptor Beam, Door from Nowhere, Earburst, Fusion,
Magical Arrow Rain, Magical Suppression, Sonic Scream, Talisman Creator,
Teleport Block, Teleportation III
Clone, Create Matter, Gatling Beam, Magical Silence, Sonic Control Sphere,
Sonic Lance, Tears of the Goddess, Teleportation IV, Time Hop, Trottingheimer's Folly,
Wall of Sound

ILLUSION/STEALTH

Cutie Mark Disguise, Muffle, Musical Instrument, Projected Image, Silence
Amplify Ambience, Disguise, Double Vision, Flare, Ghost, Greater Projected Image, Mask
Scent, Royal Canterlot Voice, Selective Silence, Voice Alteration
Alter Features, Alter Sound, Double Team, Echolocation, Flash, Invisibility, Moving
Pictures, Pass Through, Phantom, Physical Illusion
Alter Form, Gossamer Wings, Greater Dispel, Optical Flare, Pass Through Sphere,
Perfect Illusion

KINESIS

Telekinesis (TK)
Animate Object, Drip, Long Ranged Telekinesis, Mighty Telekinesis I, Telekinetic Force,
Telekinetic Precision
Alter Trajectory, Behind You!, Come to Life, Faucet, Mighty Telekinesis II,
Telekinetic Bullet I, Telekinetic Wave, Thread the Needle
Back At Ya!, Dancing Weapon, Deluge, Mighty Telekinesis III, Railgun, Telekinetic Blast,
Telekinetic Bullet II, Telekinetic Launch
Gauss Unicorn, Mighty Telekinesis IV, Reverse Gravity, Return to Sender, Swarm of Blades,
Telekinetic Bullet III, Telekinetic Wave Blast

ARCANOTECHNOLOGICAL/MECHANICAL

Auto Sort, Conjure Tool, Detect Movement, Featherweight, Polish
Armor Penetration, Audio Playback, Auto-Repair, Feather Weight, Field Strip, Magical
Battery, Power Source, Repair, Replenish, Target Lock, Transmogrify, X-Ray
Bypass, Detect Life, Lock, Restore
Good as New!, Greater Transmogrify, Restore Shape, Scry

BLACK (For more, see *The Dark Side – Necromantic Influences*)

Hemorrhage
Sword of Blood, Unkindness of Ravens
Blood Cast, Nightmare, Agony
Murder of Crows, Waking Nightmare

WARD

Ward against Cold, Ward against Disintegration, Ward against Electricity,
Ward against Fire, Ward against Poison, Ward against Stun
True Love's Kiss, Ward against Magic, Ward against Radiation
Ward of Containment
Disabling Spell

MISCELLANEOUS

Cutie Mark Spell
Clothes Cleaning, Growing Magic, Style Hair
Clothes Alteration
Age, The Power of Love

STANDARD ALICORN STARTING SPELLS LIST:

All: Access Memory, Magical Arrow, Mighty Telekinesis I, Telepathy II, Teleportation II.

Depending on level and backstory, your GM should pick a shield spell for your character to start with –

Shelter Shield or Shield or Shield Bubble (GM Discretion).

Many wasteland alicorn characters are also demonstrated to have mental communication powers beyond simply telepathy, such as Dream Read and/or Mind Read (GM Discretion).

Finally, depending on the alicorn coloration, you begin play with one or more level 3 spells and their complements, listed below.

Blue: Invisibility (*Kkat's Blue Alicorns are also demonstrated to know Heartstopper.*)

Green: Zap, Telepathy III, Building Shield*.

Purple: Teleportation III.

Unicorn and Alicorn Spells By Level (Alphabetical):

Level 0 Spells – These are the most basic spells in any unicorn’s repertoire. Nearly all unicorns can use basic telekinesis (hence its position despite the otherwise alphabetical order). All level 0 spells are precursors to at least one other spell. **Any** unicorn, regardless of cutie mark or specialization (bar a specific few), can learn or perform these spells – that’s what separates them from level 1 spells. If a level 0 spell is not known, it is 1d4 MFD steps harder to cast. Roll 1d4 before each cast; rolling a 1 ensures that if they can cast it successfully they will learn the spell for future use (the spell is still 1 step harder to cast that first time).

Telekinesis – Frequently abbreviated as “TK,” this spell grants remote manipulation of objects up to 2xINT total weight in mcs, up to 5xINT feet away from your character. As with most other spells, line of sight (or at least ‘line of awareness’) must be maintained. Objects held in telekinesis can be moved at 5’ per action (which can be doubled with a dedicated layer of overglow) relative to the caster. So if the caster is standing still, that’s 5’ per action – but if the caster is moving at a running clip of 45 feet per round then the object they’re suspending can be moving at up to 50 in the same direction as they are. In other words, it’s difficult to move things with telekinesis quickly *relative* to the caster, but if they’re moving alongside or *along with* the caster then it’s not a problem. Telekinesis is a spell fundamentally useful for carrying and manipulating objects, not launching them.

That being said, rotating objects in space relative to the caster takes energy relative to the distance the object is from the caster and the mass of the object being rotated – which is how wielding a melee weapon with TK can still be effective so long as the weapon is near you, but why you can’t freely rotate that boxcar you’re trying to slowly move over the alicorns monologuing in front of you. Rotating an object held in your telekinesis ‘freely’ for 1 combat round costs one point of strain per 10’ away from you it is, plus an additional point of strain for every per 10 mcs of weight after the first 10. It takes the entire combat round to do so; though it needn’t be the only spell you’re casting during the round, and objects can still be moved translationally while being rotated.

Possession of this spell removes the -10 ‘hoof’ penalty to lockpicking. Holding multiple weapons with Telekinesis functions identically to battle saddles – for each additional weapon fired as a single action, you suffer a 1 MFD step penalty to all weapons being fired and SATS cost increases by 10, with the highest cost weapon as a base cost value. Holding normal items along with any weapons does not affect this penalty. Melee and unarmed weapons used with Telekinesis add INT rather than STR to damage; at level 0 Telekinesis, INT damage is not multiplied based on melee or unarmed skill.

Items below $\frac{1}{4}$ your character’s total lift capacity can be picked up and thrown using TK with a range increment of $[(INT/4)*5]$ feet (no minimum – if it’s got a range increment of 0, ***you just can’t throw it***). If they are below $\frac{1}{8}$ your character’s total lift capacity, the range increment doubles. In a combat scenario picking up the object in TK is a magic roll to cast the spell, and throwing it is an explosives roll. **Use of TK for anything other than casual weapon and item wielding in a combat scenario requires the expenditure of strain.**

Each 100wt of the object being thrown requires an additional action be spent in throwing it.

Remember that the total weight of what you are carrying still cannot exceed 2xINT! If a character exceeds this limit at any point they must make a magic roll. If they succeed, they have a choice – they can either attempt to channel extra layers of overglow into the spell to continue holding their loot, and must spend the appropriate amount of strain to do so, or they expend one point of strain, and rapidly and involuntarily drop items in order of most to least recently picked up until they are no longer over their limit (player’s choice if they had picked up multiple items at once). If they fail, the spell fizzles explosively, costing them one strain per unit weight over the limit... and *everything* they were holding drops! These rules for overloading a unicorn’s telekinesis apply to all spells derived from telekinesis, including all the precursors listed below, and all of the precursors of those spells, ad infinitum.

Precursor for: Drip, Mighty Telekinesis I, Long Ranged Telekinesis, Telekinetic Precision, Telekinetic Force

SATS Cost: --

Strain Cost: Low

Level Requirements: None

Cutie Mark Spell – This spell’s effect varies based on the specific details and focus of your character’s cutie mark. Some cutie marks can grant enhanced versions of existing spells, while others are entirely new spells that aren’t even listed here (talk with your GM and see what you can work out together). It is recommended (but certainly not mandatory) that GMs scale the effectiveness of cutie mark spells as a ‘freebie’ for unicorns as they increase in level.

Precursor for: Varies

SATS Cost: Varies

Strain Cost: Low

Level Requirements: None

Light – Creates a small globe light of light about the size of a baseball at the tip of the caster’s horn, illuminating a 10-15’ radius brightly and up to twice that radius dimly. Light does not count as a maintained spell for the purposes of casting or sustaining multiple spells simultaneously. Layers of overflow can be used to increase the radius of illumination by 5’, or to move the globe of light off of the caster’s horn up to 5’ away in any direction. If separated from their horn the ball of light still moves with the caster, but can be moved around obstacles in this fashion. Needless to say, sneaking while this spell is maintained isn’t a wise decision.

Precursor for: Sunbeam, Spark, Magical Beam, Magical Arrow, Projected Image, Light Show, Daylight, Pyre, Flare

SATS Cost: 20

Strain Cost: Low

Level Requirements: None

Memory View – Allows direct access to the memories of a living target. The target must be either willing or restrained. A successful cast views one random memory from the target’s past. Both caster and target are rendered immobile for the duration of the memory viewed – the target is rendered unconscious, while the caster is ‘viewing’ the memory and thus not unconscious but still unaware of their surroundings. This spell is dangerous; if the caster fails their casting roll the spell may accidentally extract memories of important things like how to walk, breathe, use the bathroom, etc. They also run the risk of overwriting portions of their own personality, or of simply giving themselves an aneurysm and dying. Critical failures may do one, several, or *all* of these things to the caster, the target, or both. For one layer of overflow, the viewed memory can also be extracted for permanent removal or for placement into an empty memory orb. Each layer of overflow not spent towards extraction can be used to view another randomly selected memory.

Precursor for: Access Memory, Telepathy, Lie Detector, Painkiller, Magical Assist, Induce Tiredness, Dream Read, Extract Memory

SATS Cost: --

Strain Cost: Low

Level Requirements: None

Level 1 Spells – Pre-war, casting one or more of these simple spells would have been the baseline requirement for graduation from magic kindergarten. They're basic tricks that most unicorns out in the wasteland would know or have heard of, and with proper instruction and dedication any unicorn could probably learn any one of these, regardless of their cutie mark. If a spell isn't related to their cutie mark, they may simply find it far too uninteresting to bother learning. **Normal unicorns can learn an unlimited number of level 1 spells.**

Access Memory – Allows the caster to tap into the memories of another pony at relatively low risk to themselves. The target character must be willing or restrained, and only the caster is rendered unconscious for the duration of the memory – the target character is conscious but immobilized. Unlike Memory View, this spell gives the caster greater control over which memory (or memories) is accessed, by drawing the memory into themselves rather than delving into the mind of their subject. It requires two layers of overglow to extract any number of the viewed memories due to their reduced presence in the target character's mind. Critical failures bear the same risks as memory view (forgetting important bodily functions, overwriting one or both characters' personalities, aneurysms), but failures are no longer as dangerous. Up to 1d4 memories can be accessed per cast.

Possible Precursors: **Memory View**

Precursor for: **Extract Memory**

SATS Cost: --

Strain Cost: Low

Level Requirements: 4

Other Requirements: None

Animate Object – Causes a single object, such as a crank lever, to move of its own accord. This movement must be in a simple recurring pattern, and if the object encounters any sort of inconsistent resistance to motion it will immediately stop. This spell does not require strain to sustain, but does require that the caster maintain line of sight with the object. The object being moved must be light enough that the caster can carry it in their magic.

Possible Precursors: None (**Telekinesis**)

Precursor for: Featherweight, **Alter Trajectory**, **Come to Life**, **Swarm of Blades**

SATS Cost: --

Strain Cost: Low

Level Requirements: 4

Other Requirements: **Telekinesis**

Auto Sort – When cast on a bag or other container of items, this spell will organize the contents in whatever way is desired by the caster at the time of casting. It tends to categorically sort items by type and name. If linked to a heads up display or an EFS spell, it will automagically name and discern specific qualities about the items in the inventory it's managing, magically reaching out and searching through databases within the remnants of the old equestrian spell matrix network for information or fabricating it based on the item itself when possible. Pipbucks have this spell imbued into them and will sort any bags or containers their wearer has on their person immediately.

Possible Precursors: None

Precursor for: **Auto-Repair**

SATS Cost: --

Strain Cost: Low

Requirements: Level 2, **Telekinesis** (Any Level)

Chill – Magically lower the temperature of a specific item or a small volume of substance (less than INT/4 m³) by up to a caster's INT score in degrees (Celsius!). Great at parties! Less great at funerals.

Possible Precursors: None

Precursor for: **Freeze**

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Clothes Cleaning – Not all spells are for manipulating the fabric of reality; this one just manipulates fabric. Cleans and dries clothes, light and medium barding; not very effective on heavy barding or powered armor. Also not a great spell for cleaning ponies themselves.

Possible Precursors: None (**Telekinesis**)

Precursor for: **Clothes Alteration**

SATS Cost: --

Strain Cost: Low

Requirements: Level 2, Telekinesis (Any Level)

Cloud – Creates a small cloud of volume about 6 cubic ft. (big enough for a normal-sized pegasus to sleep on) from ambient water vapor. This cloud can be manipulated by creatures with the flight racial skill, and grants total concealment to characters hiding within it. As it's still just a cloud, however, and does not provide any DT. This spell does not need to be sustained. At 1 layer of overflow, the cloud created is a thundercloud. At the end of each round that they are in existence, thunderclouds will immediately zap the first character within five feet of it for 2d10 damage that ignores armor. After discharging once, the cloud dissipates. Additional layers of overflow allow multiple discharges (doubled per layer) before dissipation. Clouds cannot be manipulated magically by those creatures without the flight skill unless a cloud-walking spell is used.

Possible Precursors: None

Precursor for: **Fog Bank**, **Cloud Bank**, **Magical Fog**.

SATS Cost: 45

Strain Cost: Low

Requirements: Level 4.

Conjure Tool – Characters can conjure a single, simple magical tool that they have stored away previously (In a set location or on their person) to help them with a specific task, such as a shovel for digging, handcuffs for restraining a foe, or a screwdriver and bobby pin for lockpicking. Tools disappear after use. Guns are too complex to be conjured by this spell, but some melee weapons are simple enough in design that this spell will work on them. Natural materials, such as flowers, branches, and similar items, also work.

Possible Precursors: None

Precursor for: **Duplicate**, **Repair**, **Transmogrify**, **Door from Nowhere**, **Lock**, **Summon Bloatsprite**

SATS Cost: --

Strain Cost: Medium

Requirements: Level 4, Telekinesis (Any Level)

Cutie Mark Disguise – This spell can be employed to temporarily hide or replace a target’s cutie mark. If combined with a Ward of Containment, certain chemical compounds, and/or a healing spell, its effects may become permanent. Removal or alteration of a cutie mark in this fashion does not affect a character’s skills (though it may be otherwise upsetting).

Possible Precursors: None

Precursor for: **Disguise**

SATS Cost: --

Strain Cost: Medium

Requirements: Level 4, Roleplaying Reason.

Detect Movement – Functions essentially the same as the EFS on a Pipbuck. This spell detects movement within 10xPER feet of the character and registers it as hostile or non-hostile. It can perform this detection even if the detected character or creature is totally hidden and obscured, and the sensitivity is such that it can detect even small movements like heartbeat or spell-matrix-driven motors – standing still doesn’t mean that you’re not moving for the purposes of detection! The spell lasts for up to 1 hour after casting, and can be dispelled. While it cannot be truly ‘maintained’, it can still be recast no penalty. . Overglow increases the range of the spell by 10 feet per layer. This spell is imbued into the spell matrix of a Pipbuck. The abilities of this spell to detect a character are unable to be impeded by anything short of stealth arcanotechnology.

Possible Precursors: None

Precursor for: **Target Lock, X-Ray**

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Drip – Manipulate a small volume of water (or another liquid) using telekinesis, without penalty. Normally, attempting to levitate liquids with telekinesis limits your weight – now your only limitation is volume! The volume of fluid manipulated cannot exceed $2 \times \text{INT ft}^3$. Note that this exceeds the weight limit imposed by **Telekinesis**. As with **Telekinesis** and related spells, levitated fluids have a movement speed of 5’ per action relative to the caster.

Also similarly to **Telekinesis**, this spell’s strain cost need only be paid when using it in a combat scenario or under pressure.

Possible Precursors: **Telekinesis**

Precursor for: **Faucet**

SATS Cost: --

Strain Cost: Low/--

Requirements: Level 4.

Featherweight – Magically lightens a load, reducing the weight of what it is cast on by a factor of 2. Costs 1 Strain per minute to maintain after casting. Prewar, this spell was commonly imbued into talismans and spell matrices to make loads easier for ponies, especially pegasi, to pull. This spell is difficult to cast in tandem with the use of **Telekinesis** specifically, and requires an MFD $\frac{1}{2}$ magic roll to do so. Failures make both spells fizzle after the strain is expended. Layers of overglow reduce the weight further, and make using it in tandem one step harder per layer.

Possible Precursors: Animate Object

Precursor for: None Known

SATS Cost: --

Strain Cost: Medium

Requirements: Level 6.

Fog – Vaporizes nearby water to create a small patch of fog, giving partial concealment to all those within it. The fog covers an area of up to INT² square feet up to five feet high. Fog gives an accuracy penalty of 1 MFD step to those attempting to target something it conceals, with the usage of SATS negating this penalty. This fog lasts for 30 seconds (5 combat rounds) and it can be recast as a free action for the same strain cost when it would otherwise expire. Each layer of overglow doubles the maximum height. Fog can be manipulated by characters and creatures with the flight racial skill.

Possible Precursors: None

Precursor for: **Fog Bank**

SATS Cost: 35

Strain Cost: Low

Requirements: Level 4.

Growing Magic – Trick number 25. Cause your target to grow hair in a specified area (even if they aren't a mammal). The hair can be dispelled by the caster at their leisure, but is otherwise permanent unless removed by conventional means. This spell also allows ponies to regrow hair in areas where it has been removed. In non-mammalian targets, the hair will not continue to grow naturally. Usually grows mustaches, but can grow hair in other places as well.

Possible Precursors: None

Precursor for: **Meld**

SATS Cost: 25

Strain Cost: Low

Requirements: Level 2.

Hemorrhage – This spell targets an opponent's natural healing rate and greatly reduces it while increasing blood flow, causing them to more rapidly bleed out during combat. If a target character or creature is wounded or becomes wounded during that round (and has blood or some other vital fluids), then that character takes one wound of bleed damage at the end of that round to every location that is wounded. Each layer of overglow makes this effect last an additional round.

Possible Precursors: None

Precursor for: **Sword of Blood**, **Agony**

SATS Cost: 40

Strain Cost: High

Requirements: Level 4 or **Black Book**.

Induce Tiredness – Opponent is made tired by your magical energies. This drowsiness causes them to take a -10 on all skill and attribute rolls for INT amount of rounds. END MFD equal to the caster's casting roll to resist.

Possible Precursors: **Memory View**

Precursor for: **Induce Sleep**, **Telepathic Stunner**

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 4.

Lie Detector – Using this spell allows you to ascertain whether the target is speaking the truth or lying. It is not infallible, and if the target is aware of the spell being cast they may intentionally speak half-truths or omit facts. No strain cost is required to sustain this spell.

Possible Precursors: **Memory View**

Precursor for: **Dream Read, Extract Memory, Mind Read**

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Light Show – Create a dazzling display of pyrotechnics visible for miles in every direction! Great for signaling others at a distance, though the resulting light show is not as versatile as the one created by **Projected Image**.

Possible Precursors: **Light**

Precursor for: **Daylight, Double Vision, Flare, Pyre**

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Long Ranged Telekinesis – Your range on telekinesis is greatly extended! You can now manipulate objects with TK as far away as 50xINT in feet, as long as you have a clear line of sight (it no longer needs to be a *direct* line of sight). Otherwise, your telekinesis functions as normal. This is more of a ‘spell upgrade’ than a fully unique spell; its effects stack with other spells modifying a character’s telekinesis unless exclusively stated otherwise.

Possible Precursors: **Telekinesis**

Precursor for: **Alter Trajectory, Behind You!, Thread the Needle**

SATS Cost: --

Strain Cost: Low

Requirements: Level 4, **Telekinesis**.

Magical Arrow – Summons a magical bolt of energy and hurls it at a foe for 1d12 damage, if it hits. Roll Magic as your weapon skill to hit. This arrow ignores 10 points of DT. A layer of overglow can be spent to either enlarge the bolt, making it explode on impact for a total of 2d12 damage (an additional 1d12 of damage), or to double the amount of DT that it ignores. The explosive effect does not allow the arrow’s damage to harm anything other than the original target (it’s not AoE; it explodes after it’s already been embedded). The range increment for this and all other magical arrow spells is 25 feet.

Possible Precursors: **None**

Precursor for: **Magical Arrow Barrage, Target Lock**

SATS Cost: 20

Strain Cost: Low

Requirements: Level 4, **Telekinesis**

Magical Assist – You have learned how to channel your magic to increase the effects of spells cast by others. While this spell is maintained, your target’s spells are equivalent to have an extra layer of overflow, for free, whenever cast. This layer of overflow can go beyond the normal limit for layers of overflow (three, in most cases). It requires the caster’s line of sight with the target to be maintained while the spell is in use, and is not capable of enhancing zebra magic. Spells without a numerical effect (such as damage dealt, wounds healed, effective range or DT granted) are not affected. Maintaining this spell costs the caster 1 strain whenever a target casts (or attempts to cast) a spell. Overflow does not affect the casting of this spell.

Possible Precursors: None

Precursor for: **Channeling Assist**, **Armor Penetration**.

SATS Cost: --

Strain Cost: Medium

Requirements: Level 4.

Magical Beam I – This spell shoots a beam of magical energy, as from a magical beam pistol, but without the bonus to critical damage or the Disintegration special weapon effect. This can only be cast up to INT times per day. Layers of overflow can either add 1d8 damage or add the Disintegration special weapon effect.

Possible Precursors: None

Precursor for: **Magical Beam II**, **Target Lock**, **Disruptor Beam**

SATS Cost: 25

Strain Cost: Low

Requirements: Level 4.

Mighty Telekinesis I – Your telekinesis can now lift and manipulate loads 6xINT score in mcs without penalty! In any contests of strength that arise with your magic versus an opposing force, you may now roll Magic instead of Intelligence as your opposing roll (this requires you to spend at least one layer of overflow – 2 strain at minimum). If you’re suspending an opponent and they manage to move of their own accord, you must recast your spell to restrain them once more. Melee and unarmed weapons used with Telekinesis add your INT rather than your STR as damage; at this level of Telekinesis, your INT damage can be multiplied up to 2x based on your melee or unarmed skill.

Unicorn levitation talismans in robots are normally imbued with this spell. When making levitation talismans using unicorn magic, the base lifting strength of the talisman is equal to 10 times the weight of the gemstone used as a focus (overflow doubles the strength).

This is more of a ‘spell upgrade’ than a fully unique spell; its effects stack with other spells modifying a character’s telekinesis unless exclusively stated otherwise. Mighty TK’s effects do not stack with those of TK Force; the two spells are mutually exclusive.

Possible Precursors: **Telekinesis**

Precursor for: **Come to Life**, **Mighty Telekinesis II**, **Telekinetic Launch**, **Blood Cast**, **Swarm of Blades**.

SATS Cost: --

Strain Cost: Low

Requirements: Level 4, **Telekinesis**

Additional Notes: Most Alicorns start with this spell.

Minor Healing – Heals superficial scrapes, cuts, and bruises. Removes 2 wounds from the target, starting in the area that is the least wounded. While this and all other healing spells can be cast multiple times on a target, this spell *cannot* heal a limb that is crippled to the point where that limb would no longer be crippled. It is incapable of healing damaged unicorn horns.

Possible Precursors: None

Precursor for: Anesthetic, Cleanse Poison, Heal, Mend, Cleanse Radiation.

SATS Cost: 25

Strain Cost: Low

Requirements: Level 4.

Muffle – Renders the caster and up to INT/2 targets silent while the spell is maintained. This effect means that no auditory perception checks can be used to detect your targets, though line-of-sight perception still works. Unlike **Silence**, this spell is not an area of effect, but requires line of sight with the targets to be maintained. Strain cost to maintain this spell is 1/minute. The caster may choose to have this spell manifest in the form of a conjured zipper over the targets' mouths, if they so please.

Possible Precursors: None

Precursor for: Amplify Ambience, Audio Playback, Mask Scent, Royal Canterlot Voice, Selective Silence.

SATS Cost: 45

Strain Cost: Medium

Requirements: Level 4 or Musical Instrument.

Musical Instrument – Creates music similar to that of a specific instrument for up to 10 minutes per cast. It can also be used to slightly amplify a singer's voice, though not to anywhere near the same magnitude as the effect of the **Royal Canterlot Voice** spell.

Possible Precursors: None

Precursor to: Muffle, Amplify Ambience, Audio Playback, Royal Canterlot Voice, Soundburst, Voice Alteration, Flashbang, Moving Pictures

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Painkiller – Numb the pain of a single area for INT minutes. Affected targets cannot use that area, but do not suffer crippled penalties from the wounds that area may have. Each layer of overglow allows you to affect an additional location on your opponent. Unwilling opponents may make an opposed END roll versus the caster's magic roll made to cast.

Possible Precursors: None

Precursor for: Anesthetic, Cleanse Poison.

SATS Cost: 20

Strain Cost: Low

Requirements: Level 4.

Polish – Restores and performs minor repairs to the exterior of a device, raising its condition by one step (or recovering 1/10 of its total DT, in the case of armors). This spell cannot be used on any single item or weapon more than once per week.

Possible Precursors: None

Precursor to: Auto-Repair, Clothes Alteration, Repair, Replenish.

SATS Cost: --

Strain Cost: Medium

Requirements: Level 4, Telekinesis

Projected Image – Creates a projected image of a small (INT^3 feet) size that is clearly magical and illusory, usually see through. It cannot make sound. This costs 1 strain per 5 minutes to sustain. Each layer of overglow spent makes the image more convincing and realistic. Detecting whether or not the image is illusory is an opposed roll of perception versus the caster's magic, with the caster re-rolling (That is to say, do not use your spellcasting roll against the opponent's PER roll.). Layers of overglow give the caster a 1 MFD step bonus on the opposed roll.

Possible Precursors: Light

Precursor to: Disguise, Double Vision, Greater Projected Image.

SATS Cost: 45

Strain Cost: Medium

Requirements: Level 4.

Set – Sets broken bones into place properly with magic, and prevents some of the bruising of the surrounding tissue. Use of this spell on a crippled limb within an hour of it sustaining the crippling injury will increase the rate of natural healing for that area to one wound per 12 hours spent resting until it is no longer crippled. This spell can also be used in place of a medicine roll to set a broken limb (Normally MFD $\frac{3}{4}$). Neither this spell nor conventional healing potions is strong enough to remove the crippled condition from a unicorn or alicorn's horn.

Possible Precursors: None (Telekinesis)

Precursor to: Mend

SATS Cost: --

Strain Cost: Low

Requirements: Level 4, Telekinesis

Shelter Shield – Creates a magical, transparent, impermeable shield that blocks incoming weapons fire, providing DT of $2 \times \text{INT}$ for all protected by it. The shield appears as a translucent wall, but can be shaped as the caster likes, with a maximum surface area equal to INT^2 . While not very effective in combat (it will collapse if enough damage is dealt to it in a single attack to deal two wounds to the caster if they were unarmored, i.e. $2 \times$ their damage per wound value), this shield can be easily maintained, costing only one strain per ten minutes. Also protects against the elements, making it wonderful for staying dry while out in the rain. Layers of overglow spent on this spell will only increase the shield surface area; DT provided is unaffected. If the shield completely surrounds a character or object, it can block external radiation and sound. Shields can absorb rads equal to five times their maximum DT before collapsing.

Possible Precursors: None

Precursor to: Shield.

SATS Cost: 30

Strain Cost: Low

Requirements: Level 4.

Additional Notes: Most Alicorns start with the Shield spell.

Silence – This spell creates a small radius (2xINT feet, rounded down to the nearest number divisible by 5) around the caster in which all sound is nullified – both incoming and outgoing. The caster may choose to exclude any number of specific objects within the radius while the spell is being maintained, but cannot exclude living creatures. Characters within this radius, needless to say, cannot make auditory perception checks. This costs 1 strain per minute to sustain.

Possible Precursors: None

Precursor to: Amplify Ambience, Audio Playback, Mask Scent, Royal Canterlot Voice, Selective Silence.

SATS Cost: 45

Strain Cost: Medium

Requirements: Level 4.

Spark – Create a magical spark of electricity or fire to create some light, light something flammable on fire, or jump-start a small magical battery. If the target of the spell is wet, deals 3d6 damage + electricity, as per the special weapon effect.

Possible Precursors: None

Precursor to: Magical Battery, Power Source, Pyre, Replenish, Zap, Good as New!

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Style Hair – Used by unicorn hair specialists everywhere, this spell is designed to style a character's hair or mane. It also shampoos and washes the mane and coat of the target (if the target has a mane and/or coat to wash).

Possible Precursors: None (Telekinesis)

Precursor to: None Known

SATS Cost: 50

Strain Cost: Low

Requirements: Level 4, Telekinesis

Sunbeam – Creates a small cone of light out from the tip of the caster's horn that can be directed to illuminate objects up to 20ft in front of them.

Possible Precursors: Light

Precursor to: Daylight, Flare, Pyre, Solar Flare

SATS Cost: 20

Strain Cost: Low

Requirements: Level 4.

Telepathy I – Allows one-way communication with a single individual no more than 10xINT feet away. The caster may continue to converse with this spell as long as is desired; there is no additional strain cost to maintain the spell. Alicorns may use telepathy as other races uses spoken communication; it costs them no strain.

Possible Precursors: Memory View

Precursor to: Dream Read, Induce Sleep, Mind Read, Telepathy II, Want-It Need-It

SATS Cost: --

Strain Cost: Low

Requirements: Level 4, INT 6.

Teleportation I – At this level, the caster can teleport themselves and items on their person, up to their carrying capacity, to a distance of 10xINT feet away. Small objects (Wt. of 2 or less) within 5' of the caster can also be teleported up to 10xINT feet, but for any object larger than a soda bottle the caster must travel alongside them. Intentional splinching of items within things is impossible... unless the thing you're trying to get splinched happens to be yourself! This level of the spell cannot teleport other living creatures, nor can it teleport items to the caster. Overglow can only increase the teleport distance, not the weight carried. Momentum is conserved during teleportation; speedy thing goes in, speedy thing goes out.

Possible Precursors: None

Precursor to: Duplicate, Ghost, Meld, Teleportation II, Transmogrify, Summon Bloatsprite

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 4.

Telekinetic Force – You've never been very good at doing fine manipulation with your telekinesis, but you're really great at pushing stuff around with it! This spell allows you to use the force of your magic to block incoming melee attacks and push back any character within 5 feet of you. It does not require a targeting roll. Enemies are pushed back 5' for every MFD step level below 1 by which you succeed on the magic roll (minimum 5') and each layer of overglow doubles the total distance; resisting the push is a STR roll with the same MFD for success as the magic casting roll. If the pushed back characters either don't or cannot move, they take 1d20 concussive damage for every 10' they didn't. This spell's effects (and the effects of those spells that have it as a predecessor) cannot be blocked, but deal no direct damage on their own and will not penetrate magical shields (environmental damage can certainly still occur). Characters with this spell can push and pull items with telekinesis up to 10xINT macs, but not with any degree of accuracy; in fact, relying too much on this spell can often cause unicorns to lose their ability to finely manipulate objects entirely as with the *Imprecise Magic* hindrance!

Melee and unarmed weapons used with Telekinesis add your INT rather than your STR as damage; at this level, your INT damage can be multiplied up to 3x based on your melee or unarmed skill. Incompatible with Telekinetic Precision and Mighty Telekinesis; a unicorn cannot learn this spell and either of those spells.

This is a 'spell upgrade'; its effects stack with other spells modifying a character's telekinesis unless exclusively stated otherwise. Mighty TK's effects do not stack with those of TK Force.

Possible Precursors: Telekinesis

Precursor to: Telekinetic Launch, Telekinetic Wave, Telekinetic Blast

SATS Cost: 15

Strain Cost: Medium

Requirements: Level 4, Telekinesis.

Telekinetic Precision – You've got a steady horn on your head for when you need to count sand, thread a needle, or keep a pin in a grenade. Your telekinesis is extremely precise and fast, capable of extremely fine manipulation on the fly. Because of this precision, you now have a permanent +3 roll bonus to Repair and Lockpicking, so long as your magic is intact. For the purposes of learning a new spell, this spell counts as being cast every time your character makes a science or lockpicking roll, or performs another task with their magic that requires precision (like pulling the pin on a grenade!).

Incompatible with Telekinetic Force; a unicorn cannot learn both spells. This is more of a 'spell upgrade' than a fully unique spell; its effects stack with other spells modifying a character's telekinesis (unless they are specifically mutually exclusive).

Possible Precursors: Telekinesis

Precursor to: Alter Trajectory, Field Strip, Nerve Pinch, Target Lock, Telekinetic Bullet I, Thread the Needle

SATS Cost: --

Strain Cost: Low

Requirements: Level 4.

Tickling – This spell channels a faint stream of magical energy into a target within the line of sight of the caster, exciting nerve endings all over the target's body. In other words, it tickles them. It tickles the target to the point of distraction and incapacitation... but it doesn't really do much in the way of damage. While maintained, the spell prevents the target from acting. Each time the target attempts to act, they must make a willpower roll (roll both CHA and INT, take the better of the two) versus the MFD made to cast the spell. Failures prevent them from acting and cost them that action. This spell costs one strain to maintain every round, paid on the caster's initiative order. While maintaining the spell, the caster must pay one layer of overglow to cast any other spells – including the use of telekinesis to operate weapons.

This spell can target one additional character or creature for every layer of overglow.

Possible Precursors: None

Precursor to: **Nerve Pinch**, **Agony**

SATS Cost: 35

Strain Cost: Low

Requirements: Level 4 or **Black Book**.

Ward Against Cold – Prevents the first instance of a pony being frozen solid by magical effects. Can be cast on multiple targets; prevents only the first magical freezing or incident of frostbite of a single character. Wards cost no strain to maintain, but must be recast every 24 hours. Characters that are frozen solid cannot move, shoot or attack with close combat weapons, but can still use magic.

Possible Precursors: None

Precursor to: **True Love's Kiss**, **Ward against Magic**, **Ward against Radiation**, Any Level 1 Ward, **Lock**, **Water Trotter**

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Ward Against Disintegration – Prevents disintegration of a character struck by an energy weapon or other weapon carrying the Disintegration special weapon effect, once. The character may still be killed by the energy from the blast, but if killed their corpse will not be disintegrated either. Can be cast on multiple targets; prevents only the first disintegration of a single character. Wards cost no strain to maintain, but must be recast every 24 hours.

Possible Precursors: None

Precursor to: **True Love's Kiss**, **Ward against Magic**, **Ward against Radiation**, Any Level 1 Ward, **Lock**

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Ward Against Electricity – Absorbs or disperses any magical or non-magical electricity that would otherwise damage the target. Can be cast on multiple targets; prevents only the first instance of electrical feedback on a single character. Wards cost no strain to maintain, but must be recast every 24 hours.

Possible Precursors: None

Precursor to: **True Love's Kiss**, **Ward against Magic**, **Ward against Radiation**, Any Level 1 Ward, **Lock**

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Ward Against Fire – Automagically extinguishes fire on a character, once. Can be cast on multiple targets; prevents only the first instance of fire on a single character. Wards cost no strain to maintain, but must be recast every 24 hours.

Possible Precursors: Any Level 1 Ward

Precursor to: [True Love's Kiss](#), [Ward Against Magic](#), [Ward Against Radiation](#), Any Level 1 Ward, [Lock](#)

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Ward Against Poison – Surrounds the targets in a green haze which immediately neutralizes and removes any poisons that enter their system. Can be cast on multiple targets; prevents only the first instance of poison for each character on which it is cast. Wards cost no strain to maintain, but must be recast every 24 hours.

Possible Precursors: Any Level 1 Ward

Precursor to: [True Love's Kiss](#), [Ward Against Magic](#), [Ward Against Radiation](#), Any Level 1 Ward, [Lock](#)

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Ward Against Stun – Absorbs and mitigates the effect of magical stun on a pony, once. Has no effect on non-magical stun, such as from flashbangs. Cannot be cast on multiple targets at one time, but it can be cast multiple times on multiple targets. Wards cost no strain to maintain, but must be recast every 24 hours.

Possible Precursors: Any Level 1 Ward

Precursor to: [True Love's Kiss](#), [Ward Against Magic](#), [Ward Against Radiation](#), Any Level 1 Ward, [Lock](#)

SATS Cost: 35/cast

Strain Cost: Medium

Requirements: Level 4.

Windy Day – Creates a strong gust or continuous current of wind, 15' across and 10' high, originating from the caster's horn and blowing in a direction of their choosing. Flying creatures moving against the wind move 10 feet slower per action spent, and if not moving against the wind will be moved five feet in the direction the wind is blowing. This spell can be used as an interrupt action similar to a Dodge or Block – it can be rapidly cast using a held or unused action in response to an opponent's action to affect the outcome of that action (or actions if there are multiple). When used during another character's actions, either as a sustained action or an interrupt, this spell renders lighter projectiles such as darts, arrows or crossbow bolts 1 MFD step harder to target and also makes aerial maneuvers one step harder to perform. This spell's effects are a neat counter to spells that create an obscuring mist or fog.

Possible Precursors: None ([Telekinesis](#))

Precursor to: [Gale](#), [Tradewinds](#)

SATS Cost: 15

Strain Cost: Low

Requirements: Level 4.

Level 2 Spells – These spells represent a logical progression and further specialization of magic towards achieving a specific purpose. These are the sorts of spells you would expect any young unicorn beginning to specialize in a specific field to know. **Normal unicorns can learn a number of level 2 spells equal to their intelligence attribute score.**

Alter Trajectory – This spell puts subtle pressure on an incoming ranged projectile to alter its course and its point of impact. It only works on single projectiles, and works best on projectiles that are not self-propelled. The basic spell is only capable of altering its direction by up to ninety degrees, causing it to impact elsewhere. Self-propelled projectiles such as rockets and missiles may only have their course altered by forty five degrees. Each layer of overglow allows you to further correct the course of a projectile by forty five degrees.

Possible Precursors: Telekinetic Precision, Long Ranged Telekinesis, Animate Object

Precursor to: Telekinetic Launch, [Back At Ya!](#)

SATS Cost: 20

Strain Cost: High

Requirements: Level 8; Telekinetic Precision and either Long Ranged Telekinesis or Animate Object.

Amplify Ambience – Focuses and magnifies ambient noise in the caster's vicinity, allowing them to pick up fine details that a casual listener might have missed. This effect grants a 1 MFD step bonus to auditory perception rolls, especially those made to listen in to conversations. The amplification effect is only on the caster's ears, or the ears of a target character or creature.

While this spell is maintained, loud noises within 10 feet of your character trigger an Endurance roll, MFD ½. Failures are deafened for 2 combat rounds (unable to make auditory perception checks or communicate verbally with other players). Critical failures are stunned for the duration, unable to act. While deafened, characters take penalties to actions as though they were crippled in the head.

Characters with the spell's effect on them also take double damage from any sonic-based attacks, such as Soundburst or Sonic Screech (a bat pony ability). Endurance rolls made to resist the effects of harmful sound-related spells and magic are 1 MFD step harder.

Possible Precursors: Musical Instrument, Muffle, Silence, Royal Canterlot Voice, Soundburst

Precursor to: Royal Canterlot Voice, Soundburst, [Alter Sound](#)

SATS Cost: 45

Strain Cost: High

Requirements: Level 8; Muffle or Royal Canterlot Voice.

Anesthetic – Completely anesthetize a large region of a target's body (any two limbs or the torso) for 2xINT minutes. The target no longer suffers penalties from any wounds that the areas have, but the anesthetized areas are rendered unusable for the duration. If any of the now-unusable areas is linked to a skill, that skill now suffers a -10 penalty. If the non-usable areas are linked to movement (i.e. the legs), then move speed is reduced by 5 feet per action per area anesthetized (minimum of 5 feet per two actions). If a target's wings or digging-arms are anesthetized, then they are rendered temporarily unable to fly or dig respectively for the duration of this spell. Unwilling targets not caught by surprise may make an opposed END roll versus the caster's magic roll (the one they made to cast the spell) to resist.

Possible Precursors: Painkiller, Minor Healing

Precursor to: Cleanse Poison, Tissue Transplant, [Heartstopper](#), [Put 'Em Under](#)

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 8, Painkiller.

Armor Penetration – This spell is cast on a single target to augment other spells and attacks from that target. A successful casting of this spell grants all attacks and spells that do damage the ability to ignore 15 points of DT. Each layer of overflow can either increase this armor penetration by 15 points or make the spell affect another target (for a maximum of four targets). Targets need not be characters; anything that can potentially deal damage (scenery, spikey bushes, automated security, specific weapons, ammunition, etc.) can be a target. The spell's effects last for one round.

Possible Precursors: Magical Assist

Precursor to: Bypass

SATS Cost: 10

Strain Cost: Low

Requirements: Level 8.

Audio Playback – Uses magic to record sound and play it back. Can record up to an hour of sound per cast; subsequent casts can overwrite this or add to it at the caster's choosing. While recorded, the caster may edit it by making a magic skill roll, MFD based on what type of edit they're attempting. Sound can be stored and edited for up to 48 hours after casting without maintaining the spell; after that period, it must be played back and recorded again (either by casting the spell again or with a mechanical device) or it will be lost.

Possible Precursors: Muffle, Musical Instrument, Silence, Voice Alteration

Precursor to: Voice Alteration, Alter Sound, Moving Pictures, Sonic Control Sphere

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Musical Instrument or Voice Alteration.

Auto-Repair – This spell can tell its caster which parts of differing weapons, armors, or other mechanical items of a similar type would function best when reassembled into a single piece, providing a +15 bonus to your next repair roll repair when cast. Pipbucks have a lesser version of this spell imbued into them.

Possible Precursors: Polish, Auto Sort, Field Strip

Precursor to: Field Strip

SATS Cost: --

Strain Cost: Medium

Requirements: Level 8, Polish, Auto Sort.

Behind You! – Using long-ranged telekinesis, you have learned how to confuse your enemies by acting from multiple locations at once! You take no remote aiming penalty for wielding or firing a weapon that is levitated more than five feet away from you. (Penalty is normally 1 MFD step per five feet.)

Possible Precursors: Long Ranged Telekinesis.

Precursor to: Come to Life, Dancing Weapon

SATS Cost: --

Strain Cost: Low

Requirements: Level 8, Long Ranged Telekinesis.

Channeling Assist – Your ability to channel magic into increasing the effects of others spells has increased; you can now add a layer of free overflow for up to two targets or add two free layers of overflow for a single target! As before, spells without numerical or listed overflow layer effects are unaffected, and these layers of overflow do not ignore the normal hard cap for maximum number of layers of overflow that can be channeled into a spell.

This spell must be maintained by spending at least one action per round it is in effect after the first round, otherwise the spell ends when the unicorn's turn in a combat round has finished (even if they hold actions).

Every time a target casts a spell it requires the caster to expend 1 strain to maintain it.

This spell and others like it are unaffected by magical overflow. Spells from this tree cannot be cast recursively (i.e. to boost the effect of each other).

Possible Precursors: [Magical Assist](#).

Precursor to: [Mana Battery](#), [Talisman Creator](#)

SATS Cost: --

Strain Cost: Medium

Requirements: Level 8, [Magical Assist](#).

Cleanse Poison – Removes all traces of any anabolic poisons, toxins, and venom from a single target over a period of a few minutes. At one layer of overflow, this spell can be used to remove all physical causes and symptoms of addiction. Mental addiction cannot be treated in this way.

Possible Precursors: [Minor Healing](#), [Painkiller](#), [Heal](#), [Anesthetic](#)

Precursor to: [Cleanse Radiation](#), [Restore Shape](#)

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, [Minor Healing](#) or [Heal](#), [Painkiller](#) or [Anesthetic](#)

Clothes Alteration – No sophisticated unicorn would be caught dead without this little gem! This spell is capable of modifying clothing and light bardings to fit any size in only a few moments (2d4 combat rounds). It requires no needle or thread, but does require that the use of a subject to tailor the clothing or barding to, even if that subject is only a ponnequin. This is *much* faster than modifying clothing and light barding by conventional means using the “**Modifying Armor**” rules in the equipment chapter. With a layer of overflow, this spell can be used to make repairs cosmetic alterations to clothes or light barding, though the raw materials are still required. This is also true for any changes that restore or add features or functionality. With 2 layers of overflow, this reduces the time required to 1d4 combat rounds; 3 layers shorten it to a single combat round. This spell simply cannot handle medium and heavy bardings – the materials are too tough for it to manipulate.

Possible Precursors: [Clothes Cleaning](#), [Polish](#)

Precursor to: [None Known](#)

SATS Cost: 75

Strain Cost: Medium

Requirements: Level 10.

Cloud Walker – Grants creatures without the flight racial skill the ability to walk on clouds and to interact with cloud terminals and other cloud-based technology.

Possible Precursors: [Cloud](#)

Precursor to: [Gossamer Wings](#)

SATS Cost: 100

Strain Cost: Medium

Requirements: Level 10.

Come to Life – Causes an otherwise inanimate object to perform a specific task, such as move forward, until the spell is cast a second time (at no additional strain cost) to dispel it. This spell lacks the finesse needed to operate delicate machinery or perform actions in combat, but it's great for operating heavy machinery that would otherwise be beyond the physical strength your pony can muster. Your pony can operate devices and command them to perform repetitive simple or menial tasks that would otherwise be beyond the strength of their normal telekinesis (this spell can lift or move up to 15xINT mcs). The problem is really in getting them to stop operating when they've done what you wanted. Sorcerer's apprentice, anypony?

Possible Precursors: Animate Object, Mighty Telekinesis I, Behind You!

Precursor to: Dancing Weapon, Swarm of Blades

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Animate Object or Mighty Telekinesis I.

Daylight – Creates a small sphere of light that can be moved either by telekinesis or by the caster's thoughts, providing daylight-like illumination in a radius of 5xINT feet. This doesn't need to be maintained and does not cost as a maintained spell for the purposes of casting or sustaining multiple spells simultaneously.

Possible Precursors: Light, Light Show, Sunbeam, Flare

Precursor to: Flare, Flash

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10, Light, Light Show or Sunbeam.

Disguise – This spell will disguise the target so as to make them difficult to recognize by anyone who didn't know them personally, altering cosmetic features such as hair length, style, clothing shape, and to a lesser extent, coloration. It does not affect their cutie mark. While maintained, it requires a PER check of MFD $\frac{3}{4}$ to recognize the target given a picture of their undisguised self or MFD $\frac{1}{4}$ if given only a verbal description.

Possible Precursors: Cutie Mark Disguise, Projected Image

Precursor to: Alter Features

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Sneak 75.

Dispel – Disrupts magic of equal or lesser level, such as spells maintained by unicorns or alicorns or minor enchantments. Can also disrupt low recipe-level zebra enchantments, but requires direct physical contact. Excellent for temporarily disabling spell matrices or suppressing the magics of unicorn talismans – a successful cast will render such devices inoperative for 1d3 rounds. For three layers of overglow, this spell can disrupt a single level 3 spell.

Possible Precursors: Any Level 2 Spell

Precursor for: Disruptor Beam, Greater Dispel

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 10, Must know a Level 2 Spell.

Double Vision – This illusion blurs the outline of the caster or their target, making it difficult for enemies to focus on them. It works by bending the light magically so that light moves inconsistently in the space immediately surrounding the target. Any character or creature under the effects of this spell is 1 MFD step harder to target while the spell is maintained. Maintaining this spell costs 1 strain per 30 seconds when cast. If not maintained, it lasts for one combat round.

Possible Precursors: Projected Image, Light Show.

Precursor for: Double Team,

SATS Cost: --

Strain Cost: Special*

Requirements: Level 10, Projected Image or Light Show.

Dream Read – Allows the caster to “see” into the target’s dreams. The target may become aware of the caster if they act inconsistently within the dream, but minor alterations to the dreamscape by the caster are certainly possible.

Possible Precursors: Memory View, Lie Detector, Access Memory or Telepathy I.

Precursor for: Dream Invader, Mind Meld

SATS Cost: --

Strain Cost: Special*

Requirements: Level 10, Memory View, Lie Detector, Access Memory or Telepathy I.

*Strain Cost is at the GM’s discretion depending on what you want to do.

Duplicate – Makes a precise copy of any inanimate object of weight less than or equal to the caster’s INT score. The caster must have the object on hand and be able to study it for at least an hour with their magic in order to copy it precisely; the spell’s formula is limited such that imprecise understanding of the object prevents the spell from working at all, rather than producing an imprecise copy. The spell also requires that raw material of a similar nature to the object being duplicated be available to create the copy from. More intricate items, particularly items with magical properties like talismans, gold, and gemstones, can take multiple hours or even *days* of inspection and magical analysis before they can be copied. Each layer of overglow increases the maximum weight limit of the copied object by 5. This spell’s only other limitation is that it cannot be used on anything that it perceives as living; what the spell recognizes as living is ultimately at the GM’s discretion, but needless to say it makes copying certain fruits and vegetables quite difficult.

Possible Precursors: Conjure Tool, Teleportation I, Repair

Precursor for: Restore, Summon Bloatsprite, Clone, Create Matter

SATS Cost: --

Strain Cost: Very High

Requirements: Level 14, Teleportation I and either Conjure Tool or Repair.

Extract Memory – This is the spell used by the Ministries of Peace and Morale to extract the memories of other ponies. This process removes the memory from the pony; if a memory orb is used, the memory can be stored instead of just erased.

Possible Precursors: Memory View, Access Memory, Lie Detector, Dream Read, Mind Read

SATS Cost: --

Strain Cost: High

Requirements: Level 10, Memory View, Access Memory, Lie Detector, Dream Read, or Mind Read

Faucet – Manipulate a larger amount of water (or another liquid) using telekinesis, without penalty and regardless of weight or content (within reason). The volume manipulated cannot exceed $5 \times \text{INT} \text{ ft}^3$. As with **telekinesis**, levitated materials move at a speed of 5' per action relative to the caster. This is a form of **telekinesis**.

Possible Precursors: Drip.

Precursor to: Deluge, Water Trotter

SATS Cost: --

Strain Cost: Low/--

Requirements: Level 10, Drip.

Field Strip – This spell disassembles weapons for proper cleaning and maintenance. It requires knowledge of the weapon being disassembled (an INT roll at varying MFD if the weapon is not terribly common). With a little unconventional thinking, this spell can be highly effective in combat if the weapon in question doesn't belong to you or your friends. It cannot manipulate or disassemble weapons held aloft by the magic of other characters or creatures. Out of combat, this spell grants a +10 on any repair rolls made to maintain a weapon.

Possible Precursors: Telekinetic Precision, Auto-Repair

Precursor to: Auto-Repair, Lock

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 10, Telekinetic Precision.

Flare – Channels the sun's energy into a small ball of brightly-burning flame and throws it at an opponent. Functions identically to a flare gun, targeted with Magic. Illuminates everything within 30' of its path. Layers of overglow deal 1d6 of extra damage, ignore 5 additional points of DT, and illuminate an additional 5' in every direction of its path.

Possible Precursors: Light, Light Show, Sunbeam or Daylight

Precursor to: Daylight, Flash, Solar Flare

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 8, Light, Light Show, Sunbeam or Daylight.

Fog Bank – Vaporizes nearby water to create a large, dense patch of fog that gives partial concealment to all those within it. The fog covers an area of up to (three times the caster's INT score) squared up to 8 ft. high. This fog provides an accuracy penalty of 1 MFD step to those attempting to target something it conceals. SATS negates this penalty.

Possible Precursors: Fog, Cloud

Precursor to: Magical Fog, Cloud Bank

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 8, Fog, Cloud.

Freeze – Flash-freeze an area or object, dropping its temperature to below 0°C. May deal up to 3d8+INT damage to living creatures; useless against robots, and deals reduced damage (1d8+INT) against ghouls. Has a targeting range increment of 25 feet. Critical successes on the casting roll can flash-freeze one of the target's extremities (but not the head), rendering it inoperable and possibly destroying that limb if it does not receive medical attention within an hour of being frozen. Characters in sealed armor are unaffected by this spell.

Possible Precursors: [Chill](#)

Precursor to: [Icebolt](#), [Snow Drift](#), [Create Matter](#)

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 10, [Chill](#).

Gale – Conjures up a forceful wind that pushes outwards in a multidirectional wave from the caster's horn, forcing any creatures within range back 10 feet further from the caster. This wave can push back any creatures of weighing less than 1000 macs that are within a short distance of the caster (INTx5 feet) when the spell is cast. If they can hold onto something, creatures or characters affected by this spell may roll STR roll against your spellcasting roll. If they beat it by at least 1 MFD step, they are not moved; critical failures are moved twice as far. Flying opponents are blown back twice as far and must make a flight roll MFD ¾ to remain airborne. Opponents anchored against fixed obstructions or against a wall are unaffected. These winds are powerful enough to disarm some characters; any characters with non-battle-saddle mounted or otherwise secured weapons must make a STR roll MFD 1 to hold onto them. Similarly, unicorns holding weapons with telekinesis must make an INT roll MFD 1 to keep their grip, and receive a +5 bonus for each level of Mighty Telekinesis on their roll.

Possible Precursors: [Windy Day](#)

Precursor to: [Tradewinds](#), [Windstorm](#)

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 10, [Windy Day](#).

Ghost – This spell renders the caster and their inventory intangible, allowing them to pass through solid matter while maintaining their position relative to the ground. This intangibility will be disrupted if the caster is affected by magic, such as a spell or an energy weapon projectile. This intangibility requires no strain to maintain (only the caster's concentration), but if disrupted will need to be re-cast.

Possible Precursors: [Teleportation I](#), [Transmogrify](#)

Precursor to: [Pass Through](#), [Phantom](#)

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10.

Greater Projected Image – Creates a larger projected image of up to $(2 \times \text{INT})^3$ feet in size that is clearly magical and illusory, usually (but not necessarily) transparent. It cannot make sound. Each layer of overglow makes the illusion more convincing, e.g. the image may appear solid (or at least non-magical). If two or more layers of overglow are applied, the image may maintain itself indefinitely in addition to appearing more realistic. Detecting whether or not the image is illusory is an opposed roll of perception versus the caster's magic, with the caster re-rolling (That is to say, do not use your spellcasting roll against the opponent's PER roll.). Layers of overglow give the caster a 1 MFD step bonus on the opposed roll.

Possible Precursors: Projected Image, Light Show

Precursor to: Physical Illusion, Invisibility, Moving Pictures, Double Team

SATS Cost: 75

Strain Cost: High

Requirements: Level 10, Projected Image or Light Show.

Heal – Heals the target to remove wounds; can remove up to $2 + (\text{INT}/2)$ wounds (minimum 3) per cast, starting with the areas that have the most wounds. If an area is crippled, this spell can heal the area enough to remove its crippled status (unlike Minor Healing), but it can only do so if the crippling injury occurred in the last thirty minutes. Otherwise, the broken bones must be set using the medicine skill (an MFD $\frac{1}{4}$ roll under normal conditions) or an appropriate spell.

Possible Precursors: Minor Healing.

Precursor to: Cleanse Poison, Repair, Tissue Transplant, Blood Cast, Regenerate, Healing Potions

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 10, Minor Healing.

Induce Sleep – Opponent must roll endurance, MFD $\frac{1}{4}$, or fall unconscious for 1d4 hours. If they resist, they are not unconscious but are still tired and take a -10 on their actions for the caster's INT score in combat rounds. Layers of overglow can be added to increase the difficulty of the END roll by 1 MFD step per, or to double the length of the resulting unconsciousness.

Possible Precursors: Induce Tiredness, Telepathy I

Precursor to: Knock Out

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 10, Induce Tiredness or Telepathy I.

Magical Arrow Barrage – Summons three magical bolts of energy and hurls them at foes for a total of 3d8 damage. You may choose to target each arrow individually dealing $1d8 + 1/10$ of your magic rank, rounded down, damage per arrow, or all three as a single attack, only adding your magic rank damage once. Unless targeting as a group, you must roll and resolve damage separately per arrow. Either way, all attacks made by this spell ignore 15 points of DT. For one layer of overglow these arrows can be made to explode on impact (this is not an AoE effect), making each arrow deal an additional 1d8 of damage. Layers of overglow can also be spent to double the amount of DT ignored by each attack. The range increment for this and all other magical arrow spells is 25 feet.

Possible Precursors: Magical Arrow

Precursor to: Magical Arrow Rain

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 10, Magical Arrow.

Magical Battery – The process is draining and time consuming, but you can charge depleted magical batteries and talismans using your own magic. Cannot directly power a device, and charging a battery connected to a device requires an additional layer of overglow. Each cast (or layer of overglow) can restore power to either one spark battery or any number of units of energy weapons ammunition up to a combined total value of 1d4x10 caps. If compatible, talismans receive one charge per use of the spell, with an additional charge per layer of overglow.

Possible Precursors: Spark, Tickling, Power Source, Replenish

Precursor to: Power Source, Replenish, [Talisman Creator](#)

SATS Cost: *Varies

Strain Cost: *Special

Requirements: Level 10, Spark.

*SATS and Strain Costs are at the GM's discretion depending on what you want to charge.

Magical Beam II – Shoots a beam of magical energy, as from a magical beam rifle, but without the bonus to critical damage or the disintegration effect. Can be cast up to 2xINT times per day. Each layer of overglow can be spent to either add 2d8 damage to the beam or grant it the disintegration effect. Targeted with a magic roll.

Possible Precursors: [Magical Beam I](#)

Precursor to: [Banish](#), [Disruptor Beam](#), [Gatling Beam](#)

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10, [Magical Beam I](#).

Mask Scent – Masks the scent of the caster and up to INT/2 targets while the spell is maintained. Good versus dogs, Hellhounds and Sand Dogs, and for avoiding taking baths. Scentless characters receive a situational 1 MFD step bonus to sneak rolls made to avoid detection by characters or creatures tracking or searching using scent. Tracking a character under the influence of this spell exclusively by scent is impossible.

Possible Precursors: Muffle or Silence.

Precursor to: [Invisibility](#)

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Muffle or Silence.

Meld – Fuses two characters or creatures together physically, similar to Siamese twins but with no essential organs or other life-essential structures shared. The two targets are stuck together until they are either separated surgically or magically. Surgical separation may leave the victims slightly disfigured or otherwise disadvantaged depending on the points of connection, but is not life threatening. Casting the spell a second time on the same two targets will undo the effects. Other spells, such as healing spells or [Greater Transmogrify](#), can also be employed. Layers of overglow allow the spell to fuse the targets more intimately or at multiple points of contact. Due to the large number of possibilities, specifics on how to handle the effects of the near-infinite amount of different combination possibilities that may result from this spell are ultimately up to the GM's interpretation and the caster's intent. Both targets must be living creatures. Trees (living ones) and the like are acceptable targets; corpses and metal plating aren't.

Possible Precursors: Growing Magic, Teleportation I, Mend, Tissue Transplant

Precursor to: Tissue Transplant, [Fusion](#), [Surrogate](#)

SATS Cost: --

Strain Cost: High

Requirements: Level 10, Teleportation I, Mend.

Mend – Accelerates the healing of broken bones, allowing them to heal within a much smaller span of time than they would if left untreated. If cast on a crippled location within an hour of it having become crippled, that area will heal as though it were not crippled (three wounds per day or one wound healed per 8-hours spent resting). Like Set, this spell can also be used in conjunction with other healing magics to prevent the need for a medicine roll MFD ¾ to set broken bones. This is the simplest spell capable of restoring crippled (cracked) unicorn and alicorn horns.

Possible Precursors: Minor Healing, Set.

Precursor to: Meld, Repair, Regrow Bone

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Set.

Mighty Telekinesis II – Your telekinesis can now lift and manipulate loads 18xINT macs (macs being the unit of weight that I've usually been omitting – all item weight values are listed in macs) without penalty! In any contests of strength that arise with your magic versus an opposing force, you may now roll Magic instead of Intelligence as your opposing roll, and you receive 1 free MFD step bonus versus your opponent. Rolling opposed strength with telekinesis spells requires you to spend at least one layer of overglow – 2 strain at minimum. If you're suspending an opponent and they manage to move of their own accord, you must recast your spell to restrain them once more. Melee and unarmed weapons used with Telekinesis add your INT rather than your STR as damage; at this level of Telekinesis, your INT damage can be multiplied up to 4x based on your melee or unarmed skill.

Possible Precursors: Mighty Telekinesis I

Precursor to: Deluge, Mighty Telekinesis III, Swarm of Blades

SATS Cost: --

Strain Cost: Low

Requirements: Level 10, Mighty Telekinesis I.

Mind Read – Allows the caster to perceive the surface thoughts of another character. If the target is not of the same species or suffers from any sort of mental instability, this may lead to confusing interpretations that the caster may not understand. The target may become aware of the caster's presence with an INT roll of MFD 1, penalty equal to the difference between the success on the casting roll and the TN (usually MFD 1). They may attempt this roll once per 15 minutes of the mental intrusion. If detected and actively resisted, the caster is driven out of the target's head forcibly within 1d4 rounds. If the caster is forced out in this manner, they receive mental feedback damage equal to 1d20 for every 15 minutes that they were monitoring the target. This damage is done directly to the horn, ignoring all armor. This spell costs 1 strain per fifteen minutes after casting to maintain. Each layer of overglow doubles the maintenance cost of the spell as well as casting cost, but also doubles the length of time between detection rolls and the length of time, in rounds, that it takes for a subject to drive out the mind reader.

The mind-reading spellcaster may choose to break the mental link at any time; if the caster is rendered unconscious for whatever reason, the spell dissipates.

Possible Precursors: Lie Detector, Telepathy I.

Precursor to: Extract Memory, Mind Meld, Dream Invader

SATS Cost: 150

Strain Cost: Medium

Requirements: Level 10, Lie Detector or Telepathy I.

Additional Notes: Green Alicorns start with this spell.

Nerve Pinch – You can focus your magic into a point so fine that it can actually disrupt minor nerve impulses in your target’s peripheral nervous system. While this attack doesn’t directly harm an opponent, it is capable of stunning them quite effectively. The downside is the range – such levels of precision require the target to be directly adjacent to the caster. A normal cast of this spell temporarily paralyzes a single limb on the target – only a target’s extremities can be affected, and it cannot (usually) affect the head. Paralyzing a limb counts that limb as crippled for as long as the spell is maintained. Each layer of overglow crippled one additional limb; after all extremities are paralyzed, the torso and head are paralyzed next, in that order (this is the only way the head can be affected). If a character is fully paralyzed by this spell, they are rendered unconscious for 1d4 minutes. Unwilling opponents not caught by surprise may make an opposed END roll versus the caster’s magic roll made to cast.

Possible Precursors: Tickling, Telekinetic Precision, Painkiller

Precursor to: Heartstopper

SATS Cost: 150

Strain Cost: Medium

Requirements: Level 10, Medicine 50, either Tickling, Telekinetic Precision, or Painkiller

Power Source – Channels magic into electricity to power a small to medium device for one hour per cast (must be maintained for the duration of use). Cannot be used to power anything larger than a terminal.

Possible Precursors: Spark, Tickling, Magical Battery

Precursor to: Power Source, Zap, Electrify

SATS Cost: --

Strain Cost: Medium

Requirements: Level 8, Spark.

Pyre – Create a small ball of flame that can be used to start fires, create light, or even as an offensive spell (in a pinch). As an offensive spell it deals 3d12 damage and carries the fire special weapon effect, with a range increment of 30 feet for targeting. With a layer of overglow, it can create fire at the location of the target, eliminating the need for targeting (and extending its range to line of sight rather than the 120’ maximum range implied by the range increment).

Possible Precursors: Light, Light Show, Spark, Sunbeam, Flare

Precursor to: Fire Trotter, Flamethrower, Solar Flare, Create Matter

SATS Cost: 20

Strain Cost: Medium

Requirements: Level 10, Spark, Light Show or Flare.

Repair – Restores and performs minor repairs on both the interior and exterior of an item or weapon, but lacks the finesse needed to deal with more complicated mechanical or arcane devices. Raises the condition of the item or weapon on which it is cast by 2 steps (or repairs armor by ¼ of its maximum DT, rounded down) and cannot be used on a single item or weapon more than once per day.

Possible Precursors: Conjure Tool, Polish, Heal, Mend, Repair, Regrow Bone, Regenerate

Precursor to: Duplicate, Restore, Create Matter, Good as New!

SATS Cost: --

Strain Cost: High

Requirements: Level 8, Conjure Tool, Polish, Heal, Mend, Regrow Bone, or Regenerate

Replenish – Restores magical energies stored in items such as healing potions, talismans and magical ammunition (unlike Magical battery, which can only restore specific vessels like spark batteries or ammunition energy cells). Cannot be used on any single item more than once per day, and cannot restore more than 20 potions or 50 magical energy ammunition cells per day. This cannot be used to replenish living sources of magical energy, but it can put the spark back into damn near everything else.

Possible Precursors: Polish, Spark, Tickling, Magical Battery

Precursor to: Magical Battery, Talisman Creator, Create Matter, Good as New!

SATS Cost: --

Strain Cost: Very High

Requirements: Level 10, Polish, Spark, or Tickling.

Royal Canterlot Voice – Essentially the opposite of the muffle spell. This spell increases the volume of the target's voice tenfold! It's great for long distance communication... as long as you don't care who gets the message. This spell provides a 1 MFD step bonus to the speechcraft-driven intimidation rolls made in conjunction with The Stare while in effect. It can be maintained at a cost of one strain per five minutes.

Possible Precursors: Musical Instrument, Muffle, Silence, Amplify Ambience

Precursor to: Amplify Ambience, Earburst, Echolocation, Invisibility, Moving Pictures, Sonic Scream

SATS Cost: 15

Strain Cost: Low

Requirements: Level 8; Amplify Ambience, Musical Instrument, Muffle or Silence.

Selective Silence – This works almost exactly the same as the Silence spell, but instead of creating a null sound radius where no sound can penetrate in or out, this creates a zone that simply prevents sound from being created within it. Like its precursor, this zone can move with the caster or a target, though the caster still must maintain line of sight with the center of the radius. Much better for sneaking about, because it allows you to still hear what's going on outside the spell's radius. Maintenance cost is 1 strain per minute the spell is sustained.

Possible Precursors: Muffle, Silence

Precursor to: Invisibility, Echolocation, Earburst

SATS Cost: 40

Strain Cost: Low

Requirements: Level 10, Muffle or Silence.

Shield – The shield's strength and surface area increase, increasing damage threshold to 3xINT and raising the maximum surface area of the shield to 3xINT ft². The shield will now collapse if enough damage is dealt to it in a single attack to deal four wounds to the caster if they were unarmored (4x D/W). While it has a default shape when cast of a sphere centered on the caster, this can be altered by the caster into any shape (surface area must remain consistent) with a layer of overglow. Shields like this are not selectively permeable (unless a bypass spell is involved); they block any physical item or force. Shields that completely surround a character or item can also block radiation. Shields can absorb rads equal to five times their maximum DT before collapsing. The base strain cost to maintain this spell is 1 strain per 30 seconds (5 combat rounds), which is increased appropriately by overglow. Layers of overglow do not increase the DT provided by this spell, but they can increase surface area, and each layer spent on either the surface area or the shape increases the number of wounds' worth of damage required to collapse it by one.

Possible Precursors: Shelter Shield.

Precursor to: Shield Bubble, Water Trotter

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 8, Shelter Shield.

Soundburst – A powerful burst of directed noise temporarily deafens a target and all other characters or creatures within 5' of that target. An END roll MFD 1 must be made or they will be deafened for 1d6 minutes; layers of overglow increase the difficulty of this END roll by 1 step per layer. Deafened characters suffer all of the negative effects described under the *Deaf* hindrance. Critical failures are *permanently* deafened. *"Let's spin this shit."*

Possible Precursors: Musical Instrument, Muffle, Silence, Amplify Ambience

Precursor to: Amplify Ambience, Earburst, Sonic Scream

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 10, Musical Instrument.

Speed Lines – Magically accelerates or decelerates a willing (or inanimate) target that is already moving up to twice their current speed. For deceleration, it halves their current movement distance, rounded down to the nearest 5'; it cannot reduce speeds below 5' per action. This may cause injury if used carelessly! Treat each twenty feet of movement speed as 10 feet of fall damage (1d20), if objects are colliding. This spell is best used as a held action to interrupt the movement actions of other characters and creatures.

Possession of this spell passively upgrades your telekinesis abilities – you may now move objects 10' per action spent relative to the caster, instead of 5' (the base amount). This is a 'spell upgrade' effect; its effects stack with other spells modifying a character's telekinesis.

Possible Precursors: Thread the Needle, (Telekinesis, if used to accelerate things – it's not listed.)

Precursor to: Thread the Needle, Telekinetic Launch, Panic Lines

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10.

Sword of Blood – Makes a melee weapon out of coagulated and magically hardened blood. May serve as a vector for disease depending on whose blood it is made of. If there is no source of freely available blood (such as from a fresh untreated wound or a recently deceased creature or character), will use the caster's own blood, causing 1d6 wounds, randomly distributed. The sword functions identically to a Blade of Equestria, though it cannot be sundered or broken by enemy weapons fire.

Possible Precursors: Hemorrhage

Precursor to: Blood Cast

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10, Hemorrhage or Black Book.

Target Lock – This spell is designed to link up into an optical or magical targeting system and correct the weapon's fire trajectory in a manner similar to a zebra targeting talisman. A weapon targeted with this spell (or with a talisman of this spell built into it) receives a bonus to accuracy of 1 MFD step. It is believed that the Stable-Tec Assisted Targeting System is derived from a highly modified version of this spell. Layers of overglow increase the bonus by 1 MFD step each. While designed for use with spell matrices (granting a constant source of magical power to maintain the spell), this spell can be maintained once cast at 1 Strain per round. As with all maintained spells, if used with overglow the maintenance cost is doubled for each layer applied.

Possible Precursors: Detect Movement, Magical Arrow, Magical Beam I, Telekinetic Precision

Precursor to: None Known.

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 10.

Telekinetic Bullet I – You can focus your magic into an invisible bolt or “bullet” of energy and shoot it at enemies. Treat as 10mm pistol, with shots per day limited only by your strain. Unlike a conventional weapon, this spell makes no sound (though it does have a visible ‘projectile’ of force that issues from your horn). Remember: this is a damage spell. You can add 1/10 your magic rank to damage, rounded down to the nearest whole number, as a static bonus.

Possible Precursors: Telekinetic Precision

Precursor to: [Telekinetic Bullet II](#)

SATS Cost: 20

Strain Cost: Medium

Requirements: Level 8, Telekinetic Precision.

Telekinetic Wave – Your unfocused telekinetic ability is much stronger than it once was! You can now push back all characters and creatures within 10 feet of you up to 10’ per MFD step you succeed on your magic roll by. (So MFD 1 moves them 10’, MFD ¾ moves them 20’, etc.) The spell does not differentiate friend from foe (or animate from inanimate) when triggered, so be aware that it pushes away EVERYTHING.

Resisting the push is a STR roll with MFD 1 step higher than the magic casting roll. If the pushed characters either don’t or cannot move, they take 1d20 concussive damage for every 5’ they didn’t. Each layer of overflow adds 5’ to the distance a character would be pushed. Characters with this spell can now push or pull up to 50xINT macs, but their accuracy still hasn’t improved!

Melee and unarmed weapons used with Telekinesis add your INT rather than your STR as damage; at this level, your INT damage can be multiplied up to 5x based on your melee or unarmed skill. Incompatible with Thread the Needle, TK precision and Mighty Telekinesis; a unicorn cannot learn this spell and any of those spells.

This is a ‘spell upgrade’; its effects stack with other spells modifying a character’s telekinesis unless exclusively stated otherwise. Mighty TK’s effects do not stack with those of TK Wave.

Possible Precursors: Telekinetic Force

Precursor to: [Telekinetic Launch](#), [Telekinetic Blast](#), [Telekinetic Wave Blast](#)

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 8, Telekinetic Force.

Telepathic Stunner – Sends a focused burst of psychic energy at a specific target, stunning and disorienting them. Targets take a 2 MFD step penalty on their next three actions, and move 10’ slower per action spent. Targets not caught by surprise may attempt to mitigate the effects of this spell with a willpower and END roll, both against the MFD at which the spell was cast. A willpower roll is an attribute roll of both charisma and intelligence, taking the better of the two roll outcomes as your final result. If both rolls succeed, the spell’s effects are negated. If even one roll fails, then targets suffer the full effect. One additional target can be affected with each layer of overflow, though all targets must be within direct line of sight of the caster. Layers of overflow can also be spent to increase the MFD step penalty by one step.

Possible Precursors: Telepathy II, Induce Tiredness

Precursor to: [Brain Bleed](#), [Mind Trick](#), [Put ‘em Under](#)

SATS Cost: 65

Strain Cost: High

Requirements: Level 12, Telepathy II.

Telepathy II – Allows two-way communication with a single individual over distances up to INT miles, as long as you’ve met the individual before and there are no magical or technomagical obstructions. Can also bridge language barriers, or be used to communicate with multiple individuals (up to INT/2) at short range (less than 50 feet). This spell lasts as long as the caster wishes it to with no additional strain cost. Alicorns at any level may use telepathy as other races would use spoken communication; it costs them no strain.

Possible Precursors: [Telepathy I](#)

Precursor to: [Telepathic Stunner](#), [Knock Out](#), [Mind Meld](#), [Dream Invader](#), [Nightmare](#)

SATS Cost: --

Strain Cost: Low

Requirements: Level 10, [Telepathy I](#), INT 7

Additional Notes: All alicorns start with this spell.

Teleportation II – The caster has mastered basic teleportation; they can now bring themselves and a single willing or unwilling friend as they instantaneously travel up to 100xINT feet in range! The friend must be within 5’ of the caster in order to be teleported, and like the caster must be at or below their weight limit; objects being teleported along with the caster must also be within this range. Each layer of overglow can be spent to either double the teleport range or include an additional character or creature within 5’ of the caster. Momentum is conserved during teleportation; speedy thing goes in, speedy thing goes out.

This spell cannot teleport most objects, characters or creatures to or from the caster unless the caster is teleported along with them. The exception to this is small objects (Wt. ≤ 2), which can be teleported to or away from the caster independently from anywhere within their line of sight. Objects, characters and creatures teleported with or away from the caster cannot be intentionally splinched into spaces already occupied by solid matter, unless you’re willing to risk getting splinched alongside them.

Possible Precursors: [Teleportation I](#)

Precursor to: [Banish](#), [Door from Nowhere](#), [Fusion](#), [Teleport Block](#), [Teleportation III](#), [Clone](#)

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 10, [Teleportation I](#).

Thread the Needle – Extremely focused Telekinesis allows your caster to accelerate aerodynamic physical projectiles to lethal speeds using their magic, with deadly accurate results. Each accelerated projectile does base damage equal to twice the caster's intelligence, plus any damage due to weight (see the 'rock' improvised weapon rules; STR damage is ignored). Arrows, crossbow bolts and darts deal their weapon damage in addition to this and ignore the same amount of DT they would if fired from their normal weapon (and can still be poisoned by normal methods). In other words, an arrow fired using this spell would do 4d4 +2xINT damage, and ignores 15 DT. Knives and other melee weapons can be accelerated as well, dealing their base damage and twice the caster's INT instead of the normal additional strength damage. The spell's range increment is 5'xINT for the caster. Only relatively aerodynamic (read: long and thin) objects may be accelerated using this spell (GM discretion advised), and objects cannot be heavier than what a pony could pick up with their telekinesis. For example, a piece of rebar or a long-barreled rifle would work perfectly with this spell, while a bookshelf or a generator would not -- even if their telekinesis was strong enough to pick it up, those object are simply not aerodynamic. Living creatures, including pegasi, are also insufficiently aerodynamic for use as projectiles with this spell.

Applying a layer of overglow doubles either the range increment or the INT portion of the damage only. This is a targeted spell, so roll Magic once to cast it and once more to target it. Overglow penalties apply to the casting roll, not the targeting roll.

Possible Precursors: Telekinetic Precision, Long Ranged Telekinesis, Speed Lines

Precursor to: Speed Lines, [Back at Ya!](#), [Panic Lines](#), [Telekinetic Launch](#)

SATS Cost: 20

Strain Cost: Low

Requirements: Level 10, Telekinetic Precision or Long Ranged Telekinesis, Speed Lines

Tissue Transplant – This is a medical spell designed to facilitate rapid and safe organ and tissue transplants from the donor to the patient in need. It has no combat applications, other than helping to fix damaged areas after the fighting is past. Tissues must be from related ponies, or risk rejection. There's a high risk of postoperative infection if this spell is used to perform a surgical procedure in a non-sterile environment. (Flu and cold are quite common.) This spell takes two actions to cast in combat, and requires that both the donor and receiving targets be at least partially anesthetized before it can be successfully cast (if they move at all the spell will fail – possibly with fatal results). Washing the dirt off of the kidney you just dropped on the ground does not qualify it for sterile re-implantation.

Possible Precursors: Anesthetic, Heal, Meld

Precursor to: Meld, [Surrogate](#)

SATS Cost: --

Strain Cost: High

Requirements: Level 12, Heal, Anesthetic.

Transmogrify – Turn a held (or nearby) complex item or items into a mechanically and technologically much simpler item of roughly the same shape. Excellent for turning apples into oranges. Ignores conservation of mass. Cannot be dispelled, at least by conventional means.

Possible Precursors: Conjure Tool, Teleportation I.

Precursor to: [Alter Features](#), [Create a Door](#), [Fusion](#), [Greater Transmogrify](#), [Restore Shape](#)

SATS Cost: 65

Strain Cost: High

Requirements: Level 10, Conjure Tool, Teleportation I.

True Love's Kiss – The caster may only cast this on a single target. When first cast on a target, that target character becomes the only character that the caster can use this spell on until one of the two dies (love, despite the name, has nothing to do with it). For INT days after this spell has been cast on a character, when an enemy attempts to use magic on a character affected by this spell, the MFD for their spells is 2 steps more difficult. Also acts as “Dispel” and “Ward Against Disintegration” while it is in effect. This spell renders the target immune to the effects of **Mind Trick** and **Dominare** while in effect, and otherwise provides a 2 MFD step bonus on both the INT and CHA rolls part of any willpower roll made while the spell is in effect.

Possible Precursors: Any Ward.

Precursor to: **The Power of Love**

SATS Cost: 40

Strain Cost: Low

Requirements: Level 8.

Unkindness of Ravens – Conjures up an illusory flock of black birds to befuddle and blind (1 MFD step penalty on all ranged attack rolls) your opponents for up to 3 rounds. This flock can be divided to cover up to INT/2 different opponents, blinding them all equally. Each layer of overglow makes the step penalty increase by 1 step. Opponents with more than 1 MFD step penalty take half of that level of penalty to close combat accuracy rolls, rounded down.

Possible Precursors: None

Precursor to: **Murder of Crows**

SATS Cost: 50

Strain Cost: High

Requirements: Level 6 or **Black Book**.

Voice Alteration – Use your magic to sound like somepony else! This low cost illusion spell is easy to cast and maintain, but very situational. You may alter your voice to sound like any character (or creature, for creatures capable of speech) you've heard speaking for at least 5 minutes. Changelings are known to have this sort of magic naturally. You can also use this spell to simply modify your voice to make it unrecognizable; a certain radio DJ makes good use of this ability when broadcasting.

If this spell is being used to imitate a voice that a character has heard before, they may roll once per 30 minutes spent listening to it to detect that it is merely an imitation. The MFD for this roll is based on their familiarity with the target of the imitation; if they know the target intimately, the MFD is 1. If they have only interacted with the imitated target once, and briefly at that, the MFD is Crit. For those characters falling somewhere in the middle ground, extrapolate.

The specific voice alteration effect must be determined at casting. It lasts for up to the caster's INT in hours, and must be maintained for the duration (though maintaining it as such costs no strain). A layer of overglow can be added to the spell to have the alteration affect a target within both the caster's line of sight and earshot. Multiple layers can affect multiple targets – limit one additional target per layer (so 3 non-self-targets, max). The caster does not count as a target for the purposes of this limit.

Possible Precursors: Musical Instrument, Audio Playback

Precursor to: **Alter Sound**, **Moving Pictures**, **Sonic Control Sphere**

SATS Cost: --

Strain Cost: Low

Requirements: Level 10, Musical Instrument or Audio Playback.

Ward Against Magic – Absorbs and dissipates the first spell that would have otherwise affected the target, unless the spell was cast by the target themselves or the spell affects a large area (“area of effect” or AoE) rather than a target or number of targets. In other words, it only negates spells that are specifically targeted at the warded character, creature or object (or targeted elsewhere that hit the warded subject by accident). Can absorb friendly spells (such as heal) as well as offensive spells, but cannot absorb any potions or zebra magic effects. Wards cost no strain to maintain, but must be recast after 24 hours.

To reiterate: If an Area of Effect spell (or any other magical spell) is targeted specifically at the warded subject, it will negate that spell in its entirety. If the warded subject just happens to be in the collateral range of an area of effect spell that isn’t specifically targeted at them, the ward has no effect – even if the spell is targeted at the space directly above or below them!

Possible Precursors: Any Ward

Precursor to: True Love’s Kiss, Lock, Magical Suppression, Teleport Block, Any Ward

SATS Cost: 50/cast

Strain Cost: Medium

Requirements: Level 10, at least one other ward.

Ward Against Radiation – Provides +30% Radiation resistance to targets, and can be cast on multiple targets at once. Unlike other wards, this spell must be sustained for effect. It costs 1 strain per hour to sustain.

Possible Precursors: Any Ward

Precursor to: True Love’s Kiss, Lock, Any Ward

SATS Cost: 40/cast

Strain Cost: High

Requirements: Level 10, at least one other ward.

X-Ray – Turn any non-reflective surface of area up to INT ft² into a 1-way viewing portal, allowing the party to view what’s on the other side of that surface without opening it up. The viewing portal does not allow transmission of sound.

Possible Precursors: Detect Movement.

Precursor to: Detect Life, Moving Pictures, Scry

SATS Cost: --

Strain Cost: Medium

Requirements: Level 10, Detect Movement.

Zap – Creates a magical spark that can be used to overload small magical systems or cause damage. Deals 3d12 damage, or 6d12 if the target is mechanical in nature, contains a spell matrix, or is a cyborg. May shut down technology. Carries the Electricity special weapon effect (and thus ignores DT from metal armors, and deals damage at the end of the round as an ongoing effect). In stormy conditions, this spell gets a 2 MFD step bonus towards targeting flying characters and creatures. Wet characters take an additional die of damage, and all damage dealt is treated as AOE damage. Each layer of overglow allows this spell’s effect to jump from its initial target to one extra target within 15 feet (use the most recent target as the effective initial target). There must be either an unobstructed line of sight or an unbroken conductive pathway (like water or metal) between the two targets for the spell to continue jumping, and it cannot hit the same target twice as it jumps.

Possible Precursors: Spark, Tickling, Power Source

Precursor to: Electrify

SATS Cost: 20

Strain Cost: Medium

Requirements: Level 10, Spark or Tickling.

Level 3 Spells – Before the war these spells would only have been practiced or regularly used by the highly trained or exceptionally talented. Only unicorns dedicated to the study of magic or with very broad-reaching talents would have access to more than 3-4 spells of this level of power. Many of these spells were controlled, or their practitioners snapped up quickly by the ministries in order to use their talents in the war effort. **Normal unicorns can learn a number of level 3 spells equal to one third of their intelligence attribute score, rounded down.**

Agony – Channels magical electricity into a target, activating all of their pain receptors at once. This totally disables them for 1d4 rounds and deals 1 wound to all locations (flying targets are rendered incapable of flight). Despite the incredible pain it inflicts, this spell does not (and cannot) physically cripple or kill its targets, as that would prevent the prolongation of their suffering – the wounds dealt are only dealt up front and not dealt every round, and wounds dealt by this spell cannot move a character past their crippled or maimed threshold (simply do not deal wounds to areas near the threshold if it would push them over the limit).

When cast, the target and caster must make opposed rolls, the target using either END or INT (but not both) against the caster's targeting Magic roll. If they successfully resist, the target is able to fight through the pain and only takes a 1 MFD step penalty on all actions for the spell's duration, but is still able to act. Failures are unable to act for the duration. If the caster wins by more than 2 MFD steps, then the target also suffers one additional wound to the head and torso for each round the spell continues to torture them, in addition to being immobilized and rendered unable to act through the pain.

Successful casts provoke fear checks (usually MFD ¼) in all characters and sentient creatures within earshot as a result of the screams this spell invariably generates.

Each level of overflow extends the duration of the spell's effects by 1d4 rounds, doubles the amount of wounds dealt initially, or grants the caster a 1 MFD step bonus on their opposed targeting roll.

Possible Precursors – **Tickling**, **Hemorrhage**

Precursor to: None Known

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 18, **Tickling** and either **Hemorrhage** or a Black Book.

Alter Features – This spell alters a targets appearance, and is capable of doing so to the point where the target is nigh-unrecognizable to anyone who doesn't know them personally, radically altering their coat, mane, and even certain noticeable features such as hoofprints, facial features, etc. This spell could easily pass a zebra off as an earth pony. It is not capable of removing racial features such as claws, wings, horns, etc., but it can render them temporarily invisible and intangible. Use of a racial skill involving any physical feature being disguised as invisible will dispel the illusion. Those with a picture must roll PER ¼ to recognize a character under this spell's effect. Greater Transmogrify allows for more significant physical alterations, and Alter Form allows for a more perfect, but primarily illusory disguise. Alter Features cannot be cast on an involuntary target.

Possible Precursors: **Disguise**, **Transmogrify**.

Precursor to: Alter Form, Greater Transmogrify

SATS Cost: --

Strain Cost: High

Requirements: Level 18, **Disguise** or **Transmogrify**.

Alter Sound – You have learned how to place invisible, nigh-unnoticeable barriers to control the vibrations of the air around you, allowing you to completely capture and redirect sound within a localized area however you will it. This spell controls the flow of sound through a radius around the caster, allowing control over what sounds go where and who hears what and allows editing of sound as **Audio Playback** (though using this feature requires a separate magic roll while maintaining the sphere, to represent how difficult the edit in question is to do in real time; most edits are MFD ½). The radius is equal to 2xINT feet, rounded down to the nearest number divisible by five. The caster must remain motionless for the spell to remain in effect, and maintaining this spell requires 1 strain per round after the one in which it is cast.

Possible Precursors: **Audio Playback**, **Amplify Ambience**, **Voice Alteration**

Precursor to: Sonic Control Sphere, Sonic Lance, Wall of Sound

SATS Cost: --

Strain Cost: Medium

Requirements: Level 20, **Audio Playback** or **Amplify Ambience** or **Voice Alteration**.

Back At Ya! – This spell demonstrates your mastery over projectile weapons beyond the use of simple and crude guns and explosives launchers. Your magic is capable of reaching out and *flat out stopping* a single incoming projectile. If the projectile is explosive, you may spend an action to disarm it before discarding it (otherwise it'll still explode when it touches down). Additional layers of overglow may be spent to stop additional projectiles (one per layer), or to throw them back from whence they came (one layer per projectile returned). If you're only stopping a single bullet from a burst-fire weapon, reduce that weapon's damage by one die per projectile stopped. If returning the damage from a burst fire weapon, reduce your damage dealt by one die for every bullet not returned. Returned bullets must still be targeted (using the magic skill)

This spell cannot be used against energy or flame weapons (excluding the flare gun, gauss rifle, volt driver or gauss pistol).

Possible Precursors: **Alter Trajectory**, **Thread the Needle**

Precursor to: Telekinetic Launch, Return to Sender

SATS Cost: 20

Strain Cost: High

Requirements: Level 20, **Alter Trajectory** or **Thread the Needle**.

Banish – Is something decidedly 'off' about one of your friends, or there are more copies of them running around than there should be? This is probably the spell you need. This spell, when cast at or on any magical construct, simulacrum, or duplicate of an original creature, banishes that creature back from whence it came. There is, of course, a catch – this spell cannot distinguish between the original copy of a creature and its duplicates. If the original is banished along with any extra copies, the last remaining duplicate will become the 'real' copy of the character or creature. The real character or creature will then be banished forever. Overglow has no effect on this spell.

Possible Precursors: **Teleportation II**, **Magical Beam II**, Summon Bloatsprite

Precursor to: Summon Bloatsprite

SATS Cost: 20

Strain Cost: Low

Requirements: Level 20, Roleplaying Reason or GM Permission.

Blood Cast – Automagically stabilizes a character who is suffering from bleeding wounds. The wounds are immediately clotted magically, forming a sort of cast around their body that completely prevents movement but allows breathing. This cast has a DT equal to 5x the number of wounds a character has suffered. The cast only immobilizes areas that have had at least one wound inflicted on them.

Possible Precursors: Hemorrhage, Sword of Blood

Precursor to: None Known

SATS Cost: 15

Strain Cost: Medium

Requirements: Level 20, Mighty Telekinesis I and Heal; Black Book.

Brain Bleed – Sends a powerful burst of psychic energy at a specific target, stunning them and causing physical pain from synaptic overload. Targets take -30 on their next three actions and 5d10 of damage to the head, ignoring all DT from armor (including natural armor!).

Precursor to: Like a Melon!

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 20, Telepathic Stunner, Telepathy III

Bypass – This spell does absolutely nothing on its own. While maintained during the casting of other spells or when cast into a character or an item (such as a bullet or any other weapon) it allows that item or spell to bypass a specific type of thing entirely, such as magical shielding, a specific race, members of a certain bloodline, solid matter, concrete, or armor to name a few examples.

Possible Precursors: Armor Penetration, Lock

Precursor to: Lock

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, Roleplaying Reason.

Cleanse Radiation – Removes all traces of magical radiation from a single target over a period of two hours. This spell does not undo any damaging effects that may have resulted from radiation. Despite its anti-radioactive effects, this spell is quite harmless to ghouls and alicorns.

Possible Precursors: Cleanse Poison, Heal

Precursor to: Restore Shape

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, Minor Healing or Heal, and Cleanse Poison.

Cloud Bank – Creates a very large cloud, big enough to be a wing-sponson for an Enclave Raptor or a medium sized house for 1-2 pegasi (Suggested volume approximately 100 to 200xINT cubic feet). The cloud must be centered within 15xINT feet of the caster. This cloud can be manipulated by creatures with the fly ability, and grants total concealment to characters hiding within it (those inside it take penalties just like fog, 1 MFD step penalty to see or fire out). For one layer of overglow, this cloud bank is a thundercloud bank. Each round after being created, a thundercloud bank will immediately zap the first character within 10 feet of it (excluding any character that is fully inside of it) for 3d12 damage that ignores armor. After discharging three times, the cloud bank dissipates. Each additional layer of overglow adds 2d12 damage to each discharge and grants 1 additional discharge before dissipation.

Possible Precursors: **Cloud**, **Fog Bank**

Precursor to: Thunderhead

SATS Cost: 80

Strain Cost: High

Requirements: Level 18, **Cloud** or **Fog Bank**

Create a Door – Need a way out from a locked room, but you can't teleport, lack the key, and have no lockpicking expertise? No problem – you make your OWN door! This spell reshapes the material of a wall to make a door out to the other side. This door is simple in design, and can be pushed open without much effort. The spell is limited by the materials of which the wall is comprised; wooden walls, clouds, dirt and drywall are relatively easy to reshape, while tougher, thicker, or heavier materials are more difficult. Steel and scrap metal require one layer of overglow to reshape a door through them. Heavier or more reinforced materials – concrete or reinforced steel, for example – require two or more layers of overglow to be reshaped successfully. The created door has the same material properties as the wall it is formed in. Creating a door that can be closed and locked is considerably more difficult, making the spell two MFD steps harder to cast (but not actually requiring additional magic in the form of overglow). Similarly, creating a door that is concealed – appearing to be part of the original wall unless scrutinized closely – adds one MFD step of difficulty. Note that this spell does not create a space for the door to open into, it merely creates the door itself. If the wall is more than two feet thick, it can be assumed that the door opens up into a wall.

Possible Precursors: **Conjure Tool**, **Teleportation II**, **Transmogrify**, Door from Nowhere

Precursor to: Door from Nowhere

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Transmogrify**.

Dancing Weapon – Ever wanted to be able to practice your swordplay, but lacked a suitable dueling partner? Worry no longer! This spell allows the caster to animate a single melee or ranged weapon to fight of its own accord. Animated weapons may take a single action of their own per combat round, acting at the same point in initiative order as their casters and making all of their attack rolls with the caster's magic skill. They move at a rate 10 feet per action spent. Animated weapons will attack any target the caster chooses within line of sight, but must remain within 15 feet of the caster for the spell to be maintained; those that use ammunition cannot reload themselves. The weapon has DT equal to its weight, and can be knocked out of the spell's grasp if it takes one or more wounds. The MFD to target the weapon depends on its size; most small melee weapons require an MFD ¼ or better for a successful hit. Animated melee weapons will automatically attempt to block or intercept incoming melee attacks on their caster – block rolls made for these weapons use the caster's magic skill. This spell lasts up to 2d4 combat rounds after the round in which it is cast, and can be maintained longer for 2 strain per round.

Possible Precursors: **Behind you!**, **Come to Life**

Precursor to: Swarm of Blades

SATS Cost: 75

Strain Cost: High

Requirements: Level 20, **Come to Life**.

Deluge – Manipulates available nearby water to bombard, impede, or potentially drown a foe, dealing up to 5d12 of damage per round with a potential to drown enemies if they're hit by it more than three rounds in a row (have them roll Agility MFD ½ to try and keep their head above water, or force them to start holding their breath!). Requires a sufficiently large water source nearby; the spell takes care of moving the water rapidly to its final destination. Unlike most TK spells, this spell allows the movement of fluids held in your magical grasp at significantly faster than 5'/action relative to the caster. In fact, it can move a volume equal to your caster's fluid lifting capacity *up to 50' per action* in order to get it to the intended target! Talk about eye candy, right? Sadly, the passive increases to your telekinetic magic don't work well at accelerating any *solid* objects – like, at all. Trust us, we've tried.

Coincidentally, your source of water needs to be within 50' of its intended destination for the spell to be effective. This maximum range distance can be increased by the distance per action increases to relative object movement granted by the **Speed Lines** spell and its derivatives.

Possible Precursors: **Mighty Telekinesis II**, **Faucet**, Water Trotter

Precursor to: Snow Drift, Water Trotter, Hurricane, Tsunami

SATS Cost: 75

Strain Cost: High/--

Requirements: Level 20, **Mighty Telekinesis II**, **Faucet**.

Detect Life – Functions as enhanced EFS, pairing the colored 'tick-marks' on the bottom of a target character's vision that represent nearby friends and foes with a name, weight, and health status as an approximate percentage of optimal health and in terms of crippled or maimed locations. This data is only visible to the target, and only while the spell is being maintained. If the target does not already have an active EFS system, this creates an EFS like effect. Maintaining this spell costs 1 point of strain per hour after it is cast.

Possible Precursors: **X-Ray**, **Detect Movement**

Precursor to: None Known

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 20, **X-Ray** or **Detect Movement**.

Disruptor Beam – Shoots a beam of supercharged magical energy, as from a magical pulse rifle, but without the bonus to critical damage (though yes, it can disintegrate) up to 2xINT times a day. If you also have Dispel or Greater Dispel, this beam also carries a Dispel effect. Each layer of overflow adds 2d12 damage.

Possible Precursors: **Magical Beam II**, **Dispel**.

Precursor to: Gatling Beam, Greater Dispel

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 20, **Magical Beam II** or **Magical Beam I**, and **Dispel**.

Door from Nowhere – This is a bit of a strange spell. It does not make doors in existing surfaces (that would be the Create a Door spell); instead it creates a door in front of your caster, in between them and an opponent. This door is in all respects a perfectly normal door, sized for your caster, complete with frame; you get to choose the aesthetic appearance. It can be slammed shut, locked, opened, closed, etc. for the duration of its existence; the door created is permanent and cannot be dispelled (but it can certainly be destroyed). Normally doors created by this spell are wooden and provide situational cover and 5 DT. Each layer of overflow makes the door out of a more durable material, increasing its DT by 10 per layer and changing its appearance accordingly.

Possible Precursors: **Conjure Tool**, **Duplicate**, **Teleportation II**, Create a Door, Summon Bloatsprite

Precursor to: Create a Door, Summon Bloatsprite

SATS Cost: 40

Strain Cost: High

Requirements: Level 20, **Conjure Tool**, **Teleportation II**.

Double Team – Make your opponents think that you’re somewhere you aren’t! This spell provides an excellent trick for the savvy unicorn who likes to avoid being shot. With a little bit of magical light deflection and reflection, you can convince an opponent that you’re actually in two (or more!) places at once. When cast, the caster may pick up to INT/3 targets. As long as this spell is maintained, the caster is granted a free dodge roll against any attack made by their selected targets; if they prefer, they may roll Luck instead of agility or an appropriate skill to dodge. Each layer of overglow channeled into the spell can be used to either grant a 1 MFD step bonus to the spell’s provided dodge rolls or to affect an additional target. Maintaining this spell after it is cast costs 1 strain per dodge attempt granted. This spell can be cast as a dodge action in combat, in which case it immediately grants the caster a first attempt to dodge at no additional cost.

This spell is regrettably not very useful against area of effect weaponry and attacks.

Possible Precursors: **Double Vision**, **Greater Projected Image**

Precursor to: Physical Illusion

SATS Cost: --

Strain Cost: Medium

Requirements: Level 20, **Double Vision** or **Greater Projected Image**.

Dream Invader – A favorite spell of the princess of the moon. Using this spell, the caster is able to perceive and ‘enter’ another pony’s dreams. They may exit the dream at any point they wish, and may alter the dream (an opposed INT roll if the dreamer resists – if not, they may alter it freely) to suit their tastes. The dreamer cannot force their removal from the dream, even if they become aware of the caster’s presence. If the dreamer becomes sufficiently emotionally agitated by the invader it can wake them up, a natural self-defense mechanism. This spell lasts for as long as the target remains asleep, or until the caster wishes to exit the dream. Violent or abusive acts that occur within the dream have no physical ramifications for either the invader or the dreamer, but the mental effects of severe dream manipulation can be enormous on the dreamer. I can’t believe I’ve gotten this far into this spell description without directly referencing *Inception*.

Possible Precursors: **Dream Read**, **Mind Read**, **Telepathy II**

Precursor to: Nightmare, Dream Walk, Waking Nightmare

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Dream Read**.

Earburst – Your magical control of sound has allowed you to weaponize it to disorient and disable your enemies. Unlike Sonic Scream, this spell doesn’t damage your enemies, it merely disables them. This attack affects a target area of radius equal to (INT/4) x5. All characters and creatures in this radius must make an END roll, with the target MFD being the same as the caster’s MFD on the casting roll. Failures are totally deafened for 1d6 hours, their eardrums bursting and dealing 1 wound to the head. They also lose their next action due to disorientation, making them easier to dispatch. Critical failures are deafened permanently and are rendered unconscious for 1d4 hours. If any sort of sound transmission or amplification technology is in range of this spell’s radius (such as broadcasters, powered armor helmets, and other similar items) it will generally be overloaded and shut down for 1d6 rounds due to audio-feedback. Microphones that are actively transmitting within the radius prompt listeners within 5’ of the receiving speakers to make the same END check at 1 MFD step easier. Each layer of overglow increases the radius of this spell by 5’.

Possible Precursors: **Soundburst**, **Royal Canterlot Voice**, **Selective Silence**

Precursor to: **Sonic Lance**, **Wall of Sound**

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, **Soundburst** or **Royal Canterlot Voice**.

Echolocation – You are able to use your magic to change the frequency of your voice, enabling you to navigate in total darkness via emitting ultrasonic pulses. Conveniently, it also allows you to hear and understand the ultrasonic pulses you emit – otherwise, it wouldn't be terribly useful. An additional benefit of this spell's effects is that it allows you to understand the speech of bat ponies, enabling you to converse with them in the same way that they talk to one another above the range of normal pony hearing. Doesn't work as well on actual bats, though; it just mostly just confuses them.

This spell also allows you to see clearly up to 30 feet in front of you in even pitch blackness for as long as it is maintained. It has no maintenance cost. Contrary to popular cartoon science, it does not require you to emit audible shrieks (though you certainly still can if you want to).

Possible Precursors: **Royal Canterlot Voice**, **Selective Silence**

Precursor to: Sonic Control Sphere, Sonic Lance

SATS Cost: 15

Strain Cost: Medium

Requirements: Level 18, **Royal Canterlot Voice** or **Selective Silence**

Electrify – Electrifies the target, overloading most magical systems and causing irreparable damage. This spell deals 4d12 damage, increased to 8d12 if target is mechanical, contains a spell matrix, or is a cyborg. Capable of shutting down technology. Damage dealt carries the Electricity special weapon effect, thus ignoring DT provided by metallic bardings (and dealing damage at the end of the round as an ongoing effect). In cloudy or stormy conditions, this spell gets a 2 MFD step bonus towards targeting flying characters and creatures. Wet characters take an additional die of damage, and all damage dealt is treated as AOE damage for them. Wet cyborgs and machines take 10d12 damage as AoE. While layers of overglow do not increase damage for this spell, they do allow its effects to 'chain.' Each layer of overglow allows this spell's effect to jump from its initial target to one extra target within 15 feet (use the most recent target as the origin). There must be either an unobstructed line of sight between the two targets or an unbroken conductive pathway (like water or metal) for the spell to continue jumping, and it cannot hit the same target twice as it jumps.

Possible Precursors: **Zap**, **Power Source**

Precursor to: **Electrocute**

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, **Zap**.

Fire Trotter – Ponies targeted with this spell can walk through fire untouched – they are immune to fire damage (such as is dealt by the 'Fire' special weapons effect, by fire spells like pyre or flamethrower, or by weapons like the flamethrower or incinerator) while it is cast. They may still suffer from smoke inhalation, however. Each layer of overglow allows the spell's effect to envelop an additional target (and they don't have to be living things, but the size should be approximately the same). When cast, it requires no strain to maintain, but only lasts as long as the unicorn casting it concentrates on maintaining it.

Possible Precursors: **Pyre**, **Ward Against Fire**

Precursor to: Hooves of Fire, Inferno

SATS Cost: 30

Strain Cost: Low

Requirements: Level 20, **Pyre** or **Ward Against Fire**.

Flamethrower – Creates a gout of flame that can be directed by the caster’s magic. Deals damage and has range increments as a flamethrower (use your magic skill rank to determine bonus weapon damage). Each layer of overglow adds two dice of damage or expands the radius of the fire effect by 5’ (in other words, makes it so that instead of hitting only targets adjacent to the target, you ignite targets up to 20’ away from your target epicenter). With three dedicated layers of overglow, it can create fire at the location of the target, eliminating the need for targeting (and extending its range to line of sight rather than the maximum range of a flamethrower).

Possible Precursors: **Pyre, Flare.**

Precursor to: Inferno

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, **Pyre or Flare.**

Flash – Creates a blindingly bright flash of concentrated light; the targets (and everyone within a 10 foot radius) must make an INT check MFD ½ or be blinded for INT/2 Rounds, rounded down. (This is a 3 MFD step penalty on all accuracy rolls, as well as any skill that requires sight.) Layers of overglow extend the radius by the normal numerical multiplier. Similar in effect to Flashbangs, a thrown explosive.

Possible Precursors: **Daylight, Flare**

Precursor to: Optical Flare

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 20, **Daylight or Flare.**

Fusion – Fuses multiple non-sentient creatures into a single creature. This spell does not work on sentient creatures (or anything that is usually referred to as a character, rather than a creature). Your results may vary. (This spell functions similarly to an integral spell component of Project Chimera from Project Horizons and its after effects can also be seen in the dead stable near New Appleoosa.)

Possible Precursors: **Transmogrify, Teleportation II.**

Precursor to: Greater Transmogrify

SATS Cost: --

Strain Cost: Very High

Requirements: Level 24, **Transmogrify or Teleportation II.**

Heartstopper – A logical, if unseemly, progression of healing and nerve magics designed to numb pain or prevent pain from being registered at all, this spell allows you to forcibly incite cardiac arrest in your target. In other words, you give them a heart attack. Target characters must make an opposed END roll against the caster’s casting roll. If they fail, they will immediately fall into cardiac arrest. They have the opportunity to roll against END MFD ½ one additional time per round until they fall unconscious to attempt to restart their heart. Characters entering cardiac arrest may take up to two actions before falling unconscious (no actions if they critically failed endurance at any point during the opposed roll off). If they do not receive medical attention within two minutes of entering cardiac arrest, they will die. A defibrillator, strong electrical shock, or medicine roll MFD ½ to perform CPR is required to restart the heart. Players entering cardiac arrest cannot perform CPR on themselves. Each layer of overglow gives the caster a 1 MFD step bonus on the opposed magic-endurance roll versus their target.

Possible Precursors: **Anesthetic, Nerve Pinch, or Put ‘Em Under**

Precursor to: None Known

SATS Cost: 75

Strain Cost: High

Requirements: Level 24, either both **Anesthetic and Nerve Pinch** or Put ‘Em Under.

Icebolt – Focused use of the freeze spell allows the caster to create a bolt of ice from the water vapor in the air and hurl it at their foes for 4d8 damage! This spell has a range increment of 30 feet, and deals 3x as much damage on a critical success on the targeting roll. Each layer of overglow allows you to create an additional bolt, which must be targeted and resolved as a separate attack. This spell lowers the ambient temperature around the caster and target by 5 degrees Celsius, minimum of 0.

Possible Precursors: **Freeze**, Snow Drift
Precursor to: Snow Drift, Blizzard, Pony Popsicle
SATS Cost: 40
Strain Cost: Medium
Requirements: Level 20, **Freeze**.

Invisibility – Renders the caster and up to INT/4 targets silent and invisible (it does not mask their scent). Grants a bonus to sneak equal to 5xINT and costs 1 strain per minute to maintain. Also generates a magical stealth field. Magnitude of the field is equal to the number of MFD steps below one that the caster succeeded on their roll by. While the target(s) is/are actively sneaking it grants them the bonus, greatly aiding them in opposed rolls. While not actively sneaking, enemies take the stealth field as an MFD step penalty to PER rolls to notice them. Penalties to sneak for the invisible character(s) translate directly into bonuses for those making PER rolls against a stealth field.

Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as ‘ghosts’, which flicker in and out of view seemingly at random, or not at all.

Each layer of overglow can be used to either double the number of targets affected or double the length of time that 1 point of strain maintains the spell for.

Possible Precursors: **Greater Projected Image**, **Mask Scent**, **Selective Silence**, **Royal Canterlot Voice**.
Precursor to: Perfect Illusion
SATS Cost: 100
Strain Cost: High
Requirements: Level 20, **Mask Scent**, **Greater Projected Image**, and either **Selective Silence** or **Royal Canterlot Voice**.
Additional Notes: Blue Alicorns start with this spell.

Knock Out – A single targeted opponent must roll a contest of Endurance or Willpower (INT or CHA, take the better of the two) (their choice) versus the caster’s magic roll or fall unconscious for 2d4 hours. If they resist, they are not unconscious but instead take a drowsiness penalty (-10 on all actions) for the caster’s INT in rounds. If the target is under one or more magical or chemical effects keeping them awake, they receive a 1 MFD step bonus on their roll per effect.

Possible Precursors: **Induce Sleep**, **Telepathy II**.
Precursor to: Hundred Year Slumber
SATS Cost: 45
Strain Cost: High
Requirements: Level 18, **Induce Sleep** or **Telepathy II**.

Lock – This enchantment magically reinforces a physical lock, preventing access. It is frequently imbued into powerful amulets and magical items to prevent their use by undesirable parties. When cast onto an object, it prevents access to all others except a specific group, selected by the caster. The size and complexity of this group is decided by the caster; very uniform groups (a single individual or single family) are easiest. More complex groups (Extended families, friends) may require one or more layers of overglow to imbue (GM discretion). Much of the basis of bypass spells was derived from pre-war revisions and alterations to locking enchantments.

Possible Precursors: Any Ward, Conjure Tool, Field Strip, Bypass.

Precursor to: Bypass

SATS Cost: --

Strain Cost: Medium

Requirements: Level 20, either Conjure Tool, Field Strip or Bypass.

Magical Arrow Rain – Summons five magical bolts of energy and hurls them at foes for a total of 5d10 damage. Arrows can be targeted individually dealing 1d10 + 1/10 of your magic rank, rounded down, damage per arrow, or all five as a single attack, only adding your magic rank damage once. Unless targeting as a group, you must roll and resolve damage separately per arrow. Either way, all attacks made by this spell ignore 20 points of DT.

When used with overglow these arrows explode on impact (this is not an AoE effect), though the explosive nature of these smaller darts does not significantly increase damage - this does not cost a dedicated level of overglow.

Layers of overglow can be dedicated to either create an additional 3 arrows (for an extra 3d10 of damage) per layer, or to double the amount of DT ignored by this spell's projectiles.

The range increment for this and all other magical arrow spells is 25 feet.

Possible Precursors: Magical Arrow Barrage

Precursor to: Tears of the Goddess

SATS Cost: 45

Strain Cost: Medium

Requirements: Level 20, Magical Arrow Barrage.

Magical Fog – Summons a large fog bank, covering an area equal to $(5 \times \text{INT})^2$ feet up to 10 feet high. This magically dense fog provides an accuracy penalty of 2 MFD steps to those attempting to target something it conceals, and creates a 1 MFD step stealth field (with an equivalent bonus to sneak rolls) within its boundaries. SATS negates this penalty and the bonus to sneak. Those with a pipbuck may use 1 layer of overglow to tie the magical fog's stealth field into their IFF processor, granting the stealth field bonus only to targets that the pipbuck's EFS identifies as friendly.

Possible Precursors: Fog, Cloud, Fog Bank.

Precursor to: Fog of War

SATS Cost: --

Strain Cost: High

Requirements: Level 20, Fog Bank.

Magical Suppression – Creates an invisible, intangible field of highly charged magic that disrupts all other spellcasting attempts within a $5 \times \text{INT}$ foot radius of the caster. All spells that are centered or targeted within this field are 1 MFD step harder to cast. Each layer of overglow can either increase this MFD penalty by one step or double the spell's effective radius. This spell's effects last 1d4 combat rounds, and can be extended at the cost of 1 strain per additional combat round. This spell also disrupts any non- or insufficiently shielded spell matrices that enter the radius. Magical Shielding that falls even partially within the radius of the suppression effect costs an additional 1 strain per round for the caster to maintain.

Possible Precursors: Ward Against Magic.

Precursor to: Ward of Containment, Disabling Spell, Magical Silence

SATS Cost: 25

Strain Cost: High

Requirements: Level 22, Ward Against Magic.

Mana Battery – Your magical ability grants other spellcasters immense power, at the cost of temporarily draining your own. You can provide up to three spell casters 1 layer, two spell casters two layers, or a single targeted spell caster three free layers of overglow. To do this, you must spend both of your character's actions during a combat round channeling this spell. After the second action, you must pick 1-3 target unicorn-magic users within line of sight of your caster. You cannot pick yourself, nor can you select any character not capable of using unicorn magic in at least some limited capacity.

Until your next action in the following combat round, all spells cast by your target unicorns receive free layers of overglow that cost them no additional actions or strain, but which still apply to their maximum cap on layers of overglow. Their maximum cap of overglow layers increases to four. They may choose not to accept layers of overglow provided in this way for a given spell, though it's an all-or-nothing proposition. A caster receiving two layers of overglow from a mana battery cannot choose to only accept one of them. Layers of overglow granted by a Mana Battery that are channeled into maintained spells do not affect the maintenance cost of those spells.

After providing at least INT free layers of overglow to targets, each additional layer of overglow they continue to provide puts strain on their own magical integrity. Each layer they provide provokes a magic skill roll, the MFD for which has a base difficulty of $\frac{3}{4}$ but which is one step harder for each layer over their INT they have already provided. (so for an INT 5 caster, the sixth layer provokes an MFD $\frac{3}{4}$ roll, the 7th provokes an MFD $\frac{1}{2}$ roll, etc. If they succeed on this roll, they spent 1 strain and the spell is maintained; critical successes do not have to spend a point of strain. If they fail this roll, the caster's magic temporarily overloads. The spell's boosting effect ends, their strain pool drops to 0 (zero), and they must roll END MFD 1 or risk burnout. Critical failures burnout immediately, and are denied an END roll to resist.

The target (or targets) remains empowered as long as this spell is maintained; the spell has no maintenance cost, but requires constant attention to maintain – two actions must be spent by the caster every combat round to renew its effects. This spell and others like it gain no effect from overglow, and spells from this tree cannot be cast recursively (i.e. to boost the effect of each other).

As with the prerequisite spells, this spell can only affect those spells with numerical or listed overglow effects.

Possible Precursors: **Channeling Assist**.

Precursor to: Transfer Power

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Channeling Assist**.

Memory Copy – This spell allows stored memories to be placed in memory orbs after they've been extracted, without erasing the host's original memory. It can also allow the caster to alter or remove only portions of a memory, albeit requiring a layer of overglow to do so. Much more useful than its predecessors in terms of strain cost and utility.

Possible Precursors: **Extract Memory**

Precursor to: None Known

SATS Cost: --

Strain Cost: Medium

Requirements: Level 20, **Extract Memory**.

Mighty Telekinesis III – Twilight Sparkle tier. You can handle multiple heavy objects with ease; with enough focus, you could probably carry around an Ursa Minor! The physical cost of this spell is low for normal use up to a staggeringly heavy 250xINT mac limit. To lift multiple objects of over 100xINT macs, at least one layer of overglow is required. In any contests of strength that arise with your magic versus an opposing force, you may now roll Magic instead of Intelligence as your opposing roll, and you receive 2 free MFD steps as a bonus versus your opponent. Rolling opposed strength with telekinesis spells requires you to spend at least one layer of overglow – 2 strain total cost, at minimum. If you're suspending an opponent and they manage to move of their own accord, you must recast your spell to restrain them once more.

Your telekinesis has become so strong that you can now seriously slow yourself (or a vehicle you occupy) while falling. This can eliminate falling damage or give characters time to react. Slowing a fall to 5' per combat round (i.e. survivable levels) requires one layer more of overglow than would normally be required to lift the objects you're trying to slow. If you can't lift it, you certainly can't slow it down against gravity! If your caster is also on the objects you're trying to slow, it costs two additional layers instead. The good news is this – once your spell is in action, it only costs 1 strain per minute to maintain the slowing. Stopping the fall entirely rather than merely slowing it costs 1 strain per combat round.

This spell can effectively be used to (briefly) hover in place at your character's maximum jump height using the rules for slowing and stopping falls described above.

Using this spell, Melee and unarmed weapons add your INT rather than your STR as damage; at this level of Telekinesis, your INT damage is no longer restricted relative to your STR when calculating damage bonus based on your melee or unarmed skill – use the same damage multipliers as you would for strength based on skill level.

Possession of this spell passively upgrades your telekinesis. This is a 'spell upgrade' effect; its effects stack with other spells modifying a character's telekinesis, unless explicitly stated otherwise.

Possible Precursors: **Mighty Telekinesis II**

Precursor to: Swarm of Blades, Tsunami, Mighty Telekinesis IV

SATS Cost: --

Strain Cost: Low

Requirements: Level 20, **Mighty Telekinesis II**.

Mind Meld – Allows the caster to share experiences and thoughts with a target pony. The target must be willing, or at least unable to consciously resist the spell. In the span of a few moments or minutes, the caster and their target can share almost a lifetime of experiences; note that this spell works both ways – while the caster is sharing their memories, the target is also sharing memories with the caster, often involuntarily. Overglow has no effect on this spell.

Possible Precursors: **Telepathy II**, **Mind Read**, **Dream Read**.

Precursor to: **Mind Alter**

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Telepathy II**, **Mind Read** or **Dream Read**.

Mind Trick – You are capable of subjugating the mind of another creature by projecting the sheer force of your will into their mind via magic. This requires an opposed roll between the caster's Magic skill and the target's willpower (they may roll both charisma and intelligence and take the better of the two results). The caster must beat the target's MFD by at least one step to be successful. If successful, the caster can command the target to perform any action that won't directly endanger the target or be completely against the target's personality, i.e. this can't be used to make loved ones kill each other, or to make the target kill I. Attempting to do so breaks the spell entirely. This spell lasts up to 6 hours per MFD step that the caster succeeded by, or can be dismissed by the caster at any time. If the victim of this spell is stunned, put to sleep, rendered unconscious, concussed (crippled in the head), or comes under the effect of any other spell that otherwise affects their ability to make decisions (up to and including drug effects), it provokes an additional roll of magic versus willpower.

Possible Precursors: **Telepathy III** or **Telepathic Stunner**.

Precursor to: **Nightmare**, **Dominate**, **Waking Nightmare**

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 22, **Telepathy III** or **Telepathic Stunner**.

Moving Pictures – This spell enables a caster to magically project a visual record of an event, complete with sound, in a way that other characters can view. It is very useful for displaying the contents of dreams, reliving old memories and similar activities. The Ministry of Morale is thought to have used this spell in conjunction with memory removal spells to more easily and thoroughly examine the memory of suspected spies. The spell can portray anything the caster can remember or imagine in perfect clarity, as though projected onto a screen – it is believed to have been the inspiration for the first mechanical projector technology. The screen is two-dimensional, and can be projected into thin air or onto any flat surface. When projected into empty air or space the screen is one-way – those on one side can view the displayed images, those on the other side can look through it as though it were an empty picture frame. The screen can be maintained for up to fifteen minutes after its original casting. This length of time can be doubled, quadrupled etc. with overglow.

Possible Precursors: Musical Instrument, Audio Playback, Greater Projected Image, Royal Canterlot Voice, Voice Alteration

Precursor to: Scry, Perfect Illusion

SATS Cost: 75

Strain Cost: Medium

Requirements: Level 18, Musical Instrument or Audio Playback or Voice Alteration and either Projected Image or Greater Projected Image.

Nightmare – Magically twists the subconscious of a sleeping or otherwise unconscious character to prevent them from having restful sleep. Their dreams are filled with horrors, including their worst fears. This spell differs from **Dream Invader** in that characters suffering under the effects of this spell naturally recover magical strain half as fast (where applicable), and cannot heal wounds via rest until the spell's effects are dispelled, in addition to any penalties that may be imposed by the sleep deprivation that the spell necessarily entails. The spell's effects are permanent after casting until dispelled. Casting this spell a second time on the same subject can be used to dispel it. Each layer of magical overglow halves again the rate of magical strain recovery in the target, if applicable. If not applicable, overglow does nothing to increase this spell's effects.

Possible Precursors: Dream Invader, Mind Trick, Telepathy II, Black Book.

Precursor to: Waking Nightmare

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 20, Dream Invader or Telepathy II or Black Book.

Panic Lines – Magically accelerates (or decelerates) a target that is already moving up to five times (or 1/5, rounded down – cannot reduce speed below 5' per action in this way) their current speed. This spell is best employed as a held action to interrupt the movement of others. This is a good way to fling enemies into each other or off of buildings, or to give your **Telekinesis**-held objects that extra oomph! Treat each twenty feet of movement speed as 10 feet of fall damage (1d20), if the target is moving into a solid object (or if a solid object is rapidly moving into them).

Possession of this spell passively upgrades your telekinesis abilities – you may now move objects 15' per action spent relative to the caster, instead of 5' (the base amount). This is a 'spell upgrade' effect; its effects stack with other spells modifying a character's telekinesis.

Possible Precursors: Speed Lines, Telekinetic Launch, Thread the Needle

Precursor to: Railgun, Breakneck Speed

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 18, Speed Lines.

Pass Through – Renders a non-living target (ghouls count as living for the purposes of this spell) or target area up to 5xINT feet cubed in volume completely intangible for as long as this spell is maintained. This spell costs 1 strain per combat round (6 seconds) to maintain. If the area returns to tangibility while a character, creature or object is inside, splinching (explained under the teleportation heading of chapter 7) may occur.

Possible Precursors: **Ghost**

Precursor to: **Pass Through Sphere**

SATS Cost: 35

Strain Cost: High

Requirements: Level 20, **Ghost**.

Phantom – This spell renders the caster and their current inventory intangible, allowing them to pass through solid matter and allows them to fly and hover. Use the caster's magic skill as the fly skill for the purpose of aerial maneuvers. This intangibility will be disrupted if the caster is affected by magic, such as a spell or an energy weapon 'projectile'. Like its precursor, this spell does not cost strain to be maintained; unlike its precursor, however, this spell can be temporarily disrupted by the caster at will (i.e. to make an attack) without having to recast it. The spell will automagically reassert itself as soon as the attack or other action is complete. It's not recommended to attempt this from inside a currently corporeal object, as splinching (explained under the teleportation heading of chapter 7) may occur. You were warned.

Possible Precursors: **Ghost**

Precursor to: **None Known**

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 18, **Ghost**.

Physical Illusion – Creates a projected image of a relatively small size (up to INT/2 cubic feet) that looks and feels real to the touch. It can even make or modify sounds! It isn't capable of actually manipulating physical objects on its own, but the projected images created by this spell make for stellar hidden doors (it feels real until you dispel it) and it can be overlaid on another creature with roughly the same shape to give them a stunningly effective and nearly undetectable disguise. Note that it won't hide any parts of the subject that stick out beyond the illusion. Trixie's Invisibility spell is thought to be derived from this one.

Possible Precursors: **Greater Projected Image**, **Double Team**.

Precursor to: **Perfect Illusion**, **Alter Form**

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Greater Projected Image** or **Double Team**.

Put 'Em Under – The target is rendered completely unconscious for 10xINT minutes. In their unconscious state they will not dream or move, and cannot respond to stimuli. Only magical stimulants of any sort can awaken them. Unwilling opponents not caught by surprise may make an opposed END or Willpower (that's INT and CHA, taking the better of the two rolls) roll versus the caster's magic roll made to cast to resist being rendered unconscious. Each layer of overglow doubles the duration of unconsciousness AND provides the caster with a 1 MFD step bonus on their opposed roll. Remember to tip your anesthesiologist!

Possible Precursors: **Anesthetic**, **Telepathic Stunner**

Precursor to: **Heartstopper**

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 18, **Anesthetic**.

Railgun – You’re a one-horned accelerator cannon! Specialized focus of your character’s telekinesis now allows your caster to accelerate aerodynamic physical projectiles to even higher lethal speeds using their magic, with precision that has increased to the point where non-metallic armors are bypassed entirely. Each accelerated projectile now does base damage equal to 5 times the caster’s intelligence, plus twice as much damage as they would normally deal due to weight or other base damage values. Arrows, crossbow bolts and darts still deal their weapon damage in addition to this and ignore the same amount of DT they would if fired from their normal weapon (and can still be poisoned by normal methods). For example, an arrow fired using this spell would do 8d4+5xINT damage, and ignore all non-metallic DT and 15 points of any remaining DT. Knives and other aerodynamic melee weapons can still be accelerated as well, dealing double their base damage and five times the caster’s INT instead of the normal additional strength damage. The spell’s range increment is now increased to 10’xINT. Only relatively aerodynamic (read: long and thin) objects may be accelerated using this spell (GM discretion advised), and accelerated objects still cannot be heavier than what a pony could pick up with their telekinesis. For example, a piece of rebar or a long-barreled rifle would work perfectly with this spell, while a bookshelf or a generator would not -- even if their telekinesis was strong enough to pick it up, those object are simply not aerodynamic. Living creatures, including pegasi, are also insufficiently aerodynamic for use as projectiles with this spell.

Applying a layer of overglow doubles either the range increment or the INT portion of the damage only. This is a targeted spell, so roll Magic once to cast it and once more to target it. Overglow penalties apply to the casting roll, not the targeting roll.

Possible Precursors: **Thread the Needle**, **Panic Lines**, Telekinetic Launch

Precursor to: Panic Lines, Telekinetic Launch, Gauss Unicorn

SATS Cost: 40

Strain Cost: Medium

Requirements: Level 20, **Thread the Needle**, **Telekinetic Precision** and either Panic Lines or **Speed Lines**.

Regenerate – Capable of repairing serious internal damage to the body and can remove up to 2+INT wounds from a target, removing those wounds of greatest magnitude first. Capable of restoring a character’s crippled limbs if the injury occurred in the last hour. NOTE: Regenerate cannot cure cancer, remove taint, or stop enervation rot (unless used preventatively for the last one). It also cannot regrow limbs that have been completely severed, though it can reattach them if they are held in place while it is cast. Regenerate is capable of healing crippled unicorn and alicorn horns.

Possible Precursors: **Heal**, **Mend**

Precursor to: **Repair**, Clone, Healing Potions, Reconstruction, Restoration

SATS Cost: 100

Strain Cost: High

Requirements: Level 20, **Heal**.

Regrow Bone – Allows for the regrowth of broken bones, hooves, horns, etc. Depending on the size of the missing bone, this may take up to 1d4 hours of downtime. Re-growing the bone allows for the healing of crippled and maimed unicorn and alicorn horns, but does not automatically restore magical abilities. Three layers of overglow are required to intentionally grow bone incorrectly with this spell. As with **Mend** and **Set**, this spell can be used in the stead of a medicine roll to set a crippled limb.

Possible Precursors: **Heal**, **Mend**

Precursor to: **Repair**, Reconstruction, Restoration

SATS Cost: --

Strain Cost: High

Requirements: Level 20, **Mend**.

Restore – Fixes even the most complex of mechanisms and restores them to a pristine state, improving the condition of the item on which it is used by half its maximum condition value in steps or DT. This cannot be used on any single item more than once per day.

Possible Precursors: **Duplicate**, **Repair**

Precursor to: Good as New!, Restore Shape

SATS Cost: --

Strain Cost: Very High

Requirements: Level 20, **Duplicate** or **Repair**

Shield Bubble – Creates a shielded sphere around the caster, increasing DT by 5xINT. The shield's default shape is a sphere, but it can be manipulated into more complex shapes as the caster desires. This shield has the same properties as the one created by the **Shield** spell, and will collapse if hit with any single attack dealing sufficient damage to deal six wounds to the caster (6x D/W). All shield spells cost 1 strain per minute (10 combat rounds) to maintain after being cast. Shields that completely surround a character or object can block radiation. Shields can absorb rads equal to five times their maximum DT before collapsing. The maximum size of a shield bubble is equal to 20x the caster's INT attribute.

Possible Precursors: **Shield**

Precursor to: Building Shield

SATS Cost: --

Strain Cost: High

Requirements: Level 18, **Shield**.

Additional Note: Alicorns start with this spell.

Snow Drift – Creates a large quantity of snow over a small area out of ambient water vapor in the air or out of water from a local source. The snow covers an area equal in size to 5x the caster's INT in feet squared, in whatever shape the caster would like (the default pattern is a square or circle). The snow is of relatively uniform depth, about 12". Each layer of overglow can be applied to either double the square footage covered with snow or double the depth of the snow covering. This spell can be exceptionally useful, as the snow can be used for refrigeration and as a way of easily transporting water. Beyond the possible snowball fights, however, it is not particularly offensive. The snow is created at freezing temperatures, and can be used to cool off a pony suffering from heat stroke or other heat-related trauma. This spell is harder to cast if the ambient temperature is above 70°.

Possible Precursors: **Freeze**, Deluge, Icebolt

Precursor to: Icebolt, Blizzard, Pony Popsicle

SATS Cost: --

Strain Cost: High

Requirements: Level 18, **Freeze**, Deluge.

Solar Flare – Your control of the sun’s rays has gone beyond simply making you into a light in the wasteland’s darkness, turning the sun into a deadly weapon! You can focus any ambient level of sunlight (though it does require ambient natural light) into a single flaming projectile that leaves your opponents scorched. This spell launches a magical flare-like projectile from your horn and sends it rocketing towards your enemies. Not only does it illuminate everything in its path as Daylight for the next 30 seconds (5 combat rounds), it also ignites everything that it passes within 5’ of as the Fire special weapon effect. When it does finally impact a target, this projectile deals 4d10 of damage and ignores 15 DT, as well as lighting the target on fire. This spell’s only downside is that it requires at least some level of ambient light; it cannot be cast in darkness. Each layer of overglow adds 1d10 of damage and adds 1d12 of damage to the Fire effect rolls caused by this spell.

Possible Precursors: **Sunbeam**, **Flare**, **Pyre**.

Precursor to: Solar Wrath

SATS Cost: 40

Strain Cost: High

Requirements: Level 20, **Sunbeam** or **Flare**.

Sonic Scream – This attack deals 4d12 damage to biological opponents, and renders them temporarily hard of hearing for 1d4 rounds, during which they suffer a 2-MFD step penalty to auditory perception checks, and must make an auditory perception check to communicate verbally with their compatriots (i.e. hear them talk). This spell is targeted as a single-target weapon, with magic used as the skill roll to hit, and similarly to a flamethrower hits any and all targets within 5’ of the main target or in the line of fire. Its range increment is 10’, with a maximum effective range of 30 feet. Sonic attacks deal an additional +2d12 versus machines and powered armor, and completely ignore DT unless the target is in armor that has an air-tight seal.

Possible Precursors: **Royal Canterlot Voice**, **Soundburst**.

Precursor to: Sonic Lance, Wall of Sound

SATS Cost: 30

Strain Cost: Medium

Requirements: Level 20, **Royal Canterlot Voice** or **Soundburst**.

Summon Bloatsprite – Creates a bloatsprite out of thin air within five feet of the caster. The sprite is not controlled, and will immediately attempt to eat any living creatures it identifies as food in its vicinity. The bloatsprite can be pacified using music, or removed from existence by the banish spell (or, you know, just shooting it a bunch). With three layers of overglow, this spell summons a Fillydelphian parasprite instead. Don’t worry about having to make more of them – the sprites seem to have that part under control.

Possible Precursors: **Conjure Tool**, **Teleportation I**, **Duplicate**, Banish, Door from Nowhere

Precursor to: Banish, Door from Nowhere, Create Matter

SATS Cost: 15

Strain Cost: Medium

Requirements: Level 22, **Teleportation I** and either **Conjure Tool**, **Duplicate**, or Door from Nowhere.

Surrogate – Allows one mare to act as a surrogate mother for another’s foal. The surrogate mother must be related by blood (no matter how distant, within reason) to the conceiving mother, or the unborn foal will very likely die. This spell enacts the transplantation of the unborn foal in its entirety, but does require that medical equipment and conditions be available.

Possible Precursors: **Meld**, **Tissue Transplant**.

Precursor to: None Known

SATS Cost: --

Strain Cost: Very High

Requirements: Level 22, **Tissue Transplant**.

Talisman Creator – This spell allows your pony to create their own talismans! Talismans can be created either from gems (normally of wt. ½ or greater) or from any other item with sufficient magical energy content you should happen to come across.

Creating a talisman is magically taxing enough, but after you’ve made the talisman itself it requires the subsequent use of another spell to be imbued into it, at a 2 MFD step harder difficulty than the normal casting roll. The strength of the talisman used, the degree of success on the casting roll, the type of spell, and the level of the spell all have an effect on how effective, durable, and powerful the resulting talisman is. When creating a talisman or imbuing a spell into a talisman, overflow doubles the number of charges and halves the physical durability of the talisman itself, making it more unstable. Overflow channeled into a spell cast into a talisman has no effect on the direct strength of the talisman’s magic. A table outlining basic talisman properties as they are affected by these factors is below.

Talisman Created – Determinant Factors	<i>Durability (Physical)</i>	<i>Durability (Charges)</i>	<i>Strength (Numerical Efficacy)</i>
<i>Imbuing Roll Success (Steps below target MFD, Casting roll)</i>	No Effect.	+1 charge per MFD step. If above target MFD, -20% of base charges per step.	No Effect.
<i>Imbuing Overflow</i>	-1 END per layer (if 0, talisman is destroyed).	x2 Base value per layer.	No Effect
<i>Talisman Purity (Steps below target MFD, Creation roll)</i>	Talismans have 1 pt. of END per MFD step success, minimum 1, max 6. (D/W = 10)	Each step below target MFD increases base charges by 20% of the base.	No Effect
<i>Talisman Strength (Talisman base object raw magical potential: Low, Normal or High)</i>	High potential objects have low DT (5 or less) and vice versa (5 or more).	High magic objects have 1.5x normal spell charges. Low magic objects have ½x spell charges.	Low magic objects will have effects between 1/10 and ½ normal spell effects. High-magic bases grant no bonus.
<i>Spell Level (I-IV)</i>	No Effect.	I – 50 Charges, Base. II – 25 Charges, Base. III – 10 Charges, Base. IV – 5 Charges, Base.	Base efficacy is as the spell. If spells have similar effects, higher level spells always make stronger talismans.
<i>Spell Type (Category, and Offensive/Support/Passive)</i>	No Effect.	If the spell can be used to heal wounds, deal damage, or project any temporary effect (targeted or otherwise), its talisman has charges. ‘Passive’ spells have 2x as many charges, but are more difficult to imbue.	If the spell is offensive or otherwise deals damage directly, damage is reduced by 1 die. If the spell type is passive or support, its effects may vary. No normal talisman’s strength can ever directly exceed that of the base spell.

The maximum number of charges a talisman can hold varies with spell level. For level 1 and 2 spells, the total maximum number of charges a talisman can hold is equal to 5x the original number of charges imbued. Above that, level 3 spell-talismans have a maximum capacity of 3x the total number of charges initially imbued. Level 4 spell talismans can hold only a single charge, and must be recharged after each use.

Recharging talismans created with this spell can be done by casting the imbued spell or a sufficiently similar derivative into the talisman. Doing so recharges as many charges as were initially imbued when the talisman was created.

If you already have an empty ‘blank’ talisman that doesn’t have a spell imbued, *any* unicorn can cast a spell into it – they don’t need this spell to know how to do so (this fact also allows any unicorn with the spell to re-imbue a talisman to restore charges). The spell to be imbued can be cast by anyone – it doesn’t have to be the creator of the

talisman. It doesn't even have to be a unicorn or alicorn spell – any spell that can be cast (i.e. zebra rituals, black book spells) can be imbued into a talisman created using this technique. This makes unicorn talismans more versatile in terms of spell content and behavior than most zebra talismans, a fact which Equestria exploited during the war to develop spell matrix and magical energy weapons technology.

Most spells may need to be *triggered* after being imbued into a talisman – this is especially true of offensive spells. Triggering a talisman is a single action in combat, and requires physical or magical contact with the talisman. Depending on the complexity of the spell channeled, the talisman may be more or less effective. More complex spells channeled into talismans tend to have more potent effects, but are more delicate. In the case of memory orbs as an example, a higher level memory access spell like Mind Meld will have the potential to hold a larger memory and store more accurate sensation than an orb created from the same materials using a lower level memory spell.

With a layer of overglow, talismans can be created that will respond to other forms of stimulus, such as a passphrase or creature proximity.

Semi-Passive Talismans –

For PASSIVE and SEMI-PASSIVE SPELLS, such as **Drip**, **Telekinesis**, and many of their derivatives – spells that do not cost the caster strain to use under most normal conditions -- imbuing them in any useful fashion into talismans with a limited magical reserve capacity is difficult. Imbuing such spells requires casting them into the talisman at 3 MFD steps harder difficult than normal. Once successfully imbued, they have double the number of charges as would normally have been imbued for a non-passive spell and can be recharged as normal, but only expend charges when used explicitly.

For example, **Telekinesis** can be used passively for things like wielding weapons, using the talisman creator's INT (assume INT 5 if unknown) to determine its weight limitations. But using it as an independent action – say, lifting a boxcar and slowly moving it over an unwitting alicorn - would use a charge every action it was being called upon. If it ran out of charges, the spell would fizzle. For **Drip** and **Faucet** in particular, the movement of water in combat or in specifically stressful situations would expend charges, while the movement of water outside of combat would not. Your GM will need to make the call. **Telekinetic Precision**, arguably the most passive spell currently in the system, would spend a charge whenever it is used specifically to accomplish a task in a stressful situation, such as when trying to hurriedly put the pin back into a grenade.

In situations where a talisman contains a spell that would enhance a wearer's pre-existing magical ability rather than grant a non-existent one, such as in the case of **Mighty Telekinesis** or **Long Ranged Telekinesis** talismans being worn by unicorns with basic telekinesis, charges would be expended only when the specific enhancements granted by those talismans are called upon for use.

Only one talisman's passive effect may affect a given character at a time. This is especially true when dealing with interactions with Zebra Talismans. Barring some rather special exceptions, the use of a unicorn talisman that grants a passive effect in conjunction with a zebra talisman will hinder or disable the effects of both talismans.

Note: Memory Orbs, even empty ones, are not technically a blank talisman. They have a memory spell (Like **Memory View** or Mind Meld imbued into them, governing what type of talisman they are.

Possible Precursors: **Magical Battery**, **Channeling Assist**, **Replenish**.

Precursor to: Create Matter

SATS Cost: --

Strain Cost: *Special (High)

Requirements: Level 20, **Magical Battery** or **Replenish**.

*Strain Cost is at the GM's discretion depending on what type of item you're trying to imbue. Gemstones are generally High cost.

Telekinetic Blast – You’ve gotten a little bit better at focusing the raw power of your telekinesis into an actual offensive spell! This spell creates a column of force 15’ wide that smashes back enemies up to 40 feet away. It’s such a large force projection that you don’t even have to roll to aim it! Unlike its predecessor spells, enemies may attempt to dodge this attack (the dodge MFD is ½). Those hit by the spell’s effects are temporarily stunned, losing their next action unless they succeed at a difficult MFD ½ Willpower roll (roll INT and CHA and take the better of the two), and even if they can recover they still take 2d20 damage that totally ignores DT provided by armor. Those hit are also forced back 10 feet for every level of success (So MFD 1 moves them 10’, MFD ¾ moves them 20’, etc.). If they were forced into a wall or other obstruction, they take an additional 1d20 damage for every five feet they could not move. That said, this spell *can* destroy walls, and is more than capable of taking doors off their hinges. Each layer of overglow moves affected creatures or characters an additional 10 feet back away from the caster. Characters with this spell can now push or pull up to 500xINT in weight, without much precision. Attacks made using melee or unarmed weapons held in their telekinesis may not be terribly accurate, suffering a 1 MFD step penalty to hit, but now deal damage in place of their base strength damage

Possession of this spell passively upgrades your telekinesis. This is a ‘spell upgrade’ effect; its effects stack with other spells modifying a character’s telekinesis, unless explicitly stated otherwise.

Possible Precursors: **Telekinetic Wave**, Telekinetic Launch

Precursor to: Telekinetic Wave Blast

SATS Cost: 35

Strain Cost: High

Requirements: Level 18, **Telekinetic Force** or **Telekinetic Wave**.

Telekinetic Bullet II – Your telekinetic bullets now deal as much damage as an IFD-86 combat shotgun (6d12), though at longer range. You may cast this spell INT times per day. The range increment for this spell is still 20 feet (in case you forgot). Nice and simple, just what the Security Mare ordered.

Possible Precursors: **Telekinetic Bullet I**

Precursor to: Telekinetic Bullet III

SATS Cost: 25

Strain Cost: Medium

Requirements: Level 16, **Telekinetic Bullet I**.

Telekinetic Launch – Transfers a great deal of momentum to a target in a very short period of time, directed up at about a forty five degree angle relative to the ground. By the time it becomes airborne, the target is moving at speeds up to 5x the caster’s INT. For the sake of preventing ‘unnecessary’ math, you can assume that it will launch them up to a height of about 5xINT feet in the air before they start falling back towards the sweet, sweet ground, and that they’ll travel about twice their vertical distance in feet before they touch back down (please don’t tell any physicists we told you to do this). Unless something alters the target’s trajectory, interferes with their speed or otherwise changes their course, they’ll impact at roughly the same speed they took off, dealing (INT/2)d20 damage, AoE. Like falling damage, this is not reducible by armor.

Damage may be reduced or eliminated completely if they’re slowed down, caught, or are able to land in or on something soft (or in water); use normal falling damage rules combined with the **Speed Lines** collision rules to determine damage in the event of a reduction. Targeting this spell is difficult to the forces involved, and it requires an accuracy roll of base MFD ½ in addition to its normal casting roll. Each layer of overglow doubles the momentum imparted and the distances traveled.

Possible Precursors: **Telekinetic Force**, **Mighty Telekinesis I or II**, **Alter Trajectory**, **Speed Lines**, **Thread the Needle**, Railgun

Precursor to: Back at Ya!, Panic Lines, Telekinetic Blast, Railgun

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 18, **Telekinetic Force**, **Speed Lines** or **Thread the Needle**.

Telepathy III – Green Alicorn Tier! You can now communicate and hold conversations with INT/2 individuals at once, over virtually any distance, as long as you’ve met the individuals before. The spell can be maintained as long as the conversations last with no additional strain cost. As with lower level telepathy spells, alicorns may use telepathy as a free action and it does not cost them any strain.

Possible Precursors: **Telepathy II**

Precursor to: Brain Bleed, Mind Trick, Hundred Year Slumber, Like a Melon!, Mind Alter, Telepathy IV, Waking Nightmare

SATS Cost: --

Strain Cost: Medium

Requirements: Level 20, **Telepathy II**, INT 8 or Alicorn.

Teleport Block – Suppresses teleportation within a radius of 10xINT feet centered on the caster. Teleportation spells are made totally impossible to cast within this radius, and any character trying to teleport into this radius from outside it is forced to rematerialize at their point of origin. This spell’s effects last for 1d4 minutes and can be sustained for longer at the cost of one strain per minute. Each layer of overflow doubles this spell’s effective radius. For two layers of overflow, the radius can be centered on a target location or character other than the caster; target characters need not be willing, though the caster must roll to target the spell, and must maintain line of sight with the target character or location for the duration or the spell will be broken.

Possible Precursors: **Teleportation II**, **Ward Against Magic**, Magical Suppression

Precursor to: None Known

SATS Cost: 50

Strain Cost: Medium

Requirements: Level 20, **Teleportation II**, **Ward Against Magic** or Magical Suppression

Teleportation III – Twilight Sparkle Tier Teleportation! Experience with teleportation allows casters to bring up to INT/2 friends and their possessions with them up to 500xINT feet in range, or to teleport to any location that they know well and can accurately visualize. The caster can now teleport most objects, characters or creatures without accompanying them. Teleported objects, characters and creatures cannot intentionally be rematerialized inside of other objects; the only way to achieve that level of accuracy and to circumvent the spell algorithm’s safeties is for the caster to accompany them, which would necessitate putting themselves at risk of rematerializing inside something else. The range of what they can teleport items from now extends to a 20’ radius, centered on the caster, limited by line of sight. Individual overflow layers can double the number of characters teleported, the distance that they can travel via teleportation, or the maximum distance a character, object or creature can be away from the caster and still be teleported. The caster is still only capable of teleporting creatures, characters and objects to or from their immediate vicinity; if the mage is at position A, and the object they wish to teleport is in position B, then they cannot teleport that object directly to a third position C. They can, however, teleport it to themselves at position A and then a second time to position C. This is the sort of stuff they teach you in advanced magical theory texts, I guess. Momentum is conserved during teleportation; speedy thing goes in, speedy thing goes out.

Possible Precursors: **Teleportation II**

Precursor to: Create Matter, Teleportation IV, Time Hop

SATS Cost: 75

Strain Cost: High

Requirements: Level 20, **Teleportation II**.

Tradewinds – This spell allows you to harness the wind to push yourself or a target object along. If you're using a sailboat (or a similarly powered vehicle – it doesn't have to be a boat), it can be sustained to literally put the wind in your sails. This spell allows you to push a target weighing less than 1000 macs up to (1d8x5) feet in any direction you choose. If your chosen target is flying or otherwise not restricted by friction (like a boat or a wheeled object), this distance is tripled. Objects cannot be pushed through other solid objects – if they would be pushed through a solid object, they instead take 1d10 damage per five feet they were unable to be moved. This spell's effects can be countered if the target can manage to hold onto something (STR opposed with the caster's magic) or dodge out of the way. Also great for making capes billow majestically.

Sustaining this spell costs 1 strain per 5 minute interval.

Possible Precursors: **Windy Day**, **Gale**.

Precursor to: Windstorm

SATS Cost: 20

Strain Cost: Low

Requirements: Level 18, **Windy Day** or **Gale**.

Ward of Containment – Contains a single entity and temporarily prevents it from moving or harming others. Spellcasters trapped within this type of ward are rendered incapable of casting spells. This spell must be sustained to remain in effect, and can be broken if the caster loses consciousness or their line of sight with the target is broken for longer than a combat round. This spell is very powerful if imbued into a talisman or set of talismans, especially if set to a trigger. This ward can be overwhelmed by any attack powerful enough to maim the caster that placed the ward (i.e. it must deal as much damage as the caster's END*D/W, accounting for modifiers to the resulting value made by perks, traits and hindrances).

Possible Precursors: **Any Ward**, **Magical Suppression**, **Shield**

Precursor to: **True Love's Kiss**, **Lock**, **Disabling Spell**, **Magical Silence**

SATS Cost: 65/Target

Strain Cost: Very High

Requirements: Level 20, at least two other wards, **Magical Suppression**, **Shield**.

Water Trotter – A unique refinement of hydrokinesis spells that allows one or more targets to walk safely across the surface of liquid water. After being cast, it must be maintained by the caster in order to work properly. Maintaining the spell costs them one strain for every fifteen minutes of use. Each layer of overflow doubles the number of individuals that the caster can include in the spell's effects; one layer allows two, etc. for a maximum of eight individuals included with three layers. This spell works on other liquids as well, though it might not be a good idea to use it to walk across rivers of lava or vats of swirling biomagical waste – you're still touching the surface.

Possible Precursors: **Ward against Cold**, **Faucet**, **Shield**, **Deluge**

Precursor to: **Deluge**, **Reverse Gravity**

SATS Cost: 50

Strain Cost: High

Requirements: Level 20, either **Faucet** or **Deluge**.

Windstorm – This offensive wind spell kicks up dust and debris, turning the air around your caster into a weapon. Windstorm creates a small, directed cone of wind that picks up shrapnel and debris and hurls it at a group of foes. If sufficient debris is available, this storm deals 2d20 damage to a single target and any characters or creatures immediately adjacent (similar to a flamethrower). If sufficient debris is not available, then it hurls dust into the eyes of your target and those adjacent to her, giving the affected target a -50 targeting penalty for the next 3 rounds (unless they had eye protection on). In either case this spell has a targeting range increment of 15 feet. If anything obstructs the line of sight from the caster to the target, then the spell will deal damage to that obstruction instead. Each layer of overglow adds one additional die of damage, or increases the duration of the targeting penalty by a round.

Possible Precursors: **Gale**, **Tradewinds**

Precursor to: Tornado, Hurricane, Blizzard

SATS Cost: 35

Strain Cost: High

Requirements: Level 20, **Gale**.

Level 4 Spells – These spells are some of the most powerful magics ever wielded in Equestria short of megaspells. Pre-war, a unicorn capable of performing a spell like this would have been the head of a major organization, if they weren't being used for the war effort as a living weapon or as the basis for a megaspell. It's extremely unlikely for *any* unicorn, even the most talented, to learn more than one spell like this. **Normal unicorns can master only 1 level 4 spell in their lifetime.**

Age – An incredibly advanced and powerful spell that change the physical age of the target to the caster's whims. When cast, the caster may modify the target's age, either increasing it or decreasing it by a number of years up to the INT score of the caster. Each layer of overglow either allows the spell to affect an additional target, or doubles the number of years a caster can give or take away. If the spell affects multiple targets, the age adjustments made to each target do not need to be the same.

Possible Precursors: **Transmogrify**, **Alter Features**, **Regenerate**, **Teleportation III**, **Greater Transmogrify**

Precursor to: **Greater Transmogrify**

SATS Cost: -- (Full round to cast in combat)

Strain Cost: High

Requirements: Level 30, **Transmogrify** or **Greater Transmogrify**, **Alter Features**, **Regenerate**, **Teleportation III**.

Alter Form – This spell is some of the most powerful illusory alteration magic, capable of passing even an Alicorn off as an earth pony colt, or vice versa. It can change the form and appearance of any target living creature to look and feel like any other, up to and including those of dramatically different race or size, to say nothing of physical appearance. Important to note: while this spell may cause the illusion that a pegasus' wings, a griffin's claws, or a unicorn's horn are not there, to the point where both the target and those around them may actually feel as the illusion suggests, if the target attempts to use their body in a way that the illusory form cannot, such as a pegasi trying to fly while disguised as an earth pony, the spell will immediately break – this is very difficult, however, as the spell alters the target's sensation and physical perception to conform to the illusion (acting in such a way requires an INT roll MFD ½). The reverse is not true – wings given by this spell will function normally, and horns and other natural weapons created by it can similarly be used.

That said, Just because they now have functional appendages doesn't mean they know how to use 'em. The spell isn't capable of imbuing knowledge of their new anatomy into its target (it can't grant the ability to perform maneuvers or cast spells that the subject doesn't already have the ability to), but it does slightly alter their form's natural magic. It *will* allow an earth pony disguised as a Pegasus to fly and walk on clouds, or one disguised as a unicorn to use magic **if they learn to do so while disguised**, etc. If this spell's effects would grant the use of a normally unavailable racial skill, the target gains that skill at rank appropriate for a first level character (2xATT + ½Luck +2). Though it may physically alter the weight and stature of the target character by as much as ±90%, this spell has no effect on physical or mental attribute scores or damage per wound values. Carry capacity and speed may still be affected!

The spell's effects last up to one full 24-hr day, or until dispelled. If the caster is rendered unconscious or at any point is denied the ability to cast magic (such as might occur if they used this spell to disguise themselves as something without a horn), any target of this spell that still has it active on their person has it dispelled immediately. Each layer of overglow doubles the duration.

Casting this on a non-willing target is an opposed roll of the caster's magic versus the target character's magic skill, charisma, endurance or intelligence attribute – their choice.

Possible Precursors: **Alter Features**, **Physical Illusion**

SATS Cost: --

Strain Cost: High

Requirements: Level 28, **Alter Features** or **Physical Illusion**

Blizzard – Summons a winter storm from nowhere to freeze foes solid! The wind and snow deal 3d8 damage per turn to all locations and blind (3 MFD step ranged targeting penalty) any characters within the target area for as long as this spell is sustained. The blizzard completely envelops a cylindrical area centered on either the caster or a chosen target location of 5xINT feet in radius and 10xINT feet in height in swirling gusts, harsh ice and swirling snow. Characters attempting to fire into this blizzard at targets suffer 2 MFD steps to accuracy due to the obscuring effects, which can be reduced to 1 MFD step with the use of SATS. The ice of the blizzard has a 5% chance of clogging the respirators and/or damaging the motors of power armor per combat round, forcing its removal or simply freezing it in place (roll d% once per round a power armored character remains in the blizzard; critical successes freeze the armor in place, critical failures clog the respirator). Cyborgs with exposed prostheses and metal-armor wearers take an additional 3d8 damage (ignores DT) from the effects of freezing metal on flesh every round after the first that they remain in the blizzard area. All flight rolls in the blizzard are 2 MFD steps harder. This spell is 1 MFD step harder to cast for every 10°C above freezing it is. After being successfully cast, however, it will magically lower the ambient temperature by up to 30°C, to a minimum of -30°C. If the temperature is already below that point, it will not be altered.

Possible Precursors: Icebolt, Windstorm, Snow Drift

Precursor to: Pony Popsicle

SATS Cost: 50

Strain Cost: High

Requirements: Level 28, Windstorm, and either Icebolt or Snow Drift.

Breakneck Speed – Magically accelerates a target that is already moving up to twenty five times its normal maximum speed. If they were running at you, remember to step aside as they fly past! Treat each twenty feet of movement speed as 10 feet of fall damage, if they're moving into a solid object.

Possession of this spell passively upgrades your telekinesis abilities – you may now move objects 20' per action spent relative to the caster, instead of 5' (the base amount). This is a 'spell upgrade' effect; its effects stack with other spells modifying a character's telekinesis.

Possible Precursors: Panic Lines.

Precursor to: Gauss Unicorn

SATS Cost: 100

Strain Cost: High

Requirements: Level 26, Panic Lines.

Building Shield – Creates a MASSIVE shield bubble around a target location (though it can certainly be reduced to surround whatever the caster would like). It's not quite the size of the talisman powered shields that protected some cities during the last days of the war, but no one short of the princesses could make a bigger one on their own unless it was their cutie mark ability. This shield is near-totally impermeable to weapons fire, increasing DT by 100xINT while maintained. If its DT is penetrated by any attack that deals enough to wound the caster, it costs an additional 1 strain for the caster to maintain it. It will not collapse unless the caster is crippled or maimed in the horn, or is rendered unconscious.

Green Alicorns can work together to create a shield of this strength between them, enabling them to split the strain cost, but it requires multiple alicorns (at least 2) to sustain. At least two of the alicorns must be conscious to maintain the shield, and while maintaining the shield they cannot move or perform other actions. Use the highest d/w value for the alicorns when determining if penetrating damage would deal a wound, and average their INT scores and round down to determine the DT of the shield.

For a unicorn or alicorn with this spell, all shield spells (including this one) cost 1 strain per minute (10 combat rounds) to maintain after being cast. This includes shield spells that would otherwise have a higher maintenance cost.

Possible Precursors: Shield Bubble.

SATS Cost: 75

Strain Cost: Very High
Requirements: Level 28, Shield Bubble.

Cleanse Taint – Removes all of the chemicals known collectively as “Taint” from the target. It does not undo any damage already done by the presence of said chemicals in the target’s system. This spell cannot be learned without instruction.

Possible Precursors: None
SATS Cost: --
Strain Cost: High
Requirements: Level 26, Roleplaying Reason.

Clone – Creates a magical duplicate of the caster (3 layers of overglow allow the spell to target any living creature within line of sight of the caster). The duplicate is a near-exact copy of the target, and is as capable of independent thought and action as the target was at the time of casting. They may not possess all of the knowledge of the original copy (though they usually retain all memories of the caster up to the point of their creation). Each layer of overglow produces an additional copy. Clones are considered permanent creatures, and the spell does not need to be maintained. This spell can be targeted anywhere within line of sight. Cloned ponies do not have souls, and when killed they dissolve into a pile of ash.

Possible Precursors: Duplicate, Teleportation II, Regenerate
SATS Cost: --
Strain Cost: Very High
Requirements: Level 30, Duplicate, Teleportation II, Regenerate.

Create Matter – This spell allows a unicorn to pull a significant amount of matter from Celestia only knows where, and shape it to a small degree. The matter must be all of the same type, and must have mass less than that of the pony creating it. Some Water and Air talismans work using this spell.

Possible Precursors: Duplicate, Repair, Replenish, Summon Bloatsprite, Talisman Creator, Teleportation III
SATS Cost: --
Strain Cost: Very High
Requirements: Level 30; Teleportation III or Summon Bloatsprite or both Repair and Replenish; Pyre, Freeze, at least one Ward.

Disabling Spell – Places an extremely complex dynamic ward upon a unicorn’s horn that completely nullifies their ability to cast magic, up to and including basic telekinesis. Placing the ward on a willing target takes a single action; placing it on a non-willing target is an opposed magic roll versus the target, and requires that line of sight with the target’s horn be maintained. This ward can be channeled over multiple rounds. While being channeled, each round spent channeling the spell prompts one opposed roll. Every round after the first that the spell is channeled

This spell has been shown to be easily imbued into unicorn-magic talismans; at least two talismans must be arranged around a portal or doorway to function properly. The placed talisman array projects a field that automatically places the ward spell on any unicorn or alicorn that passes through it, though it may take several combat rounds (during which it will roll magic at the level of the caster who created the ward against the magic skill of the intruder), and will prevent the motion of the horned character through the portal until the ward has been completed. If the intruding unicorn or alicorn backs out of the doorway before the disabling spell is cast, the spell fizzles and their magic remains.

Unlike most wards, the disabling spell is quite difficult to remove, even for the caster. To remove the ward, it must be cast a second time on the same target– though this time, the caster must make an opposed roll versus their own magic skill! Any unicorn that knows this spell may attempt to remove it in this fashion, rolling against their own skill. If the ward was placed by talismans, travelling backward through the portal that placed the spell will can also be

used to remove it. The ward can also be removed using Greater Dispel (or **True Love's Kiss**, if the target is their kiss designee).

Frequently used pre-war as a security precaution at high-profile events.

Possible Precursors: Magical Suppression, Ward of Containment

SATS Cost: --

Strain Cost: High

Requirements: Level 26, Ward of Containment.

Dominate – You are capable of completely dominating a subject's mind, suppressing all but their most basic instincts for survival. This requires an opposed roll between the caster's Magic skill and the target's INT or CHA (their choice). The caster must beat the target's roll by at least one MFD step to be successful. If successful, the caster can command the target to perform any action that won't directly endanger them, i.e. this can be used to make loved ones kill each other, but not to make the target kill themselves. Unlike Mind Trick, competing mental effects do not provoke additional rolls. Only severe head trauma (crippled in the head) or other level-4 spells that affect the mind of the user will provoke additional contested rolls. Otherwise, this spell lasts up to 12 hours per MFD step that the caster succeeded by, or can be dismissed by the caster at any time. It can be re-cast to extend its duration – opponents already under its sway receive a 1 step penalty on their resistance rolls for every consecutive 24 hours of mental domination they've been under up to that point.

Possible Precursors: Mind Trick, Telepathy IV

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 30, Mind Trick.

Electrocute – Electrocutes the target, overloading all but the most robust magical systems. Deals 5d12 damage, increased to 10d12 damage if target is mechanical, contains a spell matrix, or is a cyborg. This spell *will* shut down technology, regardless of shielding. Damage dealt by this spell carries the Electricity special weapon effect, and thus ignores DT provided by metallic bardings and deals damage at the end of the round as an ongoing effect. In stormy conditions, this spell gets a 2 MFD step bonus towards targeting flying characters and creatures. Wet characters take an additional die of damage, and all damage dealt is treated as AOE damage. Wet cyborgs and machines take 12d12 base damage. Each layer of overflow adds an additional die of base damage and allows this spell's effect to jump from its initial target to one extra target within 15 feet (use the most recent target as the point of origin for each arc). There must be either an unobstructed line of sight between the two targets or an unbroken conductive pathway (like water or metal) for the spell to continue jumping, and it cannot hit the same target twice as it jumps.

Possible Precursors: Electrify.

SATS Cost: 65

Strain Cost: High

Requirements: Level 28, Electrify.

Fog of War – Summons a tremendously large fog bank, covering an area as large as an entire settlement (up to INT square miles) in dense fog up to 30 feet high! This magically dense fog provides an accuracy penalty of 2 MFD steps to those attempting to target something it conceals. SATS negates this penalty, but *only* if the target is within 15 feet; the magically dense fog disrupts even SATS' ability to remove visual obstruction. Layers of overflow can double the area affected, or can reduce the effective range of SATS by 5 feet (minimum 5 feet).

Possible Precursors: Magical Fog.

SATS Cost: --

Strain Cost: Very High

Requirements: Level 28, Magical Fog.

Gatling Beam – Shoots rapid fire beams of magical energy from the caster’s horn equivalent to an AER-20 Gatling Beam! Acts exactly as the beam weapon, except that it deals three times as much damage on a critical hit and you may add 1/5 of your magic skill rank to weapon damage instead of 1/10 of your energy weapons skill rank. Can be cast up to 10xINT times per day. If you also have **Dispel** or Greater Dispel, this beam also disrupts any maintained spells. Excellent for taking down shielded targets.

Possible Precursors: **Magical Beam II**, Disruptor Beam

Precursor to: Trottingheimer’s Folly

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 26, **Magical Beam II**, Disruptor Beam.

Gauss Unicorn – (Or Gauss Alicorn, if you prefer.) You are a true living particle accelerator, capable of turning even dust motes into lethal projectiles. The magnitude of your magical acceleration has grown too fast to accelerate anything that isn’t designed to be used as a projectile, literally tearing apart anything not designed to travel at the speeds you’re projecting things at. Particles accelerated using this spell deal 10xINT damage and bypass all DT. Bullets and other projectiles accelerated with the spell deal as much damage as their highest damage dealing weapon plus the INT damage.

Possible Precursors: Railgun, Breakneck Speed

Precursor to: Trottingheimer’s Folly

SATS Cost: 35

Strain Cost: Medium

Requirements: Level 28, Railgun.

Good as New! – Completely repairs and fixes any single item of size less than or equal to a sky wagon. Cannot be used by a caster more than once per week. Restoring larger objects can be done via overglow.

Possible Precursors: **Spark**, **Repair**, **Replenish**, **Restore**

SATS Cost: --

Strain Cost: Very High

Requirements: Level 28, **Restore** or **Repair** and either **Spark** or **Replenish**.

Gossamer Wings – Creates a pair of beautiful translucent wings on the target, enabling them to fly and interact with clouds as if they had the flight ability. The target uses their highest AGI-dependent skill as if it were the flight skill. They do not gain the ability to learn flight maneuvers, but may use “hover” and any level zero flight maneuvers as though they had learned them. Lasts 4d6 hours, doubled by each layer of overglow; neither the target nor the caster may know how long it will last – the GM should make the roll in secret.

Possible Precursors: **Cloud Walker**.

SATS Cost: --

Strain Cost: Very High

Requirements: Level 28, **Cloud Walker**.

Greater Dispel – Disrupts magical effects of equal or lesser level, such as spells maintained by alicorns and unicorns or those enchantments put in place by the ministries long ago. It is capable of disrupting both pony and zebra talismans, but requires direct physical contact with the talisman or the magical effect it creates to do so. Maintained spell effects are dispelled permanently, but talismans are created with redundancies that make permanent dispelling more difficult. Permanently dispelling a talisman requires one layer of overflow per spell level of the spell imbued into the talisman. Needless to say, it cannot dispel level 4 spell talismans under normal conditions, but maybe if you had a **Channeling Assistant**....

If this spell is cast on any talisman with insufficient strain channeled into it to fully remove its enchantment, the talisman's magic is still disrupted temporarily. The magic of the talisman will reassert itself and restore the talisman's functionality in INT combat rounds. Layers of overflow spent can double this deactivation time.

Because of their reliance on arcane processes, this spell is easily capable of shutting down spell matrices and similar arcanotechnological devices – treat such items as talismans with a spell of level 2 imbued into them.

Possible Precursors: **Dispel**, Disruptor Beam

SATS Cost: 70

Strain Cost: High

Requirements: Level 26, **Dispel** or Disruptor Beam, as well as any level 4 spell.

Greater Transmogrify – Allows you to alter the shape of living things, including increasing or decreasing their size by a factor of two. This spell can be used multiple times on the same target to alter or undo the effects of a previous casting, or its effects can be undone with Restore Shape. This spell can be employed to significantly change the shape or anatomy of a target, including enabling gender-transformations, making a target into a living bouncy-ball, etc.

Possible Precursors: **Transmogrify**, Alter Features, Fusion, Age

Precursor to: Age

SATS Cost: 100

Strain Cost: Very High

Requirements: Level 28, **Transmogrify**, Alter Features or Fusion.

Healing Potions – Ponies with this spell can set aside their healing magic in a distilled form that can be saved for later or consumed in a pinch. To create a healing potion requires that a unicorn have a vial of clean purified water (there are about four of these per unit water), at least 5 magical energy cells worth of crushed gemstones or 1 mac of gemstone dust, and be able to cast the **Heal** spell (in addition to this spell). With a successful cast of **Heal** at MFD $\frac{3}{4}$, a healing potion is created from these ingredients. This process takes approximately 5 minutes. A critical success creates a second potion without requiring extra ingredients, provided a second container is available. Using the **Regenerate** spell in place of the heal spell creates a Rejuvenation potion instead, but requires an MFD $\frac{1}{2}$ roll instead of the MFD $\frac{3}{4}$ roll, and critical successes do not produce an extra potion. Use of a single charge (per potion) of a healing or rejuvenation talisman in place of the cast **Heal** or **Regenerate** spell means you do not have to roll when casting, though you must still imbue the potions with energy to stabilize them (it still costs you strain). Overflow can be used to create multiple potions at once (critical successes still only provide a single extra potion, and you still need the raw ingredients and containers) – the time to create the potions is doubled with each layer as well.

Concerning mass production, a properly specialized unicorn with a healing talisman, enough ingredients and the appropriate spells can create an average of 20 healing potions per day spent doing so. Without a healing or rejuvenation talisman as an intermediate to stabilize the magic, the amount per day is reduced to 8.

Possible Precursors: **Heal** or **Regenerate**.

SATS Cost: --

Strain Cost: High

Requirements: Level 28, **Heal** or **Regenerate**.

Hooves of Fire – This spell allows ponies to safely wield fire at their hooftips! The caster can cast this on any character or creature within five feet of them. While unarmed and their hooves are uncovered, the target may create fire on their hooves and use it to deal an additional 3d12 + (Magic/10) unarmed damage! Their attacks also have the 'Fire' special weapon effect, as the shishkebab or the flamethrower. While this spell is in effect, its target is totally immune to fire (though certain attacks that carry the fire special effect may still do damage to them, the Fire special weapon effect deals no damage). It lasts as long as the caster maintains the spell, at a cost of one strain for every 5 rounds (30 seconds), beginning 30 seconds after it has been cast. Normal activity and spellcasting penalties while maintaining spells still apply to the caster.

Possible Precursors: Fire Trotter.

SATS Cost: 65

Strain Cost: Medium

Requirements: Level 28, Fire Trotter.

Hundred Year Slumber – Opponent must roll Endurance MFD ¼ or fall unconscious for 2d8 days (the name is admittedly a bit of an exaggeration, but the use of overglow, repeated or maintained casts can certainly extend the period of unconsciousness). If they successfully resist, they instead take double the normal drowsiness penalty (-20 instead of -10) on all actions until they have slept for at least 8 hours. Layers of overglow may also be applied to double the number of targets.

Possible Precursors: Knock Out or Telepathy III.

SATS Cost: 50

Strain Cost: Very High

Requirements: Level 26, Knock Out or Telepathy III.

Hurricane – Create a humongous storm of wind and rain that would make Prospero proud and any weather-pegasus completely terrified. This spell creates a miniature hurricane centered on – and capable of moving with – the caster. The eye of this hurricane is only about 15' in diameter, with the caster in the middle 5' square, and the windwall immediately past that. The storm itself extends upwards into the cloud layer and outwards for INTx100 feet beyond the innermost wind-wall. Characters and creatures within the storm suffer a -50 on all perception rolls, and accuracy rolls made for ranged attacks within, into or out of the hurricane suffer a similar -50 roll penalty (close combat is unaffected), which increases to -75 when targeting through the inner wind-wall. Movement within the hurricane is reduced by 5', and movement through the wind wall into the eye requires a STR roll, MFD ½, or it will repulse you. Flight within the hurricane is extremely difficult, requiring an MFD ½ roll just to stay airborne, and flying through the inner wind-wall requires a staggeringly difficult MFD 1/10 flight roll. This storm's effects otherwise are dependent on the abundance of water nearby. If the caster is within a mile of the coast or a major inland body of water, the hurricane deals 4d20 damage per round to all characters or creatures within its radius (excluding the eye, of course), applied to a randomly selected location. For every additional mile away from a major water source, this storm deals one less die of damage; it cannot be cast at all if more than 4 miles from such a body of water. Overglow increases the size of the storm by 100' in radius and allows it to deal an additional die of damage per layer. Once cast, this storm lasts 1d4 rounds, and can be sustained beyond that at the cost of 2 strain per round. Depending on the water source used this hurricane may contain taint, radiation (treat as the "rads" weapon ability), toxic chemicals and poisons, or a combination of all three.

Possible Precursors: Windstorm, Deluge.

SATS Cost: 80

Strain Cost: Very High

Requirements: Level 30, Windstorm, Deluge.

Inferno – Engulfs an entire area in white-hot flames of radius less than or equal to 5xINT feet. The epicenter targeted by the spell must be within INTx5' of the caster. Deals damage as a heavy incinerator, dealing bonus damage equal to (Magic Rank/10), and can be sustained at a rate of 1 strain per round for as long as the caster is able. Each layer of overglow either adds 3 dice of damage, extends the radius by 10', or doubles the maximum range between caster and the target epicenter. If desired, the inferno can be centered on a moving target (such as the caster). Be aware that casting this spell in no way makes the caster immune to the effects of fire. Synergizes well with Hooves of Fire.

Possible Precursors: Flamethrower, Fire Trotter.

SATS Cost: 65

Strain Cost: High

Requirements: Level 28, Flamethrower.

Like a Melon! – This spell sends so much psychic energy into the brain of the target that it causes their synapses go pop in a violent and explosive manner. It instantly kills most ponies; Strong minded or magically resistant ponies are irresistibly stunned for one combat round and take damage as Brain Bleed, plus an additional 2d10 damage to the head (for a total of 7d10 damage). Damage dealt in this fashion ignores DT.

Possible Precursors: Brain Bleed, Telepathy III, Black Book

SATS Cost: 100

Strain Cost: Very High

Requirements: Level 30, Brain Bleed or Telepathy III, or a Black Book

Magical Silence – Completely prevents and negates all magical effects, both positive and negative, within an INTx5 foot radius of the caster. All spell effects – including energy weapons damage and other effects – that enter into this radius are totally nullified, with the exception of magical items such as potions, enchanted weapons or talismans – their effects are merely temporarily suppressed while the field is active. The caster cannot cast other spells or use magical weapons while this spell is active. Each layer of overglow extends the radius of this spell by five feet. After casting, the spell's effects last 1d4 combat rounds, and it can be sustained following that at the cost of 1 strain per combat round. This spell has an interesting effect on magical creatures such as Alicorns or Ghouls, and makes disabling magical defenses such as robots or turrets a breeze.

Possible Precursors: Magical Suppression, Ward of Containment

SATS Cost: 50

Strain Cost: Very High

Requirements: Level 30, Magical Suppression.

Mighty Telekinesis IV – Celestia tier! The things you can do with your levitation magic are the stuff of legend! Not only can you handle your entire inventory with ease, but with enough focus you can even fly at the same level as a novice pegasus. Who knows, maybe you could even move the sun? This spell gives the Flight racial skill to the caster at rank 25 (Yes, it can be increased by skill books and magazines, or with skill points if you manage to learn this spell before level 30). Your flight movement speed while levitating is equal to your ground movement speed. You can sustain yourself (or a vehicle you're in) in flight for the cost of one strain per five minutes; lifting things with telekinesis other than yourself (or a vehicle you occupy) cost you no strain at all. Also, while flying you do not need to roll flight to use the "hover" maneuver – though this comes at the cost of you being ineffectual at using any other flight maneuver. In any contests of strength that arise with your magic versus an opposing force, you may now roll Magic instead of Intelligence as your opposing roll, and you receive 3 free MFD steps as a bonus versus your opponent. Rolling opposed strength with telekinesis spells requires you to spend at least one layer of overglow – net cost of 2 strain minimum. If you're suspending an opponent and they manage to move of their own accord, you must recast your spell to restrain them once more.

Possible Precursors: Mighty Telekinesis III.

SATS Cost: --

Strain Cost: *Special

Requirements: Level 30, **Mighty Telekinesis III**.

*Strain Cost is at the GM's discretion (aside from what's listed above) depending on what you want to do with your new godlike powers.

Mind Alter – Alters the memories of the target character beyond the level of simple removal and allows for memory editing. This cannot be done while the target is conscious, and casting it on a conscious pony renders them unconscious for the duration. The caster is also functionally unconscious while they are editing the memories of their target, but retains full awareness of their surroundings. The duration of the spell varies depending on the duration of the memory being altered, usually lasting approximately five times the length of the altered memory. This is a very complex spell, and must be done carefully to prevent gaps in the memories being created or altered.

Possible Precursors: **Extract Memory**, **Telepathy III**, **Mind Meld**.

SATS Cost: --

Strain Cost: Very High

Requirements: Level 30, **Extract Memory**, **Telepathy III**, **Mind Meld**.

Murder of Crows – Conjures up a semi-illusory flock of black birds that unrelentingly blind, wound and slowly consume an opponent over the span of 5 rounds. The ravens will deal 5d10 damage per round to the least armored locations on a target's body as they peck and bite at the choicest pieces of flesh, ignoring DT. The flock can be divided to cover up to five opponents, although this will diminish both the blinding and the damaging effects proportionally.

Possible Precursors: **Unkindness of Ravens**, **Black Book**

SATS Cost: 50

Strain Cost: High

Requirements: Level 28, **Unkindness of Ravens** or **Black Book**.

Optical Flare – Creates a magical light of intense luminosity right in front of an enemy's eyes, temporarily (and possibly permanently) blinding them. The targets must make an endurance roll MFD ½ or be blinded for the rest of combat. Critical failures are permanently blinded. See the *Blind* hindrance for the effects.

Possible Precursors: **Flash**.

SATS Cost: 65

Strain Cost: High

Requirements: Level 28, **Flash**.

Pass Through Sphere – Your talent with intangibility spells is incredible! You can create a sphere of intangibility large enough to fit INT/3 ponies. While you can't drop them into the ground and seal them there, you can control the sphere and its contents and move them in whatever direction you wish at a rate of 5xINT feet per combat round. This sphere is easily maintained (It has no maintenance cost), but cannot be dispelled until it no longer occupies the same space as a solid object. Those within the sphere of the spell's effect are temporarily immobilized for the duration of the spell.

Possible Precursors: **Pass Through**.

SATS Cost: 65

Strain Cost: Very High

Requirements: Level 30, **Pass Through**.

Perfect Illusion – Only changelings and the greatest of unicorn illusionists are capable of performing this spell. It is capable of creating a large projected image of up to $(2 \times \text{INT})^3$ feet in size that looks and feels real to the touch, can make or modify sounds and, if overlaid on top of a living creature, will temporarily render any physical objects inconsistent with the illusion (i.e. protruding horns or wings, gender related physical features) both invisible and intangible (though unlike Alter Form, this does not alter the sensation of the target). Also excellent for creating a means of escape from a sealed room, among myriad other uses. Layers of overglow double the volume of the illusion. These illusions are self-sustaining, and will last until dispelled (a free action for the caster). This spell will not displace physical objects, though it can render them temporarily intangible.

Possible Precursors: Invisibility, Moving Pictures, Physical Illusion

SATS Cost: --

Strain Cost: High

Requirements: Level 30, Physical Illusion.

Pony Popsicle – Rather than try to freeze the area around the pony, freeze the pony! This spell requires physical contact, but a successful contact will freeze most ponies solid – from the INSIDE OUT! What a terrible way to go... Targets hit with this spell must make a staggering END check MFD $\frac{1}{4}$ or be frozen solid, both internally and out, instantly. Failures cannot move or shoot, but can still use magic. They will die within 5 combat rounds (thirty seconds) if they do not receive appropriate medical attention. Critical failures die instantly. The range on this spell can be extended from touch by five feet per layer of overglow. One additional target that is in range can be frozen solid per layer of overglow. Ponies or other targets in sealed power armor cannot be affected by this spell.

Possible Precursors: Icebolt, Snow Drift, Blizzard

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 28, Icebolt.

The Power of Love – This spell requires two casters, both of which must be alicorns or unicorns. Casters that have designated a unicorn or alicorn to receive the effects of their “True Love’s Kiss” spell may only cast this spell in tandem with their chosen partner. Those that designated a non-unicorn/alicorn as their target may cast this spell with any other unicorn or alicorn they come into contact with, but suffer a 40% failure chance (roll and call a range). Only one of the two casters needs to actually know the spell, but both must pay the strain cost. In order to cast the spell, both casters must touch horns and channel their magic at the same time (which generally requires that one of them hold an action). When cast, it banishes any and all hostile forces within 150 feet of either of the casters up to 1d4x100 miles in a random direction; enemies cannot be banished through solid matter. If an enemy cannot be magically banished, they are instead rendered unconscious for 1d4 days. Overglow does not alter this spell’s effects, but if one of the two casters channels a layer of overglow into the spell then the other caster does not need to pay the strain cost. This spell costs two actions to cast.

Possible Precursors: True Love’s Kiss.

SATS Cost: --

Strain Cost: High

Requirements: Level 30, True Love’s Kiss.

Reconstruction – Completely regrow a missing limb or other body part (such as organs). Works best if the target is anesthetized or unconscious for the procedure, but can be cast on oneself if needed – the sensation is distinctly unpleasant, and may cause vomiting or involuntary bowel and/or bladder movements (END MFD ½ to prevent this). Heals however many wounds are required to fully restore the target limb. The regrowth process takes around 30 minutes to complete; layers of overglow shorten this time by a factor of two per layer. This spell is not capable of bringing back the dead – if used to regrow, for example, the head of a compatriot whose neck was recently freed from their body, the pony will be effectively little more than a brain-dead shell. Expect such cases to convulse and die rather quickly.

Possible Precursors: Regenerate, Regrow Bone.

SATS Cost: --

Strain Cost: Very High

Requirements: Level 28, Regenerate, Regrow Bone.

Restoration – This is the ultimate healing spell, and is necessary for the creation of the most powerful versions of healing talismans. Restoration removes up to 2+3xINT wounds from a single target, and replenishes their magical strain by 1 point. If the target was suffering from magical burnout, they immediately recover. If cast on a character within 12 seconds of their death, (two combat rounds) this spell can actually bring them back to life (this raises the difficulty MFD of the casting roll by two steps – MFD ½ under ideal conditions), though they will be suffering the minimum number of wounds required for them to be crippled in every location (except the horn, if they're a unicorn or alicorn) until further medical attention is received. This spell is not capable of re-growing limbs from scratch, but it can reattach limbs as long as they are within five feet and there are no obstructions at the point of reattachment. This is not to be confused with **Restore**, which is for machines and devices. **Reconstruction** is the spell you're looking for if you're trying to regrow a limb that has been disintegrated or otherwise destroyed.

Possible Precursors: Regenerate, Regrow Bone, Reconstruction

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 30, Regenerate, Regrow Bone.

Restore Shape – Return a transmogrified object to its original, more complex shape. It can be cast to operate on a time delay or on a verbal or physical trigger. Also works as a counterpoint to Greater Transmogrify and Racial Transformation.

Possible Precursors: Transmogrify, Restore, Create Matter

SATS Cost: 80

Strain Cost: Very High

Requirements: Level 26, Transmogrify or Restore

Reverse Gravity – Semi-permanently reverses the effects of gravity on all targets within a 5' radius of the caster's choosing (possibly including themselves), within line of sight. Casting the spell a second time undoes its effects. Overglow extends the radius by 5'. The spell's effects will automatically reverse if the targets leave the line of sight of the caster.

Possible Precursors: Mighty Telekinesis III, Water Trotter

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 28, Mighty Telekinesis III.

Return to Sender – Stop projectiles in mid-air, turn them around, and direct them back from whence they came! This spell requires you to spend two actions to fully realize its potential; first, as a dodge or blocking action, you may activate this spell to ‘capture’ any and all incoming fire directed at either you or an ally within five feet of you. Because you can use this as a dodge, beginning the effect before your initiative turn can allow you to capture incoming fire from multiple opponents. Then, as a second action, you immediately launch all of the captured ammunition at a single target (or target area, if you captured any explosives). Roll magic for accuracy; each of the captured attacks may be resolved individually or as a group, GM’s discretion. The attacks deal full damage and any bonus damage that may be the result of perks taken by the caster, though receive no bonuses to damage as a result of caster skill level. For explosives, deal damage as though the caster’s magic skill rank was their explosives skill rank. Each layer of overglow spent allows you to divide the attacks between up to one additional target.

This spell cannot be used against energy or flame weapons (excluding the flare gun, volt driver, gauss pistol or gauss rifle).

Possible Precursors: Back At Ya!

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 30, Back At Ya!

Scry – Allows you to see into any location that you have previously been through a reflective surface present in the room. Requires a reflective surface for viewing, both in the previous location and within the line of sight of the caster. A pool of water or a mirror are good examples, though often a polished piece of metal is sufficient. The surface in the location of viewing should be reasonably large; the counterpart surface in the viewed area doesn’t have to be any larger across than a coin.

Possible Precursors: X-Ray, Moving Pictures

SATS Cost: --

Strain Cost: High

Requirements: Level 28, X-Ray.

Solar Wrath – Your mastery of sunlight is equal to that of the Goddess of the Sun herself! You can focus the light of the sun into a devastating beam of light that reaches out from your horn, scorching all things in its path. This beam can hit any target in sight range, and deals 1d20 damage for every consecutive hour you’ve spent in direct sunlight out of the last 24 hours, ignoring 20 points of DT. If it deals at least 1 wound to a target, the beam is considered to burn through that target and affect any targets directly behind them relative to the caster. All objects within 5’ of the path of this beam are lit on fire as per the special weapon effect. Illuminates 60 feet in every direction of the beam as daylight. Curiously, this spell can be cast even in complete darkness, though doing so requires a layer of overglow. Each layer of additional overglow doubles the damage and allows the beam to ignore 35 points of DT. A single layer of overglow may be applied to count every 100 rads absorbed by the caster as an additional hour spent in direct sunlight.

Possible Precursors: Solar Flare

SATS Cost: 50

Strain Cost: Very High

Requirements: Level 30, Solar Flare.

Sonic Control Sphere – You have learned how to quickly move the invisible, nigh-unnoticeable barriers used to control the vibrations of the air around you, allowing you to move at full ground speed while this spell is being maintained. You are still capable of altering and redirecting all sound within your sphere in the same fashion as “Alter Sound,” but the radius of that sphere has greatly extended and editing sound within it is substantially easier (MFD 1 for most edits). The sphere’s radius is equal to 5xINT in feet, and costs 1 strain per minute to maintain. Unlike its predecessors, this spell does not require line of sight to maintain – you can redirect even the sounds within the earth below you, not to mention around corners. You are automagically aware of the exact location of any sound generated within your sphere as long as it is maintained, giving you a 1 MFD step bonus to dodge any and all attacks originating from within your sphere.

Possible Precursors: **Audio Playback**, **Voice Alteration**, Alter Sound, Echolocation, Wall of Sound.

SATS Cost: 50

Strain Cost: High

Requirements: Level 28, Alter Sound and either **Audio Playback** or **Voice Alteration**.

Sonic Lance – Your mastery over sound amplification magic is legendary. With this spell, you are capable of producing a tightly focused beam of sonic energy that is capable of literally vibrating a pony’s cells apart, or of (less violently) directly sending a message across a long distance that would normally be out of earshot that is difficult to intercept. When used for violence, your sonic lance acts as ranged weapon that can hit all targets in line of sight without range penalties, ignores all armor unless an airtight seal is present, and deals 7d12 damage (plus an additional 3d12 to electronics such as power armor, robots or automated turret and computer systems). For each layer of overflow, this spell deals 3d12 additional damage. When used to relay a message, the caster must have an uninterrupted line of sight with the target. Use of this spell in this manner allows for clear, secure (because only the target receives the message) communication even in loud environments. The message being spoken can only be interrupted if the line of sight is broken, under which circumstances the object or character responsible receives the tail end of the message. Use of this spell to relay messages costs no strain.

Possible Precursors: Echolocation, Earburst or Sonic Scream

SATS Cost: 65

Strain Cost: High

Requirements: Level 30, Echolocation, Earburst or Sonic Scream.

Swarm of Blades – This spell animates up to the caster’s INT in weapons, allowing them to fight autonomously for the caster in combat. Much like Dancing Weapon, these weapons can be either ranged or close combat and will automatically act to defend their caster from threats. Weapons animated by this spell may take a single action of their own per combat round, acting at the same point in initiative order as the caster and making all of their attack rolls with the caster’s magic skill. They move at a rate 10 feet per action spent. Animated weapons will attack any target the caster chooses within line of sight, but must remain within 15 feet of the caster for the spell to be maintained; those that use ammunition cannot reload themselves. The weapon has DT equal to its weight, and can be knocked out of the spell’s grasp if it takes one or more wounds. The MFD to target the weapon depends on its size; most small melee weapons require an MFD ¼ or better for a successful hit. Animated melee weapons will automatically attempt to block or intercept incoming melee attacks on their caster – block rolls made for these weapons use the caster’s magic skill.

Possible Precursors: **Animate Object**, **Come to Life**, Dancing Weapon, Mighty Telekinesis (Any)

SATS Cost: 75

Strain Cost: High

Requirements: Level 28, **Mighty Telekinesis I** and **Dancing Weapon**, or **Mighty Telekinesis II** and **Come to Life**, or **Mighty Telekinesis III** and **Animate Object**.

Tears of the Goddess – You’ve gotten better at casting magical arrows than even the most talented alicorn (unless you happen to be an alicorn, in which case, Congratulations—you’re now the most talented alicorn at Magical Arrows!), and can unleash a deluge of up to 10 magical arrows. Arrows can be targeted individually dealing 1d12 + 1/10 of your magic rank rounded down, damage per arrow, or can be grouped together to deal larger amounts of damage in a single blow, only adding your magic rank damage once per group. Each arrow group deals Xd12 damage + Magic bonus, where X is the number of arrows assigned to the group. Each targeting group or single arrow must roll to target and resolve damage as a separate attack. Groupings must be declared before targeting rolls are made. All attacks made by this spell ignore 25 points of DT.

Layers of overglow can be dedicated to either create an additional 5 arrows (for an extra 5d12 of damage) per layer, to double the amount of DT ignored by this spell’s projectiles, or to cause the arrows to explode on impact. Arrows that explode on impact deal 2d12 damage – an additional 1d12 of damage per arrow (note that this is not an AoE effect).

The range increment for this and all other magical arrow spells is 25 feet.

Possible Precursors: [Magical Arrow Rain](#)

SATS Cost: 50

Strain Cost: High

Requirements: Level 28, [Magical Arrow Rain](#).

Telekinetic Bullet III – Your telekinetic bullets’ range has been extended! It now has a range increment of 100ft. You’re a sniper even when you’re totally unarmed! Did we mention that this spell is totally silent? It is. Also, you no longer are limited to a number of casts per day. Go nuts.

Possible Precursors: [Telekinetic Bullet II](#).

SATS Cost: 30

Strain Cost: High

Requirements: Level 26, [Telekinetic Bullet II](#).

Telekinetic Wave Blast – You’ve combined your telekinetic force abilities to maximize their effectiveness in combat! Not only does this spell push back any and all anything around you (including characters, creatures, unlucky passersby, debris, incoming explosives and mines, and most projectiles, making it usable as a ‘block’ attack for melee, unarmed, and any AoE explosive attacks), but it also completely disrupts enemies by knocking them flat on their back, making them lose their next action! This attack affects a 60’ radius around the caster, pushing back all characters, creatures, and what-not 20 feet per MFD step below 1, minimum 20’ (So MFD 1 moves them 20’, MFD ¾ moves them 40’, etc.). All affected creatures take 4d20 damage that ignores armor, and may take additional damage from debris. All but the sturdiest buildings (those that could survive a direct balefire blast) are toppled or otherwise seriously damaged. Characters who cannot move their full distance take 3d20 additional damage for every 5 feet they cannot move. Each layer of overglow moves characters 20 feet further; layers of overglow can also be used to allow the caster to propel themselves upwards into the air by 30’ per layer. Characters with this spell can push or pull more than 500xINT in weight, but without accuracy. Have fun pushing over tanks!

Possible Precursors: [Telekinetic Wave](#), [Telekinetic Blast](#).

SATS Cost: 50

Strain Cost: Very High

Requirements: Level 30, [Telekinetic Wave](#), [Telekinetic Blast](#).

Telepathy IV – Alicorn Hive Mind Tier! You can communicate with as many individuals as you'd like, over virtually any distance, without having met the individuals before. You can also detect the presence of minds and intelligence unconsciously at a range of up to PER*30 feet. You're entirely immune to sneak attacks, except by creatures without mental faculties like robots.

Possible Precursors: Telepathy III.

Precursor to: Dominate

SATS Cost: --

Strain Cost: Very High

Requirements: Level 30, INT 10, Telepathy III.

Teleportation IV – Celestia Tier Teleportation! Ponies capable of this level are very rare, but if they wanted to, they could go anywhere they've seen a picture of. Range and mass are no longer of any importance. All that is required for the mage to teleport an object, character or creature with this spell is exact knowledge of its location (such as might be provided via a video feed, picture or scrying spell). The caster no longer needs to teleport objects to or from their person – they can now teleport an object from any known location to any location they can vividly picture (so long as it actually exists). Intentional splinching is difficult, but your immense grasp of teleportation theory makes it possible for you to do so on command with an MFD ¼ magic roll (and an additional roll to target – opponents may attempt to dodge, if they can see what you're doing). Momentum is conserved during teleportation; speedy thing goes in, speedy thing goes out.

Possible Precursors: Teleportation III

SATS Cost: 75

Strain Cost: Very High

Requirements: Level 30, Teleportation III.

Thunderhead – Creates a *humongous* cloud, big enough to be a sponson for an Enclave Thunderhead platform. The cloud is created centered on a spot within 50xINT feet of the caster. This cloud can be manipulated by creatures with the Flight racial ability, and grants total concealment to characters hiding within it (those inside it take penalties just like they were in **Fog** -- an accuracy penalty of 1 MFD step to those attempting to target something it conceals, with the usage of SATS negating this penalty). If created over or near water, the caster has the option of making the cloud darker and heavy with rain. If created in this state, the unicorn may use it to cause a dramatic shift in the weather (+/- 15°C), change ambient weather conditions, and even conceal large areas in a fashion similar to the Fog spell and its derivatives. Each round after being created, Thunderheads can be made to zap any character (by a character capable of manipulating clouds) within 30 feet of them for 3d12 damage that ignores armor. If the cloud is not controlled, it will randomly zap whichever character (or characters) is closest, ignoring those characters completely within the cloud itself. After twenty four hours, the cloud bank dissipates. Each additional layer of overflow adds 2d12 damage to each discharge and grants 1 additional discharge per round. Clouds cannot be manipulated by unicorns after creation, except via other magical spells (like Tornado or Hurricane) that may incorporate or disrupt them.

Possible Precursors: Cloud Bank

SATS Cost: --

Strain Cost: Very High

Requirements: Level 26, Cloud Bank.

Time Hop – Want to go back and change the past? This spell allows you to go back up to INT days into the past to deliver a message up to a minute in length. It allows you to move both in time and in space- the special limitations are the same as those imposed by your highest-level teleportation spell. The maximum number of days back in time you can travel can be affected by overflow multipliers. Beware, though: the universe doesn't like it when you create unstable time loops... Let the GM know if you're planning on taking this spell in advance. It will make things more fun for all involved. Don't be surprised if you end up delivering messages to yourself.

Possible Precursors: Teleportation III.

SATS Cost: --

Strain Cost: Very High

Requirements: Level 30, Teleportation III.

Tornado – You're capable of generating over 1000 wing-power with your magic alone! This spell creates a massive tornado with a spout of inner radius 15' from the wind-wall to the caster at ground level, centered on and capable of moving with the caster, that deals damage to all living creatures (aside from the caster) within its radius. It stretches up into the cloud layer, potentially disrupting anything lying above. Targeting anything within a tornado carries a 2 MFD step penalty; while the spell is maintained, the caster has a 1 MFD step bonus to any attempts made to dodge. Large projectiles (grenades, rockets, missiles, etc.) have an even greater penalty (3 MFD steps) if fired within the tornado, and if fired from outside the wind-wall they'll be reflected up and outward in a random direction away from the center unless a direct hit is scored.

Creatures of weight less than 1000 macs (including friendlies) that cannot anchor themselves to something (STR check, MFD ½, once per round) will be picked up and thrown up to 5xINT feet from the outermost edge of the wind-wall, dealing 1d20 damage per five feet they were moved (for a maximum of up to 15+ (5xINT) feet, or (3+INT) d20 damage). This damage is dealt as falling damage, in that it ignores DT provided by worn armor. Creatures that do manage to remain anchored within the whirlwind take 2d20+10 damage per round from debris. Movement within the whirlwind on the ground is reduced by five feet per action, and flight of any sort within this storm requires a flight roll MFD ¼. Any aerial maneuvers are three MFD steps harder than they would otherwise be (though a counter-directional **Toraindo** would theoretically be capable of cancelling out this spell's effects). Fliers thrown out of the tornado by a failed flight roll must make a recovery roll or be shot downwards into the terrain, taking double normal falling damage. Fliers that remain within the tornado's vortex take the same 2d20+10 from harsh winds and debris as those who remain anchored on the ground. Once cast, this tornado lasts 1d4 combat rounds, and afterwards requires 2 strain per turn to maintain. Overflow increases the wind speed of this spell, making increasing the weight limit by 500 units, making it one MFD step harder for creatures to remain anchored, and dealing twice as much damage to creatures who are thrown. Anchored creatures take an additional die of damage per layer of overflow. All damage dealt by this spell is applied as massive damage.

This spell may have additional effects based on the environment in which it is cast; if cast over water, it creates a waterspout very similar to a normal **Toraindo** (granting an additional 2 MFD step targeting penalty to energy weapons based attacks targeted within its radius). If cast in a dusty, dry, area it may create a dust devil, increasing the base MFD penalty to 3 MFD steps for targeting within it. If cast in a recently burnt area, it can even create a terrifying ash devil, combining the energy-weapons dissipation effect and the targeting penalty of a dust devil, and dealing twice as much damage per round to those that remain within the wind wall as normal.

Possible Precursors: Windstorm

SATS Cost: 80

Strain Cost: Very High

Requirements: Level 30, Windstorm.

Transfer Power – You are capable of transferring all of your magical ability semi-permanently to another spellcaster for an unlimited span of time. This is not a transfer to be taken lightly, as it will leave your caster weakened and powerless for the duration, a minimum of one hour. This grants all spells cast by the power-recipient four free layers of overflow. These overflow layers do not cost an extra action to apply, and **MUST** be applied to all spells cast while they possess the power (yes, that includes even basic spells like telekinesis). Additionally, all of their spells are 1 MFD step easier to cast, and the recipient's strain reserves are increased by the size of the caster's (that's you). If a single pony is the recipient of multiple casters' power, their strain pool increases accordingly with no upper limit, but the layers of overflow provided and the reduction in spellcasting difficulty do not stack. Spellcasting knowledge is also transferred along with raw ability; all spells the power donor can cast (including this one) become available for use by the power recipient for the duration of the spell. Knowledge of this spell will remain even after the power is transferred back, however - any unicorn caster that is the target of this spell may permanently add it to their spell list at no cost.

The downside is that the transfer of power leaves your caster without **any** of their own magic, even minor telekinesis, until the spell's effects are undone. You even give up your personal magic, causing your cutie mark to temporarily disappear (a -15 roll penalty to your tag skills) and suffer a -2 temporary penalty to END and STR. This drain effect will only end if your caster's power is returned. This can happen one of two ways – If this spell's caster or the power recipient dies while this spell is in effect, the spell immediately ends and the transferred power dissipates or flows back into its original owner (depending on which participant was killed). The second way the spell's effects can end is if the magic is returned voluntarily. To voluntarily return the magic they've been given, the recipient of the power must be within reasonably close proximity of and have a line of sight with their target, and simply cast this spell to return the borrowed magic to its rightful home. While there are very few known cases of this spell being abused, trying to contain another pony's magic for too long can have lasting psychological repercussions.

If the target of this spell is already storing the power of a different caster, a layer of overflow for every additional caster whose power they possess is required to channel the new magical energy into them. Unlike with **Mana Battery**, Unicorn and Alicorn casters who have lost their magic due to magical burnout or as a result of the effects of this spell *can* be targeted by the effects of Transfer Power. The transfer of power in such a case removes the effects of burnout for the duration of the spell. After the power is returned, the effects of burnout remain.

Also unlike **Mana Battery**, ponies and other non-unicorn races without magical ability can also be the target of Transfer Power, in which case the excess magical energy manifests as an increased healing rate (double normal), and a +1 temporary bonus to all of their attributes except Luck. Regardless of prior magical ability, even non-magical races under the effects of this spell gain the ability to use Transfer Power to return the magic to its original owner.

If this spell is used to transfer a caster's magical ability to a character with magic that is *not* unicorn magic, it totally negates that character's magic for the duration of the transfer. In such cases, the magic can only be returned to its original owner if the target is killed (similarly, killing the caster that transferred their magic will end the magical negation effect on their target).

Possible Precursors: **Mana Battery**

SATS Cost: --

Strain Cost: Very High

Requirements: Level 26, **Mana Battery**.

Trottingheimer's Folly – You have become death, destroyer of worlds. While not as powerful as the mouth-wieldable megaspell cannon from which it derives its name, this spell channels an incredibly enormous amount of magical energy into a single blast capable of punching through or disintegrating most armor, as well as anything behind said armor, and essentially anything less than a quarter of a mile beyond that (the maximum distance its power can reach is equal to the strain expended in *miles*, though unlike its namesake it can be stopped by objects that it doesn't penetrate). This spell takes a full combat round to cast and is extremely power intensive – it will leave most unicorns (and even most alicorns) feeling drained – but it has no equal in terms of sheer lethality. It costs a minimum of four strain to activate this spell, which temporarily pauses time in a SATS-like fashion. At that point the caster must choose how much strain they want to pump into this spell. For just the four base strain, it deals 6d20 damage and ignores 30 DT. For each additional point of strain they use, this spell deals an additional 1d20 damage and ignores 10 additional points of DT (there is no upper limit). The path of fire hits everything within a 15-foot wide swathe starting immediately in front of the caster, which can be angled in any direction they choose. The radius increases by 5' for every five feet away from the caster as it expands outward, to a maximum beam diameter of 35'. This spell cannot be used with overglow, is extremely high visibility, and can disintegrate foes (and buildings, scenery). If the caster is under the effects of a magical assistance spell (such as Transfer Power or Channeling Assist), then each layer of free overglow counts as a free additional point of strain channeled. After casting this spell, the caster must roll Endurance MFD ½ or miss their first action in the following round.

Possible Precursors: Gatling Beam, Gauss Unicorn
SATS Cost: 140
Strain Cost: *Special (see description)
Requirements: Level 30, Gatling Beam or Gauss Unicorn.

Tsunami – Draws on any available nearby water sources to forcefully and violently flood a target area, dealing up to 5d20 damage per round depending on the volume of water. May also irradiate the target area, depending on the water source. Requires a sufficiently large nearby source of water. While the caster may cause the water to avoid any allies, all those unable to escape the flood will begin to drown as soon as they can no longer hold their breath, if they can't escape.

Possible Precursors: Mighty Telekinesis III, Deluge.
SATS Cost: 100
Strain Cost: Very High
Requirements: Level 28, Mighty Telekinesis III, Deluge.

Waking Nightmare – This spell forces the target to undergo psychological torment for an indeterminately long period of time. It accesses their subconscious mind and sends them into an almost sleep-walk like state, wherein they suffer through all of their greatest fears until they are eventually driven completely insane. While suffering under the effects of this spell, characters spend both actions in each round acting out their fears while totally unaware of their actual physical surroundings. They must roll a fear roll MFD 1.5 every round, and react appropriately. Characters suffering under the effects of this spell do not recover magical strain, and cannot heal wounds via rest until the spell's effects are dispelled, in addition to any penalties that may be imposed by the sleep deprivation that the spell necessarily entails. The spell's effects are permanent after casting until dispelled. Casting this spell a second time on the same subject can be used to dispel it. Each layer of magical overglow allows this spell to target one additional character, who must also be within the line of sight of the caster.

Possible Precursors: Dream Invader, Telepathy III, Mind Trick, Nightmare, Black Book.
SATS Cost: 100
Strain Cost: Very High
Requirements: Level 28, Nightmare or Mind Trick, or Black Book.

Wall of Sound – This spell creates a veritable shield of visible sound around a dome of INTx5' radius. This wall is designed to entrap opponents and reverberate the air around them at ultrahigh frequencies and making it very difficult to see through while at the same time providing physical resistance to any who would try to pass through it. Those within 5' of the wall must make an END check MFD ¼ or be deafened (unable to hear or make auditory perception checks) for 1d6 rounds. Critical failures are permanently deafened, as per the hindrance. Those who try to pass through the wall must roll END MFD ¼ or will suffer from effects equivalent to failing the endurance roll associated with the earburst spell. Actually passing through the wall directly requires a character to spend an action to make a STR check (MFD ¾) to muscle past its resistance; failures are repulsed and thrown back five feet in addition to suffering from the component earburst spell. Shots through the wall of the dome with conventional weapons are 2 MFD steps harder to aim and deal 2 dice less of damage; energy and flame weapons are reflected harmlessly. Thrown weapons will bounce off the wall, and explosions and AoE spell effects will not penetrate into the dome if their epicenter is outside it. Targeted spell effects must make an opposed magic roll with the dome's caster in order to penetrate it, or the spell will be directed back at them. The dome lasts 3d10 rounds per cast, and can be sustained longer at a cost of 1 strain per minute. Each layer of overglow can either increase the radius by 5' or double the longevity of the dome.

Possible Precursors: Alter Sound, Earburst, Sonic Scream

Precursor to: Sonic Control Sphere

SATS Cost: 100

Strain Cost: High

Requirements: Level 26, Alter Sound and either Earburst or Sonic Scream.

Want-It Need-It – You can make everypony (or zebra, griffin, etc.) within a large radius (your magic skill rank in feet, rounded up to the nearest 5) strongly desire some inanimate object – to the point where they're willing to fight and potentially harm others in order to obtain it. All characters that enter into the spell's radius distance of the object must make this check or be affected. INT MFD 1/10 resists the effects of this spell. This can be any single object; there is no size limitation. You can also exclude other characters up to a number equal to your INT score (the caster is automatically excluded) from the spell's effects. Unless dispelled, this spell's effects last indefinitely.

Possible Precursors: Telepathy I

SATS Cost: 75

Strain Cost: High

Requirements: Level 28, Telepathy I.

Zebra Magic

Zebra magic actually comes in several forms, each of which has its own schools of thought and traditions that are descended from different tribes within the zebra nations. During the war, there were more than 12 major tribes recognized as aligned with the Caesar in Roam, each of which contributed in some significant way to the main war effort.

Between those tribes, there were three (technically four, but we're not touching the fourth one until the next major section) major magical traditions – Ritualistic, Talismanic, and Alchemical. Each of these types of zebra magic had its own trappings, but as the major tribes grew more interdependent in the decades preceding the war their magical traditions intertwined into a larger magic that used philosophies and ideas from each in turn. Zebra magic in the post-war era is an amalgam of all three of these major traditions, and knowledge from any or all of the individual traditions is equally likely to be possessed by any given zebra mage.

Alchemy, Rituals, and Talismans 101

Alchemy is an ancient zebra magical school that proposes as its main philosophy the combination and refinement of ingredients in order to emphasize and concentrate their natural magical properties into something that is useful to zebra-kind. Its main product is the potion – a suspension of magic in a fluid and usable form that can be stored and used whenever it's needed. Alchemy is widely considered the easiest to learn of the three major branches of zebra magic, which has led to most zebra mages being known as alchemists and most zebra recipes being recorded as recipes, regardless of whether or not they are, in fact, actually a recipe. Despite its primarily chemical nature, the potions created by alchemists do have magical as well as mundane effects. This is believed to be the result of the incantations associated with brewing that are written into each recipe, which frequently use beautiful poetry, and in particular rhyme and common word-sounds, to focus the ambient energies of the brew into a specific desired form.

The talismanic zebra tradition focuses on the concentration of magic within an item, and then the shaping of that magic to achieve some specific goal. Talismans have a very prominent place in zebra folklore as items of power; in zebra historical myth, talismans were usually depicted as tokens that created or enabled heroes to accomplish super-equine tasks. Their creators, the *Talismaneigh*, were given positions of high respect and honor within zebra society. Despite their elevated position within zebra folklore, only those tribes closest to Equestria's borders had regular access to the gemstones needed to create most talismans; only simple and relatively weak talismans can be created without a magical gemstone as a focus. The rarity of the more powerful talismans and the recipes used to create them has greatly reduced the rate at which these artifacts are being produced, but for those able to obtain the sufficient recipes and ingredients zebra talismans are still considered among the most powerful and longest lasting magics known to pony kind.

Rituals are the most complex and difficult to learn or teach facet of zebra magic. They focus energy from one or multiple casters or willing participants into achieving some outward goal; a well-known ritual spell is the *consecro de proditore*, which literally translates from zebra as “the traitor's curse.” It is cast by three powerful mages to affect the color of a zebra's stripes even from an indeterminately long distance away, physically marking them as a traitor or as one not to be trusted. It is very powerful, to the point where even a traitor's descendants bear visible signs of the coloration change in their coat and marking changes. Ritualistic magic is arguably the most powerful magic in this respect – it is exceptionally long ranged, and undeniably extremely effective. Despite its obvious advantages, most ritualistic spells are not

offensive, are too difficult to learn, or were too difficult to employ effectively in combat to have made a noticeable effect on the war effort.

Starting Recipes

Zebra that learn magic – and not all of them do, mind you – start with up to 5 known recipes, based on their character's starting rank in the magic skill divided by 10, rounded down (it can be raised up to 52 at character creation, before accounting for traits or hindrances). They can learn any level 1 or 0 recipe that their mentor may have known. If their starting situation was such that they weren't likely to have a mentor to teach them, then they may have learned their magic by other means – hearing the lyrics of recipes on holotapes, seeing them inscribed on some ruined monument, or even having received the lyrics in a dream (like the first zebra mages are said to have) are all perfectly reasonable means for them to have learned how to perform these spells.

Depending on their background and how a character learned magic, players should have their character choose one of the three dominant magical schools to focus on. At least as far as formal magical education and apprenticeship is concerned it is unlikely for a zebra to have been taught recipes from more than one school at character creation. This should guide their choice of starting spells, as there is a single spell from each tradition in the 0-level bracket and multiple options in the first level bracket.

Many zebra starting out in wasteland villages or the remains of stables are likely to have learned only what their ancestors considered practical knowledge to pass down and preserve – recipes like purge, survival stew, and potions of restore health are the most common choices among most of those who preserve the traditions of alchemy, for example. Talismanic mages similarly have passed down locator talismans and the use of guardian fetishes as ways to keep their friends and loved ones safe. Ritualists passed down their spells to resist the terrors of the wasteland and the fears of isolation. The reason behind a spell's continued passing down through generations is important in determining what spells your zebra should know at their introduction.

Use in Combat

The use in combat of many zebra recipes is not obvious, and this fact is made all the more true by the fact that, unlike unicorn and alicorn magics, not all zebra recipes are even *deployed* in the same way.

All zebra recipes have a method of use ascribed to them in their entry – some have multiple methods, depending on how they're prepared. Each type of method of use is outlined below, along with a corresponding AP and action cost for use in combat (if the recipe has some product that is usable in combat). Note that with the exception of cast, all of these variations require some degree of preparation ahead of time (cooking a consumed item or brewing a potion, for example).

Potions tend to have physical items as their output, which can be either thrown, drunk, or applied to weapons or characters. Throwing a potion functions similarly to throwing a grenade, and uses either the Zebra Magic or the Explosives skill (player's choice). The base range increment on thrown potions is 10', and is altered by anything that would alter grenade thrown range increments. Talismans have to be used in specific ways, such as being worn or being built into a weapon. Ritualistic spells tend to take specific materials and participants to make them usable in combat.

Gaining New Recipes – Zebras (and Zony Shamans)

Zebra magic centers around three different and very distinct foci – alchemy, talisman creation, and soul magic (also commonly referred to as either star magic or necromancy). Each spell in the zebra spell list involves and focuses elements of one or more of these foci.

To preserve their knowledge, zebra magi pre-war usually recorded their spells as recipes, a tradition handed down from the alchemy-focused mages. These recipes often require specific specialized ingredients, but most zebra potions are actually based around a common solution that is given different magical properties by the power inherent in the words of the caster. Rhymes and repeated word-sounds are extremely effective in this regard.

A zebra can learn a spell in one of three ways. The first and most obvious way is from a recipe. Using a recipe requires two things to learn a spell – the recipe, and enough ingredients to perform the recipe’s instructions. Once they’ve performed the recipe at least once, they can repeat it as needed at any point in the future –recipes are inscribed in an instructive lyrical poetry that is designed to embed into the zebra mind, which is why pony alchemists were never able to use or combat their end products effectively.

They may also learn spells from mentors. A good mentor can teach another zebra any spell that they themselves know. If they have the ingredients to perform the recipe, a mentor can teach the spell to their student in under a day, sometimes as little as 4-6 hours. If not, it can take anywhere from several days to a week to successfully confer the spell’s lyrical poetry into the student to the point where they can recreate it without fail.

The final way a zebra mage can learn a new spell is by experimentation. This method only works for potions and talismans – the purely chanted ‘ritual’ spells associated with soul-magic cannot be learned in this way, and must instead be learned by either one of the other two means or under extraordinary circumstances. The first soul magi are said to have learned their spells from dreams, for example.

Learning a spell via experimentation can only teach spells closely related to ones already known, but costs three times the ingredient cost of the spell you’re modifying, and may require one or more special ingredients. A suggested list of spells that can be learned via slight alterations to an existing spell is specifically **not** included with each zebra spell, and for good reason. If your GM decides that “create flamer fuel” is close enough that experimenting with it can develop a plant growth serum, then that’s their call to make. The trappings and methods associated with zebra magics are vague and not well understood even in the best of cases—just try to stay internally consistent. Similarly to unicorns who learn spells in this way, this costs the next level-up perk for the caster (unless, like some unicorns, they’re trying to develop a spell that’s never been seen before). This is the *only* method of gaining a new spell for zebra that costs the mage their next level up perk.

If your zebra character is looking for something and doesn’t see anything quite like what they want on the zebra spell list, be conscious of the fact that the zebra spell list is not, strictly speaking, exhaustive – spells listed therein are only those documented as used by zebra slightly before and during the war. There are likely hundreds of spells they were capable of that simply were never recorded – to say nothing of their megaspell research! Just make sure your GM is alright with the spell you’re trying to make, and try to keep it reasonable. In this way, spells that aren’t currently listed can be discovered by any of the three methods listed above.

Table XXIV: Zebra magic types in combat – turn cost breakdown.

Action Name	AP cost in SATS	Action Cost
Throw (Potion, Item)	35	1
Drink (Potion)	15	1
Apply (Poison, Talisman)	25 per application	1 per application
Wear (Talisman)	N/A	1 Action
Cast (Ritual)	40*	1*
-- (Ritual or Task)	N/A	Cannot be used in Combat

*Some rituals have a longer time listed for their usage, especially those requiring multiple casters.

Table XXV: Zebra ingredient rarity by area type; the MFD listed is that required to find the most common level of ingredient.

Area type	Ingredient Find MFD
Coastal/Beach	1
Desert (High Desert)	½
Dockyard/Warehouses	¾
Everfree Forest	2
Factory	1 (varies)
Forest	2
Isolated Building/Compound	1
Large Settlement	¾
Military Facility	1
Mountains	1
Office Complex	1½
Old Battlefield	1½
Ravine or Valley	1½
Research Lab	1
Small Settlement	½
Small Town Ruins	1½
Stable	½
Strip Mall	1
Suburban Ruins	1
Train Yard	¾
Tunnels/Sewers	1½
Urban Ruins	¾
Wasteland – Scrub	1½
Wasteland – Badlands	1
Wasteland – Near Roads/Rails	1
Wasteland – Off the Beaten Path	1½
Wasteland – Tundra	¾

Ingredients

While unicorn magics are limited by their ability to channel magical energy (referred to as magical strain, or more often just strain), zebra aren't limited by this. Instead, zebra mages and alchemists are limited by their ability to find the proper ingredients necessary to channel magic in the specific ways they desire. Each spell has a listed ingredient cost that corresponds to the **type** of basic ingredients required to prepare (or cast) that spell.

The number of the listed type of ingredient required to actually perform a recipe varies, and is determined by way of die roll modified by the skill of the alchemist. For each recipe you're preparing, roll 1d4+1. Subtract 1 for every 25 ranks in the magic skill your alchemist possesses, minimum 1.

But how do you get these ingredients? Zebra ingredients themselves are *usually* small, otherwise valueless things – a bit of bloatsprite wing, a shard of radscorpion chitin, a scrap of cloth, some moss, a pinch of dried brahmin dung, a bit of water, etc. – that can be recovered from the environment by any character who knows what they're looking for, but on their own are usually not worth anything to anyone. They tend to have weights between 0 and 1. Such ingredients can be found in almost any setting by either a survival roll or a zebra magic roll, taking a minimum of 30 minutes to search. The MFD for either roll is the same; the difficulty of finding low-rarity ingredients in a given setting is displayed in table XXIV on the previous page. The MFD for the roll increases by one step for each level of increasing rarity (medium rarity ingredients are one step harder to find than low rarity ingredients, and are in turn one step harder to find than high-rarity ingredients, etc.). Higher rarity ingredients are harder to find, and take an additional 30 minutes per level of rarity above low to find. The type of ingredient your alchemist is searching for should be declared before they roll. How the roll results are interpreted is ultimately up to your GM, but it is recommended that, if searching for a higher-rarity ingredient and the roll is only good enough to find a lower-tier ingredient, the character should be able to find the lower tier ingredient and spend the same amount of time searching as they would have had they succeeded in finding the higher rarity one.

Alchemists who have trouble finding more rare ingredients can substitute ingredients of lower rarity at a 4:1 conversion rate; in other words, four 'low'-rarity ingredients can be used in place of a single 'medium'-rarity ingredient. This commutability cannot be used to substitute out ingredients more than one-rarity step away – sixteen 'low'-rarity ingredients cannot be substituted out for one 'high'-rarity ingredient, nor can sixteen 'medium'-rarity ingredients be substituted for one 'very high'-rarity one.

On the other side of the spectrum, a single higher rarity ingredient can be used in place of any lower rarity ingredient. In this way, recipes requiring only low rarity ingredients can still be performed if you lack low-rarity ingredients, as long as you have any ingredient of a higher rarity level.

Finally, there are special ingredients, which follow a different set of rules than standard ingredients. These ingredients cannot be substituted out, and must be used for a recipe requiring them to work.

Special ingredients, listed separately from the basic ingredient cost, must be obtained and added in addition to all other ingredients; they're not included in the base ingredient cost listed for the spell. All special ingredients are listed as items in the equipment section where relevant and appropriate. They usually have a value and are considered trade goods. Again, special ingredients cannot be substituted out of a recipe, or the recipe will not work correctly (if it does work, the results will probably not be those you were hoping to achieve).

After all of the ingredients are assembled for a given recipe, that recipe can be performed. Most zebra magics require preparation ahead of time. The amount of time it takes to prepare a recipe varies based on its method of intended use, as indicated in the table below. **To use a recipe in more than one way that does not require approximately the same amount of preparation time, you must prepare that recipe twice.**

Action Name	Required Prep Time (Minutes)
Throw (Potion, Item)	5d12
Drink (Potion)	5d12
Apply (Poison, Talisman)	5d12 or Special
Wear (Talisman if not always equipped)	Special (see below)
Cast (Ritual)	None (usually)
-- (Ritual or Task Requirement)	15d20

Fetishes, Talismans, and Magical Items

Many zebra recipes do not produce results that require active use; instead, they produce talismans and magical fetishes which are set to react to specific circumstances. This is especially true of the talismanic tradition. Talismans, fetishes, and other similar magical items give bonuses passively while worn or otherwise equipped. These are noteworthy mostly because of the ability to grant sustained ability increases over a lengthy period of time without causing permanent changes to the wearer (usually).

Producing fetishes and talismans is a lengthy process, involving a complex inscription on the talisman, followed by forcing the natural magics within the gemstone or fetish-focus to flow in a specific way and binding it in that pattern. This process can take as long as a few hours, depending on the complexity of the recipe. A good rule of thumb is that the talisman or fetish creation process will take 15 x (1d4) minutes for every level of the recipe (i.e. a level 4 talisman would take 15x4d4 minutes, or between 1 and 4 hours). The simplest, 0-level fetishes never take more than a quarter of an hour to prepare.

Binding or integrating a talisman or fetish to a weapon, armor, or other item requires both a Repair roll MFD $\frac{3}{4}$ and a Zebra Magic roll MFD $\frac{3}{4}$, and takes twice as long as it took to create the talisman being bound. Much of this time is spent ensuring that the magic from the talisman meshes with the magic of the object to which it is being bound. Many fetishes or talismans are useless without being bound to an item (usually a specific type of item) first.

Wearing a fetish or talisman to benefit from it requires that the item in question be in a character's possession for at least one full combat round before taking effect. It needn't be integrated into a piece of armor, clothing or weapon – it must simply be held. While not recommended, ingesting a talisman *will* grant its effects for as long as it remains inside a character (after a single combat round). Ingesting fetishes, on the other hoof, renders them inert – much of their power is based on their ability to interact with the environment to achieve their goals.

Gemstones used for talisman creation must be at least weight $\frac{1}{2}$.

Zebra Recipes

Be careful as you read to note, that all spell names are in colors wrote. Their names are coded by their level, except in their descriptions' title. Also note that as you read, not all zebra recipes are in this feed. Many works of the zebra mages are rare, unknown, or lost to ages; compiled here are the survivors most well-known, but the wasteland may yield surprises of its own.

Level 0

Level 1

Level 2

Level 3

Level 4

Zebra Recipes and Spells by School:

(Many of these recipes you'll find cross-listed; these shared spells between schools have still persisted.)

Alchemy *(A school of stews and brews impure, whose lyrical recipes survived the war)*

Survival Stew, Plant Growth Potion

Foetido Spiraculum, Glowing Ichor, Hair Tonic, Ingenero Maligo, Iocus Cura, Mouthfire Brew, Poison, Purge, Recycle Fuel, Restore Health – Minor, Smoke Pellets, Smokeless Fire, Starry Eyed, Sticky Hooves I, Subiungo Venenum, Torpens Capturam, Urudo Paliurus, Wakeful Watchful, Wolf's Bane

Bone Strengthening Brew, Choking Smoke, Create Firebomb, Cure Addiction, Cure Poison, Cure Radiation, Fast Acting Poison, Ingenero Vehemu, Inextinguishable Flame, Joke's on You, Love Poison, Magical Potency, Mint-Als, Paralyzation Potion, Restore Attributes, Restore Health – Moderate, Scale Skin, Scent Mask, Sticky Hooves II, Urudo Vipera

Alter Appearance, Animi Impeditus, Bone Mending Brew, Confusing Cloud, Cutie Pox, Deadly Poison, Draconis Anhelitus, Draconis Epidermi, The Future is Dinner, Illusory Cloud, Ingenero Celoxa, Neclego, Panacea Verumi, Pre-Antidote, Regrowth Potion, Restore Health – Major, Signum Iacio, Silva Venenifera, Sto Etiam Oculus, Superior Cure, Tactum Nibulus

Balefire Egg, Creo Nemorosus, Fast Acting Deadly Poison, Paliurus Venenifera, Permanent Enhancement Potion, Potion of Desired Metamorphosis, Sano Ex Medeor Curare

Ritualism *(Ritual magics channel energy between all things living, though their school's seclusion makes these mages less forgiving)*

Share Spirit

Clear Mind, Diagnose, Forced March, Imbue Attribute, Iocus Cura, Morale Meditation, Starry Eyed, Torpens Capturam, Yellow Eyes, Wakeful Watchful

Alter Fate, Battle Meditation, Change Your Stripes, Commune with Nature, Cure Addiction, Cure Radiation, Irradiate, Locking Enchantment, Magical Potency, Restore Attributes, Scale Skin, Scent Mask, Spirit Purge, State of Virtue

Alter Appearance, Animi Impeditus, Astral Projection, Arceo (Bypass), Challenge Fate, Consecro de Proditore, Draconis Epidermi, The Future is Dinner, Illusory Cloud, Neclego, Sympathy

Channel Elements, Create Water, Forced Sympathy, Heavenly Movements, Pink Cloud, Master of Fate, Shadow Clone, Waking Nightmare

Talisman *(The heroes and warriors of old most supported the enchanted trinkets that talismaneigh exported. Much heroic action this school's ends have enabled, told in tales and in histories lengthy and fabled)*

Thief Tooth Fetish

Dowsing Rod, Ingenero Maligo, Iocus Cura, Light Talisman, Locator Talisman, Perimeter Stones, Personal Affect, Preternatural Balance, Wakeful Watchful

Breathe Smoke, Breathe Water, Create Firebomb, Fire Extinguisher, Graceful Fall, Lesser Fire Talisman, Proximity Detection, Restore Talisman, Scale Skin, Silence Talisman

Batspeech Talisman, Bloodwing Talisman, Breathe Freely, Draconis Epidermi, Fire Talisman, Levitation Talisman, Magic Absorption Talisman, Multi Talisman, Neclego, Tactum Nibulus, Targeting Talisman, Water Purifier Talisman, Water Stride

Amplification Amulet, Balefire Egg, Create Water, Immunity Talisman, Invisibility Talisman, Levitation Talisman, Pink Cloud, Recuro Artis, Stargaze Talisman, Voidstone, Waking Nightmare

Zebra Recipes and Spells by Level:

Level 0 Recipes – The most basic of recipes a spellbook envelops, zebra foals learn these spells so their magic develops. If a mage has practiced within a magic school, then the knowledge of these is their most basic tool.

Survival Stew – All zebra alchemists have the ability to create a nourishing (and surprisingly tasty) stew, given almost any ingredients and a few hours of cooking time. This can feed up to the alchemist's casting-linked attribute in characters, and keep them fully nourished for an entire day. All imbibed potions (i.e. those that can or must be drunk to be used) can be mixed into this stew as a method of delivery.

If in the wasteland you wish to survive, the survival stew will keep you alive.

Usage: Drink (requires *at least* 20 actions to fully consume; they need not be consecutive)

Level Requirement: Level 1

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Plant Growth Potion – This potion, when spread on a single small plant, will nourish it for several weeks and encourage growth.

A potent potion for the growth of plants – be sure to keep away from ants.

Usage: Apply, Throw

Level Requirement: Level 2

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Share Spirit – You have learned the rudiments of the ritualistic zebra tradition, allowing you to strengthen the resolve of others. This spell, when cast, allows you to substitute your own fear roll for that of another. The other must be willing.

If your resolve you wish to share, this spell's the one to get you there.

Usage: Cast

Level Requirement: Level 2

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Ritual

Thief Tooth Fetish – This small talisman can be placed inside a bag to guard it against unwanted intrusion, inflicting 4d6 damage on the intruder (And yes, you can apply poisons to it if you have both the means and the desire). It snaps down and inflicts its damage whenever anyone not specifically allowed attempts to access the bag it guards; forcing a bag open that has been thus locked down is a STR roll MFD ½. Each one can be set to accept only a specific person or group of people, and must be set at creation. Disassembling and recreating the talisman allows you to re-set it.

Bandits, thieves, and like beware, this bag is guarded by a watchful snare.

Usage: Worn

Level Requirement: Level 2

Rarity of Ingredients: Low

Special Ingredient: **Timberwolf Tooth**

School of Magic: Talisman

Level 1 Recipes – These spells young alchemists learn as they progress, that they may better respond to this world’s duress. Many wasteland alchemists know these knacks, and use them to help protect their backs.

Clear Mind – A powerful focusing ritual that boosts mental acuity and agility. It provides a temporary 1 MFD step boost to all accuracy and INT-based rolls for as long as the ritual is maintained. The ritual can be maintained indefinitely by the caster once started, but requires at least one action per combat round (spent in concentration) to maintain. Unlike *Imbue Attribute*, this ritual has no lingering penalty after it has been cast.

Clear your mind and focus your thought – you may remember what others forgot.

Usage: Cast

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredient: **1 Mint-al** (any type).

School of Magic: Ritual

Diagnose – As you’ve continued your studies, you’ve discovered several ways to sense the life forces present in others – their ebbs and flows, their ailments, and negative effects thereupon in particular. With the right preparations, you can actually diagnose the injuries of others on sight. This ritual, when cast, has two targeting options – the caster must pick one or the other. The first option automatically diagnoses all characters and creatures within 30’ of the caster; the second option targets any single creature or character within the caster’s line of sight. In both cases, the ritual grants them immediate knowledge about the number of wounds currently suffered, crippled status, their emotional state (usually a one word description), and any negative or positive status effects like drugs, poison or disease. It does not provide information on their DT or their physical, mental, or magical abilities.

If you a problem can quickly diagnose then your solution you can propose.

Usage: Cast

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Ritual

Dowsing Rod (Fetish)– This specially crafted piece of wood can lead an experienced user to water. Using a dowsing rod to locate a source of nearby water is a survival or zebra magic roll, MFD 1. A success on this roll leads the wielder of the dowsing rod towards the largest body of water within 500’. Critical successes on this roll will lead the wielder to the largest body of *pure* water within 1000’.

A branch can find you what you need, by following the path it leads.

Usage: (Worn)

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **Wooden Stick**

School of Magic: Talisman

Foetido Spiraculum – A cure (or cause) for halitosis. Not exactly a widely applicable recipe, but this brew is believed to be the primary flavoring mechanism for the extremely infamous zebra drug known as mint-als. Depending on the method of creation, this recipe can create a brew that either cures or bestows bad breath (alchemist's choice). The bad breath bestowed by this draught is so foul that it gives temporary -1 CHA and -5 Speechcraft penalties (total penalty to speechcraft of -10) if the target of the afflicted pony's speechcraft rolls is able to smell the effect, lasting 2d6 hours. The cure for bad breath can remove this effect, replacing it with a pleasant minty fragrance.

If plagued you are with halitosis, then use this brew to save your noses.

Usage: Drink

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Forced March – This is a specialized ritual that allows the caster and their targets to ignore the pains of prolonged physical overexertion, used by specialized zebra infantry regiments before the war to mobilize and cover ground quickly. It targets up to the caster's magic-linked attribute score in individual characters or creatures, and grants all targets +5 movement speed per action, a 2 MFD step bonus on all Endurance and endurance-based rolls, and the ability to ignore sleep deprivation effects for as long as the ritual is maintained (though smart commanders know not to push troops to march for 96 hours straight – it might kill them). Maintaining it in a combat situation requires at least one action be spent concentrating on the ritual per combat round.

To move beyond a body's limit is what this spells effects permit.

Usage: Cast

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredient: **Buck** (the drug).

School of Magic: Ritual

Glowing Ichor – Mixing two chemicals together creates about 250ccs of brightly glowing ichor, which casts light as a lantern for up to 6 hours. This ichor can be put into containers, used as wall or body paint (it's relatively non-toxic), or even placed on armors, weapons, or other objects to turn them into light sources. It will even glow under water.

The thicker the ichor the better. This ichor glows brighter when wetter.

Usage: (Apply, Throw)

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Hair Tonic – A draught that, applied locally, thickens the fur or promotes the growth of mane, tail and facial hair. Use regularly for best results. Growth occurs within 1d6 hours of application. Warning: Do Not Ingest!

If hair is what your person needs, a tonic of this sort will grow it like weeds!

Usage: Apply

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **A Hair from a Member of the Same Race**

School of Magic: Alchemy

Imbue Attribute – Temporarily boosts a physical attribute score by 2 points for the alchemist’s Magic skill rank in minutes. The boosted attribute cannot exceed a score of 15. After it wears off, the drinker or target takes a -2 penalty to the boosted stat for one hour (-10 Linked Skill Penalty). If this recipe is used to create a talisman, then that talisman grants a +2 bonus to a single attribute score (+10 Linked Skill Bonus). If the talisman is removed or destroyed, the -2 attribute penalty is still applied for one hour afterward (or negated and the bonus restored if the talisman is replaced). Only one talisman with this recipe in its make can positively affect a given character or creature at the same time, though negative effects have no upper limit beyond what a character is capable of using. Wearers of multiple different *Imbue Attribute* talismans must pick one to receive the bonus from at a time, though they may switch the bonus they receive as a single action (at which point they immediately begin taking the negatives from the talisman they switched away from). If multiple talismans imbuing a bonus to the same attribute are worn simultaneously, only one can be effective at a time. Removal or destruction of inactive talismans does not cause their wearer to suffer a penalty. Be aware that talismans are fragile and easily shattered if exposed to damage.

A price comes with all forms of power. For this boost, you suffer for but an hour.

Usage: Drink, Cast, or Worn

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: No, **Gemstone (Talisman Only)**

Schools of Magic: Alchemy, Ritual, Talisman.

Ingenero Maligo – These seeds must be pre-treated and kept in a darkened contained or vial after being allowed to germinate. If stored correctly, they can be planted to quickly grow into thorny tendrils large enough to fill a 5’ diameter circle with spiked branches up to about knee height. This process takes about 30 seconds, or five combat rounds. The spikes will do 3d12 of damage to any who attempt to walk through them.

Spikes and thorns and brambles grow, your enemies’ movements to harm and slow.

Usage: Apply, Throw

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: **Seeds, Darkened Container**

Schools of Magic: Alchemy, Talisman

Iocus Cura – This recipe is an antidote for the magical venom excreted by the plant known as poison joke. The alchemical version requires that the afflicted fully submerge themselves in a tub or small body of water containing the dose of antidote. The ritual simply purges the poison’s effect by negating the magic. The talismanic recipe actually allows you to resist the effects of the plant while the talisman is worn,

It is unknown if this recipe is sufficiently potent to fully counter the effects of Killing Joke.

Not funny is the joke on you, remove it with a dose of brew.

To stop punch lines you do not enjoy, this cleansing brew you should employ.

Usage: --, Worn

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: **Purified Water, (Gemstone)**

Schools of Magic: Alchemy, Ritual, Talisman

Light Talisman – A small gemstone talisman that generates light as a small lantern, brightly illuminating a 15' radius around the talisman unless obstructed. It is activated (and deactivated) by a command word of the creator's choosing, and can remain lit even underwater or in high winds.

Light unyielding create here, to better view the areas near.

Usage: (Worn)

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **Gemstone**

School of Magic: Talisman

Locator Talisman – This talisman is created in near-identical pairs. When suspended, as from a thread, one will point towards the other, unless there is a great deal of magical interference. The effective range of these talismans depends on their size; small gemstones only have a range of a 1d4 miles, but a hoof sized gemstone will be effective for up to 500 miles.

If located once, it can be found. The pendulum swings and the point comes around.

Usage: Worn

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Morale Meditation – Though difficult to cast, this ritual spell allows you to slightly drain the will of your opponents to fight against you. All opponents within 60 feet of the caster take a -5 penalty on all rolls. Opponents aware of your intent are automatically immune to this spell's effects. This effect stacks with **Battle Meditation**.

To change a battle is to change a war; the effects of morale we must further explore.

Usage: Cast

Level Requirement: Level 4

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Ritual

Mouthfire Brew – Creates a single dose (1oz) of what ponies known as "Zebracha Hotsauce". It was marketed prewar in 4oz bottles with a picture on the front of a cockatrice breathing fire. The resulting brew acts exactly as Zebracha Hotsauce, listed in the equipment section under drinks. It recovers no wounds, is dehydrating, and causes the drinker to breathe fire for 6 seconds (deals damage as a flamethrower for up to two consecutive actions). Critical successes cause the sauce's effects to last 1d10 times longer, and may also cause the mane and tail of the imbiber to appear to burst into flame. This flame is warming, but not actually harmful to them or those around them (though it gives a +50 bonus to speechcraft for intimidate checks).

A fiery brew of spices hot. Your mouth flames and burns, but your possessions do not.

Usage: Drink

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredient: **1 Flamer Fuel**

School of Magic: Alchemy

Perimeter Stones – This recipe imbues 8 small rocks or pebbles for use as a simplistic early warning or alarm system. Which placed less than 10' apart, the rocks create an invisible 'beam' that, if crossed, causes a ninth rock, usually a small gemstone, to glow or otherwise alert the talismaneigh to the intrusion. More skilled talismaneigh have developed versions that make a sound as well as flash to alert their surroundings to the breach; the specific manifestation is ultimately dependent on the recipe learned, and may vary depending on its origin.
A penetrable circle of magic hewn, your assailants' presence to be thus shown.

Usage: -- (Placed)

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **Gemstone**

School of Magic: Talisman

Personal Affect – This recipe allows you to take a specific item that is precious to a character and imbue it with a minor magical enhancement. Weapons are usually not a good choice – articles of clothing or jewelry are more common. The power of this enhancement depends on two things: the caster and the owner of the personal affect. First, add together the levels of the caster and the owner of the item. If the item is owned by the caster, simply multiply their level by two. Now divide that number by 5 to get the amount of 'affect points' you have at your disposal, rounding down, with a minimum of 1 (Maximum of 12). Each one of these affect points may be spent to:

- Cause the item to grant a +5 bonus to a skill
- Cause the item to grant a +1 bonus to an attribute
- Imbue that object with one other zebra recipe effect that you possess (it must be a talismanic effect). This costs as many points as the level of that recipe (level 0 recipes still cost 1 affect point).

For armors and weapons, you may also create a named armor piece or weapon as per the named weapon or armor creation rules in the equipment section, using the affect points at a 1:1 ratio with the points mentioned in that subsection.

Only the character who originally owned the item receives any of the bonuses granted by this recipe while using it (This can be personality dependent, in the case of characters with MPD). A given character can only have a single personal affect at a time, and cannot gain another until that item is either destroyed or dispelled. The recipe can be recast onto an object to dispel it.

For every five levels a character gains after receiving a personal affect (regardless of whether or not they were the caster), they spend an additional affect point towards upgrading their personal affect's abilities.

Use of other magics on this item will temporarily negate the effects of this spell, as the item itself has become a talisman of sorts. Imbuing an item with talismanic-properties in this fashion takes 6d4 hours of concentration and meditation, during which time both the item holder and the caster must remain in close proximity to the item and may not eat, sleep or drink. A given character cannot benefit from more than one item with this enchantment on it at a time; if at any point this would occur, both enchantments are permanently dispelled.

That which is personal's often unique, but that which is magical others will seek.

Usage: Worn (or used as per normal)

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **Item that is Special to a Character (GM Discretion Advised), Gemstone Dust**

School of Magic: Talisman

Poison – The afflicted is poisoned and must make an endurance roll MFD ¾ or will begin taking 1 wound per round to both the head and torso until they are cured or fall unconscious. This poison is not deadly.
Slow but steady, toxic and seething, cuts not very deep but keeps them from leaving.

Usage: Apply, Drink, Throw
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: **Radscorpion Poison Glands**
School of Magic: Alchemy

Preternatural Balance (Fetish) – This is a specialized talisman that helps zebra use their ability to stand on their hind legs to a greater advantage. It works by channeling its magic into the inner ear of the wearer, preventing them from being knocked down by anything short of extreme explosive force (anything smaller than a sparkle grenade won't cut it), and making it much faster and easier to right themselves and recover from being knocked down in such cases where it does occur (standing up becomes a free action). Wearers of this fetish never need to spend an action recovering from being knocked down; they don't need to roll AGI to recover from being knocked down without spending an action. The improvement to balance is such a noticeable effect that most wearers of talismans like this will find they're able to balance even atop single bamboo rods or narrow poles.
This talisman focuses balance true and prevents others from tripping you.

Usage: Worn
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: **Watertight Container, Any Liquid**
School of Magic: Talisman

Purge – This potion, when drunk, causes the drinker's body to convulse and purge itself of all natural or unnatural toxins or poisons. It can save their life, but it's neither a sure thing nor pleasant and only works 100% of the time on poisons ingested or injected in the last 5 minutes. Induces vomiting and diarrhea.
A crude-but-violent, effective cure which rids the body of things impure.

Usage: Drink
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: No
School of Magic: Alchemy

Recycle Fuel – This recipe allows you to turn plant matter and magical energy weapon ammunition, used or not, into flamethrower fuel. Each unit of weight of plant matter will create 1d20 units of fuel; spent magical energy weapons ammunition produces one unit of flamer fuel per each cap of value. Non-used magical energy ammunition produces twice as much flamer fuel as spent ammunition.
Gems and steel, twigs and tinder, this fuel burns creatures to a cinder.

Usage: --
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: **Plant Matter or Energy Weapons Ammunition**
School of Magic: Alchemy

Restore Health – Minor – Restores 1 wound to every location that is wounded on the imbiber.

A healing potion of smallest size, so stocking many would be most wise.

Usage: Drink

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Smoke Pellets – Creates a cloud of obscuring smoke that lasts 1d4 rounds (or 2d4 rounds if in a confined space), reducing accuracy by 2 MFD steps, or by only 1 step if a targeting spell is in use (such as a targeting talisman or a Pipbuck).

Invisibility is a nice trick, but most can't see through a cloud this thick.

Usage: Throw

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Smokeless Fire – This powdery concoction, when spread over a fire, negates the smoke that would otherwise be caused by it for the alchemist's governing attribute in hours. It does not conceal the light generated or dampen the heat created.

Fire without smoke, ash or spark, sheds warmth and light out toward the dark.

Usage: Throw

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Starry Eyed – Allows the drinker to see clearly in the dark, as though their path were illuminated by the stars themselves. The target takes no light penalties to perception for the next 2d6 hours.

The path of the stars is clear only to ghosts, but those with this ritual see more than most.

Usage: Drink, Cast

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredient: Optional – **Flake of Starmetal**

Schools of Magic: Alchemy, Ritual

Sticky Hooves I – Locks enemies (and friends, and just about anything, really) standing within a target 10'x10' area in place, trapping them within a flexible-yet-strong gooey substance. A successful strength roll of MFD ½ is required to escape. It's awful to wash out of hair, but dissolves easily in water after it has hardened (a process which takes 4-6 hours). Before it has fully hardened it requires magical solvents to dissolve.

There's no escape from this binding brew unless you're willing to part with a shoe.

Usage: Throw

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Subiungo Venenum – This thick, paste-like substance can be molded into a strong-yet flexible cast, or used to stop the bleeding from wounds. In a pinch, it can be used to help re-attach severed limbs. On its own, this will stabilize a patient, but when combined with other healing magics or technologies this potion makes healing rolls 2 MFD steps easier and doubles the amount of wounds healed where it is applied. Cannot be used for wounds inflicted internally. *Special plaster thick and solid prevents fresh wounds from becoming squalid.*

Usage: Apply
Level Requirement: Level 6
Rarity of Ingredient: Medium
Special Ingredient: **Airtight Container**
School of Magic: Alchemy

Torpens Capturam – A powerful alchemical anesthetic recipe, as potent as the popular pain-killer med-x with less side effects and no addiction risk. Packaged as TC, it was used during the war on many fronts by zebra forces. When applied or injected locally, allows the receiver to ignore any crippled penalties they might suffer to an area. When imbibed as a drink or injected, functions identically to med-x except that it is non-addictive. After the destruction of Marelin during the war and the subsequent retaliation which destroyed the three largest zebra alchemical facilities, the drug fell out of circulation in favor of the easier and cheaper to mass-produce med-x. It is rumored that there is a ritual equivalent of the spell's recipe, but if so then that variant was so scarcely known that it fell out of common use long before the war. *When wound and trauma hold you up, inject this little pick-me-up.*

Usage: Apply, Drink, (Cast)
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: No
School of Magic: Alchemy, Ritual

Urudo Paliurus – When poured on any non-magical plant, this brackish looking fluid will kill it within a 1d4 minutes. Relatively harmless to non-plants. Magical plants and plant creatures must roll endurance MFD ½, or will begin taking 1 wound per round to any and all vital locations for 1d4 rounds per dose administered. Additional doses extend the duration by 1d4 rounds per dose. *Plants, trees, roots, and bark, this noxious brew renders lifeless and stark.*

Usage: Apply, Throw
Level Requirement: Level 4
Rarity of Ingredients: Low
Special Ingredients: No
School of Magic: Alchemy

Wakeful Watchful – This recipe is designed to keep a character awake and alert beyond their natural physical limit. It temporarily modifies the chemistry of the brain to allow it to function without sleep. Of course, it really only treats the symptoms of the need for sleep, allowing them to be totally ignored until the character affected by the recipe either passes out or dies. This recipe can keep a character awake beyond their normal physical limits for the caster's magic-governing attribute in hours with a single dose. Talismans will keep a character awake indefinitely while worn. This does not mitigate sleep deprivation effects; it merely keeps a character awake.

Up and about, out and around, asleep their users ne'er are found.

Usage: Cast, Drink, Worn

Level Requirement: Level 4

Rarity of Ingredients: Low

Special Ingredients: **Coffee or Coffee Beans, Gemstone (Talisman Only)**

School of Magic: Alchemy, Ritual, Talisman

Yellow Eyes – A ritual generally taught to young students of the ritualism school as a method of non-violent self-defense. It focuses a great deal of the caster's magic into their eyes, allowing them to stun others simply by staring at them. Victims of the yellow-eyed gaze must roll fear MFD ½ or be stunned for 1d6 combat rounds. Fear rolls only need to be made once per combat round; critically successful fear rolls become immune to this spell's effects from that specific caster. This ritual also has a side benefit of allowing the caster to see clearly in the dark (as if it were daylight) while it is maintained. Maintaining this ritual during combat requires that at least one action per round be spent towards concentrating on the spell.

Eyes of yellow, shimmering gold let fiercest fear their viewers hold.

Usage: Cast

Level Requirement: Level 4

Rarity of Ingredients: Medium

Special Ingredient: No

Schools of Magic: Ritual

Wolf's Bane – A potent chemical mixed from aconite blossoms that wolves, canines and timberwolves all find repulsive. Such creatures must make an MFD ½ END roll to attack any character who has applied this compound to their belongings, otherwise they will miss as they are distracted by the repulsive effect. Many zebra that live in densely wooded forests use this compound to ward such beasts away from their homes. The compound smells vaguely like tomatoes, but is not edible.

A brew to ward off canine packs, to keep them from having zebra snacks.

Usage: Apply

Level Requirement: Level 6

Rarity of Ingredient: Medium

Special Ingredient: **Aconite or Tomato**

School of Magic: Alchemy

Level 2 Recipes – More specialized recipes in this section lie, used by more talented zebra in days gone by. Their knowledge and skill saw them through; the wasteland sees that these recipes remain useful too.

Alter Fate – A special recipe for a ritual that alters the flow of fate. This ritual alters the outcome of a single die roll with every time it is cast, allowing the caster to reverse the digits (the ones place becomes the tens place and vice versa; 100 becomes 001) on any die roll they choose that occurs in the next five minutes of in-game time.

If playing with the Live by Luck rules, this ritual allows the caster to move 1d4 luck cards from any character to any other character in their line of sight.

Fate casts a web quite far and wide, and altering its strings can save your hide.

Usage: Cast

Level Requirement: Level 12

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Ritual

Battle Meditation – Changes the course of a battle by subtly influencing the subconscious minds of the participants. Provides a +5 bonus to all rolls of one side of a conflict; the caster need only be aware of the scope of the battle being fought. This effect stacks with that of **Morale Meditation**.

To change the mind is to change the heart; to win a war needs the innermost part.

Usage: Cast

Level Requirement: Level 10

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Ritual

Bone Strengthening Brew – Grants the “Bone Strengthening Brew” Perk, if the drinker does not already have the Adamantium Bone Lacing perk.

Bones of stronger than steel this brew gives, but no longer yourself you’ll continue to live...

Usage: Drink

Level Requirement: Level 14

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy

Breathe Smoke – Creates a magical filtration barrier that prevents large particulate contamination, but allows clean air through. Prevents smoke inhalation damage, and prevents negative effects from spells that create toxic or harmful inhalants (like those created by *Choking Smoke*). This talisman’s effects are incompatible with those of other talismans that alter the air around a character, like *Breathe Water*. Wearing multiple such talismans will prevent all of their effects from working.

A clear alternative to smoke inhaling, to stop your lungs from sputtering and failing.

Usage: Worn

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Breathe Water – Filters the air out of water and delivers it to the wearer of the talisman, allowing them to breathe comfortably underwater or in heavy rain or fog for an indeterminably long period of time. This talisman's effects are incompatible with those of other talismans that alter the air around a character, like *Breathe Smoke*. Wearing multiple such talismans will prevent all of their effects from working.

Beneath the ocean's hard to stay, but this lets you breathe there all day.

Usage: Worn

Level Requirement: Level 12

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Change Your Stripes – A ritual that changes the striped pattern of a target (or the coloration of a pony, the plumage colors of a griffin, etc.). It makes the target look like a different member **of the same race** by altering their hair, mane and tail color patterns. The patterns are usually randomly chosen by the ritual, but the alchemist can choose specific colorations from within the natural range of colors of the target's race if they so desire. An INT check MFD ½ will allow another character recognize the character if they have met them before or have a picture to compare it against. The pattern change is semi-permanent; the original coloration can be restored by the spell being cast a second time on a changed character (it doesn't need to be cast by the same caster). Otherwise, the coloration changes appear natural, even under close scrutiny. The *Consecro de Proditore* is thought to be a specialized and empowered version of this ritual, though the range on this one is limited to close proximity (15').

If a zebra cannot change their stripes, then what use, ambition, guttersnipes?

Usage: Cast (takes 5 consecutive actions to cast in combat)

Level Requirement: Level 10

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Ritual

Choking Smoke – Creates a cloud of obscuring mist that lasts for 1d4 rounds (2d4 in enclosed spaces) and which causes fits of coughing if inhaled. Unprepared and unprotected enemies must make an intelligence check of MFD ½ or they will lose their next action to a fit of coughing and sputtering. Also reduces accuracy by 50, or only by 10 if a Pipbuck or other targeting spell is in use.

A cloud of confusing, irritating smoke. If you inhale it you'll sputter and choke.

Usage: Throw

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Commune with Nature – Zebra shamans can use this spell to communicate with living creatures around them that they could not understand by normal means. Many believe this spell was used to gather information around pony settlements during the war. Requires that the caster get to know and care for the animals or plants they attempt to commune with over a span of 1d8 days.

To speak with creatures big and small this ritual mimics nature's call.

Usage: Cast

Level Requirement: Level 12

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Ritual

Create Firebomb – Creates a single firebomb (as per the explosive).

A parcel of fire and brimstone sealed; when thrown becomes explosive destruction revealed.

Usage: -- (Throw)

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: **10 Flamer Fuel**

Schools of Magic: Alchemy, Talisman

Cure Addiction – This recipe combines the magic of two different schools to do what each of the individual schools cannot on their own. Making use of alchemical magics to purify the body and ritual magics to help subtly alter the mind, this recipe allows a character to permanently break an addiction in ways that only prolonged therapy can achieve otherwise. The subject of the spell must want to break their addiction for the effects to truly take hold.

To break an addiction is a powerful act, a subject must the change or it will not enact.

Usage: Drink, Cast (both required for full effect)

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy, Ritual

Cure Poison – Violently flushes the body of toxins, purifying them. May cause vomiting, depending on the poison.

More effective (and more pleasant) than Purge, in that it can flush out poisons that have already begun to be absorbed.

To cleanse and purify the entire form, this potion removes all toxins past norm.

Usage: Drink

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Cure Radiation – Removes 100 rads from the drinker. The drinker should be prepared to go to the bathroom; the rads have got to come out *somehow*.

Energies foul and necromantic leave the drinker healed and frantic.

Usage: Drink, Cast

Level Requirement: Level 12

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy, Ritual

Fast Acting Poison – Imbiber is poisoned and must make an endurance roll MFD ½ or will begin taking 4 wounds per round to the head or torso until they are cured or fall unconscious. This poison is not deadly; if it would maim its victim, it instead knocks them out.

Mild but piercing pain runs deep, that foes of the brewer far will keep.

Usage: Apply, Drink, Throw

Level Requirement: Level 8

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Alchemy

Fire Extinguisher – This is a powerful talisman that prevents a character from catching fire. It automatically extinguishes all fires that start up on a character's body, rendering them totally immune to fire special weapons effects, and flamethrower and incinerator weapons. It functions ablatively; each talisman can only extinguish 3d4 fires on its wearer before its magic ceases to work (Each individual attack from a flamethrower or incinerator counts as one 'fire,' but exposure to constant flames – such as standing in the middle of a campfire or walking through a wall of fire – count only as a single fire per minutes spent walking through it unless exposure ends and begins again). Dead talismans can be restored with the restore talismans recipe or by recasting this recipe. The latter method requires new alchemical ingredients, but lets you re-use the gemstone.

This talisman works best when used alone, smothering fire as a magical stone.

Usage: Worn

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Graceful Fall – This is a special magically enchanted talisman was developed by zebra working at high altitudes and living on mountain sides, and is believed to have originated in design from an ancient (possibly mythical) zebra city that floated above the clouds. It is perhaps the oldest known recipe among talismaneigh traditions. When worn it prevents the wearer from taking fall damage of any sort. It slows them (and anything in direct physical contact with them – there is no known limit) down to a graceful falling speed of 5' per round. When activated (by any fall greater than 20'), it glows blue and floats out in front of the wearer. The talismans require a drop of blood to be activated, linking that talisman permanently to a single bloodline; they will not activate while being worn by anyone not of the bloodline whose blood activated it.

Of graceful falls from places high to gently float down through the sky.

Usage: Worn

Level Requirement: Level 10

Rarity of Ingredients: High

Special Ingredients: **Gemstone**

School of Magic: Talisman

Inextinguishable Flame – Creates a strange chemical compound that will burn for 4d6 hours in *any* conditions, including while in vacuum and while under water. The alchemical solution to the problems generally solved with a light talisman equivalent to the light talisman. The flame does not produce much in the way of heat, but it burns at least as brightly as a normal torch or light talisman. The flame compound can be placed on any sort of surface, such as the inside of a lantern or the exterior of a conventional torch, and will ignite as soon as it is applied. Not useful for lighting ponies on fire, as the fire created using this potion provides insufficient heat to burn most fabrics, let alone pony fur or flesh (though appearing to be lit on fire is pretty damn intimidating!)

A flame with that burns brightly even in the darkest night is a trustworthy companion and a most valuable light.

Usage: -- (Apply)

Level Requirement: Level 10

Rarity of Ingredients: Low

Special Ingredients: **Wonderglue**

School of Magic: Alchemy

Ingeniero Vehemu – Potent growth compounds infused into these seedlings forced them to grow into tall (about 6') spiked bushes about 6' in diameter within about 18 seconds of being planted (3 combat rounds). Each round after the one in which they are exposed to soil or light (they require one of the two, but not necessarily both), they grow about 2' in diameter and 2' upwards from their initial location. At all stages of growth, they deal 5d12 of damage to the legs and any other exposed areas of anyone foolish enough to try and move through them (or anyone unlucky enough to get stuck in them while they're growing). Those moving through the plants will become caught in the thick bramble and must make a STR or AGI roll MFD ¾ to break free, or they will become immobilized; even if they successfully break through, they still take damage from the spiked vines and branches. The thorns will damage most non-metallic armors. Each time the recipe is performed it creates 2d4 seeds, though seeds not immediately placed individually into sealed containers must be discarded, as they will begin to grow within 30 seconds of their magical alteration if exposed to either light or soil.

Spiked and thorned these plants arise, and strike at exposed knees and thighs.

Usage: Apply, Throw

Level Requirement: Level 10

Rarity of Ingredients: High

Special Ingredients: **Seeds, Darkened Container**

School of Magic: Alchemy

Irradiate – Focuses magical energies into ionizing the air, raising the ambient radiation level by up to +5 rads/sec. This spell's effects can be suspended as a potion (such potions are mildly radioactive).

Concentrate the ambient energies of life to cut at the living as an unseen knife.

Usage: Cast, Throw

Level Requirement: Level 10

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Ritual

Joke's on You – This potion induces a previously observed effect of poison joke on the imbiber. If not previously affected by poison joke, the effect may be unpredictable. END MFD 1/10 to resist, if taken unwillingly. The effects of the potion are as permanent as those of normal poison joke, and can be removed in the same way. It is unknown what would occur if killing joke were to be substituted in for its pre-war equivalent (but it's pretty easy to guess).

Do not yourself the last laugh assume if this potion you are to consume.

Usage: Drink, Throw

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: **Poison Joke (or Killing Joke)**

School of Magic: Alchemy

Lesser Fire Talisman – These small fire talismans are not as powerful as true fire talismans, containing only enough charge to ignite a single fire, but require far less ingredients. These types of talismans were frequently installed in survival kits or at the tips of incendiary bullets during the last war. They frequently took the place of strike-anywhere matches, or were used as ignition sources for small underwater flares. Most recipes produce 10 of these miraculous little talismans per use.

A glowing fire from a talisman's spark, concentrates magic against the dark.

Usage: Apply (Integrate into a weapon or projectile)

Level Requirement: Level 10

Rarity of Ingredients: Low

Special Ingredients: **Gemstone** or **Crushed Gemstone Dust**
School of Magic: Talisman

Locking Enchantment – A powerful ritual that prevents an item from being taken off after having been donned by anyone save a specific person or group of persons. Does not work on items being held – they must be worn or the ritual will have no effect. Lasts only as long as the wearer of the item is alive.

Usage: Cast (30 seconds)
Level Requirement: Level 10
Rarity of Ingredients: Medium
Special Ingredients: No
School of Magic: Ritual

Love Poison – Acts as a love potion, binding two drinkers of the same batch together. The poison becomes permanent 24 hours after consumption unless the two drinkers are kept separate and unable to see each other for an entire hour. *A terrible poison of unstoppable attraction, keep separate the lovers to forestall the reaction.*

Usage: Drink
Level Requirement: Level 14
Rarity of Ingredients: Very High
Special Ingredients: **Pinch of cloud, Pegasus Feather, Rainbow's Glow**
School of Magic: Alchemy

Magical Potency – Restores innate magical ability to a creature through restoring the vitality of their soul. Can be used to restore unicorn magic following a burnout, or if their horn was removed and has been regrown or otherwise restored. If used as a method of burnout recovery, the potion or spell requires 3d4 days for full effect. Can also be used to restore 2d4 magical strain to unicorns and half-breeds capable of casting unicorn spells, including zony shamans. Not to be used on characters with cybernetic enhancements – the magics conflict, and not in a positive way. There's no telling what could happen, but it won't be pleasant for the cyborg. *If flow of magic you wish to restore, this potent potion is your cure.*

Usage: Drink, Cast
Level Requirement: Level 12
Rarity of Ingredients: High
Special Ingredient: **Bloatfly Wings**
Schools of Magic: Alchemy, Ritual

Mint-Als – Brews together various potent herbs into a powerful mental stimulant with some rather potent negative side effects. This recipe creates one batch of 2d6 Mint-als, as the drug. It can be performed without the aid of zebra magic as well, but zebra magic simplifies the process greatly and allows you to substitute out what is otherwise the main ingredient without diminishing its effect. Experimentation with the Mint-als recipe may allow the creation of some of the more popular variants; for example, Party Time Mint-als can be created by adding Whiskey as a special ingredient.

Usage: Drink (Technically)
Level Requirement: Level 8
Rarity of Ingredients: Medium
Special Ingredients: **No (Zebra Herb** is Optional, but is required for those creating it without zebra alchemy)
School of Magic: Alchemy

Paralyzation Poison – Renders immobile any targets hit with this poison for 1d4 hours. Must make an endurance roll of MFD ¼ to resist its effects. In combat, characters may roll once per action versus the MFD to continue to resist this poison until they have passed or failed three consecutive times. Critical successes and failures count as two consecutive successes or failures respectively. If they can succeed three times in a row, the poison's effects wear off the following round of combat. If they fail, then they remain paralyzed for the full 1d4 hours unless they receive external medical assistance. More doses can extend the length of the effects. This is one of the few zebra poisons stable enough to be applied to bullets without diminishing its effects; it can be applied to a full magazine of ammunition as a two action process, or a one action process if the character has the Rapid Reload perk.

A poison that stills the limbs and head, to leave your opponents seeming dead.

Usage: Apply, Drink, Throw

Level Requirement: Level 12

Rarity of Ingredients: Low

Special Ingredients: **Manticore Poison Glands**

School of Magic: Alchemy

Proximity Detection – Detects the presence of a living creature within a short range. The range is usually 5-10 feet (though it can extend to as far as fifty), though both this range and the minimum and maximum sizes of the creatures it can detect are variable, chosen by the talismaneigh creating it. Proximity detection talismans are excellent for use in the construction of landmines, door opening systems, and other proximity-driven automata. This recipe was a favorite of the Propoli tribe before the war.

A spotter whose view is never false to trip the trap that ends the dancer's waltz.

Usage: Worn (Glows to detect proximity), Apply (Integrate into a device).

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Restore Attributes – Removes or otherwise temporarily suppresses attribute penalties caused by the effects of poisons, drug addictions, radiation poisoning, etc. for the alchemist's casting attribute in hours. Does not remove the cause for the lowered attributes, only treating the symptoms, and the afflicted will likely still feel like shit.

If the source you cannot treat, removing the symptoms is just as sweet.

Usage: Drink, Cast

Level Requirement: Level 12

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Restore Health – Moderate – Restores 1+1d4 wounds per location. Roll once for each potion used.

A stronger brew of healing wrought must be drunk for all or for naught.

Usage: Drink

Level Requirement: Level 10

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Restore Zebra Talisman – Allows you to repair damaged talismans and fully restore their functionality. Works on talismans that have been physically damaged or magically drained, but are still intact. Can restore multiple talismans (up to 5 at a time) if they are all composed of low-rarity ingredients.

What once was magic, cycle and repair, restore the spark and keep it there.

Usage: Cast

Level Requirement: Level 12

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Ritual, Talisman

Scale Skin – Causes the skin of the target to harden, temporarily increasing their DT by 5 in all hit locations. Potions and talismans carrying this effect were used during the war as an augmentation for front-line vanguard troops. Ritual and potion versions of this recipe last for 1d4 days, receding slowly at a rate of 1 DT per hour after their expiration. Talisman effects last as long as the talisman is worn, and recede at a rate of 1 DT per six seconds if the talisman is removed or destroyed.

A skin of scales and hardened flesh, to save you from an enemy's thresh.

Usage: Drink, Cast, Worn

Level Requirement: Level 12

Rarity of Ingredients: Medium

Special Ingredients: **Dragon Scale, Gemstone**

Schools of Magic: Alchemy, Ritual, Talisman

Scent Mask – When drunk (or cast on a target), masks the scent of the imbiber for the alchemist's magic skill rank in minutes. The imbibed version tastes positively awful.

Guide is needed to hide your scents, but masking it masterfully stealth augments.

Usage: Drink, Cast

Level Requirement: Level 12

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Silence Talisman – Muffles the wearer's sounds completely, making them imperceptible by audio-based perception checks.

In silence tread and lightly step, stealthy and heinous acts to prep.

Usage: Worn

Level Requirement: Level 10

Rarity of Ingredients: High

Special Ingredients: **Gemstone**

School of Magic: Talisman

Spirit Purge – Excises and exorcises any unnatural influences on a target’s spirit. Counters the mental effects of taint (though not the physical ones), and removes the hold of domination or mental manipulation spells such as are practiced by unicorns or alicorns. Can also counter the effects of certain necromantic or black-book spells.
The spirit must be pure and true, for that this ritual must cleanse you.

Usage: Cast
Level Requirement: Level 12
Rarity of Ingredients: Medium
Special Ingredients: No
School of Magic: Ritual

State of Virtue – This ritual focuses on granting the caster and the target a ‘true’ viewing of the character’s virtue. IT cannot determine the specific virtue of the target character, but it helps reveal things about that character that are true, even if the character won’t admit them to themselves. The caster receives implicit knowledge about whether or not the target has found their virtue, as well as how well they live up to that virtue.
Gaze deep into your virtue to see what hope you hold for equinity. Clear away your muddled mind the virtue within yourself to find.

Usage: Cast
Level Requirement: Level 12
Rarity of Ingredients: High
Special Ingredients: **Any Reflective Surface**
School of Magic: Ritual

Sticky Hooves II – Allows characters standing in the target 10’x10’ area to walk on any surface – including the walls and ceiling – at half their normal movement speed for a brief span of time. Lasts for the alchemist’s casting stat in minutes.
A magical brew of adhesive strange allows user’s orientation to change.

Usage: Thrown
Level Requirement: Level 12
Rarity of Ingredients: Medium
Special Ingredients: No
School of Magic: Alchemy

Urudo Vipera – Essentially a faster acting version of the Urudo Paliurus defoliant recipe, this equally brackish looking fluid will kill most non-magical plants within a few seconds (one combat round). Effective in combat against plant-based creatures, to whom it deals 4d10 of damage per round until it is either dissipated or removed.
Kill plants, kill leaves, kill trunks and roots, and suffer plants to bear no fruits.

Usage: Apply, Throw
Level Requirement: Level 10
Rarity of Ingredients: Low
Special Ingredients: No
School of Magic: Alchemy

Level 3 Recipes – These powerful and destructive spells are known only to the bravest of the zebra mages; each spell is specialized, and pre-war study of them was limited to promising students and sages.

Alter Appearance – Changes the physical form of a target slightly to disguise their appearance. Unlike *Change Your Stripes*, this recipe makes more radical physical alterations, and can even change the subject's stature, add wings or a horn (though it won't actually give them magical ability or any knowledge on how to use those wings; it can grant them the flight skill, in which case its rank should be calculated as though they were a level 1 character), or alter their proportions to the point where even someone who closely knew them wouldn't recognize the target afterwards. While it cannot actually change physical gender, but it can do a hell of a job in disguising it. Recognizing a character under the influences of this recipe is nearly impossible; the zebra forces under the used this magic to disguise their deep-cover agents during the war, contributing to their renowned ability with stealth. Restoring the original form of a character that has been altered by this recipe is not simple or easy, but it can be done by using this spell to alter their form back to its original state. This recipe is not usable in combat; the process takes 2d4 hours to complete. *Hide and change your face, your name, your visage will not be the same.*

Uses: --; Apply, Cast (both required for full effect).

Level Requirement: Level 22

Rarity of Ingredients: Very High

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Animi Impeditus – Stops the heart of the patient, sending them into cardiac arrest. The patient must make endurance roll of MFD ¾ to resist. If they fail, they must receive appropriate medical attention within 2 minutes or they will die. Potion versions must be directly applied to the target via some intermediary, like a weapon or a thrown-flask. *Be still the fleeting hearts of enemies mine, and let me end my quarrels and end thine.*

Usage: Apply, Drink, Cast

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Astral Projection – Focuses the inherent magic of a creature inward, allowing them to extend their spirit to perceive beyond the limitations of their body. This recipe allows the 'spirit' of a creature to temporarily leave its body, rendering the body catatonic and unconscious, but otherwise in whatever state they left it. The spirit can then perceive things occurring anywhere in the nearby vicinity, moving incorporeally through objects with no gravitational limitations. The astrally projected spirit of a creature is usually invisible to the waking world, but can be perceived by those who are asleep or in a highly concentrated meditative state; it can also be detected by magical means, though such means are not consistent in their detection abilities. The spirit of a creature can move at up to 50' per action, implicitly knows where their body is at all times, and can return to their body by moving back into the same space it occupies (this is a free action so long as it occupies the same space as the body). Astrally projected spirits cannot possess other bodies except in conjunction with certain spells from the fourth zebra school (see "The Dark Side – Necromantic Influences"). This spell can be interfered with by the proximity of starmetal. The exact effects of this interference are not well known or understood (have your GM figure it out; the effects don't have to be consistent). *A projection of spirit out into the world to see the wings of dreams unfurled.*

Usage: Cast

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredient: No

School of Magic: Ritual

Batspeech Talisman – Causes the wearer to speak only in the ultra-sonic tones produced by bat-ponies, as well as expanding their range of hearing so that they can understand the words they're saying. Extremely useful for communicating with the rare members of the Batpony race who grace the surface, but otherwise this talisman is fairly useless except as a sort of magical gag.

Grant speech beyond the range of ears to talk with moonlight's darkened peers.

Usage: Worn

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Bloodwing Talisman – Grants the wearer a pair of bat-like wings. These wings grant the wearer temporary use of the flight racial skill, as well as enabling cloud interaction. For the purposes of flight skill die rolls, use ½ the talisman creator's zebra magic skill rank as their effective rank in flight, and calculate MFDs target numbers from there. Maneuvers can be learned by the wearer based on this flight rank.

Spread out fresh wings of blackest night, and leap out forward into flight!

Usage: Worn

Level Requirement: Level 22

Rarity of Ingredients: Medium

Special Ingredient: **Bloodwing Leather**

School of Magic: Talisman

Bone Mending Brew – Restores broken bones by accelerating natural healing processes. Does not guarantee that the bones will heal in the correct position, but when bones are broken beyond the realm of normal magical items' (healing potions, bandages and similar items) healing abilities, this brew halves the necessary recovery time. Also regrows teeth, horns, and other bones if they were lost or damaged in the last 24 hours.

Knit and grow, skin's surface swell, and the bone below mends perfectly well.

Usage: Drink

Level Requirement: Level 18

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Breathe Freely – Combines the effects of the Breathe Smoke and the Breathe Water Talismans, allowing the wearer to breathe freely in nearly all environments by projecting a thin layer of purified air around the entirety of their person. Allows them to breathe easily underwater and to ignore the effects of inhalants. This talisman can also allow survival in vacuum (though in space the *cold* will still kill them within minutes, unless they're *very* heavily insulated).

Inhale the clear of the open air, regardless of the places where.

Usage: Cast

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredient: **Gemstone**

School of Magic: Talisman

Arceo (Bypass) – While not truly a spell in its own right, the Arceo incantation can make spells ignore a specific subset of would-be targets with a certain commonality between them. What they share that grants them immunity is up to the caster; the oldest and most ancient examples use bloodlines as their primary method of distinguishing between a spell's targets and those whom it intends to leave unaffected. Once learned, this ritual can be cast as part of any other ritual or zebra recipe. It takes no additional time to cast that spell (or brew that recipe, imbue that talisman, etc.), but the additional ingredient cost for this spell must still be paid during that spell's casting or preparation. While technically a ritual, this spell has long been shared commonly between all three of the recipe schools. Even those zebra mages who would not normally be able to learn ritual recipes are capable of learning this recipe.

Selection and choice are the critical keys which only through mastery set conscience free.

Usage: Cast* (Special: See Description)

Level Requirement: Level 18

Rarity of Ingredients: High

Special Ingredient: No

School of Magic: Alchemy, Ritual, Talisman

Challenge Fate – Allows you to oppose a predetermined outcome. This recipe works only while using the optional Live by Luck rules; if another player or a GM attempts to play a luck card to accomplish some effect, you may attempt to undo whatever they've just done. This spell is cast as an interrupt action (meaning it functions similarly to dodging in turns of using an action that is held or has not yet been used). After casting the spell, you must either roll Luck MFD 1 or spend one of your own luck cards. A successful roll or spent card will cancel out the effects of whatever luck card has just been played.

A die, once tossed and set cannot be easily changed, except by fate, and then in only cases strange.

Usage: Cast

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredient: No

School of Magic: Ritual

Confusing Cloud – Creates a cloud of obfuscating smoke large enough to saturate a 15x15x15 foot room, which, if inhaled, will cause audio-visual hallucinations. These hallucinations are usually dangerous and can lead to mass confusion or panic in a combat situation (as per the Hallucinations Hindrance), but wear off after the victim leaves the smoke. The cloud dissipates after 30 minutes, or will dissipate faster if there is an air current.

A cloud of gas that disorients foes, the illusions within increase their woes.

Usage: Throw

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy

Consecro de Proditore – Permanently turns a Zebra’s stripes red, marking them as a Proditor, or traitor. Casting it on a target requires three casters to perform, but its range is unlimited so long as the ritual has some item belonging to the target upon which to focus. The red stripes cannot be removed or hidden by any sort of physical alteration magic (such as the *Alter Appearance* recipe), though illusions can hide them perfectly well. The spell’s effects give a permanent -5 rank penalty to the Sneak skill, though this spell cannot reduce a character’s skill rank below 5. Many zebra pre-war that aligned with Equestria underwent this ritual willingly and on a tribe-wide scale; their descendants have inherited a mitigated version of the spell that alters the coloration and patterning of their stripes into shades of green or purple rather than bright red.

A terrible curse that harkens the downfall of a great and terrible warrior from an ancient tale whose wish was granted by the stars. With the great and terrible power granted him, his stripes were turned to bloody red, as if great battle scars.

Usage: Cast, Drink

Level Requirement: Level 22

Rarity of Ingredients: High

Special Ingredient: **Something belonging to the target**

School of Magic: Ritual, Alchemy

Cutie Pox – Causes a target to contract the Cutie Pox, as per the disease. See the entry on Cutie Pox in the diseases section for more details.

A magic potion does not hold the key; for a cutie mark, time is the only remedy.

Usage: Apply, Drink

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredient: **Heart’s Desire**

School of Magic: Alchemy

Deadly Poison – Imbibor is poisoned, and must make an endurance roll of MFD ½ or will begin taking 1 wound per round to both the head and torso until they are either cured or become unconscious. Once unconscious if they are not treated within 12 hours, they will die.

Like a magi once said, “Ain’t that a buck in the head?”

Usage: Apply, Drink, Throw

Level Requirement: Level 18

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Draconis Anhelitus – Also known as Dragon’s Breath. After ingesting this potion, for the next twenty four hours, when you consume a gemstone of any size, you are capable of breathing out a steady stream of balefire for 2d6 minutes. The balefire deals 5d12 damage and ignores 20 points of armor but otherwise function identically to a flamethrower. Use your Unarmed or Energy Weapons skill (player’s choice) to target attacks made with the balefire.

Brimstone’s fire spit out in tongues, with protection for its breather’s lungs.

Usage: Drink

Level Requirement: Level 22

Rarity of Ingredients: High

Special Ingredients: No (**Gemstone**)

School of Magic: Alchemy

Draconis Epidermi – More commonly referred to as Dragon Skin. Potions and talismans carrying this effect were used during the war as an augmentation for front-line vanguard troops. Increases the target's DT in all locations by one tenth the alchemist's magic skill rank plus five (minimum 5, maximum 15), and grants immunity to damage from fire (fire special weapons effect, flamethrowers and incinerators are rendered harmless). Ritual and potion versions of this recipe last for 1d6 days, receding slowly at a rate of 1 DT per hour after their expiration. Talisman effects last as long as the talisman is worn, with effects receding rapidly at a rate of 1 DT per six seconds (combat round) after removal.

Skin and hide, scale and bone, as strong as a dragon's near full grown.

Usage: Drink, Cast, Worn

Level Requirement: Level 22

Rarity of Ingredients: Medium

Special Ingredients: **Dragon Scale, Gemstone (Talisman Only)**

Schools of Magic: Alchemy, Ritual, Talisman

Fire Talisman – Ignites objects that pass along its surface. When properly installed in a weapon it grants the "Fire" weapon effect.

Like a zebra said, quote, "Ain't that a hole in a boat?"

Usage: Apply

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredients: **Gemstone**

School of Magic: Talisman

The Future is Dinner – Allows a minor prediction about the future to be discerned from a pot, bowl, or other vessel of freshly cooked food. Requires both a Magic and a Survival roll at the casting MFD.

Your frustration and hunger are well understood, but one must be patient for all things good.

Usage: Cast

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Illusory Cloud – Creates an audio-visual illusion of the caster's choosing, of volume equal to double the alchemist's casting attribute in cubic feet. This illusion lasts up to ten minutes, during which time it may be altered continuous, and it affects all those within the cloud or within sight of the cloud, depending on the nature of the illusion. It requires two successive perception checks of MFD ¼ or better to see through the illusion.

Misleading and deceiving are valued offstage, and this smoke creates them as birds free of cage.

Usage: Cast

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: No

Schools of Magic: Alchemy, Ritual

Ingenero Celoxa – A potent growth compound has been applied to these seeds to cause them to rapidly (over the course of two combat rounds) spring up into a poisonous thicket of about four feet in height and 6 ‘ in diameter. Those who attempt to move through them take 6d12 to the legs and any other exposed areas, and if the thorns deal any wounds the victim takes poison damage as per the “Poison” recipe.

Unlike most other plant growth recipes, this particular variant can also be modified to work on trees. Instead of a poisonous thicket, it can be used to rapidly grow a single tree from a seed to up to 30’ in height in the same span of time. The growth is often so fast that the tree will grow in the orientation it was placed as a seed or seedling, rather than growing straight upwards. This particular recipe variant was in wide use in the zebra empire pre-war for use in constructing living buildings.

Growth and structure intertwine, one life and another ensconced in vine.

Usage: Apply, Throw

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredients: **Seed(s), Darkened Container**

School of Magic: Alchemy

Magic Absorption Talisman – This talisman was used by zebra troops during the war to combat spellcasting unicorns on the battlefield. It absorbs any unicorn or alicorn magical effect targeted at them, expending its internal magical reserves as it does so; it isn’t capable of absorbing the effects of spells that target areas. The talisman expends one charge per spell level absorbed – 0 level spells (with the exception of certain more powerful cutie mark spells) are free. At creation, it contains three times the alchemist’s casting attribute in charges, with an additional charge for every MFD level above the necessary one that they succeeded by when rolling to create the talisman.

To absorb is to grow stronger from an enemy’s power, and to add to one’s own in most desperate hour.

Usage: Worn

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone**

School of Magic: Talisman

Multi Talisman – This recipe instructs a zebra talismanei mage in how to imbue multiple spell effects into a single talisman. Imbuing multiple effects into a single talisman requires the use of this recipe in conjunction with the two (or more) recipes being used. This recipe must be prepared once for each additional recipe being imbued, i.e. once for two talisman abilities, twice for three, etc.

To imbue with magics varied, the talisman must be first prepared. One for every new effect, if not then you’ll know you have erred.

Usage: Apply

Level Requirement: Level 18

Rarity of Ingredients: Medium

Special Ingredient: **Crushed Gemstone Dust**

School of Magic: Talisman

Neclego – This is the powerful enchantment that is once said to have allowed a famous hero to pass through a solid stone wall and free a beautiful filly trapped within the walls of an ancient zebra city. Reverse engineering this magic is what allowed the Equestrian Ministry of Arcane Science to create bypass spells. When this recipe is imbued into a talisman, it allows the user to pass through a specific type of material, to be determined by the caster. Be careful with this – gravity still applies, and if you suddenly find that ground no longer supports you, well... get ready to study geology first hoof, if you catch our drift.

A fragment of the material to be ignored must be in the caster's possession when the recipe is being completed. Only solid and liquid materials (or anything in between) will work. If cast or imbibed as a potion, the effects last for the caster's magic-linked attribute in minutes. Not compatible with any other talisman effects – if this recipe is in use while under the effect of any other magic, including unicorn spells or energy weapons fire, it will dispel the enchantment. This may lead to splinching (explained under the teleportation heading of chapter 7).

Ignorance they say is bliss; ignore your way through walls with this.

Usage: Cast, Drink, Worn

Level Requirement: Level 18

Rarity of Ingredients: High

Special Ingredient: **Gemstone (Talisman Only), Material Fragment (see description)**

School of Magic: Alchemy, Ritual, Talisman

Panacea Verumi – Cultivated from a flower that is quite rare to Equestria, this potion is said to cure any disease using the power of truth.

A cure for all can be had, forsooth, for healing power lies in the seeds of truth. These seeds must be planted in the ground, with the truth they grow and the cure can be found.

Usage: Drink

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredient: **Flower of Truth**

School of Magic: Alchemy

Pre-Antidote – This agent is not capable of negating the effects of poisons already in the body, but when imbibed it protects the drinker from any non-magical poisons for the half alchemist's casting stat in days, rounded down. During this period they are functionally immune to non-magical poisons.

An aid to be taken ahead of time, this preventative agent lacks a subject appropriate rhyme.

Usage: Drink

Level Requirement: Level 22

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy

Regrowth Potion – Consuming this potion will allow a character to regrow a lost limb or other body part. The regrowth process takes 1d4 hours, and the potion tastes almost as bad as the process feels. Almost.

To grow from life is a daunting task, and a painful one, should others ask.

Usage: Drink

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy

Restore Health – Major – Restores 2+1d6 wounds per location. Roll separately for each location.
Come with me, I have just the trick that will restore your health, and quick!

Usage: Drink
Level Requirement: Level 20
Rarity of Ingredients: High
Special Ingredients: No
School of Magic: Alchemy

Signum lacio – This thick grey paste is actually a superior clotting agent. If applied to a crippled limb within five minutes of becoming crippled it will immediately anesthetize the area and harden into a strong-yet-breathable cast that prevents the crippled character from suffering penalties from the limb for the next twenty four hours. This effectively lengthens the ‘golden hour’ time normally allowed for medical attention using conventional medical techniques for the duration of the cast, though setting the bone after that long is still one MFD step harder (and re-breaking it to allow a proper set is still quite painful). While in place even on non-crippling wounds, the affected area heals at twice the normal natural healing rate.
A healing agent thick and cloying that accelerates healing by magic employing.

Usage: Apply
Level Requirement: Level 18
Rarity of Ingredients: Low
Special Ingredients: No
School of Magic: Alchemy

Silva Venenifera – This defoliant is potent, designed to take down all but the hardiest of magical plant life within seconds of its application, automatically killing or at least immobilizing most plant creatures within the span of one combat round after its application. It’s even capable of removing killing joke, though not permanently.
An agent orange to all things herb in kind, the Silva kills whatever plants it find.

Usage: Apply, Throw
Level Requirement: Level 20
Rarity of Ingredients: Medium
Special Ingredients: No
School of Magic: Alchemy

Sto Etiam Oculus – This incredibly powerful paralysis poison is totally irresistible; a single dose of it will immobilize even most alicorns and hell-hounds for 2d4 hours (pony- sized creatures are immobilized for 2d6 hours). While the initial paralysis is irresistible, characters affected by this poison may attempt to resist its continuing effects after the first 30 seconds (5 combat rounds) with a poison resistance roll against endurance, MFD ¼. Once per minute, paralyzed characters may attempt another resistance roll until they have either succeeded or failed five consecutive times. As with Paralyzation Poison, critical successes and failures count for two consecutive successes or failures respectively. Five successes mean that the poison is wearing off prematurely, and they’ll be able to move freely in the next minute or so. Five failures mean that they’re paralyzed for the duration. More doses increase the length and strength of effect, doubling the length of time per dose and making it capable of taking out larger creatures. If reapplied while a character is resisting, any number of consecutive successes on their resistance rolls is reset to 0. Consecutive failures are not reset.
Be still my foe, and hush upon your lips, for you are forced as still as stone, from ear to hoofed tips.

Usage: Apply, Drink, Throw
Level Requirement: Level 24
Rarity of Ingredients: Medium
Special Ingredients: No
School of Magic: Alchemy

Superior Cure – Made from a combination of rare flowers and plants, this cure will neutralize any magical or non-magical poison. It will not, however, reverse a poison's more permanent effects. Capable of removing a small amount of taint or up to 400 rads of radiation with a single dose.

At home the anti-poison too adapts and grows, as poisons continue to abroad, as many know.

Usage: Drink

Level Requirement: Level 18

Rarity of Ingredients: Very High

Special Ingredients: **Rare Flowers**

School of Magic: Alchemy

Sympathy – Restores a target within five feet of the caster to full health, but transfers all wounds, diseases, poisons and most magical afflictions they were suffering from to the caster. Does not transfer radiation or taint.

There is no better way to know your plight than to suffer it myself the following night.

Usage: Cast

Level Requirement: Level 18

Rarity of Ingredients: Low

Special Ingredients: No

School of Magic: Ritual

Tactum Nibulus (Fetish) – Allows the drinker to interact with clouds as a pegasi or griffin could for the alchemist's casting stat in hours, or to create a special magical fetish which allows interaction with the clouds in this fashion indefinitely.

To be supported by clouds as solid matter is the purpose of this frothy batter. A talisman of supporting lift, it allows the wearer atop clouds drift.

Usage: Drink, Worn

Level Requirement: Level 24

Rarity of Ingredients: Medium

Special Ingredient: **Feather**

School of Magic: Alchemy, Talisman

Targeting Talisman – When worn, provides a 1 MFD step bonus to accuracy for all attacks. These talismans can also be integrated into projectiles or other weapons (a repair roll MFD ¼) to magically enhance accuracy. Integrating a talisman in this fashion grants a 1 MFD step bonus to targeting rolls made firing the projectile, or a 1 MFD step bonus if the weapon is reusable (such as melee weapons, guns, or swords). Unlike most talismanic effects, a targeting talisman's effect will stack with other targeting talismans so long as the two artifacts are not attempting to correct the same thing. In other words, if a zebra is wearing a targeting talisman, and they're about to fire a bullet that has a targeting talisman integrated, they receive a 2 MFD step bonus to accuracy. If their gun has ALSO been enchanted, they receive a total MFD step bonus of 3 (themselves, the gun, and the bullet).

Aim, set, launch, fire, these talismans are used when hits are most dire.

Usage: Worn

Level Requirement: Level 20

Rarity of Ingredients: High

Special Ingredients: **Gemstone, Steady**

School of Magic: Talisman

Water Purifier Talisman – Not as potent or even remotely as long lasting as a Unicorn-magic based water talisman, this talisman still allows for rapid purification of water, cleansing it of most taint and/or radiation. While like unicorn talismans it can remove all traces of radiation from the water it purifies, unlike unicorn magics, this talisman is capable of removing taint from water. It's only about 50% effective at doing so (which halves the Taint content). Allows for purification of 50 gallons times the alchemist's casting attribute before the talisman becomes ineffective.

The lifeblood of the desert and the clearer of the soul, the water cleaning talismans give life even to nag and foal.

Usage: Apply

Level Requirement: Level 22

Rarity of Ingredients: Medium

Special Ingredient: **Gemstone**

School of Magic: Talisman

Water Stride – The magic of this talisman allows its wearer to walk across most liquids without falling into them. It is only effective while the wearer is entirely above the surface of the liquid, and cannot be used by the wearer to pull them out of the water up onto its surface like a one-way platform. Otherwise, it gives them all of the traction they need to move as though it were normal solid ground. It should be noted that this talisman cannot suspend its wearer above the surface of sufficiently magical liquids, such as any magical vats of toxic waste, concentrated pools of radioactive sludge, or vats of rainbow-colored taint.

Striding across the water is a feat of magic most profound, and within a single drop is closely seen the answer there is found.

Usage: Worn

Level Requirement: Level 20

Rarity of Ingredients: Medium

Special Ingredients: **Gemstone, Drop of Water**

School of Magic: Talisman

Level 4 Recipes – Only the most powerful sorcerers here did tread, their spells lost to all but the stars and the dead. Should such powerful magics your shaman find, question only why one might leave such things behind. The powers here are unquestionably large, but be sure the mage, not the magic, is truly in charge.

Amulet of Amplification – Concentrates the magic within a gemstone and forces it outwards into the wearer. These amulets are commonly known as philosopher’s stones, and have a limited number of uses equal to three times the creating alchemist’s governing stat. In zebra, this focused magical energy manifests as the ability to channel the magic from ingredients into their final form in moments rather than the lengthy process usually involved in preparing such brews. In other words, each use of the stone allows an alchemical spell to be cast and used as though it were a ritual. Individual uses can also be expended to provide the magical energies normally provided by ingredients; the two methods of use in zebra magic cannot be used in conjunction with each other, as the magic becomes unstable.

In unicorns and alicorns, this amulet adds a 1d4 free layers of overglow to all spells (Roll before each casting, expends one charge per spell) until its usages are exhausted.

Magic, plain and simple, pure, amplified and seeping into every pore.

Usage: Worn

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredient: **Dragon Scale** or **Dragon’s Tooth, Gemstone**

School of Magic: Alchemy, Talisman

Balefire Egg – Creates a single balefire egg, as per the explosive. While this recipe’s most modern versions do not actually require the use of a dragon’s egg, older versions of the recipe may require one as a special ingredient instead of a scale or tooth. Classical versions of the recipe used dragons’ eggs exclusively.

A dragon’s egg when cursed with death expels one last, most fatal breath.

Usage: (Throw)

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredient: **Dragon Scale** or **Dragon’s Tooth, Gemstone**

School of Magic: Alchemy, Talisman

Channel Elements – Channels localized elemental fury to deal a devastating attack against a target area. The damage depends on the area in which it is cast. Deals between 1d10 and 10d20 depending on the harshness of the weather in the area. For example, Hoofington’s constant torrential rains might deal 5d10. The San Palomino Desert’s sandstorms and dry, stifling heat might deal as much as 8d12, and Stalliongrad’s horrific blizzards could be channeled to deal 10d20. Supernatural elemental effects, such as the Canterlot Cloud or the Everfree Forest’s uncontrollable weather cannot be channeled. Zebra mages with magic skill rank 100 can actually alter the weather using this recipe, to the point where the greatest among them can even call lightning from an otherwise clear sky.

Heed a shaman’s desperate cry, oh elements, and towards her enemies fly!

Usage: Cast

Level Requirement: Level 30

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Ritual

Create Water – Fills a small vessel (no larger than a gallon jug) with pure, drinkable water, seemingly from thin-air. The talismanic version will continuously fill the container into which the talisman is set.

Life giving water, brought forth from naught, this nourishing magic makes a pure and clean draught.

Usage: Cast, Wield

Level Requirement: Level 30

Rarity of Ingredients: Low

Special Ingredients: No (**Gemstone, Water-tight Container** for Talisman) (Water-tight Container)

School of Magic: Ritual, Talisman

Creo Nemorosus – Creates a veritable forest of 4-5' tall spiny hedges from seeds in mere seconds (the forest springs up the action after it was planted)! Each seed will grow up to a 5'tall 7' diameter, poisonous thorny thicket, capable of dealing up to 8d12 damage to the legs and torso of any who would dare brave it without first clearing it away. The poison excreted by the thicket acts as the "Deadly Poison" recipe.

The thicket of deadliest flowers spawns only the most beautiful roses, with which to decorate the corpses of the many it disposes.

Usage: Apply, Throw

Level Requirement: Level 26

Rarity of Ingredients: High

Special Ingredients: **Seeds, Darkened Container**

School of Magic: Alchemy

Fast Acting Deadly Poison – Imbiber is poisoned, and must make an endurance roll of MFD ¼ or will begin taking 2 wounds per round to the head and torso until they are either cured or become unconscious. If not treated within 30 minutes of their becoming unconscious (maimed in the head or torso), they will die.

Death in purest concentrate, don't misapply or you'll meet your fate.

Usage: Apply, Drink, Throw

Level Requirement: Level 26

Rarity of Ingredients: Medium

Special Ingredients: No

School of Magic: Alchemy

Forced Sympathy – Similar to Sympathy, but transfers up to the alchemist's casting attribute in total number of wounds from you to a single target within five feet. The target must make an endurance roll of MFD ¼ to attempt to resist.

Learn the fate of many others who thought to wound me and my brothers. Experience first hoof the pain by which you thought my riches to gain.

Usage: Cast

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Ritual

Heavenly Movements – Your knowledge of the heavens allows you to brew a talisman that can tap into the powers of the stars themselves. This talisman grants the wearer a +3 bonus on all skill rolls and an extra luck card for that session if using the Live by Luck rules. Calling upon the stars for aid is a desperate measure that should only be taken by those who are legitimately in need; done otherwise it may have unforeseeable downsides...

The stars above move, and the earth below shifts; another hero through these wastelands drifts.

Usage: Worn

Level Requirement: Level 26

Rarity of Ingredients: Special

Special Ingredients: **Gemstone, Starmetal or Moonstone**

School of Magic: Ritual

Immunity Talisman – Grants the wearer immunity to any single specific kind of weapon effect, such as Poison, Fire, Electricity, Disintegration, etc. Immunity talismans cannot grant immunity to damage, necromantic magics, Rads, taint, enervation, EMP (bonus damage dealt versus robots and technology), or general environmental effects. If the effect isn't listed here and is not a general environmental effect, have your GM make the call of whether or not a talisman can effectively prevent it. Critical successes made when creating the talisman result in talismans that protect against 1d4 different types of effects, excluding those which talismans cannot protect against.

Fear not when you fight alongside me, for granted are my friends my immunity.

Usage: Worn

Level Requirement: Level 26

Rarity of Ingredients: High

Special Ingredients: **Gemstone**

School of Magic: Talisman

Invisibility Talisman – Allows you to create a talisman that, if set in a sufficiently large piece of cloth, creates a cloak of invisibility. These talismans can also be set into devices, rendering the device invisible, or cybernetics, rendering the cyborg invisible. The spell's effects mask scent, muffle sound, and render the wearer invisible to most creatures, granting a 2 MFD step stealth field and a +75 sneak bonus. While the wearer is actively sneaking it grants them the bonus, greatly aiding them in opposed rolls. While not actively sneaking, enemies take the stealth field as an MFD step penalty to PER rolls to notice them. Penalties to sneak for the invisible character translate directly into bonuses for those making PER rolls against a stealth field. This stealth field is only disrupted if the talisman is damaged or destroyed. It is otherwise a constant effect.

When implanted into a living creature directly, causes negative psychological effects similar to those experienced by repeated users of stealthbucks.

Characters and creatures under the effects of a magically-induced stealth field are not visible consistently on EFS; they show up as 'ghosts', which flicker in and out of view seemingly at random.

They cannot hit what they cannot see, so survival may need invisibility.

Usage: Worn

Level Requirement: Level 26

Rarity of Ingredients: High

Special Ingredients: **Gemstone, Cloth**

School of Magic: Talisman

Levitation Talisman – A more subtle flight effect than the one associated with the Bloodwing Talisman. This talisman allows the wearer to defy gravity in a method similar to telekinetic flight, giving them the Flight racial skill at rank 25 and allowing them to stop themselves from falling. The wearer is granted a fly speed equal to their ground movement speed, and do not need to roll flight to use the “hover” maneuver. Any effect that would hinder ground movement speed also hinders their flight speed. If the wearer is above their weight limit at any time, they are incapable of gaining altitude, and the talisman will slowly deposit them safely on the nearest surface at a rate of five feet per combat round, moved after their actions have been spent or held (horizontal and downward movement is not inhibited). This talisman will not become active unless worn by a living creature (it has to have a soul – Cyborgs are OK, Robots are not. GMs use discretion), making it not terribly useful for lifting large inanimate objects.

Flight without wings, and similar things, are seldom seen about - but when light bringers nearby come, they drive the darkness out.

Usage: Worn

Level Requirement: Level 26

Rarity of Ingredients: Very High

Special Ingredients: **Gemstone, Feather**

School of Magic: Talisman

Master of Fate – Not only do you control your own destiny, but you control the destiny of others as well. You may cast this spell once per day to force a roll to be rerolled until you achieve a result that you desire. IF playing with the *Live by Luck* rules, you cannot use this spell to alter any roll or change any action on which two or more luck cards has been spent.

With chaos you can reason and the Nightmare you may play, but against fate only masters ever influence her great sway.

Usage: Cast

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Ritual

Paliurus Venenifera – This defoliant is so powerful that only a few tablespoons spread sparingly over a field will render it totally barren for more than a year. It can only be created by zebra with a powerful hatred of plants. Even Killing Joke is no match for it, and any other type of plant creature (such as Floaters or Moss-Creatures) is killed instantly by it on contact.

A defoliant strong as death itself, forgot and lost for ages; so hateful was its recipe it killed its tree-print pages.

Usage: Apply, Throw

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Alchemy

Permanent Enhancement Potion – Grants the “Zebra Augmented” perk, if the character is not also a 368hadowfla. If the character *is* a Cyberpony or otherwise has cybernetic enhancement, this draught has no effect (though it may end up poisoning and potentially killing the Cyberpony who imbibes it).

Stronger than oneself become, but at what cost comes power? To live ten times as strong or long, but not live as yourself an hour.

Usage: Drink

Level Requirement: Level 26

Rarity of Ingredients: High

Special Ingredients: No

School of Magic: Alchemy

Pink Cloud – Creates a measure of condensed pink cloud in a sealed vessel; how much depends on the size of the vessel used. If vessel is broken or dispelled (because it can’t contain the cloud unless it’s magical), the cloud escapes. The talismanic equivalent creates a small tourmaline gem that exudes the pink cloud in small quantities until it fully saturates the volume in which it is placed (again, pink cloud cannot be contained by conventional means).

A gas of death, sulphurous and pink, that kills all it can touch. To say it could kill a city of gods is not boasting overmuch. And those it does not grace with death it punishes with life – a life bound to what you last had touched, cleaved flesh to cut with a knife.

Usage: (Throw)

Level Requirement: Level 28

Rarity of Ingredients: Very High

Special Ingredient: **Tourmaline (Gemstone)**

School of Magic: Ritual, Talisman

Potion of Desired Metamorphosis – Using Killing Joke as a primary ingredient, this extremely-volatile potion will permanently transform the imbiber physically in a way that they desire (not necessarily consciously). Usually used for *relatively* minor physical changes such as gender, but a powerful enough dose could conceivably alter the imbiber’s race or make even more exotic changes.

To force from deadly irony a positive ablution, and fix what long has been seen wrong, an alicorn solution.

Usage: Drink

Level Requirement: Level 30

Rarity of Ingredients: Very High

Special Ingredient: **Killing Joke**

School of Magic: Alchemy

Recuro Artis – Ancient zebra lore tells of a tribe that perfected a talisman capable of re-growing limbs, enabling their warriors to do battle until they were killed outright. During the war, the shamans of the most powerful tribes were able to create limited talismans capable of re-growing the legs of their wounded over the period of a few hours. These talismans hold as many charges as creator’s casting stat, and can regrow one whole limb (aside from the head or torso) for every charge they contain. When expended fully, they shatter.

To bring back from the brink of death, by fearful restoration, a talisman of warriors pride that fueled their striped nation.

Usage: Worn

Level Requirement: Level 30

Rarity of Ingredients: High

Special Ingredients: **Gemstone, Wt. 2 or above.**

School of Magic: Talisman

Sano Ex Medeor Curare – An incredibly powerful healing agent, this potion is capable of augmenting the body's natural healing in such a way that it can literally push out bullets and remove bullet wounds without a trace of scarring. Drinking this potion removes all wounds from all locations. It may even be capable of curing cancer in high enough doses.

To fix the bad and bring the good, this brew sets its drinker to be as they should.

Usage: Drink

Level Requirement: Level 28

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Alchemy

Shadow Clone – Creates a duplicate of your character that lasts for 2d4 combat rounds or until it receives a crippling wound to any location. This duplicate is effectively your double; they possess shadow-borne copies of whatever weapons you possess, and use your skills for all rolls. Shadow copies of weapons, including natural ones, deal half as much damage as their normal counterparts (roll and divide by two), cannot score critical hits, and are destroyed (and poof into smoke) whenever they are dealt even a single wound (10 damage). Shadow clones are automagically destroyed if affected by any ongoing effects that deal damage, such as Fire or Electricity, when the damage is dealt. A caster can maintain a number of shadow clones equal to their casting attribute score at one time. *Magical Savant* mages can maintain twice that many.

A caster for whom the shadows are allies can never be truly caught by surprise.

Usage: Cast

Level Requirement: Level 28

Rarity of Ingredients: Very High

Special Ingredients: No

School of Magic: Ritual

Stargaze Talisman – Grants you the ability to paralyze an opponent or group of opponents with an unblinking stare. Target(s) must roll Willpower (INT or CHA, take the better of the two) MFD 1/10 to resist its effects. The stare must be maintained to maintain the paralyzing effect. Even blinking allows opponents to re-roll to resist. While using this stare, the talisman wielder cannot operate most tools or weapons or cast additional spells, at the GM's discretion.

Hold all who rest within your gaze within your starry grasp, as though held tight within the coiled tendrils of an asp.

Usage: Worn

Level Requirement: Level 26

Rarity of Ingredients: High

Special Ingredient: **Moonstone (Gemstone)**

School of Magic: Talisman

Voidstone – This exceptionally rare form of zebra talisman can temporarily negate all magic within a 10-foot radius burst. They are capable of instantly shutting down even the most shielded of spell matrices, dropping shield-spells, and even temporarily incapacitating races with a high magical potential (such as Alicorns) for several hours. The trigger effect for a voidstone’s activation is its destruction. They are quite fragile, and will normally shatter when thrown, but can also be broken via other means for delayed and immediate-proximity effects.

Void calls and culls, and in breaking, takes all magic from this world worth taking.

Usage: Throw, Apply

Level Requirement: Level 30

Rarity of Ingredients: High

Special Ingredient: **Onyx (Gemstone)**

School of Magic: Talisman

Waking Nightmare – This is a dark and ancient magic that forces a character that interacts with the talisman (which can be embedded in anything from doors to floor panels) or is the target of the curse to experience their worst nightmare as though it were real for an indeterminately long period of time. It accesses the victim’s subconscious mind and sends them into an almost sleep-walk like state, wherein they suffer through all of their greatest fears until they are eventually driven completely insane. While suffering under the effects of this spell, characters spend both actions in each round acting out their fears while totally unaware of their actual physical surroundings. They must roll fear rolls MFD 1.5 every round, and react appropriately. Characters suffering under the effects of this spell do not recover magical strain, and cannot heal wounds via rest until the spell’s effects are dispelled, in addition to any penalties that may be imposed by the sleep deprivation that the spell necessarily entails. The spell’s effects are permanent until dispelled.

When the day’s all out and done, and you’re finally at rest, and the shadows start to lengthen round your form without behest, be afraid what lurks there darkly, as you slumber-not-asleep, for they’re stalking you so subtly, like a wolf may track a sheep. Even when you’re wide awake, and stand out in the sun, shadows creep within your mind; the nightmare’s just begun.

Usage: Cast/-- (Apply, Technically)

Level Requirement: Level 30

Rarity of Ingredients: High

Special Ingredients: No/**Gemstone**

School of Magic: Ritual, Talisman

The Dark Side – Necromantic Influences

The zebra have long been familiar with dark magics. Most tribes have outlawed the use of magics that manipulate the soul or deal with the stars, but one clan – the Starkatteri – has maintained these magics. They are the among the oldest surviving zebra traditions, quite likely the oldest magic in the world, rivaling even the goddesses in age. This is the fourth major magical tradition of the zebra – the one that the others shun and speak of in hushed tones, if at all.

Dark magics are present and at work in Equestria, both before the war and in the post-apocalyptic present. They're real, and they're incredibly powerful. Dark magics are also incredibly dangerous. The Starkatteri and their unique magical tradition – I'll refer to it as necromancy, but it is more accurately described as either life or soul magic – form the basis of most black magic found in post-war Equestria and its neighboring lands, but even their origins can be traced back to the heavens and the corruption of the stars.

The Soul Jar, the Black Book, and the Fallen Stars

In what little has survived and is known of zebra mythology, the stars are in reality powerful creatures beyond our understanding, capable of inflicting either good or ill on those who make bequests of them. They are variously depicted as tricksters and as beings of unattainable power, and often they are depicted as malevolent. The fallen stars specifically are referred to as terribly malevolent beings of immense power, corrupted by the void of space and turned black with pride, arrogance, hatred and suffering. In their pain they've been driven to madness and unbridled fury, and they actively work towards spreading their suffering to others.

The fallen stars have several manifestations in zebra lore, many of which deeply involve other races (ponies in particular) or can be traced back to documented historical events. Perhaps the most compelling evidence of their power is the existence of Starmetal, a silvery blue or green hued metallic substance which resonates only at a single magical frequency and, as a result, has a wide array of useful and unusual magical properties. This metal was said to be one of the primary components of Nightmare Moon's armor, and during the war was used, among many other things, as a terrifically deadly type of ammunition. Starmetal is inherently toxic in ways that defy medical magics and technology; zebra associate it with death, decay, and bloodthirsty actions.

It is widely believed by zebra that the stars curse those who come into contact with too much starmetal, especially items crafted from it. The only noteworthy zebra clan to oppose this belief is the Starkatteri, who hold the distinguished title of "clan least trusted by every other clan;" It is from the Starkatteri that all knowledge of zebra necromancy originates.

Based on inferences from the mythologies of several other tribes, the Starkatteri were said to have been descended from the survivors of a great calamity that befell an ancient zebra city. In their pride and arrogance, this city sought to harness the powers of the stars, summoning and trying to bind one of them for their own benefit. The city was destroyed, and most of the survivors driven mad by the star's corruption.

The survivors were plagued with horrible nightmares, driven to do terrifying things against their will out of sheer insanity and depravity. Those who remained sane codified the oldest known spells in the necromantic tradition, in a vain quest to use the same magics the stars had taught them to escape their terrifying influence.

The most noteworthy of these ancient spells is known as the soul jar, a method developed by the first necromancers as a means of trying to prevent the fallen stars from rending the souls from their very bodies and torturing them for eternity. This spell is particularly noteworthy mostly because it forms the basis for more than half of the other spells that still survive for the necromantic tradition, and with good reason – by perverting the laws of spiritual immortality and immutability, it is its own means of preservation.

The soul jar in its most basic form takes the soul of a living creature and places it in an object; these objects gain a sort of sentience, and though the process tends to drive the soul insane in many cases, the object is rendered completely and totally indestructible.

This has led to the creation of so-called ‘black books,’ tomes and grimoires of necromantic knowledge and power that are themselves the objects of soul-jar spells. These books are all undeniably ancient, the souls trapped within them warped and usually malevolently insane. All documentation on them shows the books actively seeking to corrupt their bearers, whether through the presentation of spells that can do what a given character needs (though omitting or minimizing the true cost) or influencing their behavior through their uncanny ability to pierce into the subconscious and dreams. Black books are capable of putting the knowledge of how to use certain spells right into a character’s mind, given enough proximity and the right motivation to do so.

A small number of necromantic spells have been observed throughout the wasteland, and are outlined below; all of them are usable by any race with magic as a racial ability, regardless of a character’s individual spellcasting ability. They need only to be taught the knowledge by a black book or similar source of information. Not all black books will have the same spells, and what spells a black book will reveal to any character who reads it are ultimately the decision of the GM. Casting any of these spells often appears to have no cost (and usually only takes a single action), but it goes without saying that if your characters end up having to use too many of these spells, Celestia help you...

BLACK BOOK SPELLS

Agony – Channels magical electricity into a target, activating all of their pain receptors at once. This totally disables them for 1d4 rounds and deals 1 wound to all locations (flying targets are rendered incapable of flight). Despite the incredible pain it inflicts, this spell does not (and cannot) physically cripple or kill its targets, as that would prevent the prolongation of their suffering – the wounds dealt are not dealt every round, and wounds dealt by this spell cannot move a character past their crippled or maimed threshold (simply do not deal wounds to areas at the threshold if it would do so).

When cast, the target and caster must make opposed rolls, the target using either END or INT (but not both) against the caster's targeting Magic roll. If they successfully resist, the target is able to fight through the pain and only takes a 1 MFD step penalty on all actions for the spell's duration, but is still able to act. Failures are unable to act for the duration. If the caster wins by more than 2 MFD steps, then the target also suffers one additional wound to the head and torso for each round the spell continues to torture them, in addition to being immobilized and rendered unable to act through the pain.

Successful casts provoke fear checks (usually MFD ¼) in all characters and sentient creatures within earshot as a result of the screams this spell invariably generates.

Ancestor's Blood – This spell awakens the very blood that runs through a target's veins, revealing their full ancestry to the caster as implicit knowledge. Precisely how it analyzes the blood of the subject is unknown, as is the method by which the knowledge is conveyed to the caster.

Blood Cast – Automagically stabilizes a character who is suffering from bleeding wounds. The wounds are immediately clotted magically, forming a sort of cast around their body. This cast has a DT equal to 5x the number of wounds a character has suffered.

Blood-Iron Swords – Forcibly removes the iron from a large quantity of blood (at least two ponies or zebras worth) in order to magically form it into a pair of devastatingly sharp swords. Unlike the Sword of Blood, these swords cannot serve as a vector for disease, and once they are formed they no longer require magic to maintain their shape. They use the same stats as the Zebra Officer Sword. If no blood is readily available, this spell will maim or kill (usually the latter) the nearest creatures that are not the caster in order to obtain the raw ingredients it requires.

Call Star – A complex, highly ritualistic spell requiring a potentially dozens of casters and possibly involving blood sacrifice, this spell calls upon a star to come down from the heavens and provide the caster with power. Many versions of this ritual spell exist, ranging from totally deranged and horrifically bloody and violent to comparatively tame circles of prayers for aid. It is known that this spell was performed at least once in ancient zebra history, and the results of the star's successful summoning brought forth a great cataclysm that destroyed much of ancient zebra society.

Curse – A curse is a funny thing. Not funny in any way that would make anypony laugh, but funny in that there's such a wide array of variation in what makes a spell a curse, per se. The only things that make something a curse are its duration – permanent, though usually removable with some variety of specialized technique – and the perception of its effects by the target -- a curse is always bad, even if it might not seem that way at first. The specific trappings of a curse – how it manifests, what it does, etc.—can vary. All black books are unique, and most won't carry the same selection of curses between individual readers, or even from reading to reading! One might have a curse to turn a particularly racist pony into a zebra. Another might turn a pony into a horrible beast after the sun sets. The cure for a curse is equally highly variable, and often specifically difficult for a character bearing the curse to perform. Truly

powerful curses may not even have a permanent cure. Curses are often the focal point of individual stories, and are a central part of many tales in zebra folklore.

This spell is a catch-all for negative permanent or semi-permanent effect spells, and should be used with GM discretion. Giving a character the ability to curse a fellow party member at will is often not a good decision; instead, consider that the black book can often *temporarily* impart specific knowledge to further its own insidious goals. Also, spells like this can be exceptionally useful in the hands of non-player characters...

Drain Magic – One of the oldest pieces of necromantic power, this dark magic allows the wielder to rob any living creature (or magical organism) of its magical energies. The process leaves the victim totally powerless and physically weakened, while simultaneously adding their power to that of the dark magician.

The victim is left totally without magic – unicorns won't even possess minor telekinesis – but all other races will find that their unique skills have left them as well. Pegasi and griffins will no longer be able to fly, and zebra will no longer be able to perform alchemy or rituals. Earth ponies will lose their connection with the earth, draining them of their strength and stamina. While drained, the cutie mark of the victim is gone, and they lose access to their unique talents (a -15 roll penalty to tag skills) and suffer a -2 semi-permanent penalty to END and STR (a temporary penalty for the purposes of applying it to a character) AND a -1 penalty to all attributes affected by their racial attribute bonus.

This drain effect will only end if their magic is returned. This can happen one of two ways – if this spell's caster dies, or if they deign to return the powers they've stolen. If they decide to return their stolen magic voluntarily, they must make use of the Transfer Power spell to return it to its original owner (though they could just as easily give it to somepony else). If they die or are otherwise destroyed, the magic will flow back randomly and in uncontrolled ways. Some victims might get their power back, some won't, and some will receive the magic of another instead of their own. When magic on this level is uncontrolled, it is impossible to fully predict what the consequences might be...

The benefits of draining another creature or character's magic are obvious – not only does it increase the strength and stature of the thief (+1 D/W and receive the racial attribute bonus of the drained target as a permanent attribute bonus), but it also increases their raw magical ability. For every drained victim capable of casting magic of their own, the thief gains a 1 MFD step bonus to all spell casting magic rolls, and adds that victim's strain pool and spell casting knowledge to their personal repertoire.

Drain Talent – Jealous of another pony's special talent? Don't be; your *good friend* the black book can get you all that you desire and more. This spell allows a pony to remove the special talent of another, permanently, and keep it as your own (or, if you prefer, to give it to someone else). The drained pony (or zebra) suffers a semi-permanent -1 MFD step penalty on all willpower rolls and a similarly semi-permanent -15 roll penalty to their tag skills. If the pony had a cutie mark spell, they lose the ability to cast both it and any derivative spells. These penalties can be removed only if that pony re-earns their cutie mark; the replacement cutie mark doesn't have to be for the same ability, and as a result may not restore access to any cutie mark spell or derivative spells. Characters without cutie marks are immune to the effects of this spell.

The pony who drained the cutie mark suppresses their own special talent (if they have one), and gains a semi-permanent +10 roll bonus to the tag skills of the pony whose special talent they've just stolen. If the cutie mark they've stolen had a spell associated with it and they are capable of performing that type of magic, then they also gain the knowledge of how to cast that spell.

Enervate – Enervation is a horrific phenomenon caused by the rapid vibration of starmetal at a particular magical frequency. Living tissues and healing magics exposed to enervation for extended periods suffer from rapid and often painful degeneration. This spell creates or strengthens fields of enervation in the nearby area, and requires

(usually) a piece of starmetal to use as its focus. Enervation has a distinctly horrific effect on the souls of the recently deceased.

Fate Weave – This chanted ritual calls upon the power of the stars to fulfill ambitions and change fates. It makes a pact between the caster or a selected target or group of targets and the stars themselves, guaranteeing a specific outcome – power, success, etc. – to the target or targets to long as they fulfill their part of the bargain. What their part must be is up to the stars themselves. Beware the fickle and mercurial nature of the stars – the deals they make cannot be broken (or often even fulfilled) without dire consequence.

Gift – Allows the caster to directly gift knowledge to a single target. This knowledge can be almost anything, including spells or otherwise incommunicable ideas.

Hemokinesis – Ever seen all of the blood removed from a creature while it was still breathing? Ever wanted to try doing it yourself? This spell manipulates blood on a level that puts even the most sophisticated telekinesis users to shame. Let the karma loss begin. For Reference: Average sized Alicorns have about 9 gallons of blood. Average sized ponies have about 5.5 gallons. Most living creatures cannot survive a loss of more than 1/3 their total blood volume. The More You Know!

Hemorrhage – This spell reduces a target opponent's natural healing rate while increasing blood flow, causing them to more rapidly bleed out during combat. If a target character or creature is wounded or becomes wounded during that round (and has blood or some other vital fluids – this is an important requirement), then that character takes one wound of bleed damage to every location that is wounded. This is an ongoing effect, dealing damage at the beginning of the character or creature's next turn, before they act. Each layer of overflow makes this effect last an additional round.

Inspiration Manifestation – After reading this spell out of a black book it flows into a character's mind, allowing the reader to literally create any physical thing they can imagine, instantly. This includes altering existing things – up to and including living characters and creatures! The spell cannot turn living creatures into inanimate objects or kill them directly, and altering a living creature or character prompts a willpower roll for that character to maintain their original personality in their new form. Failure on the willpower roll will result in their personality being overwritten – bad day for them, but as far as their new consciousness knows they've always been as they are.

Note: Objects infused with starmetal, moonstone, or necromantic magics are not able to be affected by this spell, though ponies under the influence of the spell will not notice this, despite any physical evidence to the contrary presented to them. Strain is not consumed.

Every time they create something, the caster must roll Willpower (intelligence or charisma, take the better of the two), against MFD 1. Each time they alter or create an item the MFD increases in difficulty by one step. If they fail, they are consumed with the desire to project the image of their thoughts on everything around them – literally, to make the world as they want it, regardless of the feelings of others. At that point the player should be acting as if under the influence of a psychosis centered on irrational personal wish fulfillment and their personal world-view. If a GM deems that a player is not behaving irrationally enough while under the effects of the spell, they may have to commandeer the character to ensure that such behavior takes place (players, you've been warned).

The spell's effects on the caster's mind are undone if a close friend confronts them about any of the irrational creations or alterations they've made. When the spell's effects are removed, the caster suffers retrograde amnesia regarding all of the events that have occurred since they first read the spell out of the book. All the things they've created or modified are unaffected.

Magical Blight – Places blight on the magic of another, usually manifesting as some sort of corporeal alteration. In unicorns, this might take the form of some sort of obstructive growth on the horn. In zebra it might manifest as being struck temporarily dumb. This blight prevents all spellcasting or magic use while in effect. It is difficult, if not impossible to dispel, though powerful restorative magics can remove the effect of the blight with repeated castings. It is normal for those affected by the blight to be disoriented by its presence, or caused pain by its ongoing effects.

Never Born – Ever wished you were never born? Well, your good friend the black book is happy to oblige you. This spell erases all memories of the caster from every pony they've ever interacted with, and undoes any significant effect they've had on any location, ever. Effectively, it makes it so that a character has never existed.

Each pony's life touches so many other lives. When she isn't around he leaves an awful hole, doesn't she? Remember, Pip: nopony is a failure who has friends.

Shadow Form – Assume the form of an ethereal shadow, allowing you to travel through realms unseen. While in this form, the target is granted a 4 MFD step non-magical stealth field modifier while in shadow. It also allows access to a number of other abilities, such as access to shadow magic (which will be discussed more in depth in book II), and the ability to warp between shadows within 40', similar to the bat pony Shadowflash ability but limited by ambient light.

Siphon – As the life force of your enemies weakens, your own grows stronger! This spell drains the life out of opponents within close proximity (5') and provides it to the caster or another target nearby (within 5'). Each time it is cast, the target (this *can* target the caster if so desired) suffers 2d4 wounds to the torso, and the caster (or their designated recipient within 5' of the target) heals that many wounds. If the healing recipient is unwounded, each wound of 'overhealing' converts to a temporary +1 STR and CHA bonus that lasts 1d4 hours. As with healing potions, the healed wounds are healed from the most injured locations first. This spell can restore maimed limbs and even remove chronic injuries and disease. Literally the only things it cannot heal are cyborgs (you can try, but expect a messy result as the cybernetics are forced out through the skin and other orifices). While this could probably be used for some extremely effective healing, and maybe even to save lives, don't you *really* just want to see what happens when you suck the life-force out of your opponents?

State of Virtue – This spell is generally cast into a reflective surface of some kind. When gazing into the reflective surface, it reveals the onlooker's virtue. It cannot determine the specific virtue of the target character, but it helps to visually reveal things about that character's nature that are true, even if the character won't admit them to themselves.

Sword of Blood – Makes a melee weapon out of coagulated and magically hardened blood. May serve as a vector for disease depending on whose blood it is made of. If there is no source of freely available blood (such as from a fresh untreated wound or a recently deceased creature or character), will use the caster's own blood. The sword functions identically to a Blade of Equestria, though it cannot be sundered or broken by enemy weapons fire, and must be magically maintained.

Soul Jar – This spell was originally devised by zebra shamans as a way of preserving their life energy forever. It worked. Sort of. By placing the soul into an inanimate object, they successfully prevent it from being entrapped by a fallen star. Of course, there are numerous downsides to placing a portion of a living creature's soul within an object, most of which are not well known or understood (and are certainly not going to be written out in this section, or probably even in this document!). Items used as a soul jar, either full or partial, tend to be indestructible and possess numerous unusual qualities (sentience usually being among them).

As far as it is currently known, there is no way to place a soul into a living vessel, regardless of whether or not that vessel already has a soul.

Soul Split – Takes a single individual's soul and divides it, usually between their body and one or more container items (soul jars). As long as at least some portion of the soul remains in the original host's body, the body will be able to continue to live. The non-animate items used for the other portions of the soul gain a limited and highly variable subset of the unusual properties associated with a soul jar item. All items that contain even a small portion of a living creature's soul (barring living creatures themselves) are indestructible. Characters missing portions of their soul have not been shown to act significantly differently, though it can be imagined that such a thing might occur.

Soul Rend – This necromantic spell slowly tears the soul out of a single target over a period of 3d4 hours. The pain is excruciating, and unless countered appropriately the target will invariably die after their soul is fully removed. There is no known appropriate counter or prevention for this curse.

Overwrite Soul – Takes a portion (up to the size of a whole soul) of a creature or character's soul and overwrites it with the soul (or a portion of soul of the same size) of another creature or character, effectively erasing the original portion. It is unknown how this affects the copied soul, or what happens to the soul information that was overwritten.

Copy Soul – Creates a copy of an existing soul or fragments thereof. This spell is usually used in conjunction with other soul alteration spells, as it requires that there be something to copy the soul onto (such as a 'blank' or a specially crafted soul jar).

Star Curse – A curse is inflicted upon an individual (If you're casting this, it'd likely be upon your target) by the stars. It usually affects a character's luck, though it can come in many forms. Often the curses' effects may actually be a boon disguised as a punishment, or vice versa. Note that in general the stars are tricksters who desire to see characters learn from their mistakes and punish those they deem unworthy – the curses they give tend to reflect this attitude.

Remove Soul – Immediately remove a target character or creature's soul, rendering their body into a catatonic husk. Cutie marks and glyph marks disappear as a result. (The soul is the source of magic.) This can also be used to destroy soul jars.

Nightmare – Magically twists the subconscious of a sleeping or otherwise unconscious character to prevent them from having restful sleep. Their dreams are filled with horrors, including their worst fears. This spell differs from Dream Invader in that characters suffering under the effects of this spell naturally recover magical strain half as fast (where applicable), and cannot heal wounds via rest until the spell's effects are dispelled, in addition to any penalties that may be imposed by the sleep deprivation that the spell necessarily entails. The spell's effects are permanent after casting until dispelled. Casting this spell a second time on the same subject can be used to dispel it.

True Reflection – When cast on a reflective surface, shows any that look upon that surface their true self. This true self is often a reflection of that character's virtue, or of their idealized self. It tends to be quite upsetting to most viewers. Those who look on the mirror in the presence of others will find that only they can see their true self as the mirror reveals; the mirror or other reflective surface only reveals the picture to the character to whom the reflection belongs. When cast on a caster, it allows them to see others for what they truly are, instead of seeing them as they physically appear. If cast on a living creature, it may lead them to a break from reality, and possibly with sanity as well.

Waking Madness – Drives a character mad with delusions and fears of the worst possible things they can imagine. This twists their conscious perception of the world around them, trapping them in a living nightmare where their worst fears are realized, one by one. They cannot perceive normal reality while under the effects of this spell; onlookers may see their eyes change color.

Waking Nightmare – This spell forces the target to undergo psychological torment for an indeterminately long period of time. It accesses their subconscious mind and sends them into an almost sleep-walk like state, wherein they suffer through all of their greatest fears until they are eventually driven completely insane. While suffering under the effects of this spell, characters spend both actions in each round acting out their fears while totally unaware of their actual physical surroundings. They must roll fear rolls MFD 1.5 every round, and react appropriately. Characters suffering under the effects of this spell do not recover magical strain, and cannot heal wounds via rest until the spell's effects are dispelled, in addition to any penalties that may be imposed by the sleep deprivation that the spell necessarily entails. The spell's effects are permanent after casting until dispelled. Casting this spell a second time on the same subject can be used to dispel it. Each layer of magical overglow allows this spell to target one additional character, which must also be within the line of sight of the caster.

Windigo's Breath – Summons a spirit of unkindness to fill the air with frigid feelings and mistrust, freezing all it comes into contact with solid. The breath exhaled when the spell is cast turns into the form of a Windigo, freezing everything in a 15' wide path moving away from the caster that dissipates after 30'. Ambient temperature drops by up 1d4x5 °C. Those affected are frozen solid, and must roll END MFD ¼. Critical successes are not frozen; both successes and failures cannot move or shoot, but can still use magic. They will die within 5 combat rounds (thirty seconds) if they do not receive appropriate medical attention (such as being thawed out). Critical failures die instantly.

The Magic of Flight

Characters with the racial (or magically induced) ability to fly can do much more than just flap their wings and fly south for the winter. While not as versatile as unicorn spells or zebra recipes, the magic of flight gives winged characters a distinct advantage over their grounded brethren, especially in the areas of fast-paced combat and weather manipulation.

How to be AWESOME

Unlike unicorn and zebra magic, the vast branches of which are so complex and intertwined that only the most skilled mages can even hope to approach their full breadth, fairly wide array of flight maneuvers is available to any character that possesses the requisite Flight rank. A new level of maneuvers becomes useable by characters with the flight skill upon reaching skill ranks 25, 50, 75, and 100, each level more skill-intensive (and more powerful) than the last. Simply reaching that rank does not mean that your character can perform the maneuver, however; performing an aerial maneuver takes skill, represented by a character's rank, and practice, represented by having to perform that maneuver in controlled situations successfully before you try to bring it to bear on the field of battle.

Characters with the flight racial ability may learn a number of maneuvers equal to 1/10 their total flight skill rank, and may perform any rank-0 maneuvers without formally learning them. This determines how many maneuvers a flight-capable character starts with – just take their initial flight rank, divide by 10 and round down. Every time they pass another divisible-by-ten threshold, they have the opportunity to learn a new flight maneuver. What maneuvers are available to them are restricted by their rank – up to rank 25, they can only learn up level 1 maneuvers. At rank 50, they gain access to level 2 maneuvers, and rank 75 gains access to level 3 maneuvers. The single level 4 maneuver can only be chosen upon reaching skill rank 100.

While there is no limit to level-1 maneuvers a pegasi, griffin or alicorn can learn to perform, they may only learn up to their AGI score in level 2 maneuvers, 1/3 their AGI score (rounded down) in level 3 maneuvers, and a single level 4 maneuver. In addition to this cap, fliers can learn up to one passive flight maneuver at every level (with an unlimited number of level 0 passives – all fliers start with those).

When attempting to gain a new maneuver, the flyer must first learn how the maneuver is performed. They may do this by rolling flight at a 3 MFD step penalty and trying to make the maneuver's listed performance MFD. They have a number of rolls equal to the character's level available to them to make the roll. If they make it at least once, that maneuver is acquired.

Sound complicated? Here's an example that should explain it a bit more clearly:

Deadshot Calamity just leveled up to level 15, and his flight rank has been increased to a respectable 80 (this is hypothetical, because Calamity was actually nothing particularly special as a flier). This means that all of the Level Three (Rank 75) flight maneuvers are now available to him. In celebration, the first thing he wants to try out is the Featherdance maneuver. **He acquires the ability to perform that maneuver at will as soon as he has successfully performed it at least once. Each attempt to learn a maneuver requires at least one hour of in-character downtime to practice. If playing with live by luck rules, Luck cards cannot be used on rolls made to acquire maneuvers. Boisterous Incompetence, Good Luck Charm and Lucky effects may still be used as appropriate; Reversal of Fortune and any other effects not listed here may not.**

Featherdance has a required Flight MFD to perform of 1. However, the first time he tries to use it, it will be at a three MFD step penalty, or MFD $\frac{3}{4}$. If he fails, not to worry; he can continue to try using the maneuver another 14 times at the same penalty level. He's bound to get it right eventually! If he doesn't get it even once, he can wait until he levels up once more. This doesn't reset the number of attempts, but his new higher level allows him one more roll – let's hope he's luckier this time around.

Once he is successful, the next time he tries to Featherdance, it will be at the normal performance MFD. Featherdance is now a permanent fixture in his maneuver arsenal, and he can continue to use it as often as he'd like at no training penalty.

If a character hasn't used a maneuver in a while and decides it isn't really useful to them, they may "retrain" and replace a maneuver by spending a 2d4 days downtime. The old maneuver is forgotten, replaced with a new one which must be acquired the same way that the older one was. You cannot exceed the number of maneuvers known at each level that is dictated by your agility limit, as outlined above, using this process.

(For reference, the MFD Steps are, in descending order, 2, $1\frac{1}{2}$, 1, $\frac{3}{4}$, $\frac{1}{2}$, $\frac{1}{4}$, $1/10$, and Critical.)

The only exceptions to the flight practice process for maneuver acquisition process are "passive" maneuvers. Any of the flight maneuvers categorized as passive simply "turn on" for your character upon reaching the appropriate Flight rank if you choose to learn that maneuver. These do not have to be practiced to learn them, but the downside is that passive maneuvers become habitual and cannot be re-trained. Once you have a passive maneuver, you will always have it. Fliers cannot learn more than one passive maneuver per flight maneuver rank (with the exception of rank 0, as noted above).

A full list of flight maneuvers follows:

Level Zero (Rank <25) Flight Maneuvers – No Limit:

Climb – MFD 1 – Increase your altitude by 5' for every 10' moved in any horizontal direction on the next movement action. Not as efficient as flying straight upwards in terms of gaining altitude quickly, but effectively increases your total movement speed. This maneuver is guaranteed to be easier to use than trigonometry.

Climb (Steep) – MFD $\frac{3}{4}$ - Move 5' in any horizontal direction for every 10' spent gaining altitude on the next movement action – you may gain altitude up to your listed move speed. Not as efficient as flying straight upwards in terms of gaining altitude quickly, but effectively increases your total movement speed. This maneuver is also guaranteed to be easier to use than trigonometry.

Cloud Computing – Passive – Flight capable characters naturally have the ability to interact with cloud terminals. Note that this does not necessarily mean that they'll be able to hack into cloud terminals; computer interaction is still governed by the Science skill.

Cloud Walking – Passive – Flight capable characters naturally have the ability to walk on clouds as if they were solid matter. Note that this ability only works for clouds of sufficient thickness and puffiness; thin fog and/or haze are not applicable, nor is Pink Cloud (though why a character would want to walk on the stuff in the first place is beyond me).

Dive – MFD 1 – Move up to twice your listed flight speed in a single action, but lose at least twice your listed flight speed in altitude. You can't perform this maneuver if your altitude isn't at least twice your listed move speed. Well, we guess you can, but the consequences should be obvious.

Wind Sprint – MFD 1 – Flight capable characters know how to push their body to the limit, gaining them the precious speed they need in a pinch. While there isn't a single flight equivalent for running (that is, spending two actions to move up to three times your character's movement speed), running wind sprints allows for something similar. Performing this maneuver takes 2 actions, but allows a flier to move up to three times their listed flight speed.

Level One (Rank 25-49) Flight Maneuvers – No Limit:

Aerial Charge – MFD 1 – Similar to a normal charge, an aerial charge allows a character to move up to three times their flight movement speed and follow it up with a melee or unarmed attack. (Close combat attacks still require you to be adjacent to – within five feet of – an enemy.) In addition, a charging character may provoke a fear check in its intended target by screaming a suitably menacing battle cry. This maneuver, like a normal charge, costs 2 combat actions to perform.

Aerial Dash – MFD $\frac{1}{2}$ - Something nasty on your tail? Need a little burst of speed to catch up to your target? Well, that's what Aerial Dash is for. Succeeding at this maneuver allows a character to move at double their flight movement speed in one combat action, however, failing the maneuver means that your character must still spend that combat action to move as normal, without the speed bonus. Critically failing the maneuver means that your character zigged when it should have zagged, halving their movement speed for this combat round.

Cloudbuck (Basic) – MFD 2 – “I can clear the sky in ten seconds flat!” This most basic form of cloudbucking allows a character to remove clouds from the sky by simply kicking or punching them. This maneuver is effective against most types of non-artificial clouds, though clearing an entire storm cell or a fog bank would require a significant amount of time. This maneuver is NOT effective against Pink Cloud (you probably don't want your character putting their hooves anywhere near that stuff anyway), or against specialized clouds such as contrails. Bucking a cloud larger than your flier increases the MFD by 1 step for every time that cloud is double your flier's volume (so a cloud 8 – 2^3 –times the size of your flier would be three steps harder). This form of cloud bucking dispels the cloud entirely – bucking just the rain out of a cloud is a level 2 flight maneuver.

Cloud Cover – MFD 1 – Feeling sleepy, Rainbow Dash? Not to worry, this maneuver allows a character to create a cloud out of ambient water vapor that's just the right size for an afternoon nap, or for one pony-sized character to hide in or behind. As a bonus, for each MFD step you make beyond what's needed to perform the maneuver, you may double the size of the cloud.

This cloud grants total concealment to characters hiding within it. However, as it's just a cloud, it does not provide any DT.

Cloud Sculpture – Variable

Trying to beautify the Wasteland, eh? Well then, start with the sky! The Grand Pegasus Enclave is known for nothing if not for its patronage of the arts. (Editor's note: this is an outright lie.) Basically, if you've got a cloud, and you **really** want to make it look like the Venus di Mare-lo, try your hoof at this maneuver and see what you get. The GM should tell you how “good” your sculpture is based on the MFD step you make; success or failure at this maneuver is entirely contextual.

Downdraft – MFD $\frac{3}{4}$ - This maneuver allows a character to hover just above the ground and direct a steady flow of air downward by beating its wings forcefully. While not capable of inflicting damage on its own, used creatively, this maneuver can be very useful both in and out of combat. It can be used, among other things, to stifle (or stoke) fires.

Hover – MFD 1 – Unlike standing in one place on the ground, hovering in one place in the air is actually quite difficult. A character that is attempting to remain motionless (or hold combat actions) while flying must succeed at this maneuver; failing means that the character must choose to either lose ten feet of altitude or spend an action to move. Performing this maneuver in and of itself does not cost an action. You can hover in place as much as you'd like.

Rainblow-Dry – MFD 1 – Move quickly in a circle to create a miniature vortex that can dry out clothes and characters in a snap! While not practical for most combat situations, this is very handy for drying out machinery and technology, doing the laundry, emptying out kiddie-pools, and similar tasks. Keep your powder dry!

Summer Breeze – MFD ½ - Make use of the power of the elements to refresh your allies. This maneuver conjures up a light breeze in the vicinity of the flier, good for use in blowing away clouds of noxious gas or obscuring mist and smoke. The breeze can be directed such that it clears a volume of air equal to 10x the flight rank of the flier in feet cubed. How much is a cubic foot? Well, a 5'x5' room with a 6' high ceiling is 150 cubic feet. Estimate (or calculate) from there. The flier must first move to the edge of the patch of air to be cleared to use this maneuver. *Summer breeze makes me feel fine, blowing through the jasmine in my mind...*

Upside Down – MFD ¾ - You have mastered the ability to fly upside down, and it has granted you a new perspective on life. Specifically, this perspective is upside down. You can maintain this maneuver in conjunction with other flight maneuvers, though it makes all other maneuvers one step more difficult to perform. This is excellent for convincing others that their gravity is faulty, or for flying around and booping random passers-by on the nose. Who knows, this may even become useful as more than a party trick!

Push – MFD 1 – Use your wings to provide thrust to an object! By rapidly flapping your wings and holding onto an object, you can push that object up to your ground movement speed. This distance may be reduced if the object is resisting or otherwise anchored somehow, but is doubled if the object has wheels or a hover-suspension. Resisting this maneuver as a living (or at least animate) character or creature is an opposed strength roll, where targets on the ground receives a 1 MFD step bonus (it can also be dodged, using the flight maneuver roll as an opposed targeting roll). Unlike nearly all other flight maneuvers, this maneuver does not require the ability to fly to execute – Here's lookin' at you, Scoots.

Zig-Zag – MFD ¾ - Aerial Dodge – Moving in a pattern that cuts back across itself (such as the pattern that is this maneuver's namesake) is a relatively easy and effective way to throw off an opponent's targeting. A success on this maneuver grants the next flight based dodge roll made by your flier that round a single re-roll. After succeeding, you should roll flight to dodge as normal. Performing this maneuver requires that the flier be able to fly at least 15 feet in a non-straight path.

Level Two (Rank 50-74) Flight Maneuvers – AGI Limit:

Aileron Roll – MFD $\frac{3}{4}$ - Aerial Dodge – This maneuver is an Aerial Dodge, intended to be used defensively when a flight capable character comes under fire. While not quite the punch-line that is a barrel roll, an aileron roll allows a character to spin rapidly in place, protecting the vital areas of the body. Succeeding at this maneuver means that your character can redirect the next burst of incoming damage to the hit location of your choice.

Barrel Roll – MFD $\frac{1}{2}$ - Aerial Dodge – Do a barrel roll! Well now you can; this maneuver is an Aerial Dodge, intended to be used defensively when a flying character comes under fire. Similar, though not the same as an aileron roll (in that it requires forward motion), this maneuver spreads incoming damage across multiple locations by spinning rapidly in flight. Succeeding at this maneuver means that your character can divide the damage between two or more hit locations; for every MFD step better than your character's baseline for this maneuver that you make, you can spread the damage to an additional location (dividing by a larger number is usually better!). In addition, succeeding at this maneuver allows your character to move up to its full flight movement speed in the direction they were flying.

Basic Contrail – Passive – Contrails, short for condensation trails, are long, thin, clouds that sometimes form behind aircraft. Conveniently, they also happen to form behind pegasi, griffins, alicorns, and anything else in Equestria with wings and the requisite skill. Flying characters with this maneuver may choose to have a contrail follow in their wake. This effect is passive, and can simply be “turned on” or “turned off” at a character's discretion whenever they're flying at least 20' above the ground.

This most basic form of contrail consists of plain cloud that stretches back along the character's flight path for up to thirty seconds' worth of flight (they last longer at higher altitudes and lower temperatures and shorter at lower heights and higher temperatures). Other characters may use this cloud for concealment purposes while it persists, though it does not provide any DT. In addition, contrails may be cloudbucked as if they were naturally formed or magically conjured clouds. (For more information, see “Cloudbuck (contrails)”.)

For a flier to have access to any of the contrail maneuvers at higher maneuver levels, they must first learn this.

Cloudbuck (Contrails) – Variable – Contrails are still clouds, artificial or not, and at this skill level they may be cloudbucked just as if they were naturally formed. This maneuver allows magically formed clouds like contrails or those created by unicorn or alicorn magic to be dismantled just like normal clouds. Basic contrails can be dismantled at a 1 MFD step penalty. More complex magical or constructed clouds and contrails require a contested flight roll of the flier who spawned the cloud and the flier trying to destroy it. For clouds spawned by unicorn magic, roll opposed versus the magic skill instead. Characters that already have Cloudbuck (basic) get this maneuver for free, and it does not count towards their flight maneuver limit (for level 2 maneuvers or for overall maneuvers).

Cloudbuck (Rainfall) – MFD 1 – Need a quick downpour? Look no further than your nearest cloud. This maneuver is as simple as Rainbow Dash makes it look: just jump up and down on a cloud to make it rain. A pegasus-sized cloud contains approximately five units of water; larger clouds contain significantly more, especially storm clouds. Bucking a cloud larger than your flier increases the MFD by 1 step for every time that cloud is double your flier's volume (so a cloud 8 –2³–times the size of your flier would be three steps harder). Note that the water will be exactly as irradiated as naturally-occurring rain would be in the immediate area; this maneuver does not purify the rain in any way.

Dive-Bomb – MFD $\frac{3}{4}$ - Ah, gravity – the natural enemy of the flightless. Flying characters attempting to stalk their ground-bound prey can use this maneuver to convert altitude into increased damage. ($F=ma$; go figure.) Success at this maneuver means that your character's next melee or unarmed attack gains a damage bonus equal to the number of feet of altitude lost in the dive. (Your character must make its normal melee or unarmed roll to target its attack, as usual, in addition to the maneuver roll.) Careful though! Critically failing this maneuver or the attack roll associated means that your character will face-plant into the ground, taking both its normal fall damage (1d20 per ten feet) *and* this bonus damage. This move is capable of being used as part of an aerial charge (at no penalty) or an aerial dash (at 1 MFD step penalty). In the former case, the attack at the end of the charge is the one that receives the bonus. In the latter case (or if you're using this move on its lonesome), you must make a melee attack on your immediate next action, and that attack receives the bonus damage. If a close combat (unarmed or melee) attack is not made on the next action the performer takes, then the damage bonus is lost.

Dust in the Eyes – MFD $\frac{1}{2}$ - Feel like fighting dirty? This maneuver allows to commit that most basic of cheap shots, getting dirt in your foe's eyes. Assuming that your character has picked up a hoof-full or claw-full of dirt or sand (dirt, of course, being one resource the Wasteland has in abundance), success at this maneuver allows your character to use their wings to blow the dirt right into the face of any target within ten feet, afflicting them with a -50 penalty to visual perception rolls (including targeting out of SATS) for the next three combat rounds, unless the target is wearing some sort of eye protection. Critically failing this maneuver means that your character gets the dirt in its *own* eyes, suffering the same penalty the maneuver would have inflicted on your target.

Inner Shine – MFD $\frac{1}{2}$ - If you thought a nice summer breeze was refreshing, you should see this maneuver in action. Through the magic of flight, a character with this maneuver can 'sweep up' ambient sunlight into a glowing beacon of light, energizing their friends while simultaneously blinding their foes. This maneuver requires both that your flier be at least 10 feet higher in altitude than all characters they want to affect, and that there is a suitably bright source of ambient light. The GM should decide whether the ambient light is bright enough to perform this maneuver.

Once in position, they focus the light around them into a glowing beacon. This illuminates the flier and everything within 50 feet as though it was noon on a cloudless day. Any rainclouds within this radius are dried up immediately and become normal clouds.

Hostile characters and creatures within this radius must make an endurance roll, the MFD set at the roll of the flier performing this maneuver. Failures are affected as a flashbang grenade. Successes are unaffected. Friendly characters within this radius receive a 1 MFD step bonus to all non-combat skills (any skill not being used to harm others) for the next five minutes.

Parade Rain – MFD $\frac{3}{4}$ - Time to – what else? – rain on your enemy’s parade! This maneuver creates and unleashes up to 9unfriendly rainclouds over your opponents, which follow them wherever they try to run! It takes two actions to perform; the first action is spent matching your target’s movements – you have to get directly above your target (minimum of 5’ above them) and remain above them for the duration, or the clouds you’re creating will miss their target. The second action must also end above the opponent. When the second action ends, every opponent within a five foot radius below your character gets a cloud above them. For the next two rounds immediately after the second action is spent, everyone below your 5’ radius of rainclouds is caught in a soaking wet downpour. During this time, they suffer 1 MFD step penalty to all targeting rolls as well as all speechcraft, survival, charisma and endurance rolls. The maneuver requires that at least five feet above the target opponent remain unobstructed for the duration. If it becomes obstructed, the rain (and its penalties) will stop. If the maneuver performance roll is $\frac{3}{4}$ or below, the clouds controlled will occasionally shoot lightning at their hapless targets (Roll 1d4 for each cloud once per round – on a 1, it shoots electricity that round), dealing ongoing Electricity damage as per the special weapon effect (no immediate effect – damage at the end of the round for the duration). Clouds will follow targets they come into existence over for 1 round, and move at up to half their creator’s flight movement speed (rounded down).

Second Wind – MFD $\frac{3}{4}$ - Finished already? Heck no, you’re just getting started! This maneuver can be performed to do one of two things: Immediately recover your character’s AP pool to full, or reduce the amount of non-lethal wounds they are currently suffering from by half (round up on what’s left). Each option can be performed only once per combat. The fight isn’t over until you say it is!

Stay On Target – MFD $\frac{1}{2}$ - “Dash, you’ve disengaged SATS – what’s wrong?” Use this maneuver when an opponent tries to dodge out of the way of your fire. If your flight roll is successful, they must re-roll their dodge attempt, and take the worse of the two. If you critically fail, they may re-roll their dodge attempt and take the better of the two. This can be used once per target attempt to dodge, and does not cost an action.

Stomp – MFD $\frac{3}{4}$ - Use of your wings allows you to use all four of your hooves to get your point across! When you’re airborne, you can make a devastating unarmed-skill attack using all four of your hooves as the same time. This attack is targeted normally, but deals one and a half times and much damage as a normal unarmed strike would if it connects. If the attack hits in the head, it deals double damage instead (replacing the 1.5x normal headshot damage multiplier).

Super Speed Strut – MFD $\frac{3}{4}$ - Use your flight to leave your enemies in the dust, all while carrying a regal posture! This maneuver allows your character to move with incredible speed without actually becoming airborne, moving them at triple their ground movement speed distance. Movement must occur on the same action as the maneuver was performed. This maneuver doesn’t work if you’re trying to sneak (at least not without a stealth field)!

Level Three (Rank 75-99) Flight Maneuvers – AGI/3 Limit:

Aerial Ace – MFD ¾ - Sick of missing with those cumbersome wing blades? This griffin-derived flight maneuver is excellent for making melee combat a huge part of your dogfighting strategy! Execute this maneuver instead of rolling to target a melee or unarmed attack against an aerial opponent (they don't need to be flying under their own power, or even flying at all – they simply must be airborne; falling opponents work just fine, if you can catch them). If you succeed on the maneuver and are within one movement action of the target, you move adjacent to them and automatically score a hit. The attack *cannot* deal bonus damage (even from special weapon effects or sneak attacks) or score a critical hit, nor can it be a critical failure. Opponents cannot attempt to dodge this attack, though they may attempt to block it if they have the means and are aware of it.

Barnstorming – MFD ½ - Fillies and Gentlecolts, let's plow the road! Combining an Aerial Charge with the full lethality of bullets, bullets, and more bullets, this maneuver allows a character to move up to three times their flight movement speed while simultaneously unleashing hell with their guns. Specifically, a character performing this maneuver may fire *two* weapons (or a single weapon twice, no reloading allowed), one right after the other, while closing on their target. Note that unlike an Aerial Charge, your character does *not* have to finish this movement within melee range of its target, but, like an Aerial Charge, this maneuver requires TWO combat actions to perform. This maneuver allows a character wearing a battle saddle to fire both of their saddled weapons twice at the normal penalties.

Dizzying Contrail – MFD ½ - *"You spin me right 'round, baby, right 'round, like a record..."* The closest thing that this game has to an offensive Induce Vomiting spell, this specialized form of contrail consists of brilliantly pulsating lights that disorient and confuse anything whose gaze lingers too long on it. The flight roll (and one combat action) for this maneuver is what is required to "turn on" this effect, as standard contrails are a passive effect.

When activated, the flashing lights will reach back along your character's flight path for the entire length of its contrail (the last 30 seconds' worth of its flight path). Anything within close sight of it, about 50 feet, must either *fail* a visual perception roll or roll END MFD ½ in order to not lose their lunch (and by extension, their next action). If the endurance roll is critically failed, the afflicted target's confusion is so intense that they actually hurt themselves, dealing one wound to their own head.

Note that each of the Level Three specialized contrails (Dizzying, Flaming, and Thundering) must be trained and practiced independently, and while a character may have the ability to use all three of them, only one may be active at a given time.

Dust Storm – MFD ½ - Taking the cheap shot to a new level, this maneuver allows a character to whip up a furious cloud of dust with their wings, temporarily blinding everything nearby. Specifically, everything (including player characters) within 30 feet of the user that do not have eye protection suffer a 2 MFD penalty to visual perception and accuracy rolls (SATS negates the penalty) for the remainder of combat. Critical successes and failures for this maneuver are largely dependent on local conditions and it should be up to the GM to determine their effect. This maneuver is also useful for putting out fires, as the choking cloud of dust it generates has a stifling effect.

Falcon Punch – MFD ½ - Use your wings to throw your entire weight into a single, powerful melee attack! By spending three consecutive actions on a single melee or unarmed attack, you can gain a x5 damage multiplier on that single attack. Targets of this maneuver receive a +2 MFD bonus to dodge the attack.

Fantastic Filly Flash – MFD $\frac{1}{4}$ - Move at the speed of light to confuse and outpace your foes. Using this exceptionally difficult to perform maneuver does not cost an action. When performed, it creates a blinding flash of light centered at the character's starting position and hyper-accelerates the flier (as a flashbang with radius 5', centered on the flier). For the next 1d4 combat rounds, this allows them to move and act at dizzying speeds. So long as they do not contact the ground (or anything anchored to the ground) for the duration, they receive one extra action per combat round, starting the round immediately after that in which they've successfully performed the maneuver (the extra action was effectively spent making the activation of this maneuver 'free'). Unsuccessful performance rolls waste an action. This maneuver was so famous during the war among equestrian fliers that its name later became associated with a stimulant that produced a similar effect.

Winners don't do drugs – the effects of this maneuver don't stack with those of the similarly named addictive chem, Filly Flash.

Featherdance – MFD 1 – Fliers, you should ask yourselves: Have you preened yourself lately? This unconventional maneuver makes use of something that most fliers are never without: Feathers. If successful, it reduces the accuracy of a single opponent within half of your flight speed movement distance in feet by 2 MFD steps... by covering them in an obfuscating cloud of your shed feathers! These feathers are difficult to remove, but will come off enough to remove the penalty if the target moves at least 20 feet. This penalty can be removed by either movement of at least 20 feet (it doesn't have to be in a single action), or spending two actions to clear them all off. They can also be burnt off – any weapon, spell, maneuver or other attack with the fire effect that hits the target (it doesn't have to break armor or actually light them on fire) will remove the feathers and the associated accuracy penalty... though this method is usually less pleasant for the afflicted target.

Just don't ask us how the hell this maneuver works for bat ponies, zebra with batwing talismans, or other fliers without feathered wings – we have no idea where the feathers come from either.

Flaming Contrail – MFD $\frac{1}{2}$ - *"I don't want to set the world on fire..."* Maybe not, but how about the sky? This specialized form of contrail allows your character to be so *hawt* that flames quite literally follow in their wake. The Flight roll (and one combat action) for this maneuver is what is required to "turn on" this effect, as standard contrails are a passive effect.

When activated, the flames will reach back along your character's flight path for the entire length of its contrail (the last 30 seconds' worth of its flight path). Anything that crosses the flames or occupies the contrail's space takes 4d8 damage as AoE to all locations, carrying the 'Fire' special weapon effect (3d12 damage to all locations, dealt at the end of each combat round).

Note that each of the Level Three specialized contrails (Dizzying, Flaming, and Thundering) must be trained and practiced independently, and while a character may have the ability to use all three of them, only one may be active at a given time.

Fog Bank – MFD $\frac{1}{4}$ - Similar to the Cloud Cover maneuver, this maneuver allows a character to create a patch of fog out of ambient water vapor. This fog bank occupies roughly a ten foot cube, centered on your character; for each MFD step you make beyond what's needed to perform the maneuver, you may add ten feet to the size of the fog bank (in all three dimensions).

Fog gives an accuracy penalty of -25 to those attempting to target something it conceals, with the usage of SATS negating this penalty. This fog lasts for 30 seconds (5 combat rounds) before it dissipates.

Fortress of the Fantastic – MFD 1 - Yeah... we don't really even know what the logic was behind this particular maneuver. The flier spends two consecutive combat actions to create a miniature 'fortress' out of super-dense magically charged cloud around them. The clouds of the fortress are so magically dense that even magical targeting assistance spells (like SATS) cannot accurately pick out targets through them. The fortress walls are 10'x10'x10', with an opening on one face of the cube. It provides 15 DT versus magical energy weapons and total concealment for anyone hiding completely behind the walls, but provides no DT against other attack types (explosives, melee strikes, bullets, etc.) which may pass through the walls without disrupting them. Unarmed attacks made by characters with cloud-walking enabled (or by pegasi) find the walls impermeable.

While constructing the fortress, the flier gains no benefit from it (in terms of concealment or DT).

Juke – MFD $\frac{3}{4}$ - Aerial Dodge – Make your enemies look left as you fly right – it's a pegasus city shuffle. Success on a Juke performance roll allows you to force your opponent to roll a second time to target their attack, at a 1 MFD step penalty. They must take the worse of their two targeting rolls against you.

Recoil Manipulation – MFD $\frac{1}{2}$ - Ever wondered why everypony in the Enclave is so fond of magical energy weapons? Unfamiliarity with *this* maneuver, that's why! Recoil Manipulation allows a flier to convert a single gun's kickback into backward momentum, launching it in the opposite direction of the line of fire. Specifically, success at this maneuver means that, when your character fires a gun (energy weapons, bow-and-arrow, and thrown explosives are not applicable to this maneuver, but crossbows and blowguns still work), you may have them move backwards a distance up to the total damage the gun deals (without applying DT or critical multipliers) in feet, rounded down to the nearest 5'. Careful though; critically failing this maneuver means that your character absorbs that kickback in a more...let's say *visceral* way, taking half the damage dealt by the weapon (rounded up) to whatever area was holding the gun you fired. A gun fired from a battle saddle that critically fails at this maneuver will break the battle saddle partially, rendering the fire controls for the recoiled weapon unusable until it can be repaired, as well as leaving a nasty bruise on the firer's torso. If firing two weapons in tandem (like you might see on a battle saddle), then take the average of their damage.

Thundering Contrail – MFD $\frac{1}{2}$ - *"She got the current in her wing, shock you like you won't believe..."* Maybe not in her wings, but definitely in her wake! This specialized form of contrail allows your character to create contrails so electrically charged that they don't need to be cloudbucked to make lightning; they're just fine discharging on their own. The Flight roll (and one combat action) for this maneuver is what is required to "turn on" this effect, as standard contrails are a passive effect.

When activated, the charged clouds will reach back along your character's flight path for the entire length of its contrail (the last 30 seconds' worth of its flight path). Thundering contrails discharge once per round, at the end of each round, at everything (yes, even friendly characters, but not the flyer itself) within 10 feet of it. Their bolts deal 4d12 damage, carrying the electricity special weapons effect and ignoring metallic armor, to a random location. If this damage is sufficient to deal at least one wound to that location, it must roll END versus MFD $\frac{3}{4}$ or become paralyzed for the next combat round. This damage is doubled versus robots, targets wearing powered armor or other primarily metallic armors, or if the randomly-chosen location happens to have a PipBuck affixed to it. (See Special Weapon Effects – Electricity for more details on how electricity interacts with spell matrices.)

Note that each of the Level Three specialized contrails (Dizzying, Flaming, and Thundering) must be trained and practiced independently, and while a character may have the ability to use all three of them, only one may be active at a given time.

Vortex Shedding – Passive – Something trying to catch up to you in the air? Not so fast; a character who has reached a Flight rank of 75 has refined their flying skills such that the wingtip vortices forming in their wake are strong enough to repel any would-be pursuers. Any character or creature that flies through airspace recently occupied by your vortex shredding character moves at only half their normal flight movement speed. All airspace moved through by a character with this maneuver in the last combat round (it resets when the character has taken their first action of a new round) costs twice as much movement to pass through. This doesn't stop them from tailing your flyer, but it sure helps!

If using a battle map grid, everything moving through a space that a character with this ability has moved through in the last turn does so at double cost. In other words, they must spend 10' of movement to move through 5' of vortex-shredded air-space. This methodology works best for hex-patterned battle mats.

As a high level passive ability, this maneuver is not automatically acquired. However, fliers that choose to learn this ability may learn one additional flight maneuver. Normal rules for acquiring abilities still apply; the number of maneuvers a flier with this ability may know is simply increased by 1.

Tail Spin – MFD ½ - Aerial Block – Use your tail to generate a cone of compressed air that deflects slow-moving projectiles. This action should be used as a dodge or block in response to an attack declared on your flier. Creating a tail spin automatically deflects any slow moving or thrown projectiles, such as grenades or other explosives, zebra alchemical thrown items, or arrows and crossbow bolts. This *includes* grenades and explosive projectiles fired from any AOE big gun, with the notable exceptions of self-propelled projectiles like missiles and rockets, and relatively high-speed projectiles such as those fired from anti-dragon cannons (like the IF-98). It also cannot deflect energy weapons fire or bullets (...unless your enemy is *throwing* bullets at you for some reason). Grenades and other area of effect weapons caught in a Tail Spin block are rebuffed 10 feet in the direction from which they were thrown (or bounced), while lighter non-explosive projectiles are harmlessly cast aside. Yes, this means that grenades and other AOE weapons blocked with this maneuver can still hurt you – but hey, at least the hits weren't direct!

Blocking with this maneuver (like all blocks) requires that the character be aware of the direction from which the attack is generated. The maneuver also requires that the performer not be *Maimed* in the tail.

Level Four (Rank 100) Flight Maneuvers – Limit 1:

Pink Cloud Contrail (Requires Canterlot Ghoul) – MFD ½ - Exactly what it says on the tin. A Canterlot Ghoul that has managed to achieve a Flight rank of 100 may choose to create a contrail composed of the very necromantic gas responsible for keeping them “alive”. The Flight roll (and one combat action) for this maneuver is what is required to “turn on” this effect, as standard contrails are a passive effect.

When activated, the pink cloud trail begins immediately following your flier, and can reach back along your character’s flight path for the entire length of its contrail for up to 12 actions (the last 30 seconds’ worth of its flight path). The contrail itself consists of pink cloud at density level 4 (maximum density), making travel through it a nigh-suicidal proposition. The cloud will dissipate naturally into the environment at a rate of one level of density every two combat rounds after it has been created; ambient (or magically-induced) wind effects will disperse the cloud faster, lowering its density by one to two steps per combat round, though at the risk of spreading it significantly beyond its original reach. (Because of pink cloud’s inherently unstable nature, the effects of this are largely subject to GM interpretation.)

Pink Cloud Contrail does *not* stack with the Level Three specialized contrails (Dizzying, Flaming, and Thundering), though of course a character with training in those maneuvers may switch between those and this at any time.

Seismic Toss – Special – “I can show you the world... from very, very, high up.” That’s what this maneuver lets your character do...to their enemies! This maneuver takes two full combat rounds (or four combat actions) to perform; the progression is as follows:

1) Your character flies at high speed toward a target character and attempts to lift them off the ground (or whatever they’re standing on) by sheer momentum. Your target must be on a surface, and not airborne, to initiate this maneuver. This invokes a roll based on momentum – check your opponent’s weight. The base MFD for this roll is 1 if your flier’s total weight (including gear) is greater than or equal to the weight of your target. For every 100 weight the target is heavier than your flier, the MFD for the roll becomes 1 step harder. If they weigh in at more than 500 macs heavier than you, you simply cannot get them off the ground, and your maneuver fails. (This roll is used in lieu of a standard targeting roll for this maneuver.) Failing the roll means that your target successfully resists your attempt to lift off, and that your first combat action is spent; winning the roll means that your character is successful and may continue with the maneuver.

2) Your character flies straight up into the air, to a height of twice its normal flight movement speed. There are no more *required* rolls for the flier after stage 1, but for their following three combat actions they can neither dodge nor block and incoming attacks – and neither can the target they’re holding!

Starting at this stage, held victims may try to attack your flier or to break free if they have any (held) combat actions. They can only use melee or unarmed weapons or ranged weapons designed for close quarters (range increment less than 20) to attack. Held targets cannot use battle saddle-mounted weapons or other weapons with a restricted arc of fire or use. Breaking free at this stage is an opposed strength roll, where the flier receives a 1 MFD step bonus. Bear in mind that if the target succeeds, they’ll still be up in the air....

3) The flier accelerates in vertical circles in midair, gaining another thirty feet of altitude. Your target may attempt another opposed roll at this point (after the altitude is gained) to break free; to do so still costs them an action, and, unless they’re capable of flight themselves, simply breaking free is probably not enough to fully resolve their predicament. They may also still attempt to attack your flier, though the same weapon restrictions from stage 2 apply.

4) The payoff. Your character plummets downward, accelerating even further, and slams your target mercilessly into the ground. The total damage dealt is roughly *double* what they'd take from an uncontrolled fall; 1d20 per five feet thrown, ignoring DT, as massive damage applied to locations based on how you threw them.

We lied about there being no more flight rolls – there's just *one* more needed for the last part of this death-defying stunt. Roll one more time, looking for critical successes or failures. A critical success means that your target takes that damage to *every* location; a critical failure means that your character is unable to pull up in time and slams into the ground atop your target, taking that same amount of damage (1d20 per five feet lost, ignoring DT), as massive damage to the head, torso, forelegs and wings. Just like normal fall damage, damage dealt by this maneuver ignores DT. Barring a critical failure on the final roll, your flier ends the maneuver hovering five feet in the air above the splattered remains of their target.

Shadowbolt Blitz – MFD ¼ - You've learned how to perform the Shadowbolt Blitz, the terrifying aerial technique that Rainbow Dash's top MoA agents used on the battlefield to systematically stun, disable and kill zebra-allied dragons. This maneuver is an extremely high speed attack that hits an aerial opponent (or an opponent you just kicked up into the air) several times from multiple directions with every type of weapon in your character's arsenal. Effectively, this maneuver grants a flyer the use of 100 AP worth of attacks within a single action once per combat round. The MFD for the flight roll to perform this maneuver after taking this perk is ¼, but it becomes one step easier for every other character in the party that has flight 75 or higher and spends a combat action in tandem with you to enact this maneuver.

Buccaneer Blaze – MFD ¼ - Swooping and diving to maximize the air friction on your wingtips, you can actually ignite the air behind you in a stunning swathe of fire. This maneuver is a dive-bomb that brings the flyer close in to the ground, moving them double their flight movement speed at the cost of all altitude. In the process, the acceleration focuses the air friction to create a flash fire in across the last 10 feet of the sweep. The initial flash functions as a flashbang (see the explosives chapter), centered fifteen feet away from the end-point of the dive-sweep. Following the flash, the final fifteen feet of movement takes place 5' above the ground, igniting everything below it with the "fire" special weapon effect. Living creatures or characters beneath the flier during this time take damage as though hit with a heavy incinerator, with all of the effects that such an attack would imply. At the maneuver's end, the flier ends five feet above the ground with a trail of flamer behind them.

To perform a Buccaneer Blaze, the flier must begin their maneuver between 20 and 60 feet off the ground (inclusive), and must be able to move in a straight, unbroken path for a distance equal to twice their flight speed. It requires two actions to perform.

Sonic Rainboom – MFD 1/10 – The Sonic Rainboom was ministry mare Rainbow Dash’s signature move, capable of clearing all of the clouds within a mile radius of the epicenter. It begins with a period of hyper-acceleration, followed by a speed barrier break as the innate magic of flight allows the performer to shatter the visible spectrum of light in a radiating pattern, with them at the epicenter.

Performing a Sonic Rainboom requires that the flier be able to move in a straight, unbroken path for at least five times their flight movement speed in distance. It requires three consecutive dedicated actions to perform, during which the flier must continue moving in a straight path at their maximum flight movement speed. During the second and third action the flier moves at double their normal maximum flight speed, and becomes 2 MFD steps harder to hit in every location unless fired at from directly in front of their flight path.

At the end of the third action, the Rainboom occurs, disrupting all clouds within a 1 mile radius of the performer. Additionally, those at the epicenter of the Rainboom are affected as though by a balefire egg explosion centered on the flier (though without the Rads special weapon effect). If the flier exceeds the MFD to perform the maneuver by at least one step, the epicenter explosion’s deals twice as many dice of damage (effectively doubling its radius as well as its lethality). Yes, that means you can deal 40d20 damage to someone, at least in theory. Now you understand why the Enclave keeps pegasi capable of performing this feat under very close scrutiny.

If the path travelled during acceleration is towards the ground (i.e. altitude loss is strictly greater than forward movement), it is 1 MFD step easier to perform this maneuver.

Sonic Radboom (Requires Alicorn or Ghoul) – MFD 1/10 – The Sonic Radboom is a modified Sonic Rainboom, one that clears the skies with a burst, not of fractured prismatic light, but of highly charged, ionized radioactive air particles. *Editor would like you to know that, as an engineer, that last sentence was physically painful to write.* Like the sonic 393hadowfl, this technique clears all clouds within a 1-mile radius. The radiation at the epicenter is very intense, and is enough to kill even completely healthy ponies within protective suits almost instantaneously (2400 Rads) – this is why only ghouls and alicorns are capable of performing the maneuver.

This maneuver functions identically to the Sonic Rainboom maneuver bar two facets. Firstly, the explosion created at the epicenter carries the Rads special weapon effect. Secondly, the performer must be irradiated to at least 800 rads before performing the maneuver. If they have at least 1600 rads absorbed, the MFD to perform increases to ¼.

Don’t ask me to explain why the radiation is required, because the pseudo-scientific babble I would have to generate for you to explain this phenomenon would hurt my brain. Suffice it to say that it takes radiation to correctly initiate the maneuver. Otherwise the ambient atmospheric radiation doesn’t coalesce properly, or something silly like that. If a character has insufficient radiation to perform this maneuver, it simply fizzles when they try to perform it.

Toraindo – MFD ¼ - Become one with the elements, unleashing the power of wind and rain to become a one-pony (or griffin, etc.) tornado! This maneuver must be maintained and steered to achieve full effect, but the pay-off is worth it. Once the maneuver is initiated, the flier and everything adjacent to them (fifteen foot radius centered on their initial position) are swept up into an incredibly strong waterspout. While in the waterspout, characters and creatures (and objects) take half the controlling flier's AGI score in d20 massive damage every turn, but become 2 MFD steps harder to target (4 MFD steps for energy weapons due to the reflective and refractive water interference, and projectile AoE effects like grenades and missiles will be deflected up and out into the surrounding area randomly unless they score a direct hit – pick your favorite method of randomly choosing direction, and spit it back out that way!). Creatures of weight less than 1000 macs (including friendlies) that cannot anchor themselves to something (STR check, MFD ½, once per round) will be picked up and thrown up to 5xAGI feet from the outermost edge of the wind-wall, dealing 1d20 damage per five feet they were moved (for a maximum of up to 15+ (5xAGI) feet, or (3+AGI) d20 damage). This damage is dealt as falling damage, in that it ignores DT provided by worn armor. Creatures that do manage to remain anchored within the whirlwind still take AGI/2 d20 damage per round from the strong winds and debris. Movement within the whirlwind on the ground is reduced by five feet per action, and flight of any sort within this storm requires a flight roll MFD ¼ (digging speeds are notably unaffected). Performing any aerial maneuvers while within a Toraindo is 3 MFD steps more difficult than normal.

Additional damage and effects may be dealt situationally depending on what the Toraindo picks up from its environment. The controlling flier is immune to the damage for as long as they maintain control. For the controlling flier, escaping the waterspout once inside is a flight or STR roll MFD ¼ (after penalties) that requires the flier to relinquish control before rolling.

Unlike a tornado created purely with magic, the Toraindo-waterspout has no set duration – instead, it lasts for as long as the flier can control it. They must roll flight, MFD ¼, every round as their first action to remain in control. While in control, the tornado will move with the flier perfectly – even into tight spaces like underground, forested areas between trees, and into the air. In cases where they lose control (by failing or critically failing a roll) or elect to end the Toraindo, the effect doesn't simply dissipate – it stays around for 1d4 more combat rounds (and critical failures double the duration)! Until it dissipates, the now-uncontrolled hellish waterspout moves seemingly of its own accord, moving 5' per round at the end of the round towards the nearest source of water (this is often a character or creature!). The flier still needs to escape the Toraindo with a flight or STR roll MFD ¼.

If a Toraindo is uncontrolled, any flier who knows this maneuver may attempt to fly into the Toraindo and seize control of it. This *will* prevent the Toraindo from dissipating, and you'll have to wait for it to dissipate again when you fail to control it or choose to end it. In regions with no ambient water vapor, the Toraindo may manifest as a normal tornado (removing the targeting penalty effect on energy weapons fire), or a dust devil (increasing the targeting penalty by 1 step against those within it, with no additional penalty for energy weapons). In recently burnt regions, it may even create a terrifying Ash Devil (3 MFD step targeting penalty for those within it, 5 MFD step penalty for energy weapons, +3d20 damage dealt to those within it per round).

6 – Example Characters – Level 1

This chapter has example character sheets. To conserve space, each sheet has been reduced to its bare essentials – everything you’d need to play the character as is, including some basic gear. Weapons and armor are included in the inventory, though what the character has equipped is not shown and ammunition and basic amenities (food, water) are not listed, with a few notable exceptions. For higher level characters, named weapons in their possession are listed in the GM’s Guide to the Equestrian Wastes chapter as example named weapons.

Be warned – many of these character sheets contain spoilers for the stories from which the respective characters are drawn.

Character stats, particularly attributes and skill levels, may vary slightly from those provided by their respective author; certain abilities and attributes have been slightly altered to fit the system. In play-testing, these alterations did not affect character performance.

Fallout Equestria RPG

Score	MFD	1	+	
4	STR	40		
6	PER	60		
4	END	40		
6	CHA	60		
8	INT	80		
6	AGI	60		
7	LUCK	70		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	5	25		
Energy Weapons	PER	7	37		
Explosives	PER	7	37		
Lockpicking	PER	35	65	+5	
Big Guns	END	5	25		
Survival	END	13	33		
Unarmed	END	5	25		
Mercantile	CHA	22	52		
Speechcraft	CHA	22	52		
Magic (A/U/Z)	INT	31	71		
Medicine	INT	26	66		
Repair	INT	26	66	+5	
Science	INT	44	84		
Flight (A/G/P)	AGI				
Small Guns	AGI	10	40		
Sneak	AGI	32	62		



Name: Little Pip
Occupation: Pipbuck Technician
Racial Abilities: Magic
Karma: 0 Bonus: — vs. —
Damage/Wound: 8
Crippled: 2 Maimed: 4
Max SATS: 70 Max Strain: 12
Gear and Weapons Wt
Stable 2 Utility jumpsuit 1
Apples (x 14) 7
Pipbuck 3000 —
Purified Water (x 10) 10
Saddlebags 4
Bobby Pins (x5) —
Screwdriver 1
Spells/Recipes Known Cost
Telekinesis 1/—

Hindrances and Traits:

Pipsqueak
One Trick Pony
Family
Addictive Personality
Curious
Good Natured
Brave
Ministry Descendant (AJ)
Stable Dweller

Perks

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Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
4	STR	40	
5	PER	50	
4	END	40	
8	CHA	80	
7	INT	70	
5	AGI	50	
5	LUCK	50	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	5	25		
Energy Weapons	PER	5	30		
Explosives	PER	5	30		
Lockpicking	PER	14	39		
Big Guns	END	5	25		
Survival	END	12	32		
Unarmed	END	5	25		
Mercantile	CHA	40	80		
Speechcraft	CHA	40	80		
Magic (A/U/Z)	INT	33	68		
Medicine	INT	38	73		
Repair	INT	23	58		
Science	INT	21	56		
Flight (A/G/P)	AGI				
Small Guns	AGI	7	32		
Sneak	AGI	17	42		

Name: Velvet Remedy
Occupation: Healer, Singer
Racial Abilities: Magic
Karma: 0 Bonus: 0 vs. —
Damage/Wound: 10
Crippled: 2 Maimed: 4
Max SATS: 65 Max Strain: 13
Gear and Weapons Wt
Healing Potions (x4) 2
Armored Saddlebags (10 DT) 14
Purified Water (x4) 4
Pipbuck 3000 —

Spells/Recipes Known	Cost
Telekinesis	1/-
Clothes Cleaning	1

Hindrances and Traits:
Fixation: Fluttershy's Ministry
Cautious
Good Natured
Pacifist
Virtue: Kindness
Prideful
Heavenly Vision
Ministry Descendant (AI)
Open Minded
Stable Dweller

Perks
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Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Art by
Sofunnyguy



Fallout Equestria RPG

Score	MFD	1	+
5	STR	50	
4	PER	40	
5	END	50	
6	CHA	60	
4	INT	40	
7	AGI	70	
7	LUCK	70	

Race: Unicorn
Gender: F
Level: 1
Move: 15 ft Ground
Move: — ft Dig / Fly
Move: 5 ft Sneak

Name: Go Fish
Occupation: Stable 99 Security
Racial Abilities: Magic
Karma: 0 Bonus: 0 vs. —
Damage/Wound: 10
Crippled: 2 Maimed: 5
Max SATS: 75 Max Strain: 9
Gear and Weapons
Police Baton 2
Security Armor (Stable) 15
Single Shotgun 7
Pipbuck 3000 —

Hindrances and Traits:
Code of Honor
Curious
Enemy
Family
Optimistic
Stubby Little Horn
Brave
Lucky
Ministry Descendant (Unknown)
Stable Dweller
Tastes fine to Me!

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	30	55		
Energy Weapons	PER	16	36		
Explosives	PER	13	33		
Lockpicking	PER	13	33		
Big Guns	END	15	40		
Survival	END	15	40	+5	
Unarmed	END	15	40		
Mercantile	CHA	17	47		
Speechcraft	CHA	17	47		
Magic (A/U/Z)	INT	23	43		
Medicine	INT	13	33		
Repair	INT	13	33		
Science	INT	13	33		
Flight (A/G/P)	AGI				
Small Guns	AGI	37	72		
Sneak	AGI	22	57		

Spells/Recipes Known	Cost
Telekinesis	1/-

Perks
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Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Pegasus
5	STR	50		Gender: F
7	PER	70		Level: 1
5	END	50		Move: <u>15</u> _ft Ground
6	CHA	60		Move: <u>30</u> _ft Fly
7	INT	70		
6	AGI	60		Move: <u>5</u> _ft Sneak
4	LUCK	40		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	5	30	
Energy Weapons	PER	23	58	+10
Explosives	PER	18	53	
Lockpicking	PER	5	40	
Big Guns	END	5	30	
Survival	END	14	39	
Unarmed	END	5	30	
Mercantile	CHA	21	51	
Speechcraft	CHA	21	51	
Magic (A/U/Z)	INT			
Medicine	INT	46	81	
Repair	INT	38	73	
Science	INT	43	78	
Flight (A/G/P)	AGI	26	56	
Small Guns	AGI	6	36	
Sneak	AGI	16	46	

Name: Morning Glory
Occupation: EVC Scientist
Racial Abilities: Flight
Karma: 0 Bonus: 0 vs. —

Damage/Wound: 10	
Crippled: 2	Maimed: 5
Max SATS: 70	Max Strain: —

Gear and Weapons	Wt
Enclave Officer Uniform	3
Enclave Officer's Cap	1
Magical Beam Pistol (FIP-7)	3
Enclave Fresh Apples (x3)	3
Sky Wheat (x2)	2
Canteen of Fresh Water (2 days worth)	3

[illegible]

Maneuvers Known	MFD
Aerial Dash	1/2
Hover	1

[illegible]

Hindrances and Traits:

Cautious

Family

Good Natured

Naïve

Trusting

Virtue: Loyalty

Formal Education

Organization: Enclave Volunteer Corps (EVC)

Perks

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Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
5	STR	50		Gender: F
4	PER	40		Level: 1
5	END	50		Move: <u>20</u> ft Ground
7	CHA	70		
4	INT	40		Move: <u>—</u> ft Dig / Fly
6	AGI	60		
9	LUCK	90		Move: <u>10</u> ft Sneak

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	15	45	
Energy Weapons	PER	11	31	
Explosives	PER	26	46	
Lockpicking	PER	5	25	
Big Guns	END	13	38	
Survival	END	18	43	
Unarmed	END	33	58	
Mercantile	CHA	19	59	
Speechcraft	CHA	34	74	
Magic (A/U/Z)	INT	(25)	(50)	
Medicine	INT	11	31	
Repair	INT	11	31	
Science	INT	16	36	
Flight (A/G/P)	AGI			
Small Guns	AGI	15	45	
Sneak	AGI	15	45	

[illegible][illegible]

Hindrances and Traits:

Curious
Fixation: Find Mom
Naive
Virtue: Innocence
Young
Wasteland Weirdo (4)- Mk VI Omni-environmental suit. Contains regeneration talisman, repair systems, and minor kinesis module. You're technically composed of solidified pink cloud contained within the suit, and its systems make you near-immortal. Not that you'd be able to tell.

Perks

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High Ho Silver, Away!

Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs



Image by
Easteu

Fallout Equestria RPG

Score	MFD	1	+
6	STR	60	
6	PER	60	
5	END	50	
5	CHA	50	
6	INT	60	
7	AGI	70	
4	LUCK	40	

Race: Earth Pony

Gender: F

Level: 1

Move: 15 ft
Ground

Move: — ft
Dig / Fly

Move: 5 ft
Sneak

Name: Runs Wild

Occupation: Hunter

Racial Abilities: None

Karma: 0 Bonus: 0 vs. —

Damage/Wound: 10

Crippled: 2 Maimed: 5

Max SATS: Max Strain: —

Gear and Weapons Wt

Bladed Hooves 10

Leather Vest 1

Saddlebags 4

.32 Hunting Rifle 6

Dead Grass (x4) 1

Mole Rat Jerky (x8) 8

Pure Water (x15) 15

Spells/Recipes Known Cost

Hindrances and Traits:

Curious

Fixation: Explore the Wasteland

Optimistic

Virtue: Generosity

Agile Tongue

Organization: Settlement (Small)

Open Minded

Perks

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Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	31	61		
Energy Weapons	PER	16	46		
Explosives	PER	16	46		
Lockpicking	PER	19	49		
Big Guns	END	12	37		
Survival	END	19	44		
Unarmed	END	34	69		
Mercantile	CHA	14	39	+5	
Speechcraft	CHA	14	39	+5	
Magic (A/U/Z)	INT				
Medicine	INT	16	46		
Repair	INT	16	46		
Science	INT	19	49		
Flight (A/G/P)	AGI				
Small Guns	AGI	18	53		
Sneak	AGI	33	68		



Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
6	CHA	60	+5
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Alicorn		
5	STR	50		Gender: F		
7	PER	70		Level: 1		
5	END	50		Move: <u>10</u> _ft Ground		
5	CHA	50		Move: <u>25</u> _ft Fly		
7	INT	70				
5	AGI	50		Move: <u>5</u> _ft Sneak		
4	LUCK	40				
Skills			ATT	Rank	MFD 1	+
Dig (H/SD)			STR			
Melee			STR	5	30	+5
Energy Weapons			PER	23	58	+5
Explosives			PER	8	43	+5
Lockpicking			PER	18	53	
Big Guns			END	9	34	
Survival			END	29	54	
Unarmed			END	5	30	
Mercantile			CHA	19	44	
Speechcraft			CHA	19	44	
Magic (A/U/Z)			INT	33	68	
Medicine			INT	38	73	
Repair			INT	23	58	
Science			INT	23	58	
Flight (A/G/P)			AGI	19	44	
Small Guns			AGI	5	30	
Sneak			AGI	17	42	

[illegible]

Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
8	PER	80	+5
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Hindrances and Traits:

All Alone
Amnesia (Spells in black can't be accessed)
Code of Honor
Curious
Family
Good Natured
Prideful
Channeler (1—Increased Strain)
Large
Trained under a Medicine Mare
Wasteland Weirdo (2) - Dragon Blood, Spells

Perks

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Dragon Blood—Your dragon blood allows you to resist the effects of fire exceptionally well. (+10 DT vs Fire) . If you consume gems, you can also breath balefire from your mouth for 1d4 rounds per unit of weight (as a flamethrower). Also changes the appearance of your eyes (you dyed your mane and tail to match—they'd be green and blue otherwise).

Spells—Due to your uncertain origins, your starting spells differ from those of a normal Alicorn. Due to amnesia, you cannot access all of these spells voluntarily. Involuntary triggering may occur, which can lead to relearning the spells.

Fallout Equestria RPG

Score	MFD	1	+	Race: Sand Dog
6	STR	60		Gender: M
6	PER	60		Level: 1
5	END	50		Move: <u>15</u> _ft Ground
4	CHA	40		Move: <u>30</u> _ft Dig
7	INT	70		Move: <u>5</u> _ft Sneak
6	AGI	60		
6	LUCK	60		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR	27	57	
Melee	STR	17	47	
Energy Weapons	PER	20	50	
Explosives	PER	40	70	
Lockpicking	PER	17	47	
Big Guns	END	15	40	
Survival	END	13	38	
Unarmed	END	13	38	
Mercantile	CHA	11	31	+5
Speechcraft	CHA	11	31	+5
Magic (A/U/Z)	INT			
Medicine	INT	19	54	
Repair	INT	39		
Science	INT	19	54	
Flight (A/G/P)	AGI			
Small Guns	AGI	32	62	
Sneak	AGI	23	53	

Name: Geri	
Occupation: Technician, Demolitionist	
Racial Abilities: Dig	
Karma: 0	Bonus: 0 vs. —
Damage/Wound: 8	
Crippled: 2	Maimed: 5
Max SATS: 70	Max Strain: —
Gear and Weapons	Wt
Single Shotgun	7
Leather Vest	1

[illegible]

Hindrances and Traits:
Abandoned/All Alone
Big Ears
Cautious
Fixation: Mother's Collar
Virtue: Loyalty
Young
Cyberdog {1} (Contains a remote detonator;
Left Arm)
Opposable Thumb

Perks
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Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
5	CHA	50	+5
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs



Art by

Sw1tchb4de

Example Characters – Level 15

Some of these are leveled up progressions of level 1 example characters. Others are simply characters that were not introduced until later in their respective fictions. Because these characters have weathered a bit in their respective stories, be aware that there are more spoilers available here.

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
5	STR	50		Gender: F
6	PER	60		Level: 15
5	END	50		Move: <u>15</u> _ft Ground
6	CHA	60		Move: <u>—</u> _ft Dig / Fly
8	INT	70		Move: <u>15</u> _ft Sneak
6	AGI	60		
7	LUCK	70		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	7	32	
Energy Weapons	PER	7	37	-5
Explosives	PER	10	40	-5
Lockpicking	PER	60	90	
Big Guns	END	7	32	
Survival	END	15	40	
Unarmed	END	7	32	
Mercantile	CHA	40	70	
Speechcraft	CHA	50	80	
Magic (A/U/Z)	INT	80	120	-5
Medicine	INT	35	75	-5
Repair	INT	50	90	
Science	INT	70	110	-5
Flight (A/G/P)	AGI			
Small Guns	AGI	60	90	
Sneak	AGI	55	85	

Name: Little Pip	
Occupation: Pipbuck Technician	
Racial Abilities: Magic	
Karma: 0	Bonus: — vs. —
Damage/Wound: 13	
Crippled: 2	Maimed: 5
Max SATS: 70	Max Strain: 13
Gear and Weapons	Wt
Armored Stable 2 Utility jumpsuit	15
Can of Beans (x4)	7
Pipbuck 3000	--
Purified Water (x2)	10
Saddlebags	4
Bobby Pins (x25)	--
Screwdriver	1
Zebra Infiltration Tactics (Used 2x)	2
Today's Locksmith (Used 1x)	2
Supernaturals (Used 1x)	2
Little Macintosh (Named .44 Magnum)	3
Party Time Mint-als (x10)	1/2

[illegible]

Hindrances and Traits:

Pipsqueak
One Trick Pony
Family
Addictive Personality
Good Natured
Curious
Virtue (Sacrifice)
Addicted: Party Time Mint-als
Brave
Ministry Descendant (AJ)
Stable Dweller

Perks

2. Cherchez la Filly
3. Horse Sense
4. Bookworm
5. Egghead
6. Gunslinger
7. Spell Perk—Mighty TK II
8. Organizer (Pip ignores requirements)
9. Light Trot
10. Math Wrath
11. Stable Shot
12. Silent Gallop
13. Sniper Pony
14. Counter Canter
15. Tough Hide (1)
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Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
5	PER	50	-5
	END		
	CHA		
7	INT	70	-5
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
4	STR	40		Gender: F
5	PER	50		Level: 15
4	END	40		Move: <u>10</u> ft Ground
8	CHA	80		Move: <u>—</u> ft Dig / Fly
7	INT	70		
5	AGI	50		Move: <u>5</u> ft Sneak
5	LUCK	50		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	5	25	
Energy Weapons	PER	5	30	
Explosives	PER	5	30	
Lockpicking	PER	14	39	
Big Guns	END	5	25	
Survival	END	12	32	
Unarmed	END	5	25	
Mercantile	CHA	75	115	
Speechcraft	CHA	75	115	
Magic (A/U/Z)	INT	63	98	
Medicine	INT	100	135	
Repair	INT	23	58	
Science	INT	21	56	
Flight (A/G/P)	AGI			
Small Guns	AGI	50	75	+5
Sneak	AGI	45	70	+5

Name: Velvet Remedy	
Occupation: Healer, Singer	
Racial Abilities: Magic	
Karma: 0	Bonus: 0 vs. —
Damage/Wound: 15	
Crippled: 2	Maimed: 4
Max SATS: 65	Max Strain: 11
Gear and Weapons	Wt
Healing Potions (x6)	3
Armored Saddlebags (10 DT)	14
Zebra Legionnaire Barding	4
Pipbuck 3000	--
Combat Shotgun	7
Dart Pistol	3

Spells/Recipes Known	Cost
Telekinesis	1/-
Clothes Cleaning	1
Minor Healing	1
Anesthetic	2
Ward against Disintegration	2
Heal	2

Hindrances and Traits:

Fixation: Fluttershy's Ministry_____

Cautious

Good Natured

Pacifist

Virtue: Kindness

Prideful

Heavenly Vision

Ministry Descendant (AJ)

Open Minded

Stable Dweller

Perks

2. Filly Fatale
3. Spell Perk– Anesthetic (V.R. ignores requirements)
4. Egghead
5. Spell Perk– Minor Healing
6. The Magic of Friendship
7. Scoundrel
8. Spell Perk– Heal
9. Living Anatomy
10. Animal Friend I
11. And Stay Back!
12. Animal Friend II (and Pyrelight)
13. Long Haul
14. Tough Hide
15. Purifier
- 16.
- 17.
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Spell Perk- Ward Against Disintegration



Art by

Sofunnyguy

Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
7	STR	70	
5	PER	50	
5	END	50	
5	CHA	50	
7	INT	70	
7	AGI	70	
5	LUCK	50	

Race: Pegasus

Gender: M

Level: 15

Move: 15 ft
Ground

Move: 35 ft
Dig / Fly

Move: 5 ft
Sneak

Name: Calamity Leaf

Occupation: Caravan Guard

Racial Abilities: Flight

Karma: +70 Bonus: +7 vs. Good

Damage/Wound: 15

Crippled: 2 Maimed: 5

Max SATS: 75 Max Strain: 13

Gear and Weapons

Wt

Saddlebags

4

Stetson

1

Leather Vest

3

.32 Cal Hunting Rifle (x2)

8

Battle Saddle (Medium)

10

Hindrances and Traits:

Code of Honor

Enemy: Enclave

Family

Scavenger

Trigger Discipline

Virtue (Loyalty)

Cache Location: The Rock (2 Points)

Powered Armor Training

Perks

- Coltsanova
- Gun Nut
- Egghead
- Dash Speed Reload
- Run n' Gun
- Intense Training: Charisma
- Strong Back
- Grunt
- Stable Shot
- Quick Draw
- Sniper Pony
- Scrounger
- Long Haul
- Clever Prancer

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	18	53		
Energy Weapons	PER	50	75	+5	
Explosives	PER	14	39	+5	
Lockpicking	PER	5	30	+5	
Big Guns	END	90	115		
Survival	END	14	39		
Unarmed	END	14	39		
Mercantile	CHA	20	45	+5	
Speechcraft	CHA	20	45	+5	
Magic (A/U/Z)	INT				
Medicine	INT	25	60		
Repair	INT	75	110		
Science	INT	18	53		
Flight (A/G/P)	AGI	28	63		
Small Guns	AGI	90	125	+5	
Sneak	AGI	25	60		

Maneuvers Known

MFD

Aerial Dash

1/2

Cloud Cover

1



Temporary Attribute Scores			
Score	MFD	1	LSP*
6	STR		
6	PER	60	+5
6	END		
6	CHA	60	+5
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Zebra
6	STR	60		Gender: F
5	PER	50		Level: 15
8	END	80		Move: <u>15</u> ft Ground
4	CHA	40		Move: <u>—</u> ft Dig / Fly
5	INT	50		
6	AGI	60		Move: <u>15</u> ft Sneak
6	LUCK	60		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	17		
Energy Weapons	PER	15		
Explosives	PER	30		
Lockpicking	PER	5		
Big Guns	END	21		
Survival	END	50		
Unarmed	END	75		
Mercantile	CHA	13		
Speechcraft	CHA	13		
Magic (A/U/Z)	INT	75		
Medicine	INT	50		
Repair	INT	15		
Science	INT	15		
Flight (A/G/P)	AGI			
Small Guns	AGI	17		
Sneak	AGI	37		

[illegible]

Spells/Recipes Known	Cost
Survival Stew	L
Subiungo Venenum	M
Sticky Hooves I	L
Sticky Hooves II	M
Cure Poison	M
Magical Potency	H
Bone Strengthening Brew	H

Hindrances and Traits:

Abused	
All Alone	
Family	
Scarred	
Skinny as a Rail	
Slave	
Sterner Stuff (Both Parts)	
Zebra Enhanced	

Perks

2. Heave, Ho!
3. Intense Training: Luck
4. Egghead
5. Steel Hooves
6. A Little Dash
7. Tough Hide
8. Bloody Mess
9. Rad Resistance
10. Super Slam
11. Stonewall
12. Piercing Hoof Strike
13. Silent Gallop
14. Bone Strengthening Brew
15. Finesse
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
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- 30.



Art by Mechwasteland

Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
6	INT	60	-3
4	AGI	40	-3
	LUCK		

*Penalty to skills this attribute governs

Hind Leg Stance
Fillydelphia Survivor



Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
5	STR	50		Gender: M
8	PER	80		Level: 1
7	END	70		Move: <u>5</u> ft Ground
5	CHA	50		Move: <u>—</u> ft Dig / Fly
7	INT	70		Move: <u>5</u> ft Sneak
5	AGI	50		
5	LUCK	50		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	14	39		
Energy Weapons	PER	20	60		
Explosives	PER	75	115		
Lockpicking	PER	75	115		
Big Guns	END	61	96		
Survival	END	18	53		
Unarmed	END	18	53		
Mercantile	CHA	15	40		
Speechcraft	CHA	35	60		
Magic (A/U/Z)	INT				
Medicine	INT	25	53	-5	
Repair	INT	25	58	-5	
Science	INT	75	76	-5	
Flight (A/G/P)	AGI				
Small Guns	AGI	14	39	-5	
Sneak	AGI	70	54	-5	

Name: P-21
Occupation: Demolitionist
Racial Abilities: None
Karma: +100 Bonus: +10 vs. Good
Damage/Wound: 15
Crippled: 3 Maimed: 7
Max SATS: 60 Max Strain: —
Gear and Weapons
Medical Brace (worn)
Med-X Syringes (x5)
Screwdriver
Bobby Pins (x4)
Saddle Bags
Dynamite (x12)
Long Fuse Dynamite (x6)
Spells/Recipes Known
Cost

Hindrances and Traits:

Abused
Addiction: Med-X (-1 AGI/INT unless on it)
Crippled: Back Left Leg
Phobia: Forceful Mares
Slave
Agile Tongue
Internal Storage
Stable Dweller (with some modification)
Strong Back

Perks

- Colt Cuddler
- Heave, Ho!
- Egghead
- Sleight of Hoof
- Bookworm
- A Little Dash
- Sleight of Hoof II
- Quick Draw
- The Magic of Friendship
- Tough Hide I
- Tough Hide II
- Splash Damage
- Silent Gallop
- Buy Off Hindrance: Gun-Shy



Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
6	INT	60	-5
4	AGI	40	-5
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
5	STR	50	
7	PER	70	
5	END	50	
6	CHA	60	
7	INT	70	
6	AGI	60	
4	LUCK	40	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	5	30		
Energy Weapons	PER	75	110		
Explosives	PER	18	53		
Lockpicking	PER	5	40		
Big Guns	END	50	75		
Survival	END	14	39		
Unarmed	END	5	30		
Mercantile	CHA	31	61		
Speechcraft	CHA	50	80		
Magic (A/U/Z)	INT				
Medicine	INT	75	110		
Repair	INT	38	73		
Science	INT	70	105		
Flight (A/G/P)	AGI	50	80		
Small Guns	AGI	6	36		
Sneak	AGI	50	80		

Name: Morning Glory
Occupation: EVC Scientist
Racial Abilities: Flight
Karma: +50 Bonus: +5 vs. Good
Damage/Wound: 15
Crippled: 2 Maimed: 5
Max SATS: 70 Max Strain: —
Gear and Weapons
Light Battle Saddle
Equestrian Combat Barding
Magical Beam Rifle (FIR-9)
Healing Potion (x4)
Healing Bandages (x5)
Med-X (x2)

Maneuvers Known	MFD
Hover	1
Summer Breeze	1/2
Cloudbuck (Basic)	2
Cloudbuck (Contrails)	*
Cloudbuck (Rainfall)	1
Aileron Roll	3/4

Hindrances and Traits:
Cautious
Family
Good Natured
Naïve
Trusting
Virtue: Loyalty
Formal Education
Organization: Enclave Volunteer Corps (EVC)

Perks
2. Cherchez la Filly
3. Daddy's Filly (Speech, E. Weapons)
4. Egghead
5. Entomologist
6. Ferocious Loyalty
7. Reuse and Recycle!
8. Run N' Gun
9. Quick Draw
10. Organizer
11. Living Anatomy
12. Sneering Imperialist
13. Stable Shot
14. Tough Hide
15. Plasma Spaz
16.
17.
18.
19.
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21.
22.
23.
24.
25.
26.
27.
28.
29.
30.



Temporary Attribute			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
7	STR	70		Gender: F
5	PER	40		Level: 15
8	END	80		Move: <u>25</u> ft Ground
4	CHA	40		Move: <u>—</u> ft Dig / Fly
5	INT	50		
7	AGI	70		Move: <u>10</u> ft Sneak
4	LUCK	40		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	45	80	
Energy Weapons	PER	12	37	
Explosives	PER	50	75	
Lockpicking	PER	5	30	
Big Guns	END	20	60	
Survival	END	55	95	
Unarmed	END	100	140	
Mercantile	CHA	25	45	
Speechcraft	CHA	30	50	
Magic (A/U/Z)	INT			
Medicine	INT	25	50	
Repair	INT	15	40	
Science	INT	14	39	
Flight (A/G/P)	AGI			
Small Guns	AGI	18	46	-5
Sneak	AGI	50	80	-5

Name: Arloste Rampage		
Occupation: Hoofington Reaper		
Racial Abilities: None		
Karma: 0	Bonus: 0	vs. —
Damage/Wound: 15		
Crippled: 4	Maimed: 8	
Max SATS: 80	Max Strain: —	
Gear and Weapons	Wt	
Bladed Hoof Claws	3	
Metal Barding (Spiked, Worn)	35	
Armored Saddlebags	15	
Metal Helmet	3	

[illegible]

Hindrances and Traits:

Abused _____
Amnesia _____
Masochist _____
Multiple Personalities Disorder _____
Ponikaze _____
Sadist _____
Organization: Reaper (3) _____
Wasteland Weirdo (4) - No longer need to eat or sleep. Cannot die. 3 MFD step bonus vs. poisons. Heal 1 wound per area per combat round. If disintegrated you regenerate as a filly, -2 dmg/wd, -1 to STR and END but +1 to AGI and CHA. Regrowth takes 1d4 days. _____

Perks

2. Filly Fatale
3. Intense Training—END
4. Steel Hooves
5. Rad Foal
6. Tough Hide (1)
7. Bloody Mess
8. Hard Rock
9. The Power of Metal
10. The Stare (1)
11. Tough Hide (2)
12. Stonewall
13. Super Slam
14. Chemist
15. Finesse
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.
- 29.
- 30.

Eternity's Loophole—You can no longer become addicted to substances, but you stop leveling up at level 20. Your damage/wound value continues to increase.

Zebra Enhanced

The Stare (2)

High Ho Silver, Away!



Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
6	AGI	60	-5
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Alicorn
5	STR	50		Gender: F
5	PER	50		Level: 15
7	END	70		Move: <u>15</u> ft Ground
5	CHA	50		Move: <u>30</u> ft Fly
8	INT	80		
6	AGI	60		Move: <u>5</u> ft Sneak
4	LUCK	40		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	20	45	
Energy Weapons	PER	14	29	
Explosives	PER	29	44	
Lockpicking	PER	14	29	
Big Guns	END	75	110	
Survival	END	25	60	
Unarmed	END	18	53	
Mercantile	CHA	30	55	+10
Speechcraft	CHA	50	75	+10
Magic (A/U/Z)	INT	100	140	
Medicine	INT	20	60	
Repair	INT	20	60	
Science	INT	20	60	
Flight (A/G/P)	AGI	50	80	
Small Guns	AGI	16	46	
Sneak	AGI	60	90	

Name: Lacunae	
Occupation: Mental 'Waste Dump'	
Racial Abilities: Magic, Flight	
Karma: -50	Bonus: -5 vs. —
Damage/Wound: 17	
Crippled: 3	Maimed: 7
Max SATS: 60 Max Strain: 24	
Gear and Weapons	Wt
Minigun	18
Armored Saddlebags. DT 15	16
Large Black Dress (Aristopony's Dress)	2
Healing Potions (x4)	2

[illegible]

Spells/Recipes Known	Cost
Mighty Telekinesis I	1/-
Magical Arrow	1
Magical Arrow Barrage	2
Heal	2
Shield Bubble	3
Telepathy II	1
Teleport III	3
Mind Read	3

Hindrances and Traits:	
Cautious	
Fixation: Atonement	
Guilty Conscience	
Masochist	
MPD (The Goddess, Psalm, Others)	
Obligation	
Slave	
Unforgivable	
Channeler (1—Increased Strain)	
Large	

Perks

2. Foal at Heart
3. Clever Prancer
4. Egghead
5. Bookworm
6. Tough Hide I
7. Dash Casting
8. Size Matters
9. Fight the Power!
10. Tough Hide II

11. Spell Perk—Magical Arrow Barrage
12. Spell Perk—Heal
13. Heavyweight
14. Counter Canter
15. Quick Draw
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.

Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
6	CHA	60	+5
	INT		
	AGI		
	LUCK		

28.

29.

30.

Flight Maneuvers: Aerial Charge (1)

Hover (1)

Downdraft (3/4)

Upside Down (3/4)

Second Wind (3/4)



*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
6	STR	60		Gender: F
4	PER	40		Level: 15
5	END	50		Move: <u>20</u> ft Ground
8	CHA	80		Move: <u>—</u> ft Dig / Fly
4	INT	40		
6	AGI	60		Move: <u>10</u> ft Sneak
9	LUCK	90		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	20	50	
Energy Weapons	PER	19	39	
Explosives	PER	100	120	
Lockpicking	PER	5	25	
Big Guns	END	13	38	
Survival	END	18	43	
Unarmed	END	100	125	
Mercantile	CHA	34	74	
Speechcraft	CHA	56	96	
Magic (A/U/Z)	INT	(25)	(50)	
Medicine	INT	11	31	
Repair	INT	11	31	
Science	INT	27	47	
Flight (A/G/P)	AGI			
Small Guns	AGI	15	45	
Sneak	AGI	15	45	

Name: Puppysmiles Days	
Occupation: Unwitting Abomination	
Racial Abilities: None	
Karma: 0	Bonus: 0 vs. —
Damage/Wound: 13	
Crippled: — (2) Maimed: — (5)	
Max SATS: 65	Max Strain: —
Gear and Weapons	Wt
Mk VI Environmental Suit	—
Rock of Destiny	5
Lightbulb	1
Broken Toy Cart	1
Burnt Toy Stuffed Doll (x2)	6
Ashtray (x5)	5
Fork (x20)	10
Empty Sparkle Cola Bottle (x20)	40
Scrap Metal (x10)	10
Bag of 350 Bottlecaps	—

[illegible]

Hindrances and Traits:

Curious
Fixation: Find Mom
Scavenger
Virtue: Innocence
Young
Wasteland Weirdo (4)- Mk VI Omni-
environmental suit. Contains regeneration talis-
man, repair systems, and minor kinesis module.
You're technically composed of solidified pink
cloud contained within the suit, and its systems
make you near-immortal. Not that you'd be able
to tell.

Perks

2. Little Leaguer
3. Intense Training: Charisma
4. Heave, Ho!
5. Intense Training: Strength
6. Hard Rock
7. The Power of Metal
8. Strong Back
9. Whining Presence
10. Stable Shot (Finesse)
11. Stonewall
12. Scoundrel (2)
13. Specialized Loyalty
14. Boisterous Incompetence
15. Hit the Deck!
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.
- 29.
- 30.

High Ho Silver, Away!

Scoundrel (1)

Trotting Nightmare 1 & 2:

- Bonus damage dealt by spark grenades toward spark powered devices no longer applies to you.
- You can now consciously shape the toxic cloud that surrounds you.

Spirit of 52: You will experience fewer low-level hostile encounters as long as your standing with local tribal factions is at least neutral.

factions is at least neutral.

Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs



Image by
Easteu

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
11	STR	110		Gender: F
6	PER	60		Level: 15
8	END	80		Move: <u>10</u> ft Ground
4	CHA	40		Move: <u>—</u> ft Dig / Fly
4	INT	40		Move: <u>5</u> ft Sneak
5	AGI	50		
5	LUCK	50		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	26	81		
Energy Weapons	PER	25	55		
Explosives	PER	50	80	-5	
Lockpicking	PER	9	39	-5	
Big Guns	END	80	120		
Survival	END	45	65		
Unarmed	END	70	110		
Mercantile	CHA	25	32		
Speechcraft	CHA	25	32	(-2)	
Magic (A/U/Z)	INT				
Medicine	INT	12	32		
Repair	INT	12	32	-5	
Science	INT	12	32		
Flight (A/G/P)	AGI				
Small Guns	AGI	75	100	-5	
Sneak	AGI	50	75		

Name: Hired Gun		
Occupation: Mercenary		
Racial Abilities: None		
Karma: -25	Bonus: -2	vs. Good
Damage/Wound: 18		
Crippled: 4	Maimed: 8	
Max SATS: 65	Max Strain: —	
Gear and Weapons		Wt
Pipbuck 3000		—
Medium Battle Saddle		15
Subtlety (Named Anti-machine Rifle)		20
Saddlebags		4
Med-x (x10)		5
Eyepatch		—
Pre-war Dress, Custom Tailored		1
Spells/Recipes Known		Cost

Hindrances and Traits:

Abandoned/All Alone
 Clumsy • Guilty Conscience
 Family • Unforgivable
 Maimed—Front Left Leg, Right Eye
 Addiction: Med-X
 Organization: Ganger—Hizai
 Large • Implanted (INT +1, Eye Linked)
 Wasteland Weirdo (STR+1, Unarmed +10 rks;
 special poison resistance, magic detection passive
 w/in 15' radius. Can pinpoint within 10'.)
 Cyberpony (Front left leg, Right eye)

Perks

2. Dash Speed Reload
3. Canterlot Gourmet
4. Intense Training: PER
5. Retention
6. Ferocious Loyalty
7. Run n' Gun
8. Acrophobia
9. Bloody Mess
10. MoA Agent
11. Size Matters
12. Intense Training: PER
13. Steel Hooves
14. Cherchez la Filly
15. Stonewall
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.
- 29.
- 30.
- Strong Back
- Dancing with the Devil
- Hard Hearted
- Sidekick (Luck based chance that The Batmare will
 appear in a flash to save the day. Only active in and
 around Dise.)

Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
7/9	END	70/90	±5
	CHA		
4	INT	40	-5
4	AGI	40	-5
	LUCK		

*Penalty to skills this attribute governs



Art by
Sirhcx

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
5	STR	50		Gender: M
6	PER	60		Level: 15
7	END	70		Move: <u>15</u> ft Ground
6	CHA	60		Move: <u>35</u> ft Fly
6	INT	60		Move: <u>5</u> ft Sneak
7	AGI	70		
5	LUCK	50		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	19	44		
Energy Weapons	PER	55	85		
Explosives	PER	75	105		
Lockpicking	PER	6	36		
Big Guns	END	85	120		
Survival	END	35	70		
Unarmed	END	18	53		
Mercantile	CHA	30	60	-5	
Speechcraft	CHA	45	75	-5	
Magic (A/U/Z)	INT				
Medicine	INT	25	55		
Repair	INT	45	75		
Science	INT	26	56		
Flight (A/G/P)	AGI	50	85	-5*	
Small Guns	AGI	21	56	-5*	
Sneak	AGI	32	67	-5*	

Name: Flare
Occupation: Enclave Remnant Captain
Racial Abilities: Flight
Karma: -50 Bonus: -5 vs. Good
Damage/Wound: 15
Crippled: 3 Maimed: 7
Max SATS: 75 Max Strain: —
Gear and Weapons Wt
Enclave Powered Armor 2
Dash Inhalers (x3) 1.5
Bunker Buster (Named Grenade Launcher) 12
Magical Pulse Rifle 8

Maneuvers Known	MFD
Aerial Charge	1
Aerial Dash	1/2
Downdraft	3/4
Upside Down	3/4
Dive Bomb	3/4

Hindrances and Traits:

Addiction: Dash
Code of Honor
Enemy: Steel Rangers
Guilty Conscience
Masochist
Unforgivable
Named Weapon: Bunker Buster (Grenade Launcher)
Organization: Enclave Remnants (+3 Energy Weapons, Science, Powered Barding Training)

Perks

- Colt Cuddler
- Dash-Speed Reload
- Egghead
- Heave, Ho!
- Demolitions Pony
- Scoundrel
- Clever Prancer
- Reuse and Recycle
- Plasma Spaz
- The Greatest Sacrifice
- Hit the Deck!
- Little Leaguer
- Boisterous Incompetence
- Punisher



Temporary Attribute			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
6 INT	60	-3	
5 AGI	50	-5	
4 (Alt)	40	-10	
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
4	STR	40		Gender: F
7	PER	70		Level: 15
4	END	40		Move: <u>15</u> _ft Ground
6	CHA	60		
8	INT	80		Move: <u>—</u> _ft Dig / Fly
6	AGI	60		
6	LUCK	60		Move: <u>5</u> _ft Sneak

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	34	54	
Energy Weapons	PER	16	51	
Explosives	PER	16	51	
Lockpicking	PER	25	60	
Big Guns	END	10	30	
Survival	END	12	32	
Unarmed	END	10	30	
Mercantile	CHA	30	60	
Speechcraft	CHA	30	60	
Magic (A/U/Z)	INT	50	90	
Medicine	INT	50	90	
Repair	INT	100	140	
Science	INT	80	120	
Flight (A/G/P)	AGI			
Small Guns	AGI	40	70	
Sneak	AGI	75	105	

Name: Serenity		
Occupation: Cyberneticist		
Racial Abilities: Magic		
Karma: 0	Bonus: 0	vs. —
Damage/Wound: 13		
Crippled: 2	Maimed: 4	
Max SATS: 70	Max Strain: —	
Gear and Weapons		Wt
Toy RoboPony		2
Med-X Syringes (x3)		—
Screwdriver		1
Hammer		1
Tool Kit		8
10mm Pistol		3
Scrap Metal (x10)		10
Scrap Electronics (x8)		8
Damaged Cyber-Leg		15

Spells/Recipes Known	Cost
Telekinesis	1/-
Silence	2
Selective Silence	1
Muffle	2

Hindrances and Traits:

Family
Fixation: Cybernetics
Oops!
Optimistic
Picky
Young
Brave

Perks

2. Daddy's Filly (Science and Repair)
3. Intense Training: Agility
4. Egghead
5. A Little Dash
6. Scoundrel
7. Spell Perk—Muffle
8. Gun Nut
9. Organizer
10. Dash Casting
11. Intense Training: Agility
12. Robotics Expert
13. Spell Perk—Selective Silence
14. Jury Rigging
15. Light Trot



Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Art by InLucidReverie

Example Characters – Level 30

Some of these are leveled up progressions of level 15 example characters. Others are simply characters that were not introduced until later in their respective fictions. These characters are the best of the best. Though they may not capture the entire progression of their respective characters within their narratives (especially in cases like Project Horizons, where the main characters hit max level before their story is even halfway completed), they still represent the level of power and experience that players should expect to wield – and GMs expect to deal with – towards the end stages of an average length story campaign.

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
5	STR	50		Gender: F
7	PER	70		Level: 30
5	END	50		Move: <u>20</u> ft Ground
7	CHA	70		Move: <u>20</u> ft Fly
9	INT	90		Move: <u>20</u> ft Sneak
7	AGI	70		
8	LUCK	80		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	7	32	
Energy Weapons	PER	10	45	
Explosives	PER	13	48	
Lockpicking	PER	100	135	+5
Big Guns	END	8	33	
Survival	END	45	70	
Unarmed	END	70	95	
Mercantile	CHA	45	80	
Speechcraft	CHA	55	90	
Magic (A/U/Z)	INT	80	125	
Medicine	INT	60	105	
Repair	INT	50	95	+5
Science	INT	100	145	+5
Flight (A/G/P)	AGI	26	61	
Small Guns	AGI	100	135	
Sneak	AGI	100	135	

[illegible]

Hindrances and Traits:

Pipsqueak _____

One Trick Pony _____

Family _____

Addictive Personality _____

Good Natured _____

Curious _____

Virtue (Sacrifice) _____

Brave _____

Ministry Descendant (AJ) _____

Stable Dweller _____

Perks

2. Cherchez la Filly
3. Horse Sense
4. Bookworm
5. Egghead
6. Gunslinger
7. Spell Perk—Mighty TK II
8. Organizer (Pip ignores requirements)
9. Light Trot
10. Math Wrath
11. Stable Shot
12. Silent Gallop
13. Sniper Pony
14. Counter Canter
15. Tough Hide I
16. Action Filly I
17. *How We Do It Down on the Farm*
18. Action Filly II
19. Spell Perk—Mighty TK III
20. Reaper Pony's Gallop
21. Pathfinder
22. The Magic of Friendship
23. Clever Prancer
24. Tough Hide II
25. A Little Dash
26. Cooler under Fire
27. Gladiator Pony
28. Bone Strengthening Brew
29. Zebra Enhanced
30. Spell Perk—Mighty TK IV



Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
7	STR	70	
5	PER	50	
5	END	50	
5	CHA	50	
7	INT	70	
7	AGI	70	
5	LUCK	50	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	18	53	+5	
Energy Weapons	PER	100	125		
Explosives	PER	25	39		
Lockpicking	PER	5	30		
Big Guns	END	100	125		
Survival	END	14	39		
Unarmed	END	25	50		
Mercantile	CHA	50	75	+5	
Speechcraft	CHA	47	72	+5	
Magic (A/U/Z)	INT				
Medicine	INT	25	60		
Repair	INT	100	135		
Science	INT	42	77		
Flight (A/G/P)	AGI	50	85		
Small Guns	AGI	100	135	+5	
Sneak	AGI	45	80		

Name: Calamity Leaf
Occupation: Caravan Guard
Racial Abilities: Flight
Karma: +250 Bonus: +25 vs. Good
Damage/Wound: 20
Crippled: 2 Maimed: 6
Max SATS: 75 Max Strain: 13
Gear and Weapons
Saddlebags
Stetson (Not Equipped)
P-51f Enclave Powered Armor
Magical Pulse Rifle (x2)
Battle Saddle (Medium)
P-51f Enclave Powered Helmet
Spitfire's Thunder (Named AM-Rifle)
ST Harness
Wt
4
1
45
16
10
4
20
5
Maneuvers Known
MFD
Aerial Dash
Cloud Cover
Aerial Charge
Hover
Stay on Target
1/2
1
1
1
1/2

Hindrances and Traits:

Code of Honor
Enemy: Enclave
Family
Scavenger
Trigger Discipline
Virtue (Loyalty)
Cache Location: The Rock (2 Points)
Powered Armor Training

Perks

- Coltsanova
- Gun Nut
- Egghead
- Dash Speed Reload
- Run n' Gun
- Intense Training: Charisma
- Strong Back
- Grunt
- Stable Shot
- Quick Draw
- Sniper Pony
- Scrounger
- Long Haul
- Clever Prancer
- Tough Hide I
- Jury Rigging
- Tough Hide II
- Counter Canter
- Weapon Handling
- How we do it Down on the Farm
- Eye for an Eye
- Bone Strengthening Brew
- Life Giver
- Fight the Power!
- Size Matters
- Cowpony
- Ferocious Loyalty
- Commando
- Burden to Bear



Temporary Attribute Scores			
Score	MFD	1	LSP*
8	STR	80	+5
	PER		
	END		
6	CHA	60	+5
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	
4	STR	40		
4	PER	40		
6	END	60		
8	CHA	80		
7	INT	70		
6	AGI	60		
7	LUCK	70		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	5	25		
Energy Weapons	PER	80	100		
Explosives	PER	50	70		
Lockpicking	PER	32	52		
Big Guns	END	7	37		
Survival	END	80	110		
Unarmed	END	7	37		
Mercantile	CHA	40	80		
Speechcraft	CHA	100	140		
Magic (A/U/Z)	INT	100	135		
Medicine	INT	25	60		
Repair	INT	100	135		
Science	INT	100	135		
Flight (A/G/P)	AGI				
Small Guns	AGI	7	37		
Sneak	AGI	100	130		

Name: Homage	
Occupation: Radio DJ	
Racial Abilities: Magic	
Karma: +100	Bonus: +10 vs. Good
Damage/Wound: 18	
Crippled: 3	Maimed: 6
Max SATS: 85	Max Strain: 13
Gear and Weapons	Wt
Star Blaster	2
Canned Corn (x6)	6
Pipbuck 2000	--
Purified Water (x6)	6
Saddlebags	4
Bobby Pins (x25)	--
Screwdriver	1
Head Wrap	--
Today's Locksmith (Used 1x)	2
Magical Pulse Pistol	2
Spells/Recipes Known	Cost
Telekinesis	1/--
Voice Alteration	1
Polish	2
Muffle	1
Repair	2
Royal Canterlot Voice	1
Amplify Ambience	3
Audio Playback	2
Alter Sound	2
Sonic Control Sphere	3

Hindrances and Traits:

Pipsqueak
Fixation: Light the Darkness
Enemy: Enclave
Good Natured
Obligation: DJ PON-3
Virtue (Honesty)
Ministry Descendant (Unspecified)
Wasteland Weirdo: Abnormal travelling history (gear, contacts and character knowledge)

Perks

2. <u>Cherchez la Filly</u>
3. <u>Clever Prancer</u>
4. <u>Egghead</u>
5. <u>Bookworm</u>
6. <u>Spell Perk—Polish</u>
7. <u>Spell Perk—Muffle</u>
8. <u>Spell Perk—Repair</u>
9. <u>Spell Perk—Royal Canterlot Voice</u>
10. <u>Dash Speed Reload</u>
11. <u>Spell Perk—Amplify Ambience</u>
12. <u>Run N' Gun</u>
13. <u>Reuse and Recycle!</u>
14. <u>Dash Casting</u>
15. <u>Spell Perk—Audio Playback</u>
16. <u>Spell Synergy</u>
17. <u>Bloody Mess</u>
18. <u>Quick Draw</u>
19. <u>Jury Rigging</u>
20. <u>Spell Perk—Alter Sound</u>
21. <u>Fight the Power!</u>
22. <u>Plasma Spaz</u>
23. <u>Mare Do Well</u>
24. <u>Robotics Expert</u>
25. <u>Violent Vigilante</u>
26. <u>Action Mare</u>
27. <u>Infiltrator</u>
28. <u>Laser Commander</u>
29. <u>Cool Mares Don't Look at Explosions</u>
30. <u>Spell Perk—Sonic Control Sphere</u>
Pony Sutra
31 "Oranges"



Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
5	STR	50	
6	PER	60	+5
6	END	50	
6	CHA	60	
7	INT	60	
7	AGI	70	
5	LUCK	50	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	7	32		
Energy Weapons	PER	74	103	+10	
Explosives	PER	9	39	+10	
Lockpicking	PER	50	80	+10	
Big Guns	END	9	39		
Survival	END	100	130		
Unarmed	END	57	87		
Mercantile	CHA	100	130		
Speechcraft	CHA	100	130		
Magic (A/U/Z)	INT				
Medicine	INT	50	80		
Repair	INT	100	135	+5	
Science	INT	100	135		
Flight (A/G/P)	AGI	100	135		
Small Guns	AGI	23	58		
Sneak	AGI	100	135		

Name: Ditzzy Doo
Occupation: Merchant
Racial Abilities: Flight
Karma: +50 Bonus: +5 vs. Good
Damage/Wound: 20
Crippled: 3 Maimed: 8
Max SATS: 75 Max Strain: 13
Gear and Weapons
Jumpsuit (RoBronCo)
Dirty Water (x 10)
Saddlebags
Wasteland Survival Guide

Maneuvers Known	MFD
Aerial Charge	1.5
Hover	1.5
Cloudbuck (Basic, Contrails)	3/*
Push	1.5
Zig-Zag	1
Aileron Roll	1
Barrel Roll	3/4
Juke	1
Tail Spin	3/4
Sonic Radboom	1/4

Hindrances and Traits:

Clumsy
Dumb
Elderly
Pacifist
Good Natured
Wall-eyed
Virtue (Honesty)
Brave
Ghoul

Perks

- Survivalist
- Horse Sense
- Egghead
- Bookworm
- Intense Training: INT
- The Magic of Friendship
- Tough Hide I
- Organizer
- Tough Hide II
- Light Trot
- Scrounger
- Strong Back
- Awareness
- Life Giver
- Intense Training: END
- Long Haul
- Stubborn Flyer
- Specialized Loyalty
- Ghoulfriend
- Pathfinder
- The Greatest Sacrifice
- Scribe
- Ferrier
- Mare Do Well
- Animal Friend
- Radical Chemist
- Jury Rigging
- Wonderbolt Wannabe
- Burden to Bear



Art by ColgateFiM

Temporary Attribute			
Score	MFD	1	LSP*
STR			
8	PER	80	+10
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+
6	STR	60	
5	PER	50	
8	END	80	
4	CHA	40	
5	INT	50	
6	AGI	60	
6	LUCK	60	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	17	47		
Energy Weapons	PER	15	40		
Explosives	PER	75	100		
Lockpicking	PER	5	30		
Big Guns	END	21	61		
Survival	END	50	90		
Unarmed	END	100	140		
Mercantile	CHA	13	33	-10	
Speechcraft	CHA	16	36	-10	
Magic (A/U/Z)	INT	100	125		
Medicine	INT	100	125		
Repair	INT	15	40		
Science	INT	30	55		
Flight (A/G/P)	AGI	(50)	(80)		
Small Guns	AGI	50	80		
Sneak	AGI	100	130		

Name: Xenith
Occupation: Fillydelphia Slave
Racial Abilities: Magic
Karma: +100 Bonus: +10 vs. Good
Damage/Wound: 20
Crippled: 4 (8) Maimed: 10 (18)
Max SATS: 70 Max Strain: —
Gear and Weapons
Bloodwing Talisman
Healing Potions (Zebra—Moderate) (x8)
Saddlebags
Sticky Hooves I Potion (x3)
Sticky Hooves II Potion (x4)
Choking Smoke Pellets (x4)
Spells/Recipes Known
Survival Stew
Subiungo Venenum
Sticky Hooves I
Sticky Hooves II
Cure Poison
Magical Potency
Bone Strengthening Brew
Restore Health - Moderate
Choking Smoke
Bloodwing Talisman
Permanent Enhancement Potion

Hindrances and Traits:

Abused
All Alone
Family
Scarred
Skinny as a Rail
Slave
Sterner Stuff (Both Parts)
Zebra Enhanced
Hind Leg Stance

Perks

2. Heave, Ho!
3. Intense Training: Luck
4. Egghead
5. Steel Hooves
6. A Little Dash
7. Tough Hide I
8. Bloody Mess
9. Rad Resistance
10. Super Slam
11. Stonewall
12. Piercing Hoof Strike
13. Silent Gallop
14. Bone Strengthening Brew
15. Finesse
16. How We Do it Down on the Farm
17. Counter Canter
18. Paralyzing Hoof
19. Tough Hide II
20. Ninjapony
21. Eye for an Eye
22. Recipe Perk—Restore Health - Moderate
23. Unstoppable Force
24. Recipe Perk—Choking Smoke
25. Life Giver
26. Recipe Perk—Bloodwing Talisman
27. Recipe Perk—Permanent Enhancement Potion
28. Tunnel Canter
29. Made of Stubbornium
30. In Broad Daylight
Fillydelphia Survivor

Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs



Art by Mechwasteland

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
5	STR	50		Gender: F
6	PER	60		Level: 30
5	END	50		Move: <u>15</u> ft Ground
9	CHA	90		Move: <u>—</u> ft Dig / Fly
8	INT	80		Move: <u>5</u> ft Sneak
6	AGI	60		
6	LUCK	60		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	7	32		
Energy Weapons	PER	7	37		
Explosives	PER	7	37		
Lockpicking	PER	34	64		
Big Guns	END	7	32		
Survival	END	70	95		
Unarmed	END	35	60		
Mercantile	CHA	100	145		
Speechcraft	CHA	100	145		
Magic (A/U/Z)	INT	100	140		
Medicine	INT	100	140		
Repair	INT	25	65		
Science	INT	25	65		
Flight (A/G/P)	AGI				
Small Guns	AGI	90	120		
Sneak	AGI	50	80		

Name: Velvet Remedy
Occupation: Healer, Singer
Racial Abilities: Magic
Karma: +300 Bonus: +30 vs. Good
Damage/Wound: 20
Crippled: 4 Maimed: 12
Max SATS: 70 Max Strain: 13
Gear and Weapons
Healing Potions (x6)
Armored Saddlebags (10 DT)
Zebra Legionnaire Barding
Pipbuck 3000 (not worn)
Combat Shotgun
Dart Pistol
Glass Vials (x6)
Canned Sweet Potatoes (x10)
Bandolier
Pure Water (x10)
Radaway (x4)
Spells/Recipes Known
Telekinesis
Clothes Cleaning
Minor Healing
Anesthetic
Ward against Disintegration
Heal
Regenerate
Shield
Healing Potions

Hindrances and Traits:

Fixation: Fluttershy's Ministry
Cautious
Good Natured
Pacifist
Virtue: Kindness
Prideful
Heavenly Vision
Ministry Descendant (AJ)
Open Minded
Stable Dweller

Perks

- Filly Fatale
- Spell Perk—Anesthetic (V.R. ignores requirements)
- Egghead
- Spell Perk—Minor Healing
- The Magic of Friendship
- Scoundrel
- Spell Perk—Heal
- Living Anatomy
- Animal Friend I
- And Stay Back!
- Animal Friend II (and Pyrelight, a Balefire Phoenix)
- Long Haul
- Tough Hide I
- Purifier
- Run N' Gun
- Life Giver
- Bone Strengthening Brew
- Whining Presence
- Light Trot
- Organizer
- Deep Sleep
- Tough Hide II
- Finesse
- Spell Perk—Regenerate
- Irradiated Beauty
- Fast Metabolism
- Rad Resistance
- Spell Perk—Healing Potions
- Scribe

Spell Perk—Ward Against Disintegration

Spell Perk—Shield

My Little Ponies



Art by

Sofunnyguy

Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
7	STR	70		Gender: M
5	PER	50		Level: 30
8	END	80		Move: <u>10</u> ft Ground
5	CHA	50		Move: <u>—</u> ft Dig / Fly
5	INT	50		
6	AGI	60		Move: <u>5</u> ft Sneak
5	LUCK	50		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	18	43	+10
Energy Weapons	PER	70	95	
Explosives	PER	70	95	
Lockpicking	PER	5	30	
Big Guns	END	100	140	
Survival	END	70	110	
Unarmed	END	100	140	
Mercantile	CHA	35	60	
Speechcraft	CHA	35	60	
Magic (A/U/Z)	INT			
Medicine	INT	25	50	
Repair	INT	50	75	
Science	INT	25	50	
Flight (A/G/P)	AGI			
Small Guns	AGI	70	100	-10
Sneak	AGI	60	90	-10

Name: Applesnack Steelhooves	
Occupation: Star Paladin, Applejack's Rangers	
Racial Abilities: None	
Karma: +50	Bonus: +5 vs. Good
Damage/Wound: 20	
Crippled: 4	Maimed: 8
Max SATS: 65	Max Strain: —
Gear and Weapons	Wt
P-45d Powered Armor Suit	40
P-45d Powered Helmet	5
Missile Launcher	10
Machine Grenade Launcher	10
Med-x (x5)	2.5
Buck (x3)	1.5
Steady (x10)	5
Scrap Metal (x2)	2

[illegible]

Hindrances and Traits:

Half-Heart

Masochist

Obligation: Applejack's Rangers

Trigger Discipline

Unforgivable

Virtue: Loyalty

Canterlot Ghoul

Organization: Applejack's Rangers

Powered Armor Training

Perks

2. Dash Speed Reload
 3. Intense training: AGI
 4. Egghead
 5. Steel Hooves
 6. Tough Hide I
 7. Run N' Gun
 8. Stonewall
 9. Super Slam
 10. Tough Hide II
 11. Commando
 12. Heavyweight
 13. Piercing Hoof Strike
 14. Purifier
 15. Center of Mass
 16. Ferrier
 17. *How We Do it Down on the Farm*
 18. Concentrated Fire
 19. Stable Shot
 20. Eye for an Eye
 21. Fight the Power!
 22. Grunt
 23. Splash Damage
 24. Spray & Pray
 25. Counter Canter
 26. Nerves of Steel
 27. Adamantium Bone Lacing
 28. Made of Stubbornium
 29. Demolitions Pony
 30. Burden to Bear
- Strong Back



Art by Teschk

Temporary Attribute Scores

Score	MFD	1	LSP*
9	STR		+10
	PER		
	END		
	CHA		
	INT		
4	AGI		-10
	LUCK		

*Penalty to skills this attribute governs

Score	MFD	1	+	Race: Sand Dog
4	STR	40		Gender: M
9	PER	90		Level: 30
5	END	50		Move: <u>15</u> ft Ground
4	CHA	40		Move: <u>30</u> ft Dig
5	INT	50		
6	AGI	60		Move: <u>15</u> ft Sneak
6	LUCK	60		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR	50	70	
Melee	STR	16	36	
Energy Weapons	PER	50	95	
Explosives	PER	100	145	
Lockpicking	PER	26	61	
Big Guns	END	18	33	
Survival	END	88	113	
Unarmed	END	60	85	
Mercantile	CHA	22	42	
Speechcraft	CHA	50	70	
Magic (A/U/Z)	INT			
Medicine	INT	25	50	
Repair	INT	45	70	
Science	INT	18	33	
Flight (A/G/P)	AGI			
Small Guns	AGI	100	130	-10
Sneak	AGI	75	105	

[illegible][illegible]

Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Unicorn
6	STR	60		Gender: F
5	PER	50		Level: 30
8	END	80		Move: <u>20</u> ft Ground
7	CHA	70		Move: <u>—</u> ft Dig / Fly
5	INT	50		Move: <u>5</u> ft Sneak
8	AGI	80		
7	LUCK	70		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	75	105		
Energy Weapons	PER	17	42		
Explosives	PER	75	100		
Lockpicking	PER	50	75		
Big Guns	END	25	65		
Survival	END	25	65	+5	
Unarmed	END	75	115		
Mercantile	CHA	25	60	+5	
Speechcraft	CHA	50	85	+5	
Magic (A/U/Z)	INT	50	75		
Medicine	INT	15	40		
Repair	INT	25	50		
Science	INT	15	40		
Flight (A/G/P)	AGI				
Small Guns	AGI	100	140	+10	
Sneak	AGI	50	90		

Name: Blackjack
Occupation: The Security Mare
Racial Abilities: Magic
Karma: +300 Bonus: +30 vs. Good
Damage/Wound: 20
Crippled: 4 Maimed: 8
Max SATS: 110 Max Strain: 13
Gear and Weapons Wt
Starmetal Officer's Sword 3
(Named Zebra Officer's Sword)
SWAT Riot Gear , Elite 23
Vigilance (Named 12.7mm Pistol) 7
Pipbuck Delta —
Combat Shotgun 12
Authority Sunglasses —
Antivenom (x3) —
Duty & Sacrifice 8
(Named Hunting Revolver, pair)
Spells/Recipes Known Cost
Telekinesis 1/-
TK Precision —
TK Bullet I 2
TK Bullet II 2
TK Bullet III 3

Hindrances and Traits:

Code of Honor
Curious
Enemy
Family
Stubby Little Horn
Brave
Lucky
Ministry Descendant (Unknown)
Stable Dweller
Tastes fine to Me!

Perks

- Rapid Reload
- Spell Perk—TK Precision
- Run N' Gun
- Lunar Courtier
- Shotgun Surgeon
- Foal at Heart
- Quick Draw
- Rad Resistance
- Tough Hide I
- Intense Training: INT
- Tough Hide II
- Finesse
- Sniper
- Hit the Deck!
- Chemist
- Action Mare I
- Action Mare II
- Ghoulfriend
- Dealer's Ante
- Ferocious Loyalty
- Light Trot
- Intense Training: END
- Weapon Handling
- The Stare II
- Nerves of Steel
- Forged in the Hoof
- Made of Stubbornium
- Eye for an Eye
- Adamantium Bone Lacing

Minor Mutation: Rad Sight

The Stare I
The Power of Friendship
Star Touched
Magic Penetration



Temporary Attribute			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
8	CHA	80	+5
	INT		
	AGI		
	LUCK		

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	
5	STR	50		
7	PER	70		
5	END	50		
6	CHA	60		
7	INT	70		
8	AGI	60		
4	LUCK	40		

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	5	30		
Energy Weapons	PER	100	135		
Explosives	PER	18	53		
Lockpicking	PER	5	40		
Big Guns	END	100	125		
Survival	END	29	54		
Unarmed	END	5	30		
Mercantile	CHA	31	61		
Speechcraft	CHA	50	80		
Magic (A/U/Z)	INT				
Medicine	INT	100	135		
Repair	INT	100	135		
Science	INT	100	135		
Flight (A/G/P)	AGI	75	115		
Small Guns	AGI	10	50		
Sneak	AGI	70	110		

Name: Morning Glory
Occupation: EVC Scientist
Racial Abilities: Flight
Karma: +50 Bonus: +5 vs. Good
Damage/Wound: 15
Crippled: 2 Maimed: 7
Max SATS: 110 Max Strain: —
Gear and Weapons
Medium Battle Saddle 10
Equestrian Combat Barding 25
AER-20 Magical Gatling Laser 18
Healing Potion (x12) 6
Healing Bandages (x5) 5
Rejuvenation Potion (x2) 1
Pure Water (x8) 4
Canned Vegetables (x12) 6
Maneuvers Known
Hover 1
Summer Breeze 1/2
Cloudbuck (Basic) 2
Cloudbuck (Contrails) *
Cloudbuck (Rainfall) 1
Aileron Roll 3/4
Push 1
Barnstorming 1/2
Vortex Shredding —

Hindrances and Traits:

Cautious
Family
Good Natured
Enemy: Enclave
Flightless (Suppressed)
Trusting
Virtue: Loyalty
Formal Education
Organization: Enclave Volunteer Corps (EVC)

Perks

- Cherchez la Filly
- Daddy's Filly (Speech, E. Weapons)
- Egghead
- Entomologist
- Ferocious Loyalty
- Reuse and Recycle!
- Run N' Gun
- Quick Draw
- Organizer
- Living Anatomy
- Sneering Imperialist
- Stable Shot
- Tough Hide
- Plasma Spaz
- Math Wrath
- Action Filly I
- Bookworm
- Life Giver
- Counter Canter
- Action Filly II
- Laser Commander
- Dash Speed Reload
- Weapon Handling
- Tag!: Big Guns
- Forged in the Hoof
- Commando
- Eye for an Eye
- Cooler Under Fire
- Spray n' Pray

The Joke's On You: As the result of an encounter with killing joke, you appear to have been turned into Rainbow Dash! You receive a semi-permanent +2 bonus to agility, and the Grand Pegasus Enclave would REALLY like to have a word with you regarding some bypass spells....



Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
CHA			
INT			
AGI			
LUCK			

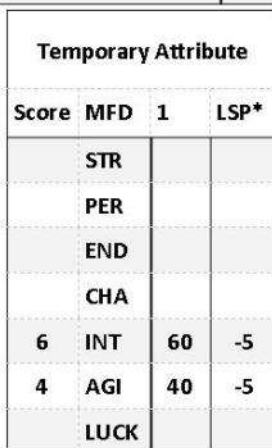
*Penalty to skills this attribute governs

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	14	39	
Energy Weapons	PER	20	60	
Explosives	PER	100	140	
Lockpicking	PER	100	140	
Big Guns	END	100	135	
Survival	END	25	60	
Unarmed	END	25	60	
Mercantile	CHA	50	75	
Speechcraft	CHA	50	75	
Magic (A/U/Z)	INT			
Medicine	INT	25	60	-5
Repair	INT	50	85	-5
Science	INT	100	135	-5
Flight (A/G/P)	AGI			
Small Guns	AGI	14	39	-5
Sneak	AGI	100	125	-5

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Perks

2. Colt Cuddler
3. Heave, Ho!
4. Egghead
5. Sleight of Hoof
6. Bookworm
7. A Little Dash
8. Sleight of Hoof II
9. Quick Draw
10. The Magic of Friendship
11. Tough Hide I
12. Tough Hide II
13. Splash Damage
14. Silent Gallop
15. Buy Off Hindrance: Gun-Shy
16. Chemist
17. Life Giver
18. Light Trot
19. Counter Canter
20. Computer Whiz
21. Infiltrator
22. Eye for an Eye
23. Fight the Power!
24. Tag!: Explosives
25. Hit the Deck!
26. Ricochet



27. Forged in the Hoof
28. Tunnel Canter
29. Cool Mares Don't Look at Explosions
30. In Broad Daylight

Fallout Equestria RPG

Score	MFD	1	+
5	STR	50	
5	PER	50	
7	END	70	
5	CHA	50	
8	INT	80	
6	AGI	60	
4	LUCK	40	

Skills	ATT	Rank	MFD	1	+
Dig (H/SD)	STR				
Melee	STR	50	75		
Energy Weapons	PER	14	39		
Explosives	PER	50	75		
Lockpicking	PER	25	50		
Big Guns	END	100	135		
Survival	END	25	60		
Unarmed	END	18	53		
Mercantile	CHA	33	58	+10	
Speechcraft	CHA	100	125	+10	
Magic (A/U/Z)	INT	100	140		
Medicine	INT	50	90		
Repair	INT	20	60		
Science	INT	50	90		
Flight (A/G/P)	AGI	80	110		
Small Guns	AGI	40	70		
Sneak	AGI	70	100		

Name: Lacunae
Occupation: Mental 'Waste Dump'
Racial Abilities: Magic, Flight
Karma: +50 Bonus: +5 vs. Good
Damage/Wound: 22
Crippled: 3 Maimed: 9
Max SATS: 70 Max Strain: 24
Gear and Weapons
Minigun 18
Armored Saddlebags, DT 15 16
Large Black Dress (Aristopony's Dress) 2
Healing Potions (x4) 2
Spells/Recipes Known
Mighty Telekinesis I 1/-
Magical Arrow 1
Magical Arrow Barrage 2
Heal 2
Shield Bubble 3
Telepathy II 1
Teleport III 3
Mind Read 3
Magical Arrow Rain 2
Tears of the Goddess 3

Hindrances and Traits:

Cautious
Fixation: Atonement
Guilty Conscience
Masochist
MPD (The Goddess, Psalm, Others)
Obligation
Slave
Unforgivable
Channeler (1—Increased Strain)
Large

Perks

2. Foal at Heart
3. Clever Prancer
4. Egghead
5. Bookworm
6. Tough Hide I
7. Dash Casting
8. Size Matters
9. Fight the Power!
10. Tough Hide II
11. Spell Perk—Magical Arrow Barrage
12. Spell Perk—Heal
13. Heavyweight
14. Counter Canter
15. Quick Draw
16. Stable Shot
17. Filly Fatale
18. Center of Mass
19. Light Trot
20. Eye for an Eye
21. Spell Perk—Magical Arrow Rain
22. Scribe
23. Fast Metabolism
24. Life Giver
25. Nerd Rage!
26. Strong Back
27. Sniper Pony
28. Silent Gallop
29. The Greatest Sacrifice
30. Spell Perk—Tears of the Goddess

Flight Maneuvers: Aerial Charge (1)

- Hover (1)
- Downdraft (3/4)
- Upside Down (3/4)
- Second Wind (3/4)
- Zig-Zag (3/4)
- Dive-bomb (3/4)
- Stomp



Temporary Attribute Scores			
Score	MFD	1	LSP*
STR			
PER			
END			
6 CHA	60	+5	
INT			
AGI			
LUCK			

*Penalty to skills this attribute governs

Fallout Equestria RPG

Score	MFD	1	+	Race: Earth Pony
7	STR	70		Gender: F
5	PER	40		Level: 15
8	END	80		Move: <u>25</u> _ft Ground
4	CHA	40		Move: <u>—</u> _ft Dig / Fly
5	INT	50		
7	AGI	70		Move: <u>10</u> _ft Sneak
4	LUCK	40		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	75	110	
Energy Weapons	PER	12	37	
Explosives	PER	50	75	
Lockpicking	PER	5	30	
Big Guns	END	20	60	
Survival	END	75	115	
Unarmed	END	100	140	
Mercantile	CHA	25	45	
Speechcraft	CHA	60	80	
Magic (A/U/Z)	INT			
Medicine	INT	25	50	
Repair	INT	15	40	
Science	INT	14	39	
Flight (A/G/P)	AGI			
Small Guns	AGI	18	53	-5
Sneak	AGI	50	85	-5

Name: Arloste Rampage	
Occupation: Hoofington Reaper	
Racial Abilities: None	
Karma: +25	Bonus: +2 vs. Good
Damage/Wound: 15	
Crippled: 4	Maimed: 8
Max SATS: 80	Max Strain: —
Gear and Weapons	Wt
Bladed Hoof Claws	3
Metal Barding (Spiked, Worn)	35
Armored Saddlebags	15
Metal Helmet	3
Power Hooves	7
Hammer	2
Screwdriver	1
Healing Potion (x2)	1
Bridleback Beer (x6)	6
Box of Abronco Detergent	1
Locket with Picture	—

[illegible]

Hindrances and Traits:

Abused
Amnesia
Masochist
Multiple Personalities Disorder
Ponikaze
Sadist
Suicidal
Organization: Reaper (3)
Wasteland Weirdo (4) - No need to eat or sleep.
Cannot die. 3 MFD step bonus vs. poisons. Heal 1
wound per area per round. If disintegrated you
regenerate as a filly, -2 dmg/wd, -1 to STR and
END, +1 to AGI and CHA. Re-aging takes 1d4
days.

Perks

2. Filly Fatale
3. Intense Training—END
4. Steel Hooves
5. Rad Foal
6. Tough Hide (1)
7. Bloody Mess
8. Hard Rock
9. The Power of Metal
10. The Stare (1)
11. Tough Hide (2)
12. Stonewall
13. Super Slam
14. Chemist
15. Finesse
16. Piercing Hoof Strike
17. Unstoppable Force
18. How we do Things Down on the Farm
19. Paralyzing Hoof
20. Eye for an Eye
21. _____
22. _____
23. _____
24. _____
25. _____
26. _____
27. _____
28. _____
29. _____
30. _____

Eternity's Loophole—You can no longer become addicted to substances, but you stop leveling up at level 20. Your damage/wound value continues to increase.

Zebra Enhanced

The Stare (2)

High Ho Silver, Away!



Temporary Attribute Scores			
Score	MFD	1	LSP*
	STR		
	PER		
	END		
	CHA		
	INT		
6	AGI	60	-5
	LUCK		

*Penalty to skills this attribute governs

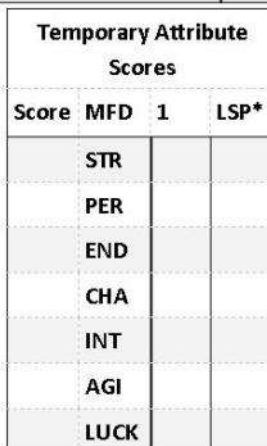
Score	MFD	1	+	Race: Earth Pony
5	STR	50		Gender: F
7	PER	70		Level: 30
5	END	50		Move: <u>25</u> ft Ground
6	CHA	60		Move: <u>—</u> ft Dig / Fly
8	INT	80		
6	AGI	60		Move: <u>25</u> ft Sneak
6	LUCK	60		

Skills	ATT	Rank	MFD 1	+
Dig (H/SD)	STR			
Melee	STR	100	125	
Energy Weapons	PER	16	41	
Explosives	PER	21	46	
Lockpicking	PER	75	110	+5
Big Guns	END	12	37	
Survival	END	25	50	
Unarmed	END	12	37	
Mercantile	CHA	80	110	
Speechcraft	CHA	80	110	
Magic (A/U/Z)	INT			
Medicine	INT	25	65	
Repair	INT	100	140	+5
Science	INT	100	140	
Flight (A/G/P)	AGI			
Small Guns	AGI	89	119	
Sneak	AGI	100	130	

[illegible]

Family	
Fixation: Non-Toilet Cutie Mark	
Phobia: Large Robots and Machines	
Phobia: Agoraphobia (Removed)	
Young	
Wartime Stress Disorder	
Agile Tongue	
Stable Dweller	
Specialization: Repair—Architecture & Civil Engineering	

2. Bookworm
3. Daddy's Filly (Science, Lockpicking)
4. Egghead
5. Gun Nut
6. Tough Hide I
7. Agoraphobia Removed
8. Run N' Gun
9. Quick Draw
10. Little Leaguer
11. Intense Training: Agility
12. Robotics Expert
13. Stable Shot
14. A Little Dash
15. Tough Hide II
16. Tag!: Small Guns
17. Counter Canter
18. Math Wrath
19. Jury Rigging
20. Gunslinger
21. *How We Do it Down on the Farm*
22. Silent Gallop
23. Life Giver
24. Action Filly I
25. Computer Whiz
26. Action Filly II



27. Center of Mass

28. Forged in the Hoof

29. Cooler Under Fire

30. Certified Pipbuck Technician

High Ho Silver, Away!

Big Sister — When Blackjack is within S' , gain +5DT to all locations.

7 – Combat – Messin’ up the Wastes

It is a rare day indeed when you can safely traverse any part of the Equestrian Wasteland (or any of its neighboring wastelands, for that matter) without being shot at, stabbed, or blown up. That’s why this section of the rules exists – so everypony (or zebra, griffin, alicorn, hellhound, etc.) is on the same page when it comes to combat.

Combat in this system is turn-based. This means that combat is generally divided up into rounds, during which most or all players and characters (i.e. combatants) will act in a set order to take actions. Remember that **rounds in this system are modeled as six-second periods**. Every round, a combatant that receives a turn will have two actions during their turn, allowing approximately three seconds each. These actions can be any number of things – shooting, moving, taking cover, casting a spell, performing an aerial maneuver, attempting to hide, hacking a terminal, etc. Talking is considered “free,” and doesn’t take an action as long as the message is kept relatively short and within reason. Monologues and longer messages may take more than a few seconds to deliver, and should be counted as such for the purposes of determining actions spent, if they are all that a character is doing during their turn.

Everything in this section is organized as logically as possible, in the order that each type of action happens during a typical combat sequence; at the beginning of combat every character (and the GM) rolls initiative, and then they can move, shoot, or do whatever else it is they’re planning on doing. If anything here confuses you, there’s a handy quick reference at the end of this section to try and present all of the options a character has in terms of what they want to do during their turn, with their associated cost in terms of actions.

Now that that’s all out of the way, LET’S GET READY TO RUMMMMMBLE!

Combat Initiative (“Who Shot First”)

Because combat in this system is turn-based, deciding who (or what) will act first within a turn is very important to resolving what occurs. An initiative roll decides this order of action— at the beginning of combat, every character involved rolls d% (1d100). The numbers rolled determine the order in which players and their opponents act during combat, lower numbers going before higher numbers. **Players may add or subtract a value up to their AGI MFD ¼ target number to their initiative rolls.** Temporary penalties to agility reduce the ¼ value by 5 per point. Players must decide whether they add or subtract after before announcing their initiative at the beginning of a combat round, after rolling d%. Perks that modify initiative (such as *Quick Witted*) can make this roll’s result higher or lower. As there are no real “critical successes,” spending luck cards with the *Live by Luck* rules to reroll initiative only let you redo the roll, and don’t alter your chances.

In the event of ties, there are a few ways to handle the situation. You can either have both actions occur simultaneously, or you can have whichever character has the highest Agility attribute score go first. If both of the tied characters have the same agility score, resolve actions simultaneously.

As an optional rule, because turn based combat models a very short period of time, characters that roll the same “tens place” on their initiative roll (i.e. 40-49, 70-79, etc.) resolve their actions and then carry them out simultaneously. This allows for the possibility that characters can interrupt each other’s actions, or kill each other in shooting duels within the same instant.

Combat can technically ‘start’ before an enemy ever comes into range. For example, if you’re aware of someone before they’re aware of you (as occurs frequently when you’re sneaking around) you and your friends can prepare to ambush whatever unfortunate hasn’t noticed you. When this happens, you start combat with something called a “Surprise Round”, effectively catching the unaware opponent with their pants down (not that most ponies where pants, but you know what we mean).

So, a character’s initiative is:

$$\begin{aligned} &1d100 \pm (\text{MFD } \tfrac{1}{4} \text{ AGI}) \\ &+ \text{Bonuses (Quick Witted, Dash, etc.)} - \text{Penalties} \end{aligned}$$

Surprise!

A surprise round occurs whenever a combatant or group of combatants attack another combatant or group that isn’t aware of the first group (or at least isn’t aware of their hostile intent) until they’ve begun opening fire. A hidden sniper opening up on an unaware scavenging convoy, or a group of raiders launching rockets at travelling merchants from a hidden alcove in a bluff before rushing down with knives and guns are good examples of this; a guard firing from his extremely-visible post at oncoming attackers, or a shrieking psychopathic raider running out of cover wielding a board with nails in it are not (usually) cause for a surprise round.

When a surprise round occurs, the attacking group's members (and any character with the Quick Witted perk) all roll initiative. They all receive a single action for the round (instead of the two actions from a standard round). If the attacker is targeting someone who didn't expect to be attacked at all, as when an ally character stabs you in the back, the target is looking the other direction, or the target is asleep, then this is cause for a sneak attack critical—see the subheading with that name below. When all of them have completed their actions, normal combat begins, and initiative is re-rolled for all characters (though some GMs may prefer to keep the existing initiative order and simply add the surprised characters into the existing line up).

Movement

During combat, characters can move up to their listed move speed (top middle of your character sheet) for each action spent moving. In other words, they can only do this twice if that is ALL that they do with their turn. Other actions, such as firing a weapon, dodging out of the way of an explosion, or performing a maneuver will reduce the distance your character can cover in a full round by half. If running (spending both actions to move), a character can move up to three times their listed speed. Note that while dodging costs an action and will reduce your maximum movement, the act of dodging will generally move a character from where they were previously standing. Other modifiers to movement speed are outlined below.

CHAAARGE!

A charge is a special kind of movement that takes both of a character's actions in a round. Charging allows a character to move at a run (x3 movement speed) and follow it up with a melee or unarmed attack if at the end of their movement they are adjacent to (within five feet of) an enemy. This prevents characters from performing any other actions that round. If attacking with horns at the end of a charge, the attack deals an additional 3d6 damage. Charges made with two horns (such as by a minotaur or buffalo) deal 6d10+STR instead of 6d6+STR.

A character must be able to move at least 15 feet in a straight line to perform a charge.

Optional Rule: When charging, if a character has a suitably ferocious battle cry (or is suitably frightening looking – Terrifying Presence would help) it may provoke a fear check in their intended target and its allies. Bonus points if the player actually yells this battle cry while their character is charging.

Jumping

While not actually combat specific, jumping vertically and horizontally do come up. How high or far a character can jump are determined by their ground 'base' movement speed.

The rule of fetlock is this: a pony can jump half as far as they can move in a single action. If they get a running start before the jump (at least a full movement action's worth of distance) they may increase that jump distance by 5'. For high jumps, the height is half of the long jump distance, rounded down.

If a pony cannot move at least 10' in a single action, they cannot jump a gap of 5' without a running start. If they cannot move at least 5' in a single action, then without a running start then cannot jump any

appreciable distance at all! For convenience, a table of jump distances based on movement speeds is provided below.

Base Move Speed	Long Jump Max (Running Start)	High Jump Max (Running Start)
2 actions for 5'	0' (0')	0' (0')
5'	0' (5')	0' (0')
10'	5' (10')	0' (5')
15'	5' (10')	0' (5')
20'	10' (15')	5' (5')
25'	10' (15')	5' (5')
30'	15' (20')	5' (10')
35'	15' (20')	5' (10')
40'	20' (25')	10' (10')
45'	20' (25')	10' (10')
50'	25' (30')	10' (15')

Sneaking

In order to sneak during combat, a character must either roll their sneak skill as an opposed roll with whatever enemies are present, or be under the effects of a stealth field. Whether or not this roll is successful or they are detected, they may spend the rest of their sneaking-action moving up to their listed sneak speed. If they choose (as might be a good idea if they obviously failed their roll), this movement can be forfeited and turned into a held action to attempt to dodge away from or block incoming attacks. In either case, rolling sneak to attempt to hide is considered a free action that can be performed once per combat action. Essentially, moving at sneak speed simply allows a character to maintain the MFD of their sneak roll for the purposes of contested rolls.

Characters that are sneaking can only move up to half their listed move distance per combat action. This value is rounded down to the nearest five feet, which means that even taking both of your actions in combat to sneak may not move you as far as taking one action to simply move. A character's base sneak speed without considering perks, traits or hindrances is thus effectively equal to $5 \times (\text{AGI}/4)$, rounded down.

Sneak speed can be substantially increased with perks, traits, or if a character is under the effects of a stealth field. Characters under the effect of an active stealth field (such as would result from the use of an invisibility spell, a stealthbuck, or a zebra invisibility cloak) can sneak at their full speed, but receive a -25 roll penalty to sneak while doing so, usually more than compensated for by the effects of the stealth field; all stealth fields provide a constant bonus to sneak rolls while active.

Hellhounds, sand dogs and other burrowing creatures that are underground count as being under the effects of a +50 sneak bonus/ 2 MFD non-magical stealth field for the purposes of underground movement while sneaking, as long as they are fully underground and no other creatures occupy their tunnel. Enemies take the stealth field as an MFD step penalty to PER rolls to notice them. Penalties to sneak for the invisible character translate directly into bonuses for those making PER rolls against a stealth field.

Remember to take your character's sneak penalty due to weight into account when rolling sneak! Starting at wt. 50, for every 10 macs beyond 50 (rounded up) characters take a -5 penalty to sneak.

Digging and Climbing

The claws of Hellhounds and Sand Dogs are versatile tools, and can be used to dig extremely quickly. Digging is not like flying – you can't just do it whenever and wherever you please, because some areas are not suitable for digging through. Stuff is already present, and you have to may displace it with care to avoid your tunnel caving in behind you (or even on top of you!).

Whenever you are about to dig (or climb), you should rolling your dig skill against base MFD 1 (may vary depending on the terrain and environmental conditions). Critical success and success mean you may dig as you please. Failures mean you can't dig as quickly as you'd like due to obstructions hidden beneath the surface, and force you to move at only half your maximum digging speed. Critical failures mean there's either an impassable obstruction or that the terrain is very unstable and will collapse if you continue digging, and prevent you from digging in that area. While digging in a tense combat situation, you should roll dig once per round whenever you use it to move around. Out of combat, you only need to re-roll this skill if the soil, tunnel or environmental conditions change.

The dig skill is also used for climbing. Climbing allows vertical locomotion at the character's full ground movement speed (*not* their dig speed – that is specifically for digging and moving through tunnels), and can be used to allow a dog to ascend surfaces to escape incoming fire.

Dig can be very useful for setting ambushes and launching surprise attacks from beneath the ground. Digging allows dogs to very easily sneak up on characters even during combat (being beneath the ground grants concealment, after all – equivalent to a 2 MFD non-magical stealth field) at a very fast rate, but neither race is capable of digging a hole so fast that they can dig to dodge out of the way of fire. The skill cannot be used to dodge unless via climbing, but in the case of hellhounds the sharpness of the claws does allow use in making cover quickly from nearby materials. See the blocking and cover rules later in this section for more detail on how that process functions; suffice to say, it's easier for a hellhound to make their own cover out of their surroundings than it would be for most ponies.

Teleportation

Teleportation is a form of movement via magic (this is generally a Unicorn/Alicorn spell) that is functionally instantaneous point to point transit. Used in combat, it can be an extremely powerful way to dodge incoming enemy fire or to achieve a superior strategic position and thus gain the advantage over an enemy. For more information on this form of movement, see any of the various levels of teleportation spell, available in the magic section. Teleportation can be used by characters to get up, move, dodge, hit the deck, take cover, or block (by teleporting something into the way of the attack).

Extreme magical mishaps made while teleporting can lead to a phenomenon commonly referred to as teleport-shunting, also known as "splinching." Simply put, part of the normal process of magical teleportation involves determining a destination location, converting a target or targets into pure magic, and then rematerializing the converted magic at the destination location. Splinching is what happens when the materialization doesn't go as planned – the target rematerializes *inside* a material that already existed at the target location. Normally, the spell provides safeguards against this. In fact, probably about 80% of a teleportation spell is composed just of magical safeguards. But when you're trying to cast complex magics in a rush or while being shot at, occasionally things do go wrong.

Splined characters end up fused with solid objects, similar to possible negative side effects associated with the Ghost and Phantom spells, or a bad run-in with pink cloud. In most cases, the object

that they've materialized inside of is large and/or solid – this automatically maims whatever parts of a character or creature have undergone critical re-materialization failure. In other cases, the splinch may be relatively minor – a character that materializes stuck in a chain-link fence, for example, might not die immediately. It'll be a hell of a time getting them out, and they'll probably end up with tetanus and a phobia of wire cutters, but with a little luck they'll probably survive, even if the splinched area was their torso. Such occurrences only cripple the affected area, and tend to prevent movement.

In summary – teleportation is effective as a means of movement, but when it goes bad, it goes REALLY bad. Re-growing or otherwise replacing limbs lost to splinching accidents is not usually a player-preferred method of character development. The magnitude (or possibility) of a splinch should be left to GM discretion, but generally they should only occur on critical failures. Careful spellcasters should be able to avoid splinching altogether, simply by refraining from teleporting into close-quarters spaces or areas where they may end up occupying the same space as the furniture upon rematerialization.

Flight, Air Combat and Aerial Maneuvers

Characters with the ability to fly are capable of quickly moving across the battlefield at speeds much greater than most ponies forced to remain on the ground. Flight allows characters to move up to their flight movement speed (5'x their agility score, ± modifiers) per action spent, and they may choose to move in any dimension they wish (that isn't blocked, obstructed, or otherwise already occupied).

Air combat is a tricky business, in no small part because of its inherently three-dimensional aspect. Performing a flight maneuver, such as a roll or a dive, requires a Flight skill roll, with modifiers depending on the difficulty of the maneuver and the weather conditions. Unless a character has practiced a maneuver enough times, performing it can be quite difficult. A list of flight maneuvers and their effects are included at the tail end of the magic section. Some of them are devoted to movement and evasive actions, while others are more aggressive and still others can prove very utilitarian. Any maneuver listed as an "Aerial Dodge" can be used in place of a dodge action to try and avoid damage. Aside from maneuvers and the addition of a third dimension, air combat and movement are resolved identically to ground combat.

Movement Penalties due to Weight

Characters carrying heavy loads move slower. If a pony is at or above their maximum weight capacity, they move 5' slower per action spent. This affects their movement speed out of combat as well.

This movement speed penalty increases by 5' for every 50 pounds over a pony's weight limit they are, to a minimum speed of 0' per action (stuck). Recalculate sneak speed accordingly.

For characters moving via alternate means, such as digging or flight, carrying too much weight affects their movement differently. Those normally capable of flight take a penalty to their flight roll equal to however much weight they're carrying over 100 units as a straight-roll penalty. If they manage to exceed their weight limit, they're grounded until they lighten their load. If they suddenly exceed their weight limit midflight (such as by having something dropped on them), they must roll flight MFD 1 at their current penalty due to weight to try to land safely.

Digging characters are slowed down by 10' if at their maximum weight capacity. This penalty increases by 10' for every 50 pounds that they're over their weight limit.

Targeting -- with or without S.A.T.S.

So you want to hit things, right? I mean, most combat involves hitting stuff. On a basic attack, you will normally have to roll to hit. To do this, just you're your skill against an MFD of 1, modified by how hard your target is to hit relative to a stationary 'ideal' target.

Target shooting is difficult when the target doesn't want to be shot at. There's a big difference between shooting at a stationary circle down range and actually killing somepony. The upshot of this (ha ha, get it? Upshot, target shooting? ...Never mind...) there are a number of MFD changers, bonuses, and penalties that can be applied to any shooting roll depending on the conditions of the shooter. The biggest factors that affect a shot's accuracy are related to cover or obstructions between the target and the gunpony, but there are also possible obstructions that can arise from weather, distance, obscuring effects (such as zebra smoke grenades), and personal injury on the part of the gunman. The base MFD for any skill roll to hit a stationary target that isn't benefiting from cover is 1 – everything else modifies it from there.

Your Stable-Tec Assisted Targeting System and You

Not every character in the wasteland is going to have access to SATS; many characters, player characters included, won't ever *have* a pipbuck or suit of SATS-capable powered armor, or might have reasons for not using these advantages if they do. This is not the section for them.

What this section *is* for is describing what exactly SATS does, and how to make use of it to your advantage.

SATS is the common abbreviation for the Stable-tec Assisted Targeting Spell, a powerful utility spell built into all pipbuck models after the Pipbuck-1000 line for use in the personal self-defense of the wearer. Its versatility and usefulness in combat situations was so great that most power armor suits had some level of integrated SATS support by the end of the war. When activated (costing a single action in combat), it temporarily slows down time to an almost stand-still, while simultaneously calculating and providing accurate targeting and usage data for whatever weapons, items or spells the wearer has at their current disposal. Because of the pipbuck's integrated inventory management and personal health monitoring spells, SATS is capable of instantly obtaining any necessary data on weapons or usable items and displaying it in a format that allows ponies to queue up and perform actions with super-equine speed.

When using SATS, every character has a set amount of Action Points, or AP, which represent how fast they are physically capable of acting while under the influence of the spell. Characters have a maximum 'pool' of AP, represented on the character sheet by the SATS slider bar, equal to 40 + 5x their agility attribute score. While the spell is in the process of slowing down time for that character, they may choose to how to allot their AP to perform tasks. Such tasks can include injecting drugs, giving items to other characters, casting spells, or using or firing weapons and certain tools, and each task carried out (or attempted) depletes their AP pool by a set amount that varies from task to task. SATS is generally not capable of queuing up any sort of action that requires the character to move more than five feet to perform

– while you can ready a block or a defense using SATS (use the ‘Rock’ for improvised items SATS cost), you cannot queue up any sort of attempt to dodge incoming fire.

If the SATS AP pool no longer has enough points left in it to perform an action during your character’s round, or if all of the queued actions have been attempted, then that session of SATS ends. The pool will replenish at a rate of 5 AP per combat round, a process which can be accelerated by the use of certain chems (such as Dash or Rainboom) or perks.

Now what does this all mean in terms of what SATS can actually do for you? It means three main things:

- When using SATS, characters may ignore any and all situational targeting penalties from their environment (such as smoke, fog, or non-DT-granting barriers), or from time-pressure, such as those penalties associated with firing a ranged weapon in melee. MFD penalties to hit from distance and other sources are not affected.
- SATS is capable of calculating your odds of success before you decide to take any actual shots, conserving your ammo and giving you a quick and easy way to determine how difficult opponents are to hit. This can be either helpful or discouraging from a character’s perspective, and occasionally it’s both. Because players technically already have the odds presented to them when they roll for all actions, this is mostly a role-playing effect. (This function also allows GMs to take opportunities to call out hit percentages on particularly difficult opponents or for one-in-a-million odds trick shots; used properly, this can heighten dramatic tension and create a very cinematic atmosphere during combat.)
- SATS users can queue up multiple attacks or actions to be performed within the span of a single combat action, giving them a massive boost in terms of combat potential.

On its own, SATS does not actually grant any bonuses to hit – it just negates penalties – but there are a multitude of perks that grant characters increased accuracy in SATS with specific weapons or under certain conditions.

Oh and before we forget: **SATS also boosts a character’s abilities in close combat.** With melee and unarmed weapons, the use of SATS enables special attacks that would otherwise not be possible. Not all weapons have special abilities associated with them – they’re listed as effects associated with the weapon in the equipment section above. **Critical hits made with melee or unarmed weapons in SATS always do twice as much damage as they would on a normal critical strike outside of SATS.**

Hit Locations and Effects

Every part of a pony is important for something different, and all of those parts are necessary for them to be happy, healthy, and function at their full potential. Naturally as a result of this, every part of the body of a pony, or of any other race, will have slightly different effects. These effects are generalized in this section for ponies and other playable races.

If you're not playing with random hit locations (described in the next couple of pages) then all shots not made to the torso must be Called Shots. To make a called shot, you must simply declare before you roll that you are not shooting for the torso, but instead shooting at some other part of your opponent's anatomy. The penalties for making a called shot are based on relative size of the target location; some common targeting locations for called shots are outlined below, with their associated MFD step penalty, to give you an idea.

Called shot areas are generally considered to not be vulnerable to damage from AoE attacks such as explosives.

Penalties resulting from being crippled in an area stack unless explicitly stated otherwise.

Table XXVI: Hit Locations Summary Table – Does not include crippled effects.
Greyed locations are called-shot only.

Head – 2 MFD step penalty;
bonus damage

Shots that hit a creature in the head deal 150% as much damage as they would otherwise. This multiplier comes into play before armor reduction and every other multiplier to damage has been applied. That means that a x3 critical hit can turn into a lethal strike that does *four and a half times as much damage*, assuming that the target character's head has 0 DT. *When the head of a character or creature is crippled, they suffer a 2 MFD step penalty on rolls based on INT, PER, CHA, and a 1 MFD step penalty to penalty to accuracy.*

Location	MFD Penalty	Other Effects
Head	2 Steps	Bonus Damage
Torso	0	Default Targeting Location
Legs	1 Step	
Arms	1 Step	Disarm Chance
Horn	3 Steps	Disrupts Magic
Wings	1 Step	
Eye	4 Steps	Bonus Damage, Partial Blindness
Ear	2 Steps	Bonus Damage, Deafness Chance
Heart	4 Steps	Bonus Damage
Genitals	2-3 Steps	Stun Chance
Mane or Tail	1 Step	
Cutie Mark	2 Steps	
Saddlebags	1 Step	Item Loss/Damage Chance
Bandolier	2 Steps	Item Loss/Damage Chance
Weapon (Mouth/Telekinesis)	2-3 Steps	Disarm Chance
Weapon (Battle saddle)	1 Step	Disarm Chance

Torso – 0 MFD step penalty; default targeting location

Most races generally keep their important vital organs in their torso; this is the reason why suffering five wounds to this area usually leads to death. There is no MFD Step penalty to target the torso of most characters and creatures – this is the largest location on the body, after all. *When the torso is crippled, all END, STR, and AGI based rolls (Including small and big guns) suffer a 2 MFD step penalty.*

Legs – 1 MFD step penalty

The legs are extremely important to all characters as a means of getting around, saying nothing about their importance in remaining upright. While there is no damage bonus or extra effect associated with hitting a target here, crippling the legs will drastically reduce a character's speed. *For four-legged characters, being crippled in the leg reduces land speed by five feet per action per leg crippled. If a character has one or fewer legs remaining in an un-crippled state, they cannot move without assistance. Each crippled leg also imparts a 1 MFD step penalty to accuracy with battle saddles and a penalty of the same magnitude to sneak.*

Arms (Bipedal Creatures only) – 1 MFD step penalty; chance to disarm

For Hellhounds and Minotaurs, arms are an essential part of how they interact with the world. This is confusing to ponies, who mostly interact with things through magic or with their mouths or tails, but during the war they quickly learned that shooting a minotaur in the arm was a great way to make them drop their weapon. Shots to the arm have a 5% disarm chance for every wound dealt (roll after wounds are dealt). *Characters crippled in one or both arms take a 1 MFD step penalty per crippled arm on any tasks that they rely on their hands to perform, including (but not necessarily limited to) repair, science, all accuracy rolls for non-natural weapons, and lockpicking.*

Horn – 3 MFD step penalty

The horn is the central focusing point for magic. Shooting it will disrupt any spells in the process of being cast or maintained. *Crippling the horn increases the difficulty of casting any and all spells by 2 steps, and doubles the strain cost of all spells cast.* Removing the horn entirely prevents any magic or spellcasting. Healing a crippled unicorn or alicorn's horn is extraordinarily difficult, as conventional healing agents have minimal effect on the magically hardened tissue.

Wings – 1 MFD Step Penalty (folded); 0 MFD step penalty if spread

Wings are absolutely necessary for flight. It should thus come as no surprise that the easiest way to disable a flying combatant is to cripple them in the wings. *While the wings of a pegasus, griffin or alicorn are quite tough and durable, any attacks that cripple them in the wings immediately render them incapable of flight until healed. If they're not solidly on the ground when the crippling injury is inflicted, refer to the falling damage rules in the Dangers of the Wasteland chapter.* A recently crippled victim with a held action may attempt to use a healing potion to restore the damaged limb, but any other form of magical healing requires closer proximity or more time to be effective. If one or both of a character's wings are maimed, they cannot fly.

Eye – 4 MFD step penalty; called shot only, partially blinded, bonus damage

It is exceptionally difficult to hit an opponent in the eye. However, hitting an opponent there is generally a sure-fire way to take them down for the count. Because it is part the head, the bonus 1.5x modifier to damage still applies, and any shots to the eye that hit and deal more than 1 wound to the area automatically blind an opponent, cripple them in the head (with all the associated penalties), and incapacitate them until they can receive proper medical attention (i.e. until a healing spell or potion is administered). This incapacitation lasts a minimum of two rounds.

If they do not receive medical attention within the first two rounds of incapacitation or if they try to continue fighting or moving around, they must make a difficult (MFD ½) endurance roll to work through the pain; those that fail this roll are rendered unconscious until they either die of starvation or receive medical attention. Ponies blinded in this fashion take a -50 penalty on all perception rolls and an additional -25 on all accuracy rolls, in addition to the penalties they take for being crippled in the head. If not healed within thirty minutes via healing magic, the eye may be lost permanently. All wounds dealt to the eye are dealt to the head.

Ear – 3 MFD step penalty; called shot only, deafness chance, disorientation

While less difficult to hit than the eye and less debilitating to your target, shots to the ear can be useful for disorienting opponents. Despite being technically part of the head the bonus 1.5x modifier to damage does not apply for most species (equines in particular). Shots hitting the ear provoke an END roll, the MFD of which is equal to that of the roll made to hit. Failing this roll deafens and disorients the affected target, temporarily granting them the *Hard of Hearing* hindrance and a 1 MFD step penalty to all actions for 1d4 combat rounds. Critically failing this roll makes the hindrance permanent (though the other penalties still go away after 1d4 rounds). If the character already has *Hard of Hearing*, they get the *Deaf* hindrance instead for the appropriate duration. All wounds dealt to the ears are dealt to the ears alone (treat them as a separate hit location – the ears cannot become crippled, only maimed), and maiming one ear gives the *Hard of Hearing* hindrance permanently; maiming both gives the *Deaf* hindrance.

Heart – 4 MFD step penalty; called shot only, bonus damage

It's damn near impossible to shoot a pony in the heart, but damn if it isn't a romantic thought. Not many ponies would shoot for the heart if they were trying to kill a pony; the head is a more logical choice. A successful shot to the heart deals twice as much damage (a x2 damage multiplier). If it deals enough to cripple the location, the target must roll END MFD $\frac{1}{4}$ or go into cardiac arrest. They will immediately go unconscious and will die if not treated in the next two minutes. Critical failures on the END roll should think up some good last words for their character, because they will die at the end of that combat round unless treated. This area counts as part of the torso; all wounds dealt to the heart are dealt to the torso.

Genitals – 3 MFD step penalty; called shot only, stun, bladed weapons deal bonus damage

No one wants to be hit here, which is generally why those with a cruel or sadistic streak tend to aim for this area first. A character hit in the genitals and wounded must roll Endurance MFD $\frac{1}{2}$ or be stunned and unable to act for as many full combat rounds as they've taken wounds. Bladed weapons that hit this area automatically score a critical hit. *Crippling this area will automatically make character miss their next action, even if they succeed on the endurance roll*; maiming this area prevents a character from reproducing, in addition to rendering them stunned for as many full combat rounds as they've taken wounds. They may move at half speed, but may not attack for the duration. If the target is lying on their back or standing above the attacker, the penalty to hit here is reduced to 2 MFD steps.

This area counts as part of the torso; all wounds dealt to the genitals are dealt to the torso.

Mane or Tail – 1 MFD step penalty; called shot only

This area suffers no immediate penalties if a character suffers a wound here for equines, but it is generally quite upsetting to most species to lose their goddesses-given butt ornament. Unless listed specifically as a combined hit location, the tail and mane are to be treated as independent of the torso for the purpose of calculating wounds for maiming, and cannot be crippled. Maiming of the mane or tail may have varying effects depending on character and race, though is generally associated with a speechcraft penalty and a loss of the use of the tail as storage, an extra limb, or for other specific actions.

Cutie Mark – 2 MFD step penalty; called shot only

This area carries no immediate penalties if a character suffers a wound here, but it can prove quite demoralizing to ponies and zebra long term if their cutie mark has been removed or otherwise disfigured. Otherwise, this area counts as part of the torso; all wounds dealt to the cutie mark are dealt to the torso.

Saddle Bags/Packs (or Side/Back Holster) – 1 MFD step penalty; called shot only, item loss/damage chance
Bandolier (or Leg Holster) – 2 MFD penalty; called shot only, item loss/damage chance

Ponies tend to keep their gear on or near their person in the wastelands, which makes targeting a pony's gear a great way to hinder them in the long term – or to just piss them off. **Saddlebags have a 50% chance of being struck by damage applied to the torso**, but targeting them directly is more effective. Damage dealt to any item that contains other items, such as the saddle bags or a bandolier, has a chance to either damage the items inside or to open up the container and spill items onto the ground. Battle saddles count as saddle bags or side-holsters for the purposes of targeting gear.

Piercing and blunt weapons, such as bullets, hooves, concussive explosions or blunt melee weapons will damage items directly without necessarily damaging the container. For every ten points of damage done to the area by such weapons, one item inside is damaged or destroyed (saddlebags with armor thus become a good proposition).

Blades and magical energy weapons tend to damage both the contents and the container itself. Not only do they destroy one item for every 10 points of damage dealt,

Weapon (Mouth or Telekinesis Wielded) – 2-3 MFD step penalty; called shot only, disarm chance

Weapon (Battle Saddle or Telekinesis Wielded Big Gun) – 1 MFD step penalty; called shot only, disarm chance

Shooting at an opponent's weapons is a great way to disarm them without actually harming them. If a mouth wielded or held weapon is hit, the wielder must make a STR check MFD $\frac{1}{4}$ to hold onto it or will be disarmed. Similarly, telekinetically grasped weapons require a magic roll MFD $\frac{1}{4}$ to maintain grip. Those characters with Mighty Telekinesis spells may raise the MFD by 1 step for every level of that spell they possess. Battle saddle wielded weapons cannot be disarmed in this fashion.

If the weapon is an explosive, the wielder must roll luck. The MFD to make is $1\frac{1}{2}$ minus a step for each 'wound' (10 damage) dealt to the weapon. If they fail, the explosive goes off. AoE big guns work similarly, but the base MFD to make on the luck roll is 2 instead of $1\frac{1}{2}$.

If you're playing with the optional weapon condition rules, every wound dealt to a weapon (all weapons have a damage per wound of 10, regardless of size or complexity) reduces its condition by 1 step.

SMGS or pistols wielded either by mouth or by magic have a 3 MFD step targeting penalty. Rifles and shotguns that are mouth wielded (such as lever action weapons) or held telekinetically have a 2 MFD step targeting penalty. Big Guns have a 1 MFD step targeting penalty.

Targeting in Melee

Using a ranged weapon at melee distances is not usually a good idea; most ranged weapons are not terribly durable when used to block incoming blows, and tracking a target with a weapon becomes very difficult. When within melee striking distance of your target (adjacent to them or less than 5 feet), unless you're using telekinesis or hind-leg stance, you suffer a 1 MFD step penalty to hit. This penalty increases to 2 MFD steps if you're using a battle saddle with single shot weapons. Burst-fire or automatic weapons and shotguns take no penalty at all unless mounted to a battle saddle, whereupon they take a 1 MFD step penalty.

In short: if you can help it, don't use a ranged weapon in close quarters. If you absolutely have to, use a shotgun or automatic.

Friendly Fire

Incoming fire has the right of way, regardless of whether or not it's friendly. Firing any ranged weapon – guns, magical energy weapons, or spells – through a space occupied by a friend or an allied character directly risks hitting them, and they're probably not going to appreciate it overly much if you do.

When firing through the space occupied by a friend, increase the MFD to hit your target by 1 MFD step. If your shot then fails to hit your target by exactly 1 MFD step, congratulations: you've shot your friend! This effect stacks for shooting through multiple spaces occupied by friendlies. For each friend you must shoot through, increase the MFD by one step. If you miss by however many steps you had to add to the MFD, one of your friends caught the bullet for you (try convincing them to bring it back!). Smart gun-ponies will use higher ground or strategic positioning to eliminate the need to shoot through friendly ponies at all.

That leads us to the second method of potential friendly fire: shooting through an enemy into a friendly. Say you've got a shot lined up, and your cunning melee-specialized compatriot runs behind your target. Surprised by their initiative but unfazed, you fire... and miss your target. Have you hit your close-combat comrade? Maybe!

If when firing your weapon any allies are in the line of fire beyond your target and you miss, any allies beyond that target must roll luck. All they need to do when rolling luck is roll below your failed roll to hit. If they don't, the bullet hits them instead.

If under those circumstances multiple ponies would be hit by your mis-fire, the one closest to the target is the one harmed. If the weapon was burst-fire or automatic, your GM may rule to split the damage between multiple targets.

The final way to experience the joys of friendly fire is with AoE – Area of Effect. It's pretty easy to catch one or more of your friends in the splash damage of a grenade or a wide-effect spell. This doesn't really take much in the way of explanation – they take damage from your grenade or other AoE damage source just like any enemy does!

And that, my friends, is why we give grenades only to trained professionals. Also, to ponies we don't like very much on the off chance that they go off unexpectedly.

Optional: Random Hit Locations

Okay GMs and players, this is the optional rules set for deciding hit locations randomly. Using these rules, ponies don't have to choose their targeting location, and the torso (or center of mass) is no longer the default target.

These rules break up the anatomy of creatures starting at the top and working their way down based on approximate proportion of surface area exposed (i.e. what's there to be shot at). The direction that they're facing relative to their combatant is taken into account in terms of which of the four tables is being used.

Roll d% for each hit, and the corresponding location on the table below is where the target was hit. If the target doesn't *have* the resulting location (e.g. you rolled wings while shooting at an earth pony), use the location listed below it on the table (horn-> head, wings ->torso). For the purposes of legs and wings, odd on the die hits the left side, even on the die hits the right side unless stated otherwise. If a character is maimed and the attack would have hit the maimed location, roll again. **If a character rolls better than the MFD required to their target, they may choose to move their result on the table 10% for every MFD step better than the target MFD they made.**

Table XXVII: Random Hit Locations

Location (firing from the front)	D% Die Roll		Location (firing from the side)	D% Die Roll
Horn	97-100		Horn	96-100
Head	86-96		Head	81-95
Wings	72-85		Wings	51-62
Torso	41-71		Torso	37-50, 63-80
Legs, Fore	7-40		Legs, Fore	19-36
Legs, Back	1-6		Legs, Back	1-18
Location (firing from the back)	D% Die Roll		Location (firing from above)	D% Die Roll
Horn	99-100		Horn	95-100
Head	89-98		Head	80-94
Wings	77-88		Wings	41-60
Torso	41-76		Torso	21-40, 61-79
Legs, Fore	--		Legs, Fore	11-20
Legs, Back	1-40		Legs, Back	1-10

This table set is optimized for ranged combat. If using this chart to determine hit locations in melee, add 10% to your die roll to represent the decreased chance of hitting the lower regions.

As random hit locations are an optional rule set, we've also created another, easier to remember set of random hit locations based on race. Everypony loves having options, after all. The tables are labeled according to race, and the die rolled varies depending on the creature you're targeting. This system is regrettably limited when it comes to general scenarios for creatures like Manticores and radscorpions, or

when robots become involved. It also doesn't represent the proportional size of these locations relative to each other in proportions that are consistent between species. In the case of oddly shaped monsters, similar tables will be provided alongside stat blocks in the Monsters, Mutants, Manticores and More section.

Similarly to the previous tables, these are optimized for ranged combat. When engaged in close combat you should add 1 to your die rolls to represent the location you've actually hit. In this system, **every MFD step made above what is necessary to hit the target can be used to shift the location by 1 number up or down on the d20.**

Please note that in both of these options for random-targeting, smaller locations (notably genitals, eyes, and weapons) are not included on the random locations charts. Such locations can still be targeted at their normal MFD penalties with a called shot.

Alicorns	Die Rolled: 1d20
Horn	1
Head	2-3
Torso	4, 13-16
Left Foreleg	5-6
Right Foreleg	7-8
Wing, Left	9-10
Wing, Right	11-12
Left Hind leg	17-18
Right Hind leg	19-20

Pegasi, Bat Ponies	Die Rolled: 1d20
Head	1-2
Torso	3-4, 13-16
Left Foreleg	5-6
Right Foreleg	7-8
Wing, Left	9-10
Wing, Right	11-12
Left Hind leg	17-18
Right Hind leg	19-20

Unicorns	Die Rolled: 1d20
Horn	1
Head	2-3
Torso	4-6, 11-16
Left Foreleg	7-8
Right Foreleg	9-10
Left Hind leg	17-18
Right Hind leg	19-20

Bipedal Races	Die Rolled: 1d20
Head	1-2
Arm, Left	3-4
Arm, Right	5-6
Torso	7-15
Leg, Left	16-17
Leg, Right	18-19
<i>Re-Roll/Horns</i>	20

Earth Ponies, Donkeys	Die Rolled: 1d20
Head	1-2
Torso	3-6, 11-16
Left Foreleg	7-8
Right Foreleg	9-10
Left Hind leg	17-18
Right Hind leg	19-20

Buffalo	Die Rolled: 1d20
Horns	1
Head	2-3
Torso	4-6, 11-16
Left Foreleg	7-8
Right Foreleg	9-10
Left Hind leg	17-18
Right Hind leg	19-20

Targeting Explosives and AoE effects

Without computer assistance, targeting an explosive or a rocket amidst the chaos of a warzone is much more of an art than it is a science. It becomes a game not of “How close to the bull’s-eye did I hit?” but instead of “Well, close enough!” This is aided by the fact that explosives hit whatever portion of a creature is reasonably exposed to the blast.

Explosives and AoE big gun-fire not targeted at large structures, vehicles, or extremely large characters and creatures (anything more than 12’ long or tall, such as a dragon, an albino radscorpion, or an extremely rad-soaked alicorn) generally can’t be aimed directly at the target; instead, the idea is simply to get the explosive as near to them as possible.

To that end, all explosives and AOE big guns have a base targeting MFD of $\frac{3}{4}$ against normal-sized creatures. For thrown explosives, every MFD step they miss by puts the epicenter of the explosion 1d4x5 feet further away than they intended (roll a d8 for direction). For AOE big guns, this increases to 1d8x5 feet (because the explosive is generally propelled).

As an optional rule, a critical hit scored with AOE weapons means that you ignore all DT on all targets within the first radius – your placement is so good that it got around their defenses.

Reloading Weapons – With or Without SATS

Hey, you know what’s important? Keeping your guns full of bullets! The only thing an empty gun is going to end up killing is the dumbass wielding it.

Reloading mid-combat generally takes a single action, but it varies depending on the type of weapon you’re using. Not all weapons have the same type of holding mechanism for their

ammunition. The type of mechanism a weapon uses to hold its munitions determines the speed with which it can be reloaded, and is listed under the “Reload” column for that weapon in chapter 4. DTM stands for detachable magazine; the other identifiers are more or less self-explanatory.

Above is a table of the costs (in actions and in AP for SATS) of reloading different types of weapons, according to their listed reload type in the weapons tables in chapter 4. In the case of magazine-fed weapons, this table assumes that your character had the forethought to pre-load an extra magazine ahead of time. Loading a magazine with bullets mid-combat will fill it as though it was a breech-loading weapon; the Dash Speed Reload (Rapid Reload) perk allows characters to fill a breech loaded weapon or a revolver as a single action, which by extension allows them to use a single action to fill a magazine. Needless to say, it’s better to have spare magazines prepared ahead of time if you can manage it.

Races with **telekinesis** may reload a revolver or breech-loaded weapon to its full capacity as a single action, without a speed loader. Bunch ’a cheaters.

Table XXVIII: Reloading Weapons during Combat

RELOAD COSTS:	SATS	ACTIONS/Bullets loaded
DTM	10	1/Full Magazine
DTM+5	15	1/Full Magazine
Revolver	20	1/Full Magazine (assumes speed loader; else one action loads two bullets)
Internal	20	1/Half Magazine (small guns) or Full Magazine (for energy weapons)
Breech	25	1/1d4+1 Bullets

Spending SATS to reload a weapon for its listed reload type cost will always load that weapon to full capacity.

If you attempt to reload a gun and fire it in a single action (a feat that cannot be done in SATS), you take a 1 MFD step penalty to your accuracy rolls with that weapon. Autoloaders reload as a free action, and as such do not incur this penalty.

Cover, Blocking and Dodging

If a character or creature is targeted by an attack during combat and hasn't yet taken one or both of their actions for the round, then they may spend their next action ahead of time to either attempt to dodge out of the way or to take cover, as the situation and their location allows. If the incoming attack is melee based or if they have an appropriate method for doing so, they may also choose to try and block the damage.

Blocking

Blocking incoming fire and attacks is a reliable way to deflect a good amount of damage by shifting the attack's location to someplace more armored. A character may spend an action at any point in the round that they have one available to block incoming attacks.

To block, you must be able to do two things: see your opponent (or the source of the attack), and have a way to deflect or move something into the way of the attack. Otherwise, you should try dodging instead.

The actual act of blocking consists of putting something in between you and the attack, be it a shield (physical or magical), a limb (hopefully one with armor, for your sake), or even another character or opponent (both you and the shield-to-be must roll strength, and you must beat their roll by at least 1 MFD step).

What you need to roll to successfully block depends on what you're trying to block with. While blocking with another character is always a contested strength roll, blocking with a limb is done with an unarmed roll (MFD of 1 step easier than your current MFD to be hit), and moving something in between you and your opponent's attack such as a table, a sheet of plywood, or some other object is a melee weapons roll (MFD $\frac{3}{4}$), which may change based on the availability of improvised shields and the weight of what's available. Your character must reasonably be able to move the object into the line of fire within three seconds to block with any of these options.

Successfully blocking a melee or unarmed attack with a limb reduces damage dealt by half (unless they have the *Unstoppable Force* perk). If the attack is blocked by something not attached to the target, like a steel plate or a piece of debris, then it deals no damage whatsoever; the attack failed to connect.

Dodging

For most characters dodging out of the way is done with an AGI roll, and requires only that the character attempting dodge still have an action remaining to spend. (It doesn't even require that you know exactly where the incoming attack is coming from!)

Just as with blocking and diving for cover, this action can be coming up or it can be held over from their position in initiative. The lowest MFD that your character makes on their roll to dodge becomes the new target MFD that the opponent must hit in order to have landed a shot. The *Contortionist* trait grants a bonus to this roll. Characters with alternative methods of locomotion (flight, digging, teleportation, etc.) may roll their relevant skill instead of rolling agility. For non-teleportation dodges, dodging moves a character up to either 5' or half their normal movement, whichever is higher.

Unlike dodging and blocking by movement, teleport and shadowflash dodges are 100% effective in preventing an attack from hitting if the spell or ability is cast successfully. A successful teleport dodge means that whatever player the target character dodged against cannot directly target them for the remainder of their actions during that round. The tradeoff for this is that, unlike other forms of dodging, these dodges only move the caster out of the path of a single attack or group of attacks. They **do not** change the dodging character's MFD to be hit by any other characters during that round.

If a character has already dodged during a round, their dodge MFD is now the MFD required to hit them for the rest of that round unless or until they take another action.

If a character is specifically diving away from an explosion or incoming explosive, they may wish to go **prone**. Going prone is a specific kind of taking cover that grants that character +10 DT to all locations versus explosions and AoE damage, but does not require an agility roll. The downside to going prone is that it requires an AGI roll (or magic, flight, etc.) MFD ¾ to recover from; otherwise, prone characters cannot move without first spending an action to stand back up.

Hitting the Deck – Taking Cover

As an alternative to simply dodging for their action, characters may choose to try and take cover instead. Taking cover can make your wastelander harder to hit, but rather than changing a character's MFD to be hit, it gives them a percentage of concealment that acts as a roll penalty to whoever is targeting them. The roll penalty represents the chance that the attacker is attempting to hit the character and instead hits the cover. Please note: for particularly flimsy cover (or armor piercing bullets), if the attacker would normally have hit the concealed character without the penalty, then they still hit – the bullet simply goes through the cover, giving the target additional DT, but still hitting them. This is particularly important when facing enemies using SATS, as not only do SATS guided shots ignore concealment penalties, but savvy enemies can use SATS and their EFS to see a concealed target's location and then fire normally at that location, continuing to ignore concealment penalties.

Taking cover requires only a successful dodge roll MFD 1 as long as there is some sort of nearby cover to get behind, which can be substituted out for a flight roll (to fly behind cover), a magic roll (to teleport behind or magically create cover – this requires that you spend the appropriate amount of strain),

or a dig roll (to dig yourself into cover). In special circumstances, other skills or attributes may be able to be substituted, such as in instances where ponies might create their own cover by manipulating their environment.

This dodge roll won't do anything for your character, however, unless there is actually cover to be found near their position – specifically, within one action's move distance of their person. The odds of cover being available are outlined in the table below. What type of cover is present is ultimately up to the GM or the specific location, but a listing of various types of common cover and their provided benefits can be found on the next page.

Area type	Cover Availability (The odds that you'll find cover within movement distance of you)	Cover Type (How good the cover will be, in terms of DT; zero DT cover might still provide concealment)
Wasteland – Near Roads/Rails	15%	0 – 10
Wasteland – Off the Beaten Path	10%	0 – 5
Wasteland – Tundra	10%	0 – 2
Old Battlefield	45%	5 – 20
Desert (High Desert)	15%	1 – 10
Ravine or Valley	25%	0 – 15
Isolated Building/Compound	20%	0 – 20
Small Town Ruins	40%	0 – 10
Strip Mall	40%	0 – 15
Suburban Ruins	30%	0 – 20
Office Complex	60%	0 – 20
Train Yard	50%	5 – 30
Urban Ruins	70%	10 – 50
Factory	50%	0 – 30
Small Settlement	30%	0 – 20
Large Settlement	50%	0 – 35
Military Facility	50%	0 – 50
Stable	20%-50% (Varies by stable)	5 – 40
Mountains	15%	0 – 15
Wasteland - Scrub	20%	0 – 15
Forest	70%	0 – 20
Everfree Forest	90%	0 – 50
Coastal Beach	5%	0 – 20
Tunnels/Sewers	60%	5 – 25
Dockyard/Warehouses	60%	0 – 50
Research Lab	60%	0 – 25

Cover Name (Per unit or Per unit Thickness)	DT Provided (Per unit or Per unit Thickness)	% Concealment (Maximum – not necessarily what you'll receive, especially if you're sharing!)
Dirt/Rock/Ground (1')	10	100
Water (6")	6	10
Bushes, Tall Grass (3')	--	75
Dead Trees	6	35
Picket fencing	3	50
Pony (Unarmored)	18	100
Plywood Boards (1") (Wooden Door, Podium, Bookshelf)	6	100
Chain-link Fencing	1	5
Barbed Wire/Razor Wire	1	5
Glass (1/2")	1	0
Glass (Bulletproof)(1/2")	30	0
Glass (Steel Mesh-Reinforced Bulletproof) (1/2")	45	5
Gemstones (1")	25	75
Snow (1')	2	100
Ice (6")	2	50
Train Car (One Wall)	25	100
Corrugated Iron (1")	4	100
Steel Plate (1") (Steel Door)	30	100
Steel Shelving (Empty)	30	20
Steel Barrels (Empty)	20	100
Steel Barrels (Full of Water)	35	100
Metal Boxes	25	20
Drywall (6")	3	100
Concrete Wall (1')	50	100
Flimsy Wooden Desk/Table	4	100
Cafeteria Table	5	100
Shopping Cart	2	5
Filing Cabinet	30	80
Restaurant Booth Seating	15	100
Computer Terminal	15	25

When taking cover behind a character or creature wearing armor, the worn armor of your cover counts double towards providing the hiding character with DT against any damage directed through the cover character. This can allow some weapons fire to penetrate and kill multiple targets, especially if armor penetrating munitions are used.

Critical Hits and Combat Effects

Some weapons are just plain *deadlier* than others – not just in how much damage they deal, but in how the damage is dealt. For example, the effect of a .22 caliber round hitting a gap in the armor of a charging pony is a whole lot less of a deterrent than it would be if the bullet were a .357 or a .44. If the charging combatant was hit with laser fire and *disintegrated*, that'd be another matter entirely.

Weapons all have a listed bonus to damage that occurs on a critical hit, in the “Crit” column of the weapon information. This represents the idea that some weapons will hurt a target significantly more if they are used against a specific area or in a specific fashion that isn't easily reproducible in a combat situation. Not all weapons will do extra damage when a critical hit is scored – many weapons, especially blunt or improvised weapons such as the knife – a kitchen knife – or the always-humorous rolling pin, will not do any extra damage on a critical hit (without perks).

Many players complain about this until they hear why things are set up that way: critical hit damage multipliers represent how that weapon deals damage to your target, and correlates with what you might call the “deadliness” of a weapon.

For example, for Melee and Unarmed weapons, a critical multiplier of greater than one indicates that that you can hurt someone with a weapon considerably more if you attack them in a specific way or hit a specific location. A blunt object will be equally effective at doing damage regardless of how it is used, and therefore you'll notice that most blunt objects do no extra damage on a critical hit. Improvised weapons, such as the nail-board, rebar club, or pool cue, do even less damage on a critical hit simply because they were not designed to be used as weapons. Improvised weapons that are slightly more dangerous or easily wielded, such as the kitchen knife or the cane, are treated like blunt objects in that they aren't more or less effective wherever they hit. Most of the melee and unarmed weapons that *do* receive a critical hit bonus are particularly sharp, or clearly designed for the purpose of killing ponies.

Small guns are generally treated as blunt-force (though this force is applied to a very small area, very quickly), with the exception of weapons of specialized design. Whether or not the weapon is a high powered rifle, fires a particularly large caliber of bullet, or has incredibly low recoil all factor in to boosting the critical hit damage for small guns – i.e. things that make the gun stand apart as particularly effective. This carries over to many big guns as well.

Big guns critical multipliers (for direct-fire weapons) are greater than one in any case involving fire, energy weapons fire, or particularly large bullets.

Energy weapons all have a damage multiplier greater than one to represent their inherent ability to deal internal damage; those that do not have a critical damage multiplier either are lower-powered devices, do not deal internal damage (or exclusively deal internal damage), or are based on not-well-understood technology from beyond the stars.

Explosives and Area of Effect (AOE) weapons cannot score a critical hit – a critical hit on an explosives targeting roll simply means that the projectile landed exactly where you wanted it to (or perhaps someplace even better). Generally this means that they ignore DT on the target, but this is an optional effect and is frequently frustrating for GMs.

As for special weapon effects: those that deal damage directly on a normal hit are unaffected by a character scoring a critical hit. Those which are only effective when a critical hit is scored (such as those listed for the disintegration pistol or the Celestian axe) will obviously only trigger upon a critical hit. Other factors, such as rads, are likewise unaffected by critical hits. Expecting more information on what weapon effects are? Check out the descriptions of each weapon effect and what they do, in the Equipment section.

Sneak Attack Criticals

If a target of a successful attack is completely unsuspecting until the moment the attack occurs, such as would be the case if a character has snuck up on them, then they have just suffered from a sneak attack critical. As a general guideline, sneak attack criticals require that the opponent has failed at least one perception roll to notice the attacker.

This sort of attack is *automatically a critical hit* as long as the accuracy roll would normally hit. Sneak attack critical hits deal damage as a normal critical hit with the weapon being used, unless that weapon does not normally have a base critical hit modifier greater than 1. *If that is the case, the attack still deals double its normal damage.* Like normal critical hit and locational bonus multipliers to damage, sneak attack critical hit bonus damage is multiplied before armor is taken into account.

After a successful sneak attack critical hit has been dealt, if the pony that dealt the blow was sneaking at the time, they may attempt to remain hidden. If they were using a ranged weapon, the new sneak MFD is 2 steps harder than it was previously; if they were using a close combat weapon, then the new sneak MFD is 3 steps harder. Thrown weapons take only a 1 MFD step penalty. Bonuses may be granted to this roll by the use of silencers and other stealth technologies.

Knock Down

There are certain circumstances in which a pony or other character will be knocked off their hooves (or claws or paws, as appropriate) during combat. A character who is knocked down (or who lies down prone) and who tries to get back up on their feet during combat must roll Agility MFD $\frac{3}{4}$ (or flight, if they have wings). They can stay down as long as they like (See the “prone” rules in the dodging section). If they fail the AGI roll then they still get up on their feet, but spend an action to do so.

There are two major ways to become knocked down in combat, other than voluntarily falling down. Characters who suffer a direct hit from an explosive or other AOE attack are automatically knocked down. The other significant way to become knocked down is when an opponent uses a melee slam, as enabled by the Super Slam perk.

As an optional rule, all characters who are within the first blast radius (5') of an explosive when it goes off must roll agility MFD $\frac{1}{2}$ or will be knocked down by the concussive force of the blast.

Weapon Degradation

Weapons in real life don't remain functional forever; even with only light regular use and careful care parts will degrade and stop working eventually. One of the main tenets of gameplay in the Fallout games is periodic weapon maintenance, and as such it would be absolutely inappropriate to not include it as at least an optional rule set.

Weapons degrade with regular use. What constitutes regular use varies from weapon to weapon, however, so for the purposes of simplification this system measures regular use in terms of magazines worth of bullets fired, or number of times used in combat for melee and unarmed weapons. **For every two magazines worth of ammunition a weapon fires** (regardless of whether or not they hit), **it degrades one step**. For melee weapons, degradation occurs at one step when it has connected with a target a number of times equal to the degradation step value of the weapon. For ranged weapons, the amount of ammunition expended to degrade a single step does not change if the magazine size is increased, as by an external power source or extended magazine.

Generally speaking, each time a weapon degrades it loses one die of damage. A single die of damage is considered to be equivalent to a degradation step. Therefore, the number of dice of damage a weapon deals is also the number of degradation steps it has before it breaks down to the point of non-usability.

All weapons that deal more than 8 (so 9 or more) dice of damage degrade at double the rate of other weapons, losing a degradation step (and a die of damage) every time a full magazine worth of ammo is fired. The exceptions to this are single shot weapons; weapons with a single-shot magazine degrade one step for every 4 shots fired. If a weapon deals more than 8 dice of damage *and* has a single shot magazine, it degrades 1 die every two times it is fired.

Melee weapons have a degradation step number that is based on their durability. When used to attack an enemy that many times (they have to at least hit connect), they also degrade a step. When any weapon has degraded to the point that it no longer deals any damage (Strength and skill rank bonuses don't count) it is considered broken beyond repair; it is now simply an equivalent weight of scrap metal.

A weapon's degradation can be accelerated by enemies targeting a weapon specifically, rather than shooting at the wielder. For every 10 points of damage dealt, the targeted weapon degrades one step. More information on this process can be found under the 'weapon' hit location within the *Hit Locations and Effects* heading, earlier in this chapter.

Weapons can be repaired up to whatever step a character's rank of repair most closely approximates as a percentage of that weapon's total number of steps, rounded down. For example, a character with a rank of 75 in repair could repair a weapon with 4 total degradation steps up to its 3rd step, given the necessary parts. If they were instead to attempt to repair a weapon with 5 total degradation steps, they could still only repair it up to its 3rd step (because they're not quite at 80%). Weapons dealing more than 10 dice of damage – i.e. having more than 10 degradation steps – will necessitate some minor extrapolation from the chart on the following page for full repairs.

Each weapon being used for parts contains enough usable parts to repair any other weapon of its type up to one additional step beyond the sacrificial weapon's current condition.

The value in the cross of the matrix below is the minimum skill rank (add any roll bonuses to your rank for this one, just like for mercantile) required to repair up to that point.

Table XXIX: Weapon Repair, by Skill Rank

	Number of steps repaired up to									
Degradation Steps (total)	1	2	3	4	5	6	7	8	9	10
4	25	50	75	100						
5	20	40	60	80	100					
6	17	34	50	67	84	100				
7	15	29	43	58	71	86	100			
8	13	25	38	50	63	75	88	100		
9	12	23	34	45	56	67	78	89	100	
10	10	20	30	40	50	60	70	80	90	100
11	10	19	28	37	46	55	64	73	82	91
12	9	17	25	34	42	50	59	67	75	84
13	8	16	24	31	39	47	54	62	70	77
14	8	15	22	29	36	43	50	58	65	71
15	7	14	20	27	34	40	47	54	60	67
16	7	13	19	25	32	38	44	50	63	63
17	6	12	18	24	30	36	42	48	53	59
18	6	12	17	23	28	34	39	45	50	56
19	6	11	16	22	27	32	37	43	48	53
20	5	10	15	20	25	30	35	40	45	50

Armor – How it Works

At the beginning of the war, nearly all actual fighting was engaged in by the forces of Celestia's Royal Guard and the Zebra Caesar's elite Praetorian Guard – professional military units with histories stretching back literally thousands of years. The armors used by both sides were practically works of art; highly stylized, extremely protective and expensive to produce, making use of rare metals, ancient magics and difficult crafting techniques, they were covered in protective enchantments or talismans that granted their wearers enhanced speed and ability in battle.

Modern warfare tactics changed armor forever, rendering the expensive to produce armors all-but obsolete in the face of superior numbers and the advent of firearms. Modern armor was no longer designed to block a melee blow; instead it needed to provide the maximum of protection against bullets and energy beams while still being light and easy to move in and, above all, mass producible.

And so, modern armor was born – designed to degrade easily in order to counter the forces applied to it, cheap enough that replacing the damaged parts of it was easier than repairing it. The majority of modern armors are modular, designed only to cover the important parts of the wearer – the torso and head – leaving the rest uncovered to maximize mobility. This is why barding is generally separated into helmets and bardings – helmets were generally produced separately, while the barding meant for the torso was generally produced as a single unit, rather than the distinctly modular designs seen worn by the royal guard.

Ponies wearing armor may subtract their armor's DT value from any damage dealt to a location that armor protects. If the damage is from an armor piercing weapon, remember to account for the amount of DT its attacks ignore.

Armor Degradation

The armor of the modern era isn't designed to outlast the wearer; in fact, it was designed to be destroyed in their stead. To represent this fact, armor degrades. This is an optional rule, designed to make things more difficult for players long-term as they continue to experience combat without time to repair. It works well in tandem with the (also optional) weapon degradation rules.

Whenever a character takes damage from an attack that is greater than their armor's DT in a location, that armor's DT is lowered by 1 in that location. If the DT of armor or clothing in an area hit by an attack is already 0, then the armor or clothing is destroyed (or otherwise ruined) by that attack.

If you're wearing multiple sets of armor, you should be aware of a couple of things. First, DT provided does not stack – the armor with the highest value is the only one that counts. In terms of degradation, if the higher value armor is degraded, all other armors worn in that location are also degraded.

"Natural" armor, such as from perks that grant DT, does not degrade. Natural DT, unlike secondary layers of armor, DOES stack – you can add your character's natural DT to whatever other armor they're wearing for the purposes of reducing damage. Non-natural armor is always considered penetrated first before natural armor is considered.

Repairing armor that has degraded requires some sort of raw material – usually in the form of other damaged sets of armor. If you're using one set of armor to repair another, you may add 10% of the scrapped armor's DT value to the degraded armor being repaired for every 10 ranks of repair your repairing character possesses, to a maximum of the degraded armor's full DT value (rounded down, minimum 1 point of DT if the armor is ruined or your skill rank is less than 10). This process takes 10 minutes for every point of DT being restored, or 30 minutes per point if the armor is medium or heavy barding, and destroys the armor being cannibalized for parts. Powered bardings cannot be repaired except by magical means (such as repair talismans or spells), or by cannibalizing parts from the same type of powered barding.

Repairs can also be made using more basic raw materials such as leather or scrap metal – such items allow you to restore 1DT per unit of weight of the raw material used, up to the base armor’s maximum. This process requires a repair skill rank of at least 25, and you must use materials similar to what the armor is composed of – you can’t repair steel plating with fabric. The time expended is roughly the same as when using other armors to repair.

Built-in repair talismans, such as you’ll find in all powered armor suits that haven’t been stripped of their electronics, repair 2 DT to each location (this can also affect the helmet if the suit is completely assembled) per unit of scrap metal and scrap electronics they are fed. Standard repair talismans repair 1DT every 30 seconds. Over-charged versions may have an accelerated rate, but they’re not common (and would be quite costly if you into one as a result – in the neighborhood of 25000-30000 caps). These talismans have a small internal compartment for raw materials to be stored; most can store up to three units for use in immediate repair during combat. The repair talismans themselves will be destroyed if the armor is damaged such that its DT falls below 25% of its maximum (round down, as normal). Only a unicorn with sufficiently advanced magic can restore them at that point; it is usually easier to replace them.

Repairing clothes and cloth-bardings may also require that your characters possess a needle and thread, and metal armors will require tools like a hammer and anvil to properly repair. Appropriate tools are always necessary to repair using raw materials, and usually but not always necessary for repairing using existing barding.

Explosives and Armor

Armor protects against damage wherever it is present. To this end, when explosives deal damage to several locations at once, the armor functions as though it were defending against separate attacks to each location, reducing damage as normal for each attack.

Explosives are excellent at causing armor to degrade quickly.

Wounds and Crippling

A character can only take so much punishment before they give up the ghost and take a visit to the great big glue factory in the sky. This is represented by how many wounds they can take – a pony can take up to their endurance score in wounds to the head or torso before they die. Taking that same amount in any of their limbs (i.e. in the Horn, Wings, or Legs) will take off that limb. The odds of the amputation being clean are slim to none, even if the weapon dealing the damage is sharp it'll still make a mess.

Taking half that much damage to an area will cripple a pony. Crippling an area makes every action involving that area harder – skill and attribute rolls involving that area are one MFD step harder until the crippled character can recover from their wounds, reflecting the pain and physical damage that the crippled pony is probably suffering from. That means that battle-saddle wielding ponies with a crippled torso will find that it's harder to make a shot if they're crippled in the head or torso; unicorns crippled in the horn or head will have a harder time steadying their weapons or casting spells.

As a special case, flying creatures whose wings have been crippled will be unable to maintain altitude, and flight-related skill rolls will be two MFD steps higher until they recover. When their wings become crippled, a flying combatant must make an MFD ¼ flight roll or they will rapidly fall out of the sky. Similarly, unicorns who are crippled in *any* location must make an MFD ¼ check to continue casting any spells that they are currently maintaining, such as shields or illusions. For each location on a unicorn or alicorn that is crippled, the MFD for casting spells increases by one step until it hits ¼. For every crippled limb or area that would lower the MFD below ¼, add a -5 penalty to the magic roll.

Here's a brief overview of how damage dealt is resolved.

1. First, a character deals damage. That's their weapon's "base damage", plus any bonuses from perks, strength and/or their applicable skill.
2. Multipliers to damage then come into play. If you have more than one multiplier, they're resolved by adding them together. Order of application doesn't matter. Critical hits (from sneak attacks or from lucky dice rolls) and headshots can all give a multiplier to damage. The maximum multiplier possible is $x10 - 7.5$ (from a named weapon) + 2 (from a targeted heart-shot) + 0.5 (*How we do it Down on the Farm*). Without a named weapon, the maximum multiplier is $x7.5$ (x5 crit weapon).
3. Then, damage dealt is deflected or absorbed by any applicable DT. Subtract the DT value from the damage dealt.
4. Finally, take the damage and divide it by the targeted character(s) damage per wound value, rounding down. The number you get is the number of wounds dealt. Wounds dealt are applied to the targeted areas.

Explosives, Area of Effect, and Wounds

Explosives are dangerous business (just ask your local demolitions pony). They can be confusing to many players, largely because they deal damage in a radius instead of to a specific target.

When dealing damage from explosives, area of effect (AoE) spells, or other AoE attacks, all those wounded take damage as if it were dealt to every part of their body exposed to the blast. Damage dealt is dependent on both the skill of the explosives user and the distance of the target from the epicenter of the AoE attack. Distance from the epicenter subtracts dice of damage.

As an optional rule, explosives users may simply roll damage once for the epicenter and remove dice of their choosing for subsequent radii of damage reduction, removing dice two at a time, pairing the highest and lowest. This is slightly faster than rerolling damage for every distance increment.

Unconsciousness (Sweet, Blissful, or Otherwise)

There are two ways to be rendered unconscious: when someone is trying to knock you out, but not kill you, and when someone is trying to kill you, and doesn't quite finish the job. Let's be honest here – most ponies don't care much if you're alive, and of those who might (usually slavers) it's more likely that they'd just shoot those who don't surrender. Killing ponies is *much* easier than keeping them alive.

If you're trying to knock someone out without killing them, there are a number of ways to go about it. Many melee weapons can be wielded or used in such a way as to deal non-lethal damage to opponents, crippling them and otherwise dealing wounds as normal but knocking them out instead of killing them when the final blow is struck. Nonlethal ammunition for small guns, big guns and energy weapons exists similarly, and stun grenades are the explosive equivalent, while any number of spells could be used for non-lethal suppression depending on the situation. When dealing or receiving nonlethal damage, the target is unconscious if the wounds dealt by the non-lethal weapon or spell would otherwise kill them. When knocked unconscious in this fashion, characters remain unconscious until medically treated, or until 4 hours later when they begin to recover. Otherwise, they just receive the wounds as normal.

Wounds dealt by a non-lethal weapon can still be deadly if the same character is later hit with a normal weapon. For example, say P-21 hits some unwitting foe with a stun grenade which deals 4 wounds to the torso. For the sake of example, this doesn't knock him out, because he has an endurance score of 6. Now let's have Rampage come along and buck the same foe in the side, dealing another 3 wounds to the torso. That poor bastard now has a total of 7 wounds to the torso, which is more than his endurance score; he's dead. Had Rampage dealt her 3 wounds first, and *then* had P-21 stun him with the grenade, he would merely be unconscious. Characters knocked out in this way are unconscious for 2d4 hours, plus an additional 1d4 hours per wound over their endurance score that they've received.

The other way to be knocked unconscious is when you're in combat and other characters don't quite finish you off, and is essentially only for player characters and important NPCs. When a player character receives a total number of wounds, spread across all locations, equal to four times their endurance score, they begin to lose consciousness from pain. For every action they perform in this state, they must make a hard (MFD $\frac{3}{4}$) endurance roll. If they fail, then they pass out from their wounds until they are either treated or they heal naturally (assuming they don't die by other means first).

Characters that become unconscious while bleeding out (or under some sort of other recurring damage effect) will die within thirty minutes unless they receive medical attention to remove the affliction and stabilize them.

Disabling Machines and Spell Matrices

The best thing about technology is this: it tends to have an off switch. Many of the more technologically inclined characters will probably make use of this fact at some point (see the *Robotics Expert* perk). Unfortunately, problems tend to arise when you can't get to aforementioned switch without being disintegrated, perforated, or worse.

Pre-war Equestria devised a solution to this problem: Spark and Electrical weaponry. Spark, Shock and Electrical weapons and ammunitions tend to have a blue-band or similar markings on them, and deal bonus damage to machines, including cybernetic enhancements, powered armor, all manner of automata, and any device that contains a spell matrix.

When a weapon that deals bonus damage to a piece of technology does so to items that aren't capable of moving on their own power (such as powered armor), calculate the damage as normal.

If the item has DT, it is deactivated *permanently* if you've done more than half of its maximum DT value (round down if odd) as damage with the shock, spark or electrical weapon. Don't worry, it can be restarted, and no pony was stupid enough to make an air filtration system that required power to function. For powered armor and other spell-matrix-containing *helmets*, unless they're being used independently of an appropriate set of barding, add their DT to the powered barding to determine what the maximum DT value is before dividing. A helmet is not deactivated in this case unless the barding it's attached to is also deactivated. If a helmet or powered accessory is used independently of armor, use that accessory's DT. Only use this method for determining of a device is deactivated if it has no degradation steps or endurance score.

If it's an item with a spell matrix that has degradation steps, i.e. weapons, treat each degradation step like a point of endurance. All weapons have damage per wound value of 10, regardless of their size and complexity (this fact is also used for damaging weapons if you target them with conventional weapons). If the damage dealt by the bonus damage to technology is enough to 'cripple' the weapon, it is deactivated (temporarily disabled until it is restarted using a repair and science roll). If the damage dealt would 'maim' the weapon, its power supply has overloaded. The overloaded power supply destroyed all ammunition loaded in the gun, as well as damaging it to the point where it will be unusable without a few hours' worth of repair.

Unlike most powered armors and electronic accessories, most weapons with spell matrices have shut-down activated backups; when you only temporarily disable a weapon with a spell matrix component, it will usually come back online in 1d4 combat rounds. With the exception of magical energy weapons, most weapons do not include spell matrices. Non-energy weapons that do usually use that spell matrix to produce an effect or provide targeting assistance. Such weapons can still be fired when deactivated, but do not provide the bonuses to the user that the spell matrix normally would facilitate.

For Cybernetics and Robots, systems can only be *temporarily* disabled by Spark, Shock and Electrical damage effects. Good engineering practices thankfully require shutdown-activated backups which will re-initialize and restart most cybernetic enhancements (Remember to tip your cyber-doc!). For creatures that are entirely robotic, simply use the same methods for determining if it was deactivated as though it were a weapon or other item with degradation steps. The only differences are that you use the character or creature's damage per wound value instead of 10, and that robots and cybernetics remain deactivated for longer – 1d4 minutes instead of 1d4 combat rounds. The same goes for cybernetic limbs. This can be

debilitating to robot characters and cyborgs – anything with a spell-matrix wired directly into their central nervous system is be knocked unconscious if that spell matrix gets shut down. Fortunately, unless they're practically more machine than flesh their cyber components probably aren't all linked, and should be treated as individual devices for the purposes of tech-disabling effects. Still, hope they have a friend nearby to cover for them until they wake up!

Even systems without an endurance score, a number of degradation steps, or a listed DT value can be resistant to spark and electrical weaponry. This is usually accomplished by shielding, often with a counter-magical field or the use of heavy-metals. This value is represented in materials, where present, as a "Spark Shielding DT", or SSDT. Note that very few items have this, as it is prohibitively expensive (either in terms of finance, power requirements or weight) and hard to maintain.

Deactivated systems can be reactivated by characters with a functioning, non-disabled pipbucks or other computer systems. It requires physical contact with the armor and a Science roll, MFD ¼. The character's pipbuck or other computer must have proper authorization to be able to reactivate a given device (a Stable Tec Pipbuck might not necessarily be able to activate an MWT suit of powered barding...).

Wondering why this was included in this section? Consider making your character an *Implanted* 3-point *Cyberpony* if you'd like to find out sometime.

How to Die

Most ponies don't need to learn this one – it just comes naturally (or unnaturally, depending on the circumstances). A character will die immediately if they ever suffer a number of wounds to their head or torso equal to their endurance attribute score, or from any spell or effect that is said to cause death in its description, as appropriate.

This should be modified appropriately for characters in special circumstances – Canterlot ghouls, for example, cannot be killed except by weapons that would completely separate the head from the torso or would otherwise dismember or destroy the central nervous system. Cyberdogs and other extremely cybernetically augmented animals can only be killed if the brain casing in their "head" is smashed. Some characters and creatures simply cannot be killed, either permanently or sometimes even temporarily, by traditional means. Dealing an appropriate number of wounds to the torso will still debilitate or disable creatures like these, but it won't put them down for good.

Of course, there are numerous other ways to die – radiation poisoning, taint, enervation, disease, poisoning, starvation, dehydration, suffocation, and being shunted into a solid object via teleportation, among many other fine gems. They're just less common than taking gratuitous trauma to the head or torso. Rules related to these other methods of fatality are explained in more detail in [Chapter 11](#), in the "Everything Else That Might Kill You" section. Poison is specifically addressed in multiple other locations as well, such as the Medicine and Drugs section of chapter 4.

GMs should handle character death with care. Replacement characters should start with between 50% and 100% of the experience their recently deceased character had – the exact percentage is up to the GM.

Ongoing Effects

There are a number of things out in the wasteland that won't do you the favor of hurting you in a straightforward and honest fashion. They instead tend to hit you once and then try to bide their time while you slowly weaken.

Ongoing effects are usually the lingering after-effect of some sort of attack or spell. They deal damage or other negative effects over time to characters or creatures, rather than up-front. Some ongoing effects, like disease or starvation, may not deal damage at all, but can be extremely debilitating nonetheless. What the effect on a character or creature is and how frequently it occurs depends heavily on the effect; disease and starvation take much longer to harm a character than poison or fire.

Nearly all ongoing effects have some method available to a character that can mitigate their effect, either partially or entirely. For example, ponies on fire may spend actions to extinguish themselves as outlined in the Fire special weapon effect description. Those affected by poison have an initial END roll to resist becoming poisoned, and may ingest antidote or an appropriate antivenom to remove the poison from their system if they failed to resist the poison's initial effects. The only ongoing effect with absolutely no method of mitigation is the Electricity special weapon effect.

As a rule, ongoing effects that occur during combat occur at the beginning of the affected character's actions. If a character suffering from an ongoing effect moves out of turn (i.e. to dodge or block), then the effect resolves whenever they use their first action in the round (i.e. before they roll to dodge or block).

If they have a chance to prevent an effect from occurring or reoccurring, then the appropriate prevention or effect resistance rolls are also made before they engage in their first action. If the effect would reoccur, then the effect happens before the resistance roll is made. If they're trying to prevent a first occurrence (i.e. they've just been lit on fire or poisoned), then the character may attempt to resist it (i.e. put it out or force it out of their system) before it happens.

Fear and Horror

Your wastelanders may occasionally encounter creatures or situations so horrifying that it makes them wish they'd never left the stable. If that occurs, then it warrants a fear check.

Fear checks are made by rolling Intelligence. This is not a normal roll; instead of trying to roll beneath a target number set by the MFD – the normal conditions for success – your character is actually trying to roll *above* the TN. That's right folks – fear rolls are succeeded by failing. No wonder Blackjack (of Fallout Equestria: Project Horizons) is always so brave! What are some things wastelanders have to fear? See the table below.

Table XXX: Fear source table, sorted by ascending scariness.

Fear MFD (Roll above this MFD)	Descriptions
Crit (1-5)	Skeletons, abandoned settlements, and decaying remnants of the old world.
1/10	Fresh corpses, non-feral ghouls, powered armor. Distant explosions, old battlefields.
$\frac{1}{4}$	Alicorns, feral ghouls, decaying corpses.
$\frac{1}{2}$	Glowing ponies, raiders, most gore. Slavery. The smell of rotting flesh.
$\frac{3}{4}$	Large robots, fresh or particularly messy gore, evisceration. Rape, killing joke.
1	Centaurs, tainted or radioactive abominations. Hellhounds.
1 $\frac{1}{2}$	House sized or larger abominations. Torture.
2	Prolonged torture. Inescapable certain doom.

Bonuses and penalties on fear checks, as a result of this topsy-turvy arrangement, are applied by adding the bonus value to the roll or subtracting it from the roll, respectively.

One noteworthy result of this system is that more frightening monsters or situations will have higher MFDs for their rolls, a representation of the simple fact that anyone with half a brain should be scared out of their pants (if they're even wearing pants) by such a creature.

The penalties suffered as the result of failing a fear roll differ both depending on how much you've failed by and on the situation – out of combat failures will be affected differently than in-combat failures. Critical failures (so rolls of 1-5) do not automatically receive the worst possible outcome on the effects table. They do, however, get an additional 25% tacked on to the amount that they failed their roll by for the purposes of the tables of effects. Don't forget, spending luck cards to re-roll increases your critical range...

In Combat Fear Roll Failure Effects

How much you've failed your roll by	Effect
0-5	Adrenaline Rush
6-20	Squeal of Terror
21-30	Skittish at the Bit
31-40	Shakes
41-50	Loss of Faith
51-60	Flee in Terror
61-70	Immobilized/Shell Shocked
71-80	Psychological Scarring
81-90	Phobia or WSD
91-95	Marked by Fear
96-100+	Scared to Death – Heart attack

Out of Combat Fear Roll Failure Effects

How much you've failed your roll by	Effect
0-5	"You Won't Get Away With This!"
6-20	Mortified
21-30	Squeal of Terror
31-40	Loss of Faith
41-50	Nauseated
51-60	Immobilized/Scared Shitless
61-70	Flee in Terror
71-80	Marked by Fear
81-90	Phobia or WSD
91-100+	Scared to Death – Heart attack

Fear Effects Descriptions:

Adrenaline Rush – You use your natural fight or flight reflexes to your advantage, allowing to you add +25 to your next initiative roll. You also move 5' further per action for the rest of this combat.

“You Won’t Get Away With This!” –Your fear quickly turns to anger, galvanizing you into action! All rolls meant to track down the source of fear or whatever created the situation causing the fear roll are one MFD step easier for you. If or when you confront the cause or source in combat, you may take an additional action each round of that combat.

Squeal of Terror – Fear has caused you to emit a high pitched squeal out of sheer terror. You lose your next action, and all enemies within earshot now know your exact position. Sneak rolls made this round automatically fail for you, and you take a -10 penalty on sneak rolls until the scary thing has left you be for at least 30 minutes, or until you make a successful fear roll (you may attempt another fear roll every round as a free action).

Mortified – What you saw there was wrong, and you’re going to make sure it never happens again! You receive a +10 bonus on all non-combat skill rolls for the next hour, but all fear rolls for the next 24 hours are one MFD step harder for you.

Skittish at the Bit – Whatever this thing is, it’s got you really nervous and its showing. You gain a +5 bonus on initiative next round, but you take a 1 MFD penalty to perception rolls and accuracy rolls for the rest of this combat.

Shakes – Your entire body quivers with fear, making it harder for you to aim and perform tasks requiring precision. All rolls requiring precision – such as firing a weapon, picking a lock, or operating a terminal – are 1 MFD steps harder for either the rest of combat or the next 30 minutes, whichever is shorter.

Loss of Faith – You’ve seen such things as to make you believe that there cannot possibly be a kind and loving Goddess, now or ever, and that there certainly isn’t one watching over *you*. Those with the *Faith* trait lose it and its benefits until such time as their faith might be restored. Those without the *Faith* trait gain the *Faithless* hindrance.

Flee in Terror – The horror, the horror! You succumb to your natural instinct to run the hell away from danger. You spend your next combat round running as far and as fast away from combat as your legs (or wings, etc.) will take you. After this combat round is over (or if you’re not in combat), you may attempt to make another fear roll every round to attempt to stop. Characters that do not make a successful fear roll will flee until they pass out from exhaustion or are no longer able to move. Characters capable of magical teleportation are too scared to focus on casting the spell.

Immobilized (Shell Shocked) – The chaos and confusion around you as you gaped in horror simply made your brain shut down. Your character cannot take any actions for 1d4 combat rounds. Even free actions like talking are impossible. Taking enough damage to become crippled immediately breaks this effect, allowing the character to act with a single action immediately after the damage was dealt. They may roll initiative during the next round as normal.

Psychological Scarring – The horrors of war have struck out at you and caused you immense physical and psychological pain – pain you won't soon forget. You gain a phobia (as per the hindrance) of being hurt in whatever location you were last wounded. If you have not yet taken a wound during this combat, you instead flee in terror.

Phobia or WSD – You've seen things that could break a lesser pony and have come out the other side different than you were before. You gain an appropriate phobia or develop WSD – GM's discretion of which is more appropriate.

Marked by Fear – You were scared so badly it physically changed you. Your pony now looks older than their true age, and may sport such features as a shock of white hair through their mane or tail, splotches of gray in their coat, permanently whitened eyes, lines of terror permanently ingrained into their face, or similar things that will forever mark them after their encounter. If any of these manifestations of terror are visible, they give a permanent -5 penalty to speechcraft.

Scared to Death – Heart Attack – Your character was so terrified their heart stopped. They must immediately roll endurance MFD ½ or go into cardiac arrest. Failures have two actions before going unconscious; critical failures do not get to act at all. If they do not receive medical attention within two minutes of entering cardiac arrest, they will die. A defibrillator, strong electrical shock, or medicine roll MFD ½ to perform CPR is required to restart the heart. Applying a strong electrical shock to properly restart the heart requires a medicine roll MFD ¾.

Immobilized (Scared Shitless) – The sight you've seen was so mind-rendingly frightening that your body immediately enters a flight-reaction, causing you to involuntarily relieve yourself. Aside from the embarrassment and discomfort of standing in a puddle of your own waste, you're also too frightened to move.

Nauseated – Characters that have eaten in the last 2 hours lose their most recent meal and any benefits they haven't already received from it are lost (and now they're hungry). Otherwise, they simply wretch and cough up bile. Characters that become nauseated in combat take a -5 penalty to any actions that require them to use their mouth for the duration of combat.

Combat Summary

At the start of combat, all characters involved roll initiative. Lowest numbers go first; critical successes go first, and critical failures go last. Initiative roll numbers can be adjusted by up to 25% of a character's agility MFD 1 value, and agility score can be used to break ties. Each character that acts has two actions per combat round. These actions can be spent individually to:

- Move up to their movement distance (or three times that if they spend both actions)
- Charge (spend both actions to move your full distance and end with a melee or unarmed attack)
- Perform an aerial maneuver (with some notable exceptions that take multiple actions)
- Fire a weapon (or otherwise perform a single attack)
- Activate SATS
- Reload a Weapon (may take more than one action)
- Cast a spell (may take additional actions depending on overflow and the spell being cast)
- Use a Recipe (may vary – see the Zebra Magic section)
- Perform an Aerial Maneuver (some maneuvers may require multiple actions)
- Dodge incoming fire
- Block an incoming attack
- Take Cover/Go to Ground
- Sneak
- Use an Item already held or readily available
- Equip a weapon
- Take out an item (from saddlebags)
- Get back up (if knocked down)
- Extinguish themselves (may take both actions)

Free Actions Include:

- Talking (within reason – remember that rounds are only 6 seconds)
- Making resistance rolls (against spell effects, poison, etc.)
- Taking damage from an ongoing damage effect
- Taking out an item or weapon with the Quickdraw perk
- Maintaining a Spell
- Ending a Maintained Spell
- Making Fear rolls

8 – Merchants and Traders and Settlements, Oh My!

A Few Basic Guidelines

Trading and bartering for goods and caps is based on your mercantile skill. Every 5 ranks in this skill that a character possesses give them a 5% better price when buying or selling. A table of Buy and Sell price percentages of the item's actual listed value is presented below, sorted by effective mercantile skill. The buy price column lists the price percentage of value that a character would purchase something from a merchant at, and the sell price column lists the maximum percentage of an item's worth that a character could sell that item for to a merchant.

A character's effective mercantile skill is their mercantile skill rank, plus any bonus or penalties they would receive in the situation to the skill. It may or may not be affected by bonuses or penalties to speechcraft depending on the situation; speechcraft penalties from race or from faction loyalty will **always** affect a character's effective mercantile rank.

Table XXXI: Effective Mercantile Rank and Corresponding Purchase and Sale Prices

<i>Buy Price (% of Value)</i>	<i>Effective Mercantile Rank</i>	<i>Sell Price (% of Value)</i>
200	0	0
195	5	5
190	10	10
185	15	15
180	20	20
175	25	25
170	30	30
165	35	35
160	40	40
155	45	45
150	50	50
145	55	55
140	60	60
135	65	65
130	70	70
125	75	75
120	80	80
115	85	85
110	90	90
105	95	95
100	100	100
95	105	105
90	110	110
85	115	115
80	120	120

This table can be extrapolated as needed. Selling an item for more than 120% of what its worth may be considered as a negative-karma action depending on the circumstances. Characters only gain the benefit

of an improved purchase/sale price percentage every five ranks; characters with an effective skill rank not divisible by five must round down. Note that this is the *base* price; haggling can change this.

If you don't want to deal with the table above, the general rule for GMs is to offer characters goods and services for about 150-200% their listed value and pay them only about 50-75% for whatever they're trying to trade in as base-line price tags, with haggling available to make these price margins better for those players savvy enough to try and negotiate.

Notable Major Settlements

If you're planning on trading, you may find it fairly inconvenient to try and track down any of the wandering merchants or scavengers roaming the wasteland to do so. So why bother tracking them down at all? It's a much safer bet that you'll be able to find someone to trade goods with at any major settlement.

Compiled here is a non-exhaustive list of major known settlements and their approximate locations. These are all settlements from Fallout Equestria, and may not be appropriate for your campaign depending on your choice of setting or relative location in the timeline of events. I say non-exhaustive because the sizes and importance of settlements varies so significantly over time that I can't consider objectively what makes a settlement major. Settlements can spring up and vanish almost overnight in the wasteland, so encountering minor or major settlements not listed here should be fairly common even if you're in these areas.

- New Appaloosa (Near Ponyville's ruins)	- Flank (Hoofington)
- Tenpony Tower (Manhattan)	- Meatlocker (Hoofington)
- Shattered Hoof Mining Facility (Near Ponyville)	- Chapel (Hoofington)
- Junction R-7 (Near Ponyville)	- Hoofington Sports Arena (Hoofington)
- Friendship City (Friendship Island, around the Statue of Friendship)	- Miramare Air Force Base (Enclave, Hoofington)
- Fillydelphia	- Hoofington University (Hoofington)
- Stable City (Canterlot)	- Neighvarro (Enclave)
- Scrapyard (Hoofington)	- Thunderhead (Enclave)
- Arbu (South of Manhattan)	- Dise (Caledonia)
- Bucklyn Cross (South of Manhattan)	- Marefort (Between Caledonia and Equestria)
- Stable-Tec HQ (Outside Fillydelphia)	- Tunnel Town (Southwest of Canterlot)
- Megamart (Hoofington)	- Broccoli (West of Tunnel Town)
	- Red Light (Northeast of Ponyville)

Scavenging and What it Means

It doesn't mean just taking stuff out of the trash, you dolt, though that's certainly a large part of it. The trash of 200 years past may seem like quite a treasure to a wastelander trying to make ends meet. Nor does it necessarily mean stealing. Scavenging is what happens when ponies die and leave stuff behind, and others – the scavengers – come along and rifle through it, taking what they need or want.

Scavenging is a major source of income for quite a few ponies still rooting around in the wasteland, but it's often extremely dangerous. It's been over 200 years since the bombs fell, ladies and gentlecolts, and more than 150 of those years saw ponies out and about, trying to rebuild society and, more importantly, picking clean the skeletons of ages gone by. That means that most areas that were safe to scavenge are picked clean. Don't expect to find valuable items lying around in areas that are safe and frequently travelled! Expect to find trash, and lots of it – many, many items that others passed over as junk.

If an area is inhabited, the only salvage and other scavenging you should expect to find should be the stuff owned or picked up by the inhabitants. That goes for raider camps as well as the nicer settlements. Recently ruined settlements or abandoned raider camps might have some scraps, but that's more in line with trash than anything worthy of scavenging – empty whiskey bottles and the like.

The only areas you should expect to be able to scavenge that aren't picked over at all are where there has been something actively keeping scavengers away – infestations of creatures that eat ponies, like Manticores or giant radscorpions, for example. Security systems – both magical and mechanical – and defense robots can also have this effect. Areas that are simply out of the way or difficult to access, like subway tunnels or old sewer access areas, might also have some interesting things left in them, especially if there are locked doors or terminals. Finally, expect to see lots of intact salvage, and maybe even completely pristine gear, in areas full of enervation, high radiation, or pink cloud. Alicorns don't generally scavenge much, and ghouls make up such a small percentage of the wasteland's inhabitants that non-ferals don't significantly impact the amount of salvage available in most such areas.

9 – Karma

When it isn't working in your favor, karma can be a real bitch. This is especially true for ponies like raiders, who go around raping and pillaging and quite frequently get raped and pillaged right back by their neighboring tribes.

In this system, a character's karma represents their morality. Doing good deeds and committing selfless acts will increase your karma, and committing acts of needless violence, cruelty and debauchery will decrease it. That's a bit of an oversimplification, of course – inaction can sometimes speak louder than action in many cases, and oftentimes characters will be forced to make decisions that may not have a clear “good” or “bad” outcome.

Morality is tricky business, and GMs should take care to make sure that both the intent and the actions taken are considered when awarding karma to characters. For specifics on how to handle this (or at least a more lengthy set of guidelines) check out the “Giving out Karma” header in the GM's Guide to the Equestrian Wastes, later on.

Letting Your Reputation Do the Talking

Karma has two effects on how your characters interact with the world around them. The primary effect of karma is as a measure of character morality. A character's individual morality should affect their decisions, and gives situation speechcraft bonuses or penalties. The magnitude of this bonus is based on their karma score (the net value of their karmic situation). A character's net karma score, divided by 10, is their bonus towards characters with a similar karmic background. Good ponies get a speechcraft bonus towards good or neutral ponies, bad ponies get a bonus towards bad or neutral ponies, etc. Neutral ponies – characters with a net karma score in between -10 and +10, or between -25 and +25 if they have the Impartial Mediation perk – receive no bonuses or penalties to either. Note that the While there is not maximum positive or negative value for Karma, it may help both GMs and players to imagine karma as a sliding scale from -500 to 500. This helps many GMs to reward Karma in a more consistent fashion.

The other function of karma is to represent how well known a character is. Ponies out in the wasteland will start to hear about your characters, their exploits, and their friends after at least one of your group's members gains more than 100 Karma (either positive or negative or any combination of the two). This will affect your group differently depending on whether your net karma gain has been good (positive) or bad (negative). Characters with between -10 and +10 karma (or -25 to +25 with impartial mediation) who have received more than 100 karma are considered to be “Neutral”, and while they may still be well known, are not well or poorly thought of enough to warrant true fame or infamy. They will never be rejected from a settlement for reasons strictly relating to their karma.

Fame

If your character has a net karma score of greater than +10 and has received more than 100 points of karma, they're wasteland-famous. The odds are pretty good that a local DJ has heard about their exploits and talks them up on the radio whenever they're given a chance, and areas without a local radio station will probably start cranking out local rumors about all of the good that your character has done. Characters that maintain positive karma as their total received (gross) karma increases become known to those living further and further away from the areas in which their exploits actually happened; their legend grows. Be careful about becoming too well known, though – Ponies looking to bump off the local hero may start to take notice. Most heroes don't last long in the wasteland.

Infamy

“Those who say that life is worth living at any cost have already written an epitaph of infamy, for there is no cause and no pony that they will not betray to stay alive.”

--Sidney Hoof, Equestrian Philosopher

Infamy is what happens when your pony has developed a bad reputation. If they've gained more than 100 points of karma and have a net karma score of less than -10, they've become infamous among wastelanders in their area. As their infamy grows and their total received karma increases, characters that maintain negative karma become infamous over an increasingly large geographical area. They may find themselves increasingly running into ponies standing up for good, and having harder and harder times selling their ill-gotten gains to shopkeepers. As those living increasingly further away will have heard of them, many will begin to fear them, but many others may begin stand up to oppose their cruel actions, or just to take a cut for themselves. It is not necessarily better to be feared than loved....

10 – Gettin’ By

Day to Day Survival

All characters have to perform certain tasks day to day to survive. These may seem trivial, but such things as sleeping, eating, going to the bathroom, and remaining hydrated out in the wasteland can be vitally important. Characters need to eat, drink and sleep every day. Failure to do so will result in mental and bodily weakness which will worsen over the course of a few days to the point where it will impede a character’s ability to think straight, separate friend from foe, and even to walk in a straight line. Continued lack of any one of these things will kill your waster where they stand. These rules are more or less a hardcore-mode option, so keep that in mind as you read on.

Starvation and Dehydration

With very few exceptions, ponies and all other species need food and water to survive. Notable exceptions to this rule include Alicorns and Ghouls, the former being able to substitute radiation for food, and the latter requiring at least 5 rads worth of radiation per day to survive (or else they begin to starve as described below).

We’ll tackle the issue of starvation first: In order to stave off starvation, a pony must eat at least one full meal every day. Eating less than that will make them begin to starve. As a character begins to starve, the effects of starvation worsen from day to day. For every day they’ve starved, a character takes a -1 temporary attribute penalty (with associated skill penalties and other effects) to one randomly selected attribute other than luck. Roll a D6 and use the table below. The same attribute cannot be reduced two days in a row (re-roll), but attributes can be reduced to zero in this way (which will incapacitate or kill a character, depending on the attribute).

Table XXXII: Starvation

1d6 Roll Result	Attribute Reduced
1	Strength
2	Perception
3	Endurance
4	Charisma
5	Intelligence
6	Agility

Characters must eat at least 1 *nourishing* meal a day to avoid starvation. Every consecutive day they do not do so they suffer another -1 to skills and attributes.

If a character eats a meal that does not match their diet, it isn’t considered nourishing to them. Non-nourishing foods will not prevent starvation but allow a character to temporarily ignore the penalties they’re suffering from due to starvation for the next eight hours; in this way, the penalties incurred by starvation and

the eventual resulting organ failure can be ignored by a character until the point it kills them.

After 3 consecutive weeks of less than 1 meal a day, the starving character will die (if they haven’t already). Characters who have starved for more than a week cannot reliably keep down foods that provide 2 or more meals worth of nourishment (excepting only Oatmeal and Slop), and must make END MFD ½ to keep such foods down.

Eating more than 3 nourishing meals a day grants ponies a +15 bonus to endurance rolls for the rest of that day, though only if the meals are eaten at least four hours apart from each other.

Dehydration is a much more present danger in the wasteland; if food is scarce, then water is even more so. Characters begin to become dehydrated after not consuming at least 4 hydrating items every 24

hour period. Characters that have gone at least four consecutive 6-hour periods without drinking or eating anything that provides hydration begin to suffer penalties to attributes, skills and accuracy as shown in the table below. For each 6 hour period missed, the character moves one step lower on the table. Dehydration's effects are cumulative: all of the penalties from the stages above are still incurred, in addition to the current stage of dehydration's penalty. These penalties worsen every 6 hours afterward, culminating in death after a full 72 hours (3 days) has passed.

Table XXXIII: Dehydration

Number of 6 hour periods without water (Stage #)	Penalties incurred (begin at the end of the period)
1	Dry mouth.
2 (12 hours) <i>Everything up to this point is immediately reversible with a drink.</i>	Dry throat, 1 MFD step penalty to CHA and CHA based skills (Optional).
3	Weakening of muscles, Temporary -1 STR, -1 END, -1 AGI and associated skill penalties (Optional).
4 (24 hours – 1 day)	Slowed reflexes– SATS costs increased by 10, -10 penalty to initiative rolls.
5	Weakening of muscles, (Additional) temporary -1 STR, -1 END, -1 AGI and associated skill penalties.
6 (36 hours)	Organ damage – 1d4 wounds to the torso (wounds can only be removed with hydrating items via their normal means of healing).
7	Hazy Vision – All accuracy rolls are 1 MFD step harder.
8 (48 hours – 2 days)	Slowed Reflexes– SATS costs further increased by 10, only able to take one action during combat.
9	Tunnel Vision – All accuracy rolls are 1 more MFD step harder.
10 (60 hours)	Organ damage – 1d6 wounds to the torso (wounds can only be removed with hydrating items via their normal means of healing).
11	Exhaustion – END roll MFD $\frac{3}{4}$ to prevent from passing out. Remember to include END penalties! Can only be revived by being hydrated.
12 (72 hours – 3 days)	Death – You immediately collapse, and will die within an hour unless revived with water and medical attention (Medicine MFD $\frac{3}{4}$).

If a character has been dehydrated for more than 12 hours (they haven't had anything to drink in 36 hours), they can reverse and/or stave off dehydration's effects by overhydrating. To overhydrate, a character must consume at least 2d4+2 hydrating items per day instead of the normal minimum of four for at least one full day for every day they were dehydrated, rounded up to the nearest whole day.

While recovering, the previously dehydrated character suffers penalties equal to half of the maximum stage number they had proceeded to on the table above, i.e. a character that was at stage 6 and is in the process of recovering will still suffer from the effects of stages 1-3 until they've fully recovered.

If a recovering character becomes dehydrated once more, they begin at the highest numbered stage they're suffering from the effects of currently and proceed chronologically.

If a character reaches stage 6, they require medical care or at least knowledgeable supervision (medicine or survival MFD 1, or $\frac{3}{4}$ for a character to self-regulate) in order to be successfully rehabilitated; if someone simply were to give them water without limiting their intake, their natural impulse would drink too fast, cracking their throat and dying in a most ironic fashion. The wounds dealt by either of the organ damage stages may kill a pony, and can only be removed by the natural healing effects of drink. Healing potions automatically reduce these by 1 for every healing potion imbibed, but cannot remove them with healing magic.

Characters that are within 6 hours of death by dehydration require medical aid in the form of healing magic in addition to some other hydrating item. Note that healing potions do provide characters with hydration – a single healing potion is just enough to bring a character at this stage back from the brink and start them on the road to recovery.

Sleeping and Sleep Deprivation

Staying awake can often mean the same thing as staying alive, out in the wasteland. Your average pony (or zebra) needs to sleep around 4 hours a day, and is capable of doing so while standing up. Most ponies sleep in short, 15-30 minute intervals for the majority of their rest; they need to lie down to sleep for only about two consecutive hours every 48 hours, but are otherwise capable of sleeping comfortably in a standing position. For the purposes of gameplay, most sleep is assumed to occur during travel time. Only prolonged sleep periods (longer than an hour) need to be actually talked about and planned around within player groups. 8-hour sleeping periods

Ponies which do not lie down to sleep for at least two consecutive hours every two days will be forced to make endurance checks every hour following the end of the 48 hour period or will fall asleep in the middle of what they're doing. They will remain asleep until they have either suffered at least one wound (which will wake them up for another hour before they begin to need rolling endurance again), or will fall asleep until they've gotten their full necessary three hours.

Other races handle sleep differently; for simplification purposes, it can be assumed that all non-equine races need to sleep as frequently as 8 hours out of every 24. All races that stay awake longer than a full 24 hour period are forced to use endurance rolls to stay awake every hour, just like ponies. Even with that simplification, bear in mind that sleep patterns aren't the same for all races. Griffins, for example, need at least 8 hours out of 24, but rather than total unconsciousness they remain in a semiconscious 'alert' state for that length of time, from which they are still aware of their surroundings. Diamond Dogs wake up every 1-2 hours.

Some, like ghouls and alicorns, don't actually require regular sleep (unless they haven't been exposed to at least 100 rads of radiation in the last 48 hours, in which case they need to sleep just like their 'original' race).

All races can use certain items (Like Daturana or Coffee) to extend the period of time they can stay awake. Used properly and appropriately, these items can extend the period of time a character can stay awake without having to make endurance rolls.

For every two hours a character stays awake past their natural sleep cycle, they take a -1 penalty to INT and END (and associated linked skill penalties). This penalty is cumulative, meaning that at four hours it increases to a -2, and at 6 it increases to a -3, etc. Like most penalties, it is also cumulative with any other penalties to attributes.

Characters that stay awake for a full 48 period *beyond* their race's normal limit will succumb to exhaustion. They must roll END, MFD ½. Critical successes may stay awake for another hour before rolling once more; successes merely pass out. Failures and critical failures die.

Spotting Trouble

One of the most important things required to survive in a hostile environment is knowing from where the hostilities originate. Ponies that can spot trouble a mile away have time to prepare for it, and have a better chance of being ready for it as a result.

A character can reliably spot items, objects, or enemies from as far away as ten times their perception score in feet; this distance is the maximum range at which any character can make a perception roll to spot an item, object, character or creature about the size of a pony or smaller (with obvious exceptions for particularly large objects such as buildings or for very large creatures). Binoculars or a scope can extend this range by their factor of magnification if used properly.

E.F.S. stands for Eyes Forward Sparkle, and is an integrated motion tracking spell that comes as a standard feature in the Pipbuck 2000 and later models. EFS (and the Detect Movement spell from which it is derived) automagically detects robots, constructs, and any living creatures or characters out to twice the distance a normal set of eyes could – up to **ten times a character's perception score in feet**.

<PER*10'> is your EFS maximum detection range.

Detected creatures and characters are displayed as bars, the color of which varies by model and origin of the pipbuck. Hostiles are universally denoted as red, while non-hostiles are yellow, white, blue, green, or purple, depending on the pipbuck. It will detect any sneaking or hidden character except those using zebra invisibility talismans or similar masking talismans derived from stealth magic, as those interfere with the detection spell on a thaumic level. The EFS on a pipbuck also denotes whether or not the detected characters or creatures are on the same elevation as the wearer by shading the bars that appear. Dark bars are on the same elevation, lighter bars are either higher or lower.

Finally, and perhaps most importantly, EFS is only capable of monitoring the field of vision of the wearer. This means that if the pony isn't able to see in that direction, the EFS cannot detect characters or creatures in that direction. *Blind* characters gain no benefit from the EFS.

Movement Across the Wasteland

Ponies are designed for endurance, not speed. A pony can keep up a steady walking pace for several weeks at a time given adequate breaks for rest, food and water.

It should come as no surprise that movement through the wasteland tends to be done on foot. Those wealthy or lucky enough to have carts either pull them on their own or hire brahmin to pull them instead. Flight over long distances, a regular occurrence in pre-war Equestria, is now fairly uncommon. Pegasi born on the ground don't have a strong desire to fly up and paint a target for every raider within a mile that's packing heat unless it's absolutely necessary, and flying too high can provoke attacks from Enclave defenses. Griffins and Enclave patrols that do fly around as their main mode of movement tend to do so in sizable or well-armed and armored groups or with ground accompaniment; single fliers are generally only seen as aerial scouts for caravans or escaping survivors of larger groups.

Movement in the wasteland depends on the speed of the slowest member of the group that is moving under their own power (characters being carried obviously don't count). Take the speed of that party member and use it in conjunction with the movement speeds table listed in this section to determine how far your group can travel given a length of time at that speed.

Character's Speed	Distance per Hour	Distance per Day
5	1 mi	16 mi
10	2 mi	32 mi
15	4 mi	64 mi
20	6 mi	96 mi
25	8 mi	120 mi
30	10 mi	144 mi
35	12 mi	168 mi
40	14 mi	192 mi
45	16 mi	216 mi
50	18 mi	240 mi
55	20 mi	264 mi
60	22 mi	288 mi
65	24 mi	312 mi
70	26 mi	336 mi
75	28 mi	360 mi
80	30 mi	384 mi
85	32 mi	408 mi
90	34 mi	432 mi

Table XXXIV: Movement Speeds

This table assumes regular stops for necessities – eating, sleeping, bathroom breaks, and occasionally traversing difficult terrain – and movement at a healthy-but-unhurried pace. Moving at a hurried pace doubles the distance covered per unit of time, though moving at this pace for more than 2 hours without taking a 30 minute or longer break prompts an endurance roll MFD $\frac{3}{4}$ or the group will be forced to stop for at least an hour (or those still able to move at that speed must carry or leave behind those no longer able). Ponies are creatures of endurance, not speed. Groups that do not stop begin taking

wounds to the legs and torso at a rate of 1d4 per hour spread across all of their legs and their torso (divide them evenly, in the same sort of pattern a healing potion removes them). This roll must be made at the 2 hour mark, and must be made at each subsequent 2-hour mark at MFD ½ for as long as the party continues to move at this pace.

Moving at an all-out run quadruples the distance covered, and is similarly difficult. Doing so for as long as an hour without a break of 15 minutes or more prompts an END roll MFD ¼ or the runners will become exhausted, and unable to continue even at a walking pace for 1d6 hours.

Flying for extended periods requires a flight roll MFD ¾ every hour, but moves the flyer double the distance of a pony moving on the ground with the same base speed. Flying for longer than 6 hours at a stretch prompts an END roll MFD ½ every hour beyond the fifth (so the first roll must be made at the sixth hour), or the character will be forced to land and rest for at least an hour.

Digging is simply not suited for long distance travel.

Vehicular modes of transportation such as sky-buses, trains, carts or other similar vehicles are still all ultimately pony (or zebra, griffin, etc.)- powered, and can increase the speed of party travel up to the speed of the slowest pony or ponies that are actually doing the work of moving the vehicle.

The only other major mode of transportation is teleportation. For all purposes, teleportation is instantaneous. Twilight Sparkle never once had to deal with commuting to work.

Factions and Settlements

Your group isn't the only bunch of ponies out in the wasteland. All of the races that survived the apocalypse have been busy rebuilding their numbers and re-establishing society pretty much as soon as the rads cleared enough to go topside without bursting into flame or melting into a puddle.

Society means the formation of groups and organizations – clans, governments, settlements, gangs, you name it. These organizations help facilitate trade or maintain protection over territories and settlements, many of which your group of characters will probably encounter and interact with over the course of their adventures. A large portion of getting by in the wasteland has to do with making friends or enemies with those already out there. Your group of intrepid adventurers, merchants or explorers should be aware that their actions have consequences beyond simple karma gain or loss – there are others watching.

Politics Within and Without the Party

Not all characters you run into, ponies inclusive, will want to be your friends. This includes those who share a similar short term goal with you. So if a character wants to do something that your character doesn't think is right, or simply crosses a moral line, tell them so. Don't be afraid to let it come to blows. Characters in the party can kill each other over things – it's sad, but it does happen. At the same time, if a character in your party isn't doing something wrong, there's no reason to cause a fuss (unless your character's goal is to cause a fuss...). Just be aware of the effect of killing a character on the player who that character belongs to. When a GM causes a player death, it tends to be more acceptable than when a fellow player does the same.

11 – Dangers of the Wasteland

Things will try to kill you out there. Many of them won't have to try very hard. Ponies and all may have survived the war, but here are a few of the *real* power players out there in the wasteland:

Radiation

Invisible and deadly, radiation is a constant danger for those surviving day to day outside of any major settlement. The majority of water in and around Equestria is irradiated, after all, and most unicorns aren't capable of purging it. (Hell, most of those that *can* clean it out of water have trouble cleaning up enough to keep *one* pony alive, let alone a whole settlement.)

Much of the radiation around Equestria is intermingled with necromantic energies, infused into it in the process of creating a balefire egg, the magical explosive that served as a basis for the balefire megaspells. This can lead to some interesting complications, not the least of which is the existence of ghouls.

Depending on the radiation level in an area, a character will absorb more or less radiation over time. For the purposes of simplification, radiation levels are listed below in ascending order. The actual amount of magical radiation absorbed by a character in any radiation level may vary depending on radiation resistance.

This table is mostly just a suggestion of ranges made for simplification. In-game, it's totally reasonable for a GM to pick any level of ambient radiation they feel is appropriate (though personally we recommend using something divisible by 4, 20, or 100 over whatever time period is being used because of how radiation resistance comes in 5% increments).

If a character has suffered severe radiation exposure (more than 400 rads) within a short time period and goes without having that radiation removed for an extended period of time (anything more than 6 hours), they must roll endurance MFD ¼. If they succeed, nothing happens. Failures suffer a mutation as a result of their exposure, as per the hindrance of the same name. See "They were ponies, once" for more information on mutations.

Critical failures begin dying of radiation poisoning, and suffer penalties to endurance, agility, strength, and linked skills as though they were at 800 rads. They will die within 24 hours if they do not receive treatment (anything that reduces a character's radiation count will do).

Penalties to attributes (and their corresponding skills) resulting from radiation exposure are displayed on the character sheet below the level of absorbed radiation that they correspond to.

When a character has absorbed 1000 rads, they must immediately roll endurance, MFD 1/10. The results of this roll are discussed more in depth in "They Were Ponies, Once."

Failures die immediately of severe radiation poisoning. Remember to have your next character take Radaway with them when they go out adventuring!

Table XXXV: Radiation exposure levels, by intensity.

Level	Effect
0	Negligible magical background count – 200 years after the balefire blasts made the surface of the world all-but totally uninhabitable, most of the equestrian wasteland and its surrounding territories have settled down to this level. Depending on wind conditions, you can expect to absorb less than 5 rads per day at this level.
1	Residual magical background count – 5-10 rads absorbed per minute (less than 1 rad per second, about 1 per combat round). More than 25% radiation protection will render a character totally protected. Fillydelphia has large areas inside the wall that are at this level.
2	Extremely low magical background count – 1-2 rads absorbed per combat round (less than 1 rad per second, 20 per minute). The Geiger counter on a pipbuck isn't calibrated to register radiation below this level.
3	Low magical background count – 5-10 (≈8) rads absorbed per combat round (less than 1 rad per second, 40 per minute). This is the background count of most water sources around the wasteland.
4	Medium magical background count – 10-20 (≈16) rads absorbed per combat round (about 1.5 rads per second, 100 per minute). This is the radiation level you might expect to encounter around radioactive waste dumps, recently-detonated balefire eggs or sky wagons, or similar sites. Over-irradiated ghouls and alicorns also emit radiation at this level.
5	High magical background count – 30-40 (≈32) rads absorbed per combat round (about 3.5 rads per second, 200 per minute). Active spark generators with partially damaged or incomplete shielding will create a magical background count of this magnitude.
6	Extremely high magical background count – 60-70 (≈64) rads absorbed per combat round (about 10.5 rads per second, 640 per minute). This is roughly the ambient radiation you might expect to experience <i>inside</i> an active spark reactor or within a half-mile of a balefire bomb that has exploded in the last day or so. You would be hard pressed to find radiation levels higher than this.
7	Deadly magical background count – 120+ rads absorbed per combat round (more than 20 rads per second, over 1200 rads per minute. Less than a minute's exposure at this level will kill any character that isn't hardened against radiation. Damaged balefire bombs and areas with enormous amounts of magical waste byproducts could conceivably throw off this much radiation. You might also see this much radiation within less than 100 yards of a balefire bomb's detonation, if you weren't blinded and/or incinerated by it.

Taint

Taint is at the same time more and less subtle than most of the other deadly effects listed in this section. It isn't really an ambient effect; only direct contact with the shimmering, rainbow-hued sludge will have any effect on a character. This doesn't seem so bad until you consider that in many areas taint is in a large percentage of the water supply, making it into any food grown there. On top of that, taint, under the name "biomagical flux" was a major ingredient in quite a large amount of processed foods and in many industrial manufacturing processes before the war. It's even a major ingredient in flamer fuel.

Taint exposure works in stages, a fact mirrored by the taint slider on the character sheet. Each distance between markers represents a minor exposure to the substance – drinking enough river water in Hoofington to survive for a week or two, or eating visibly tainted fish or seaweed a few times might bump you up one of these steps. So might getting a few droplets of the shimmering rainbow-colored fluid on your hooves or skin, or inhaling a bit of flux that's been vaporized. Larger exposures might bump you up more steps on this slider – falling face first into a puddle of taint, for example, would probably bump you up at least six tick marks. Having a large globule of it fall on your from a leak in the ceiling might bump you up anywhere from two to four depending on its size. Characters that skip one or more stages are automatically considered to fail any dice rolls associated with determining that step's results.

Highly tainted creatures like floaters or centaurs may even expose targets to taint via their attacks.

Taint is dangerous because it is a mutagenic and transformative agent; it magically alters and destabilizes the genetic makeup of those who are exposed to it, generally not in a way that is beneficial to them. At the same time, the effects of taint are inherently random (SPOILER:

; it is occasionally beneficial to its victims, especially if administered in controlled doses over an extended period of time. Both alicorns and hellhounds are the end result of relatively-positive outcomes of taint exposure. Falling into a pool of taint can turn an adorable filly into a horrific monster in ten seconds flat, but it might also turn her into an Alicorn. The trouble with the whole business is that uncontrolled taint exposure is easily a hundred times more likely to kill or horrifically mutate a character than it is to give them a positive benefit.

GMs should be careful when dealing with taint. I know I've said 'be careful with x' quite a bit, but I mean it here more than any other place in the book. Because its effects are inherently random, it is difficult to use as a tool or as part of a campaign. Characters should always be aware that it's a dangerous substance, but if they do become exposed to small doses of it they should be able to remain hopeful that they won't suffer the negative effects (at least until after they begin suffering from said negative effects). After all, Little Pip came out of it alright, didn't she? Blackjack, on the other hand... well, you can't be lucky 100% of the time.

The diamonds and tick-marks on the taint slider represent different levels of transformation. These distances are described as "the distance between ticks," or in terms relating to it (i.e. 'markers', 'bars', etc.), which is how taint effects are meted out by items in the system known to contain the substance. The effects of exposure at its different levels are outlined in the table on the next page. Negative and positive effects are not clearly described – this is done intentionally, as due to the inherently chaotic effects of taint they can vary widely. The most obvious common negative effect is the development of cancerous growths, but flux can do almost anything to a character, up to and including giving them eye-tentacle penises, turning them into a blind octopus, covering them in chitinous spines, warping their gender, or slowly randomly rearranging their anatomy.

Table XXXVI: Taint exposure and effects, by level of exposure. Color bars chosen at random.

Level	Effect
1st Diamond	No taint exposure. Don't you wish you could keep it this way?
1st Tick	Low Exposure – Characters begin to feel distinctly itchy around the exposed areas. This itchy feeling continues into stage 1.
2nd Diamond	Stage 1 – Minor transformations occur. Characters should roll Luck, MFD ¼. Successes mean that nothing substantive has happened yet. Failures or critical failures on this roll begin to develop negative effects (normally only internal or easily missed physical effects). Neither positive nor negative effects are overtly obvious at this stage.
2nd Tick	Significant Exposure – Itching increases, to the point where characters not actively resisting the itch will begin to rub their skin raw. Discoloration of varicose veins in the area may occur, but otherwise no transformations progress further.
3rd Diamond	Stage 2 – Visible transformations occur. Characters that have succeeded their luck roll should roll again at MFD 1/10. Successes continue to have positive effects, which at this stage may be more noticeable, such as an increased horn size or stature.
3rd Tick	Noticeable Exposure – The negative effects of characters who have failed at least one luck roll are dramatically increased in magnitude. Cancerous growths should be visible beneath the skin, and reduction of appetite is noteworthy. All other transformations begin to become more pronounced.
4th Diamond	Stage 3 – Extreme physical transformations are apparent. Characters that have succeeded both luck rolls at the previous stages must now make a staggering luck roll MFD Crit or will suffer mutations and other negative effects (though cancer is unlikely if they've made it to this stage). Characters that have made 3 luck rolls successfully do not need to roll.
4th Tick	Deadly Exposure – Characters with exactly two successful luck rolls must roll luck MFD 1/10 immediately upon reaching this level. Failure reduces the number of their previously successful rolls by one for the purposes of future taint exposure. Critical failure reduces their successful luck roll count to 0. Critical success counts as a successful luck roll <i>and</i> grants them immunity to disease – including any cancer that was previously affecting them. All their malignant tumors become benign. Characters with three or more successful luck rolls at this stage also gain this benefit. Characters with less than two successful luck rolls must now make an END roll MFD ¼. Should they fail they are killed outright. Should they succeed, they'll be slowly turned into an abomination. They must make an INT roll MFD ¼ to retain their intelligence (though they might not necessarily retain their speech). This state of being is <i>highly</i> inconvenient for them, (to say the least) but at least they're still alive. Their life expectancy drops dramatically; without medical attention, their increasingly dramatic mutations will kill them within a month. Characters with three successful luck rolls begin to develop vestigial alicorn characteristics, such as an enlarged horn, wings, or an inadvertent telepathic link with the Goddess. They may also increase in size.
5th Diamond	Stage 4 – Characters with taint exposure that have succeeded on at least 3 luck rolls immediately begin to transform into alicorns (or hellhounds), permanently and painfully changing their race (and possibly their gender) over the course of a 1-2 day transformation; they proceed immediately to stage five in the process of transformation (see "They Were Ponies Once"). Less successful characters must roll Luck MFD ¼. Successes transform into centaurs or other heavily tainted but survivable creatures. Failures are twisted so horribly that they slowly and painfully die. Critical successes complete their transformation into alicorns (or hellhounds).

Wherever a luck roll is mentioned, a critical success counts as two successes for the purpose of tallying luck rolls (except for the roll made in the 4th diamond – there it only counts as one success). Critical failures remove all successful luck rolls.

Taint is insidiously difficult to remove – it ignores all but the most magically intensive water filtration techniques. It does not break down over time when present in a water supply. Examined under a microscope, it acts almost as though it were alive. The only place in the wasteland capable of removing it is Tenpony Tower; other medical facilities can only treat the symptoms of exposure (and usually not with much success). Physical alterations, such as a character developing cancer or any other alteration of appearance, however minor or severe, are not removed when the taint itself is removed. Cleansing the body of taint merely lowers the bar back to zero and makes rolls to avoid negative effects easier to achieve.

Just like in the fictions, repeated smaller exposures and cleansings are much more likely to result in positive transformations than just repeated smaller exposures are. If a character passes three consecutive luck rolls at any level of exposure they will begin to take on alicorn traits (or hellhound traits if they're a sand dog) instead of suffering from negative taint effects. Each further dose of taint after the first three successful rolls moves them up a stage on their progression towards becoming an alicorn or hellhound, whichever is appropriate.

NOTE! If a character progresses without ever being cleansed, the effects occur exactly as listed in the taint exposure effects table above. If they are cleansed of taint at any point, they retain any present physical transformations, good or bad, and may continue to acquire more as appropriate as they progress through the levels of contamination once more. If at any point they have three successful luck rolls (critical successes count as two luck rolls for all MFDs above MFD crit), they will begin transforming into an alicorn or hellhound and should see the corresponding rules in “They Were Ponies Once,” in the last chapter of this document. As previously noted, they progress to a new stage with every additional exposure. Transforming into an Alicorn or hellhounds does not necessarily mean that previous physical transformations will be reversed.

Characters whose race changes to alicorn (or hellhound) over the course of play level up as they would normally, and do not suffer the limitations placed on characters who begin play as members of those races; they've earned their increase in power by surviving the most deadly series of poisons the wasteland has to offer (and they're not out of the woods yet!).

Transformed ponies gain the *Large* trait in either case (even if they already had it – Alicorns can be doubly large, after all), and newly-minted alicorns gain the *Channeler* trait as well as the increased magical strain reserve. Alicorn characters also have the goddess in their head, should she still live, who will very rapidly try to make them her pawn and completely assimilate their personality and knowledge. Hellhounds gain the enlarged, terrifyingly sharp claws of their new species.

Enervation

Enervation is a particularly nasty and deadly phenomenon that is thankfully local only to the areas around Hoofington. Very few ponies have any real understanding of what causes it, or why it is stronger in some areas than others. It can kill you as quickly as the static from a corrupted broadcaster, as painfully as radiation sickness, and as quietly as the cancerous growths of taint exposure. At low levels (such as most of the area around Hoofington) it can prevent natural healing and drain the magic out of healing potions, making them slowly toxic. In moderate fields such as the tunnels under Hoofington it can actually reverse the natural healing process, causing small cuts and bruises to turn into amputation-worthy cases of gangrene, horrific internal hemorrhaging and unprecedented decay. Exposure to strong fields of it can literally melt the skin off your bones, or cause organ failure and internal bleeding so severe that blood begins to seep out of every orifice.

GMs and players should consider the following four levels of enervation fields (five, counting the absence of a field) outlined in the proceeding table when determining effect.

Alicorns are severely adversely affected by the presence of enervation due to their passive telepathic abilities. Most alicorns begin taking mental penalties even at the lowest levels of enervation; those with the Forged in the Hoof perk do not suffer mental penalties unless experiencing fields of strength level 2 or higher.

Ghouls are also severely affected by enervation, due to their weakened ties to their mortal coil. In any level of enervation field, ghouls must make a willpower roll every five minutes to maintain their sanity and prevent their soul from being torn from their body!

This roll is MFD 1 in level 1 'light-strength' fields, and increases in difficulty to $\frac{3}{4}$ MFD in level 2, $\frac{1}{2}$ in level 3, and $\frac{1}{4}$ in level 4.

Enervation effects can be negated by the presence of moon rock. Moon rock is a rare substance in Equestria, and is worth five times the cost of a normal gemstone of the same weight.

SPOILERS AHEAD

While almost no characters would know this fact, devices that produce an enervation field (by running an electrical or magical current through starmetal) create fields of differing strength and intensity depending on the number of ponies who have died in the area, and how close the area is to the fallen star beneath Hoofington. Enervation feeds off of the deaths of ponies without hope or with hearts full of sadness and despair, entrapping their souls to join in a glorious chorus of eternal screams and suffering that is caused inadvertently by the suffering of the fallen star. This otherworldly screaming is what resonates within the metal to create the effect known as enervation. Magical stimulation amplifies the effect.

END SPOILERS

Table XXXVII: Enervation Effects

Level	Effect
0	None – Like most of Equestria, there isn't any enervation here, thank Celestia. Areas full of living, non-cybernetic creatures, such as settlements, are almost all at this level.
1	Light – Most of uninhabited areas around Hoofington are at this level. Natural healing takes three times as long per wound healed. Health potions that are not recharged with healing energies can go for up to 4 days at this level before becoming unusable (rejuvenation potions take twice as long, and restoration potions take four times as long); as their level of potency decreases, they shift from a vibrant purple (full) to a brackish, muddy brown (depleted). For every day of depletion at this level, they heal one less wound when used (minimum 1). Fully depleted potions cannot be restored, and burn like a mild acid if touched, healing nothing. They may occasionally become actually poisonous (though most are smart enough not to drink a potion that looks like mud). If a character is carrying health potions in any level of enervation field, those potions will be drained of their energies one at a time, but that character's natural healing will be unimpaired by enervation. Magical bandages become depleted within a day if subjected to this level of field. This level of enervation is bearable for most alicorns, but they take -5 on all rolls unless they have the Forged in the Hoof perk.
2	Moderate – Abandoned settlements and battle sites tend to be up around this level, particularly sites of <i>recent</i> battles. Natural healing rates are halted all-together, characters take a -20 penalty on all END-based rolls, and health potions drain twice as fast as in a level 1 field, going through their four stages of depletion in 2 days at a rate of one stage per 12 hours (stronger potions either double or quadruple this time frame). Health potions no longer shield the character from the diminished natural healing effect, but while in possession of non-depleted potions characters do not suffer the penalty to endurance rolls. Characters who have suffered wounds that have not been fully healed must roll END MFD ¾ every hour to avoid bleeding out and taking an additional wound to that location. Alicorns take a 1 MFD step penalty on all rolls due to the constant screaming they hear in their heads. All ponies who try to cast spells within a field of this intensity suffer a 1 MFD step penalty; when they try to channel energy they start to hear a screaming inside their heads.
3	High – Many of the red-lit security tunnels that run beneath Hoofington are at this level. All characters suffer a -50 penalty to all END based rolls, a -25 penalty to STR and AGI based rolls, a reduction of pace by 5 feet per action, and take one wound to every location (except their horn if they have one) for every 5 minutes spent in a field of this strength. Those who become crippled in this way begin to bleed out of their orifices. Prolonged exposure to fields of this magnitude (more than 30 minutes) can cause permanent deformations such as loss of bone density, particularly in the limbs. Healing potions go from fully charged to totally depleted within 20 minutes, one stage every five minutes. Characters in possession of non-depleted healing potions do not begin to take wounds until their potions are depleted, but still suffer the attribute and related skill penalties. Alicorns exposed to this area for more than 5 minutes must make INT rolls at MFD ½ every minute or be rendered totally catatonic, capable only of forward movement and responding only to simple instruction. They cannot use magic. All unicorns that try to cast magic in a level 3 field suffer a whopping 3 MFD step penalty on their casting roll.
4	Deadly – Levels of enervation this high are found only in the deepest tunnels or inside the Hoofington Core. Healing potions will deplete and become rancid and poisonous within 60 seconds; even restoration potions can go from full to totally depleted in four minutes. Alicorns and any unicorns with telepathy at any level suffer hemorrhaging of the brain, taking 1 wound to the head per 6 seconds spent in this field. All other characters take 1 wound to every location for every minute spent here. Surviving for five minutes in this dense of an enervation field will permanently deform almost any creature in body if not in mind – spending longer can reduce even bone to little more than viscous goo. Characters gain no benefit from having non-depleted healing potions on their person. Even those without magic can hear an unearthly screaming resonating within their skull, making all skill rolls 1 MFD step harder.

Worker																							
MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds						
STR	50	37	25	12		Dig	STR	25	50	37	25	12		0	Antennae	1/4							
PER	40	30	20	10		Unarmed	END	25	50	37	25	12		1	Head	1/2							
END	50	37	25	12		Speechcraft	CHA	5	5	—	—	—		1	Thorax	1							
CHA	—	—	—	—		Additional Abilities/Effects: —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may take an additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!								1	Legs	3/4							
INT	20	15	10	5																			
AGI	40	30	20	10																			
LUCK	20	15	10	5																			
Addt'l Equipment/Loot: Giant Ant Egg, 5%																							
Ant Pheromones, 25%																							
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes										
Bite						2d8 + 10	x1.5	—	—	—	—	—											

Fire Ant – Who knows why, but these ants have developed the ability to spit fire out of their mandibles! Otherwise, they're essentially normal giant ants – just as dangerous and territorial, but relatively harmless if avoided and unprovoked.

Soldier – This is what happens when you get a pony-sized ant that can literally spit fire. They're easiest to engage from long distance, if you can help it.

Creature Name: Fire Ant, Soldier **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 6-18
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Dig	STR	15	45	33	22	11		0	Antennae	1/4	
PER	40	30	20	10		Unarmed	END	50	75	55	37	18		5	Head	1/2	
END	50	37	25	12		Big Guns	END	50	75	55	37	18		5	Thorax	1	
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		5	Legs	3/4	
INT	20	15	10	5		Additional Abilities/Effects: —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!							Movement 10 ft Dig 10 ft Grnd		Dmg/Wnd: 10 Crippled: 2 Maimed: 5		
AGI	40	30	20	10													
LUCK	20	15	10	5													
Add'l Equipment/Loot: _____ Ant Pheromones, 25%																	
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						3d8 + 18	x1.5	—	—	—	—	—	Fire Effect if it breaks DT.				
Fire Breath						4d8 + 5	x2	10	—	—	—	—	Fire Effect. Big Guns.				

Worker – Worker fire ants are relatively easy to dispatch compared to the soldiers. Though they can still spit flame, their range is limited to their immediate proximity.

Creature Name: Fire Ant, Worker **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 2-10
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Dig	STR	25	50	37	25	12		0	Antennae	1/4	
PER	40	30	20	10		Unarmed	END	25	50	37	25	12		1	Head	1/2	
END	40	30	20	10		Big Guns	END	50	75	55	37	18		1	Thorax	1	
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		1	Legs	3/4	
INT	20	15	10	5		Additional Abilities/Effects: —Fire: Sets the target on fire if Bite breaks DT. Fire deals 3d12 to target between combat rounds until put out. Fire can be put out on a character by spending one action to stop, drop, and roll or rolling AGI MFD 1/2 at no cost. —Frenzy: If crippled in the antennae, this creature will frenzy for 2d4 rounds. While frenzied, it may take an additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!							Movement		Dmg/Wnd: 8		
AGI	40	30	20	10									10 ft Dig		Crippled: 2		
LUCK	20	15	10	5									10 ft Grnd		Maimed: 4		
Add'l Equipment/Loot: _____																	
Ant Pheromones, 25% _____																	
Giant Ant Egg, 5% _____																	

Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes				
Bite						2d8 + 10	x1.5	—	—	—	—	—					
Fire Breath						4d8 + 5	x2	10	—	—	—	—	Fire Effect. Big Guns.				

Radscorpions – With greatly reduced competition and predation from their mammalian and avian desert dwelling brethren, and an endless supply of radiation to spur evolutionary growth, the scorpions of the equestrian frontier have grown to enormous sizes in the past 100-200 years. These things are bigger than a foal and meaner than your crazy ex-wife! You know the one we mean. Oh, and watch out for the stinger – radscorpion venom is deadly, and the antidote fetches quite a high price on the open market.

Creature Name: Radscorpion

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 3-6

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds												
STR	40	30	20	10		Dig	STR	30	50	37	25	12		5	Torso	1													
PER	50	37	25	12		Survival	END	30	55	41	27	13		5	Tail	3/4													
END	50	37	25	12		Unarmed	END	50	75	56	37	18		5	Claw, L	1/2													
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		5	Claw, R	1/2													
INT	10	7	5	—		Sneak	AGI	15	40	30	20	10		5	Leg, L	3/4													
AGI	50	37	25	12		Additional Abilities/Effects: —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment. —Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target’s AGI. If the radscorpion wins, it can use its stinger attack as a free action. In addition, see Squeeze. —Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit for the rest of the round. At the end of the round, they are released. They may make an opposed roll with STR or AGI vs. the radscorpion’s STR to break free. Any modifiers to or methods of dodging may be applied or used.												5	Leg, R	3/4									
LUCK	—	—	—	—																									
Addt'l Equipment/Loot:																		Movement		Dmg/Wnd: 13									
1d4 Radscorpion Poison Glands																		5 ft Dig		Crippled: 2									
Chitin Fragments, 20%																		10 ft Grnd		Maimed: 5									

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claw	2d12 + 8	x1.5	—	—	—	—	—	See Claw Grasp.
Stinger	3d20 + 8	x1.5	—	—	—	—	—	Ignores 10 DT. See Radscorpion Poison.

Giant Radscorpion – Exactly what it says on the tin: An even larger, even more territorial radscorpion. These things are as big as a pony!

Creature Name: Giant Radscorpion						Organization:			Solitary (1)			Pair (2)			Patrol (3-6)			Level of Difficulty: 6-10															
						Squad (7-12)			Gang (13-20)			Horde (20+)																					
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds																
STR	70	52	35	17		Dig	STR	40	75	56	37	18		10	Torso	1																	
PER	50	37	25	12		Survival	END	40	80	60	40	20		10	Tail	3/4																	
END	80	60	40	20		Unarmed	END	75	115	86	57	28		10	Claw, L	1/2																	
CHA	—	—	—	—		Speechcraft	CHA	5	5	—	—	—		10	Claw, R	1/2																	
INT	20	15	10	5		Sneak	AGI	30	60	45	30	15		10	Leg, L	3/4																	
AGI	60	45	30	15		Additional Abilities/Effects: —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment. —Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target’s AGI. If the <creature name> wins, it can use <another weapon> attack as a free action. [Radscorpion Specific - Instead of stinging, it may choose to Squeeze (Below).] —Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the scorpion’s STR to break free. Giant radscorpion cannot squeeze more than two targets at a time. If the claw holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit.												10	Leg, R	3/4													
LUCK	—	—	—	—																										Movement		Dmg/Wnd: 18	
																		5 ft Dig		Crippled: 4													
																		15 ft Grnd		Maimed: 8													
Addt'l Equipment/Loot:																																	
2d4 Radscorpion Poison Glands																																	
Chitin Fragments, 20%																																	

Albino Radscorpion – A rare mutation has bleached the exoskeleton of these radscorpions, while simultaneously increasing their size, the thickness of their carapace, and their aggression! Watch out, or they'll eat you whole. If you're lucky though, they might poison you to death first.

Creature Name: Albino Radscorpion

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15-24

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	100	75	50	25		Dig	STR	50	100	75	50	25		15	Torso	1					
PER	50	37	25	12		Survival	END	50	100	75	50	25		15	Tail	3/4					
END	100	75	50	25		Unarmed	END	100	150	112	75	37		15	Claw, L	1/2					
CHA	30	22	15	7		Speechcraft	CHA	15	30	22	15	7		15	Claw, R	1/2					
INT	30	22	15	7		Sneak	AGI	15	45	33	22	11		15	Leg, L	3/4					
AGI	60	45	30	15		Additional Abilities/Effects: —Pierce: Critical success on a stinger attack ignores all DT. —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become “maimed” in either location, they fall unconscious instead). Poison may be deadly— see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment.												15	Leg, R	3/4	
LUCK	—	—	—	—																	
Add'l Equipment/Loot:						—Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target’s AGI. If the radscorpion wins, it can use its stinger attack as a free action. In addition, see Squeeze. —Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the scorpion’s STR to break free. Giant radscorpion cannot squeeze more than two targets at a time. If the claw holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit. They may make an opposed roll with STR or AGI vs. the radscorpion’s STR to break free. Any modifiers to or methods of dodging may be applied or used.												Movement		Dmg/Wnd: 25	
3d4 Radscorpion Poison Glands																		10 ft Dig		Crippled: 5	
Chitin Fragments, 50%						20 ft Grnd		Maimed: 10													

Momma Radscorpion – Every wonder where baby radscorpions come from? Every wonder what a radscorpion as big as a house would look like? Encounter a Momma radscorpion and put your mind at ease... or run in terror. It's your call, really.
Her exoskeleton's tough as a tank, and her claws can cut through rock and steel, crumpling powered armor like tissue paper. Try not to piss her off.

Creature Name: "Momma" Radscorpion						Organization:			Level of Difficulty: 25-30												
						Solitary (1)		Pair (2)		Patrol (3-6)											
						Squad (7-12)		Gang (13-20)		Horde (20+)											
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds				
STR	150	112	75	37		Dig	STR	75	150	112	75	37		25	Torso	1 1/2					
PER	50	37	25	12		Survival	END	60	135	101	67	33		25	Tail	1					
END	150	112	75	37		Unarmed	END	100	175	131	87	43		25	Claw, L	3/4					
CHA	40	30	20	10		Speechcraft	CHA	35	55	41	27	13	25	25	Claw, R	3/4					
INT	40	30	20	10		Sneak	AGI	15	45	33	22	11		25	Legs, L	1					
AGI	60	45	30	15		Additional Abilities/Effects: —+25 to intimidation rolls. —Pierce: Critical success on a stinger attack ignores all target DT. —Radscorpion Poison: On DT penetrating hits, END check versus poison, MFD of ¾. Failures take 1 wound per round to the head or torso (whichever is less wounded) until they fall unconscious (if the poison causes them to become "maimed" in either location, they fall unconscious instead). Poison may be deadly—see Radscorpion Poison Gland entry on Pg. 231 for details on progression and treatment. —Claw Grasp: Being hit by a claw attack prompts a contested STR v. against target's AGI. If the radscorpion wins, it can use its stinger attack as a free action. Instead of stinging, it may choose to Squeeze (Below). —Squeeze: The target is now immobilized, making them 2 MFD steps easier to hit until released. Target may make an opposed roll with STR or AGI vs. the radscorpion's STR to break free. Momma Radscorpion cannot squeeze more than two targets at a time. If the claw holding a character is crippled, the squeeze effect ends. Claws being used to squeeze may only target characters or creatures that they are squeezing; they automatically hit. —Fear Effect: If a character has never encountered a Momma Radscorpion before, they must make a Fear roll MFD 1 1/2 (house sized abomination).												25	Legs, R	1	
LUCK	20	15	10	5																	
Addt'l Equipment/Loot:																					
4d10 Radscorpion Poison Glands																					
Chitin Fragments																					

Spore Shooter (Floater) – These grotesquely mutated plants are actually large sacs of spores with a hanging root assembly trailing below them. They tend to congregate around highly radioactive rivers or in valleys around Maripony and Old Olneigh. As a defense mechanism, they shoot toxic spores at any perceived threats, able to hit threats up to 60 feet away. These spores are highly corrosive and carry a small dose of taint with each one. The gasses they produce to keep them afloat are noxious and foul smelling, but also highly flammable.

Creature Name: Spore Shooter (Floater)						Organization:	Solitary (1)		Pair (2)		Patrol (3-6)		Level of Difficulty: 6-15				
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Unarmed	END	50	80	60	40	20		0	Head	1/2	
PER	60	45	30	15		Speechcraft	CHA	5	5	—	—	—		0	Vines	1	
END	40	30	20	10		Flight	AGI	10	40	30	20	10		0	Leaves	3/4	
CHA	—	—	—	—		Small Guns	AGI	50	80	60	40	20		0	Roots (Torso)	1	
INT	—	—	—	—		Additional Abilities/Effects: —Vulnerability: Fire. Takes x3 damage from attacks with the Fire special weapon effect.											
AGI	60	45	30	15		—Immunity: Electricity. Immune to damage from attacks with the Electricity special weapon effect.											
LUCK	10	7	—	—		—Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below).											
Movement		Dmg/Wnd: 10				—Spore Shooter Poison; Poison effect on each spine shot that penetrates armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder. Failures take a -10 penalty to accuracy that increases in intensity by -10 (cumulative) for every round the poison has been in effect. When they receive a dose of the poison, characters also receive 1/4 bar of taint.											
35 ft Fly		Crippled: 2				—Floaters hover constantly unless they choose to land, and may choose to hold actions in flight.											
5 ft Grnd		Maimed: 4				—Disease Chance: This creature may serve as a disease vector for the Common Cold, Cushing's Disease, EHV, Mad Brahmin Disease, Strangles, and Sleeping Sickness.											
Addt'l Equipment/Loot: _____																	
None; Self Destruct. _____																	

Weapon Name		Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes								
Spore Shot		6d4+5	x2.5	20	—	—	—	—	Ignores non-metallic armor. See Spore Shooter Poison.								
Thorny Tendrils		3d6 + 12	x1	—	—	—	—	—									
Explosion		8d8	-4d8	10	—	—	—	—	Fire. (Maimed in Roots or Head)								

Centaur – There is a point at which a pony can become so grotesque, so mutated and warped by harmful and degrading magic, that they cease to be a pony altogether and become something entirely different. A centaur is a common end result of such a transformation, a horrifically warped abomination with a transfixing stare that can root a pony to the ground out of fear while its three elongated tendril-tongues wrap around them and ensnare them to be consumed whole.

[illegible]

Manticore – The most ubiquitous massive monster of the modern wasteland, the Manticores of Equestria are surprisingly resistant to the effects of radiation. Despite frequent exposure, they seem to suffer no visible mutations or other ill effects. As a result of this remarkable immunity, they've become a dominant apex-predator in many parts of the equestrian wasteland, particular the areas around city ruins.

Creature Name: Manticore						Organization:		Solitary (1)		Pair (2)		Patrol (3-6)		Level of Difficulty: 8-12							
						Squad (7-12)		Gang (13-20)		Horde (20+)											
MFD	1	½	¼	⅛	+	Skills	ATT	Rk	1	½	¼	⅛	+	DT	Area	MFD	Wounds				
STR	100	75	50	25		Unarmed	END	80	125	93	62	31		10	Head	1/2					
PER	70	52	35	17		Survival	END	50	95	71	47	23		10	Torso	1					
END	90	67	45	22		Speechcraft	CHA	25	35	26	17	8		10	Leg, FR	3/4					
CHA	20	15	10	—		Flight	AGI	25	55	41	27	13		10	Leg, FL	3/4					
INT	30	22	15	7		Sneak	AGI	40	70	52	35	17		10	Leg, BR	3/4					
AGI	60	45	30	15		Additional Abilities/Effects: —Disease Chance: May serve as a disease vector for Mange, Rabies. —Invokes fear roll MFD 1/2 on first encounter. —Scent: +10 to PER and Survival rolls if the wind is favorable (+5 in still air, +0 if upwind). —Manticore Poison: Poison effect on all hits penetrating armor, MFD 1/2 END to resist. If failed, the target is paralyzed. The target gets one roll per action to resist again until they fail or succeed three times in a row. Critical rolls of either kind count for double. Succeeding at resisting makes the poison wear off next combat round; failure to resist paralyzes the target for 1d4 hours or until they are treated. Antidote or antivenom will cause the poison to wear off in 2 rounds (12 sec.). If the afflicted is dosed with poison again during this 12 second gap, it will not affect them further. Antidote prevents re-poisoning for the applicator's medicine rank in minutes, rounded down to the nearest five minutes. —Multi-Attack: As part of a single attack action (including attacks made at the end of a charge), a manticore may make a second attack with a different weapon than its first attack was made with at a 1 MFD step targeting penalty.												10	Leg, BL	3/4	
LUCK	—	—	—	—														10	Wing, R	3/4	
Movement 30 ft Fly 20 ft Grnd					Dmg/Wnd: 18 Crippled: 4 Maimed: 9													10	Wing, L	3/4	
																		15	Tail	3/4	
Addt'l Equipment/Loot: 1d4 Manticore Poison Glands Manticore Fang, 25% Manticore Hide, 5%																					
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes								
Claws						3d10 + 40	x1.5	—	—	—	—	—	Poison—See Manticore Poison effect.								
Bite						3d12 + 40	x1	—	—	—	—	—									
Stinger						2d20 + 40	x1	—	—	—	—	—									
Maneuvers (Name & Description)																	MFD				
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.																	1				
Hover — Allows held actions while flying.																	1				

Plant Monsters – If you thought the Everfree forest was scary BEFORE the bombs fell, you won't even want to know about the sorts of terrors that lurk there today... But if for some reason you do, we've provided a sampling for you below.

Moss Ponies – Dark green shadows in the shape of ponies that are nearly invisible in the forest, moss ponies are the end result of one of the numerous ways in which ponies can enter the Everfree Forest and not come out. They normally assume the shape of ponies, and will stalk and surround lone travelers and small groups before closing in for the kill. The preferred method they have for attack is envelopment, beginning with the legs and slowly surrounding and swallowing their immobilized prey whole. It is unknown if their thick clouds of spores they release have a long term negative effect, but short term they seem to have a strong hallucinogenic fear inducing or paralytic effect. It is thought that ponies incompletely consumed by these monstrosities join their ranks after they are transformed by the dark magics of the forest.

Needle Pines – These relatively mundane looking pine trees are capable of shooting their needles out at high velocities to attack anything that comes near. There is no clear reason for this behavior in the trees, as they do not themselves appear carnivorous or, indeed, gain any sort of benefit other than defense. Nonetheless, anything the size of a parasprite or larger that treads too near to the roots of these deadly conifers is sure to get skewered by a barrage of razor-sharp needles.

Taint Weepers – Only common in areas exposed to large amounts of bio-magical flux, taint weepers appear to be silver-leaved willow trees that drip sap from the ends of their branches. Upon close inspection, however, you'll find that the trees themselves are living conduits for concentrating and channeling the magical chemical out of the ground. The sap and fluids dripping constantly from the branches and leaves and which gives the tree its silvery coloration is actually 100% *pure taint*. These sad-looking trees tend to overlook pools of silvery taint, possibly as a result of the taint they constantly 'bleed' collecting in a single location. While not actually hostile, the highly toxic nature of these trees makes them a threat worth noting.

Applebugs – When these segmented arthropods are dormant, they curl up into bright red spheres that any incautious observer might reasonably mistake for an apple or sort other sort of tree-borne fruit – hence the name. When any character or creature approaches the tree they occupy to the point where they are beneath its branches, however, their dormancy ends. When a target is directly beneath the canopy occupied by an applebug swarm, they uncurl and reveal their true form, dropping on their target from above. They attack in swarms exclusively, relying on their numbers to attack, systematically immobilize, and finally consume targets. The bugs themselves seem to have a symbiotic relationship with the tree that houses their swarm, often leaving large portions of a corpse at the root base as fertilizer. In areas high in biomagical flux, these creatures' bites carry taint. In the Everfree and other relatively low-taint regions, their bite carries a powerful paralytic agent instead.

Delicious Fruit Trees – It is actually unknown what the fruit of these trees tastes like. It looks and smells absolutely beautiful and delicious; fruit of all apparent types can be found growing from trees like these. Often times, ponies have reported that looking away and looking back at the tree changes what it yields. Regardless of your character's appetite, however, under no circumstances should they consume the fruit, or even the leaves, of this tree. It is filled with a poison that is so deadly and fast acting that many trees of this sort have a small pile of bones gathered at their base from those who sat down to enjoy a piece of fresh fruit. It kills instantly.

Zapapple Bombers – Clearly the mutated descendant of zapapple trees, there is nothing delicious about the rainbow colored fruits found in these trees! When no living creatures or characters are nearby, zapapple bombers appear to be dead, withered husks. When a character or creature approaches however, rainbow-striped apples and foliage start to rapidly appear in the branches of the tree. In the span of about 30 seconds, the tree goes from seemingly totally dead to vibrant and full of life! After that happens, apples begin to fall from the now-fully laden branches, about 2d4 every combat round. Well that doesn't sound so bad, does it? I mean, hey! Free apples!

Unfortunately for your wastelanders, they explode.

Each zapapple that drops deals damage as a satchel charge. Once awakened, the tree will actively continue to bombard any living creature larger than a foal, 'throwing' its apples up to 40 feet from its trunk! It will not return to its dormant state until 24 hours after the end of any encounters.

Barricade Bark – Some forests are alive. No, we aren't talking about all of the living creatures inside of a forest all coexisting in a natural fashion – we mean that the forest itself has a **living consciousness**. Barricade bark is common in such forests, where the trees themselves literally conspire to make progress towards a specific are difficult or to lead travelers astray to their untimely demise. This fast-growing motile plant is actually capable of shifting and growing naturally on the order of *seconds*. Many travelers have come across 'fallen trees' that are actually just barricade bark trying to prevent progress. In particularly aggressive instances, barricade bark can also create pitfalls, extend spines out of trees to attempt to skewer its targets, and even drop trees on their victims. It's known to be remarkably fire resistant; the best way to deal with it is actually to bargain with it or attempt to explain your purpose, and hope that it leaves you alone.

Killing Joke – These green and bright-blue flower covered vines are potentially the most deadly thing in the entire wasteland, though not in the conventional sense. The vines themselves are neither poisonous nor physically harmful; they lack spines, and their flowers are quite pleasant to look at. If they touch you, however, their magic takes effect. The magic of killing joke is based on irony – it takes something a character has said in their past and applies it to them in a way that makes them suffer. Good examples of this are visible in both Project Horizons and Fallout: Equestria proper. GMs planning on introducing this should keep track of what characters say for several sessions before introducing it – it's no fun if the joke simply kills them, it needs to make them regret something they've said in the past. Bonus points if the effect is deadly to others, causes others to want to harm them, or inconveniences or causes them discomfort to the point where they wish they were dead.

Nightstalkers – Nasty creatures that were created by combining a dog and a rattlesnake via taint. They were originally marketed (unsuccessfully) as pets; despite their fierce loyalty, these creatures are extremely venomous and predatory, leading to them attacking and devouring the foals given them during market tests.

Nightstalker venom is exceptionally deadly; the same magic that created these creatures enhances its effect. Upon injection, targets must make a difficult MFD ½ END roll. Successes are in the clear, at least for now; failures immediately begin to suffer pains to random areas of their body and begin to develop a fever, taking a wound to both the torso and head. Afflicted characters must continue to roll MFD ½ every round until they receive an antivenom or antidote or are otherwise cured. Successes stave off the wounds, but the poison is still there. Failures take wounds to the head and torso once more. Critical successes purge the poison from that character's system (usually in a violent and visceral fashion, such as burst bloody pustules near the injection site – this may deal a wound to that location). Critical failures take two wounds to the head and torso and an additional single wound to every extremity – the poison spreads and begins to cause a fiery pain in the muscles and nerves.

If a character becomes crippled in the head or torso while afflicted with this poison, the penalties inflicted by their being crippled are doubled.

Scorposprites – This creature is a bad idea. I mean, SERIOUSLY. These taint-spawned artificial critters are half parasprite, half scorpion – the result of some particularly poorly thought out biomagical weapons research pre-war, and following that were actually marketed as pets. They eat like parasprites and sting like radscorpions – what’s not to love? Have we mentioned how bad an idea these things are? Yeah. Scorposprites are normally found in areas with extremely high levels of ambient taint, which they seem to be able to feed off of in lieu of normal food when prey is scarce. Their stings carry powerful taint-laced venom that is exceptionally deadly, which in combination with their size and agility makes any encounter with these a low-point for your character’s day.

Timberwolves – Terrifying constructs formed of the natural wild magic of the forest and the earth, timberwolves are fierce and territorial creatures that guard their home-forest against creatures big or small – even those without hostile intent. The wounds caused by timberwolf claws and teeth embed small fragments of magic that tamper with and prevent most forms of magical healing. The wolves themselves cannot be destroyed by conventional weapons or blunt force, and fear only destructive magics and fire.

Dog – Mare’s best friend, in spite of what the jewelry companies might want you to think. Dogs survived the wars hiding out in primarily the same way as ponies – in stables. There were at least two stables that were specifically designated to allow pets. Many dogs actually survived with ponies in other ways as well – in tunnels, caverns, and other fallout shelters that weathered both the blast and the following... well, fallout.

Many packs of wild dogs, the descendants of those whose owners died in the wasteland or who simply abandoned them to fend for themselves when the end came, still roam the wasteland today.

Cyberdog – Pre-war cybernetics were not ready for equine testing in most cases before the bombs fell. However, some of the first large animal model tests that were successful were done on – you guessed it – dogs. Before even Diamond Dogs, cybernetics designs were field-tested on the faithful companions of pony kind.

Cybernetically enhanced canines reap the benefits of an extended lifespan, increased strength and stamina, and –so long as their repair talismans hold out – rapid regeneration and recovery. Their increased strength, size and durability tends to put them in the position of pack-leader among packs of roaming wild dogs.

W-1N0N4 – The loyal dog of the ministry mare of the MWT is rumored to still be alive even today, cybernetically altered to the point where she's more machine than canine. Story has it that she's the leader of a whole pack of cyber dogs that ruthlessly guard an old MWT facility, waiting for their owners to come back to them once more.

Brahmin – Cows, due to their position of strict neutrality and their culture of non-violent integration, saw no need for the stables constructed by Ponies. When the bombs fell, no cows took shelter in caverns, nor did they take to caves or tunnels. But fortune smile upon their race, sort of. While many cows undoubtedly died in the megaspell exchange between the zebra and the ponies, enough of their race survived to face the fallout that came after the end. Surviving in the deadly radiation changed them, and over the course of multiple generations, they mutated into the creatures now known, both to themselves and to ponies, as Brahmin. Brahmin aren't the smartest critters in the wasteland, but they're tough enough to get by, and they to this very day seem to bear the ponies and zebra no real grudge for the lasting effects of the war; since the re-emergence of ponies onto the surface, many Brahmin herds were more than willing to be integrated with their hooved brethren again.

Balefire Phoenix – The balefire phoenix is an elusive, mysterious, and beautiful creature; but before it is any of those things, it is a survivor. When fire rained from the sky and ponies fled or died, the phoenixes of Equestria literally rose from their ashes and greeted the charred remnants of their once-beautiful homeland. The magical energies of balefire changed their innate magic, making them living conduits for the radiation that still blankets much of Equestria. Despite this fact, spotting the green-flare of a phoenix flame is considered good luck. These creatures are thought to still nest as far away as both the southern badlands in the south and the Crystal range in the north.

Creature Name: Balefire Phoenix **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 8

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	30	22	15	7		Survival	END	50	80	60	40	20		5	Head	¼	
PER	60	45	30	15		Unarmed	END	75	105	78	52	26		5	Torso	¾	
END	60	45	30	15		Speechcraft	CHA	15	50	37	25	12		10	Wing, L	½	
CHA	70	52	35	17		Magic	INT	85	120	90	60	30		10	Wing, R	½	
INT	70	52	35	17		Flight	AGI	80	120	90	60	30					
AGI	80	60	40	20		Sneak	AGI	20	60	45	30	15					
LUCK	70	52	35	17		Additional Abilities/Effects: —Accelerated Magical Healing: Radiation heals 1 wound/location per 100 rads every 30 minutes (50 rads removed per wound)								Movement		Dmg/Wnd: 4	
Addt'l Equipment/Loot: 1d4 Feather (Phoenix), 100% Phoenix Talon (as Griffin Talon)						—Ashes to Ashes: If killed via magical means (including								40 ft Dig/Fly		Crippled: 3	
														5 ft Grnd		Maimed: 6	
														5 ft Sneak			

Weapon Name	Damage Direct/5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Claws	2d10 + 12	x3	—	—	—	—	—	Ignores 10 DT
Balefire Breath	5d12 + 8	—	5'	—	—	—	—	Fire, Rads. Affects adjacent targets within 5', as flamethrower. Ignores non-metallic armor DT.

Maneuvers (Name & Description)	MFD
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1.5
Zig-Zag (Dodge) — Perform to allow a re-roll of your next aerial dodge.	1
Barrel Roll (Dodge) — Spread damage out across multiple locations.	3/4
Juke (Dodge) — Force your opponent to re-roll their attack at a 1 MFD step penalty. They take the worse of their two rolls.	1
Aerial Ace — Roll instead of rolling to hit with unarmed attack. Automatically hits, cannot be dodged. Cannot apply bonus damage or critical hit effects.	1
Dive-bomb — Altitude lost converted directly to damage on next melee or unarmed attack. Can be used as part of an Aerial Charge.	1
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	3/4
Inner Shine — Brightly illuminate a 50' radius. Hostiles in radius must roll END versus your performance MFD or suffer as though affected by a flashbang grenade.	3/4

Ankha – These mysterious and extraordinarily magical birds are associated with the harshest of blizzards that rock the mountain ranges far to the north of Equestria. Very few ponies have ever met them, though it is said that occasionally an ankha will appear as a beacon of brilliant white light in the midst of a hopelessly harsh blizzard to guide a solitary traveler out of the storm to safety.

Creature Name: Ankha

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-15

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Melee	STR	25	45	33	22	11		-	Head	¼	
PER	60	45	30	15		Unarmed	END	50	70	52	35	17		10	Wing, L	½	
END	40	30	20	10		Survival	END	50	70	52	35	17		10	Wing, R	½	
CHA	80	60	40	20		Mercantile	CHA	75	115	86	57	28		-	Body	¾	
INT	60	45	30	15		Speechcraft	CHA	75	115	86	57	28		Movement 35 ft Dig/Fly 5 ft Grnd 5 ft Sneak			
AGI	70	52	35	17		Magic	INT	100	130	97	65	32					
LUCK	50	37	25	12		Medicine	INT	50	82	60	40	20					
Additional Abilities/Effects: —The Stare (Level 3) —Accelerated Magical Healing: Healed by rads (2.5 rads/wound), cold (Regenerate 1 wound per location per minute while below freezing), and ice (elemental damage heals wounds instead of harming). —Can only consume frozen food —+15 Sneak in snow and ice						Flight	AGI	75	110	82	55	27		Dmg/Wnd: 6 Crippled: 2 Maimed: 4			
						Sneak	AGI	75	110	82	55	27	+15				

—Ability Strain Pool: Max Strain 20, regenerates 1/minute in below freezing temperatures and not at all in warmer conditions.
 —A friend of the Ankha will never succumb to frostbite (immune to cold environmental effects).

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Beak	3d4 + 12	x1.5	—	—	—	—	—	
Claws	3d8 + 12	x2	—	—	—	—	—	

Add'l Equipment/Loot:	Abilities/Spells/Recipes/Maneuvers (Name & Description)	MFD	Cost
Ankha Feather (1d4), 100%	Create Matter — Water, ice, and snow only.	1/2	4
Block of Ice, 50%	Ice Bolt — Ice shards hit opponent for 4d8 + 10, crit. X3, range 30	3/4	2
Dog Meat, 5%	Chill (constant) — Lowers ambient temperature by 10°F	—	—
	Shield Bubble — Provides a 30 DT shield.	3/4	2
	Faucet — Manipulate 30 ft^3 of water with relative ease. Can also manipulate ice at double cost. The manipulation is relatively slow.	1	2
	Invisibility (at will—does not cost an action)— Generates stealth field with sneak MFD bonus equal to number of steps below 1 the caster succeeded their roll by. Lasts 1d4 minutes, disrupted by attacking.	1	1

Qetzal – These legendary birds are not thought to be native to Equestria; rather, it is believed that, because they are historically and mythically renowned as protectors of the rainforest, they migrated to Equestria as a result of rapidly changing climates during and immediately after the war. The Qetzal were renowned for the beauty of their plumage, which is said to be in rich shades of a magical hue that catch and diffract the light to leave a rainbow trail in its wake and cast an almost ethereal aura of light around its body even when it sits still. They're reputed to have an innate control of plants and non-magical wildlife that borders on deific; several tribes of ponies in the times before Discord were even said to have worshipped these creatures to the same degree as Celestia and Luna were worshipped before the war.

Mole Rat – A relatively harmless burrowing rodent that has been grotesquely enlarged by balefire induced mutation. They likely descended from prewar mole rats kept as pets. Griffin settlements often farm these creatures as a source of meat.

Yao Guai - Yao guai are the mutated descendants of the ursine tribes that occupied some of the lands bordering northern Equestria and the Griffin territories. They are intelligent and immune to radiation, as well as highly resistant to taint, but they are quick to anger and extremely dangerous in melee. While not directly involved in the war, many yao guai took advantage of the chaos to by uniting to carve out a formal territory of their own north of the Griffin homelands. Most yao guai to not speak or understand pony language, and as they are fiercely territorial trying to help one will likely get your head bitten off really quickly (and that's not just a colorful metaphor), but if you can earn their loyalty you've got a friend for life.

Radroach – The most ubiquitous and easily dispatched pest in the wasteland. Radroaches are large and territorial, but slow and relatively harmless. Still, against an unarmed pony caught off guard they can still prove lethal. Their meat is an excellent source of protein.

Bloatsprite – These giant, mutant parasprites are a common deadly nuisance in the equestrian wasteland. They look much like a parasprite, but are covered in tumorous growths and are almost all a sickly shade of green or grey. They attack from range by spitting sharp spines made of compressed bone and metals they’ve consumed, frequently coated with a poisonous slime can transmit several diseases. Up close, they will try to consume an opponent whole, generally preferring to do so from the inside out if the opportunity presents itself. Fortunately, they tend to travel alone or in pairs; larger groups will cannibalize each other.

Fillydelphian Parasprite – Differently mutated than their wasteland cousins, Fillydelphian ‘sprites do not spit

Creature Name: Bloatsprite

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2

MFD	1	1/2	1/4	1/8	+	Skills	ATT	Rk	1	1/2	1/4	1/8	+	DT	Area	MFD	Wounds
STR	10	7	—	—	—	Speechcraft	CHA	5	5	—	—	—	—	—	Head	1/2	
PER	60	45	30	15	—	Flight	AGI	20	50	37	25	12	—	3	Torso	3/4	
END	20	15	10	—	—	Small Guns	AGI	40	70	52	35	17	—	—	Wings	1/2	
CHA	—	—	—	—	—	Additional Abilities/Effects: —Bloatsprite Poison: Poison effect on each spine shot that penetrate armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated. —Bloatsprites hover constantly unless they choose to land, and may choose to hold actions in flight. —Disease Chance: This creature may serve as a disease vector for Cawngo Fever, EE, or Sleeping Sickness.											
INT	10	7	—	—	—												
AGI	60	45	30	15	—												
LUCK	20	15	10	—	—												
														Movement		Dmg/Wnd: 6	
														30 ft Fly		Crippled: 1	
														5 ft Grnd		Maimed: 2	

Add'l Equipment/Loot:

Bloatsprite Wings

Bloatsprite Poison Gland, 50%

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Spine Shooter	5d4 + 4	x2.5	20	—	—	—	—	See Bloatsprite Poison.

spines. They instead have acquired a taste for equine flesh, and prefer to simply consume their victims from the inside out, multiplying as they go. They target any region of exposed skin, burrow in, and multiply using the flesh of their soon-to-be-deceased host as food for increased multiplication. Within the areas of Fillydelphia they dominate, parasprites of this variety travel in swarms ranging from a half dozen to as many as thirty or forty. Such a swarm can reduce a pony to little more than bones within half a minute.

Expect them to spit the bones out at any pony looking on – they apparently think this sort of thing is funny.

Zebra Remnants – The Caesar’s forces were scattered during the last weeks and days of the war; rumors of horrifying war machines and dissent within the zebra ranks ran rampant, chaos on the front lines as large numbers of zebra considered defection in the face of superior equestrian arms, armor and technology. The remnants are descendants of those forces that pulled together during these days and solemnly swore to continue to fight against the forces of Nightmare Moon and her pony legions at any cost. These zebra are fanatical, shooting even noncombatant ponies on sight and forcibly recruiting and subsequently brainwashing and indoctrinating zebra from settlements as a matter of principle. Their arms and training make them a force to be reckoned with in the wasteland.

Technicians – Certain zebra clans, predominantly the Propoli, chose to serve their Roamani leaders before the war in ways other than providing foot soldiers – they instead provided machines and technology for the war effort. Many technicians in the remnants are descendants of propoli survivors, specializing in zebra technologies such as robotics, megaspell-warheads and missiles, stealth technologies and even terminals. Technicians are given only the most basic and cursory combat and survival training, and are usually not given armaments during field operations.

Soldiers – Trained to survive on little more than rice and dried grasses, zebra soldiers were known for their incredible endurance and survivability long before the war. They are extremely well versed in stealth and guerrilla warfare; the remnants have maintained the same training and survival regimen among their soldiers that they employed before the war. Most zebra soldiers are armed with standard RK-74 Zebra Assault Rifles, though many also have small arms or sniper rifles depending on their deployment.

Hunters – These are the most fearsome combatants the remnant can field. Alchemically augmented, highly trained and veteran combatants, these terrifying elite stealth soldiers are dispatched to leave no trace of their actions except corpses and craters. They're trained in hoof to hoof combat, long and medium range weapons confrontation, and covert operations. Hunters are frequently dispatched, either alone or in small groups, to recover valuable information, eliminate potential threats, or track down traitors to the legion. They frequently carry stealth cloaks and are trained in the use of any melee, unarmed or long ranged weapon, aside from larger or more obtrusive weapons that can't be used with any degree of subtlety.

Steel Rangers/Applejack's Rangers – While differing radically in ideology, both Rangers organizations are structured similarly in terms of their division of pony-power and skill sets. After the schism, most steel rangers were successfully reintegrated into Applejack's rangers, and allowed to either operate under the Applejack's Rangers' credo or to peacefully leave the order. Many chose to leave the order in a body bag instead, and holdouts following the less-kind of the two orders' tenets are known to still exist.

Scribe – While not a large part of the public face of either of the Ranger organizations, the scribes serve a vital purpose to both orders – the preservation and restoration of prewar magic, technology, and the knowledge needed to operate both. They tend to be lightly armed and armored, kept far away from the fighting lines unless their presence is absolutely necessary to operate a device or reclaim technology.

Initiate – Normally, before a pony can be trained in the use of power armor or in the use of more advanced technologies, they must first prove themselves as an initiate of the order. These initiates are trained in basic weapons and armor use and sent to accompany patrols or to accomplish objectives that don't require as much expertise. Even scribes begin their tenure as rangers as initiates.

Knight – These armor-clad ponies are the mainstay of the ranger forces. Well trained, well-armed, and equipped with P-45d model powered armor and integrated SATS, the knights are a force to be reckoned with, especially from long range where their missiles and other explosives launchers are most effective. Knights usually travel in groups to maximize their effectiveness.

Paladin – Leaders of squads of knights and initiates, Paladins are well trained and tend to be armed with more versatile weapons than their subordinates. They are intelligent and resourceful foes not to be taken lightly, but rarely operate without support except under special circumstances.

Star Paladin – Star paladins are the most elite combatants that either of the ranger organizations can offer. Well equipped with superior arms and armor, these specialists are frequently dispatched as leaders of larger operations or on single missions of great importance. They are experienced, resourceful and deadly, and their experience is usually put to use by having them serve as adjutants to their local elder when not out on missions.

Tribals – Many of the ponies and zebra who survived the apocalypse have long since left their stables, either due to planned failure or for one of any number of other reasons. Once they left their shelters, with very little of society left to cling to, most ponies formed into relatively insular and self-supporting tribal societies. In most tribes, the majority of members are non-combatants.

Warrior – Tribal warriors are trained to defend their homes, and the homes of their tribe members, friends, and family. With few exceptions, tribal warriors may not have access to pre-war technology or the means to maintain it, meaning that most of their weapons are relatively crude in design.

Chieftain – Tribal chieftains are normally stronger, smarter, or simply more experienced warriors than their kin. Expect them to put up a fight – after all, their entire tribe is counting on them.

Mirelurks – The mutated descendants of the horseshoe crabs that frequented the coastline of Equestria before the war. Mirelurks are actually quite advanced, and have developed societies of their own since their accidental uplift by way of balefire holocaust. They are extremely territorial and defensive of their settlements, and are aggressive to anything that enters their domain or their young. Their tough outer carapace makes them very difficult to take down using conventional munitions, though experienced mirelurk hunters know to aim for the unarmored face to take one down with a minimum of fuss.

Hunter – These are a mirelurk colony's most seasoned hunters, skilled at using their natural armor and weapons to best foes. They have at least a rudimentary understanding of tactics and have been known to set ambushes for ponies and to make use of the terrain to their advantage.

King – So-called mirelurk kings are actually evolved from a totally different species than normal mirelurks, but are seen frequently directing other mirelurks and coordinating colony activities. They have less armor overall and a clearly more well developed set of graspers on their arms that may indicate some level of tool use capability (though they have never actually been seen using tools) The relationship between Kings and normal mirelurks is poorly understood. The king moniker sticks, mostly because of the devastating sonic attacks these creatures unleash that remind onlookers that the role of dominant species in the wasteland is currently up for grabs, and also because of the distinct tendency of equestrian royalty to yell things.

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Radigators – This is what happens when alligators are exposed to enormous amounts of balefire radiation. Unsurprisingly, not only does it not *kill* them, it makes them bigger and meaner. Go figure.

Hydra – A towering creature with multiple heads on long, prehensile necks and a penchant for eating smaller creatures whole. They tend to live in swampy environments, where they hunt as ambush predators but their fearsome reputation led both sides to attempt weaponization during the war; as a result hydra are frequently found in places nothing like the swamps from which they originate. The blood of a hydra is the primary ingredient in the drug of the same name.

Level of Difficulty: 25-30

[illegible]

Automated Turrets - Produced by multiple companies on both sides of the zebra-pony war, automated gun turrets were a staple of pre-war defensive and security technology. They have two targetable locations – the hull (containing the gun and any armor), and the IFF chip. The IFF chip is generally located immediately behind or below the hull.

Guns – Gun turrets were a standard feature of security at most public and private institutions towards the end of the war. They were cheap, effective, and more easily maintained than mobile robotic security. Gun turrets are generally equipped with either standard or armor piercing ammunition.

Magical Beam – Magical energy beam weapons became fairly commonplace towards the end of the war, to the point where they began to be available for civilian use. It is unsurprising then that they were also integrated into security systems and defensive turrets.

Magical Pulse – Magical energy pulse emitters super-ionize the air their projectiles travel through, turning it into plasma that can melt a pony from the inside out. Plasma turrets are equipped with such fearsome weapons. These turrets are relatively rare, as the sophisticated electronics that support the pulse emitter were more expensive than more conventional weaponry for only moderately increased lethality

Creature Name: Mk I, II or III

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5

Stationary Gun Turret

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	—	—	—	—		Energy Weapons	PER	50	75	56	37	18		10	Hull (Torso)	1	
PER	50	37	25	12		Small Guns	AGI	50	80	60	40	20					
END	40	30	20	10		Additional Abilities/Effects: <u>-Frenzy: If crippled in the targeting talisman, this creature will frenzy for 2d4 rounds. While frenzied, it may make one additional attack per round, but will consistently target whatever creature is nearest to it—be they friend or foe!</u> <u>—Self Destruct: Explodes when it dies, damaging its surroundings (See Explosion, below). Debris will fall on any</u>								3	Targeting Talisman	1/4	
CHA	—	—	—	—													
INT	30	22	15	7													
AGI	—	—	—	—	—												
LUCK	—	—	—	—	—												
														Movement N/A ft Grnd		Dmg/Wnd: 8 Crippled: 2 Maimed: 4	

Add'l Equipment/Loot: _____

None; Self Destruct

(Scrap Metal, 5%)

(Scrap Electronics, 5%)

(1d10 Ammo, 50%)

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Effects/Notes
Gun Turret	5d8+5	x1	50	(5.56mm)	
Magical Beam Turret	4d8+5	x1.5	40	(MEC)	Disintegration.
Magical Pulse Turret	5d8+5	x1.5	30	(MFC)	Disintegration.
Explosion	6d12	-2d12	—	—	Fire.

Automated Turrets – (Heavy Models) Heavier automated turrets were generally deployed near ministry-secured areas in remote locations where pony guards were either impractical or a liability. In terms of stationary defense platforms, they're unmatched for their size and durability-to-firepower ratios.

[illegible]

Ponitron (Securitron) – These strange mono-wheeled robots with a screen set inside their ‘headless’ torso never became popular inside Equestria proper despite their incredibly durable design and extremely competent and combat versatile AI and weapons loadout. Manufactured in Caledonia, an equestrian satellite state, very little is known about them. Much of their lack of success is due to competing influences within the Equestrian military that were directly the result of the president of RoBronCo, Mister Horse, and his internal connections within the equestrian military industrial complex. Red Eye is known to have seized a pre-war factory in Fillydelphia filled with a large number of these robots that have never seen use.

ALEX EDIT HERE

-Missile Launchers (Barrage ability)

-Beam Weapons

Protectapony (Protectron) – Cheap, effective, and durable, these ponies of wire and steel were the mainstay of autonomous industrial robotics and the biggest money-maker for RobronCo industries. The first generation had a gun-metal grey armored ‘coat’ over their mostly hollow interior, with a light-up faceplate that hid a small magical energy beam projector for security uses and ‘self-defense’. Many Equestrian corporations employed these robots as security forces pre-war, and they were highly endorsed by the Ministry of Wartime Technology. The second generation replaced the gun-metal grey with a construction-equipment yellow.

Creature Name: Protectapony

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	40	30	20	10		Melee	STR	25	45	33	22	11		5	Head	½	
PER	60	45	30	15		Energy Weapons	PER	50	80	60	40	20		10	Torso	1	
END	50	37	25	12		Unarmed	END	25	50	37	25	12		10	FL Leg	¾	
CHA	50	37	25	12		Mercantile	CHA	25	50	37	25	12		10	FR Leg	¾	
INT	40	30	20	10		Speechcraft	CHA	25	50	37	25	12		10	BL Leg	¾	
AGI	40	30	10	10		Repair	INT	15	35	26	17	8		10	BR Leg	¾	
LUCK	-					Science	INT	15	35	26	17	8		10	BR Leg	¾	
Additional Abilities/Effects: —Linked Energy Reserve: No need to reload. —Integrated Weapon: Destroyed with the creature, cannot be looted.						Addt'l Equipment/Loot: 1d2 Scrap Metal, 50% 1d6 Magical Energy Cells, 50% 1 Spark Battery, 25%								Movement		Dmg/Wnd: 10 Crippled: 2 Maimed: 5	
														— ft Dig/Fly			
														5 ft Grnd			
														— ft Other			
Weapon Name						Damage Direct/ 5' Radius	Crit AOE Inc.	Reload	Range Inc.	Mag Sz	Wt	Ammo Type	Effects/Notes				
FIP-7 Magical Beam Pistol (INTG)						4d8+5	X1.5	—	—	—	—	ME-Cell	Disintegration.				

Robronco (Robo Brains) – RoBronCo developed these machines to use a pony brain as a processor. The brain is (usually) wiped completely clean of memories, and is encased in a biogel-glass hemisphere where the 'head' of these robots would otherwise be. They have two large treads alongside a roughly pony-shaped torso, and two mechanical armatures that extend out from rad around the level of the withers. These armatures have magical energy projectors attached to their ends.

Sentry Bot – Terrifying opponents that are little more than rolling weapons platforms, these were deployed during the war on both sides to function as mobile heavy weapons support. Many of them still guard highly sensitive locations. Generally speaking, sentry bots are a case of heavily armed, heavily armored bad news.

Mister Gutsy – Unlike its Mister Handy civilian counterpart, the mister gutsy was a dedicated military robot for the Equestrian Army. They are normally armed with a magical pulse weapon and a flamethrower in addition to a manipulating arm, and their military-grade artificial intelligences were top of the line before the war, especially for their size. They tend to have soldierly personalities, frequently shouting anti-zebra phrases both in and out of combat. They also possess a hover propulsion system that prevents them from setting off most mines or floor based traps and allows them to reach high-up areas with relative ease.

Mister Handy – Uncommon before the war except in upper middle class households that could not otherwise afford servants or as general cleaning staff in government or ministry-funded facilities, these robots had a fairly sophisticated AI and were capable of a wide variety of household tasks. Their hover propulsion systems allow them to get up into elevated areas without problems, and prevent them from setting off floor based traps and mines. They came standardly equipped with a grabbing arm as well as a buzz-saw and flamethrower. The mister gutsy model was a militarized variant.

Spritebots (A.K.A. Watcher's Bots) - Without a doubt the longest lasting of any of the Ministry or Morale's public works projects, these gun-metal gray floating antennae-spheres were originally pink, with a fluffy cloth 'mane' that hid their antenna array. Created in their ministry mare's image, they flooded Equestria with propaganda and 'uplifting' music before the war's end, capable of operating autonomously for extended periods of time in virtually any environment. While they possess a view-screen on their 'front,' protected by a metal grill, they've never been seen to actually display anything on it, opting instead to broadcast audio loudly over their external speaker mounts. While most of the Spritebot network has stayed intact on its own, many Spritebots are actively maintained by various organizations (such as the enigmatic Watcher). Notoriously tamperproof and hardened against spark-disruption weapons, the spell matrices that operate a pinkie-bot have long been rumored to be capable of housing a sophisticated AI or hiding a secret ministry agenda. Spritebots are equipped with a powerful levitation talisman, a magical beam emitter, a powerful compact observation and transmission suite, and their speaker array.

Wasteland Merchant (Earth Ponies, Unicorns) – Ponies travel the wasteland and sell things. This is rather dangerous (in case you weren't aware of this fact), so they tend to do so in groups, if at all. But hey, there're caps to be made. Also, trade saves the wasteland or something like that. Really, ponies get into this sort of thing to make caps, not to save anyone.

Caravan Guard (Earth Ponies, Unicorns, Pegasi) – Ponies travelling around selling things are not often personally well equipped to defend their merchandise. To rectify this state of affairs, they will frequently hire others to help with that task. Caravan guardin' ain't the best job, but it'll pay the bills. And if you're lucky, or good, you'll live to tell about it.

Settlement Militia (Earth Ponies, Unicorns) – In areas where there are ponies who have accrued *things* – anything of value at all, really – there will always be those out there who set about to take these things away, normally for their personal benefit. The vast majority of these ponies are not in the habit of asking politely first. Settlement militia ponies like these work to try and protect the homes and families from that sort of pony. Somepony needs to lay down the law – might as well be them.

Crusaders (Earth Ponies, Unicorns) – The wasteland kills ponies. Lots of ‘em. Pretty much every day, really. Well, not all of those ponies are prepared to die. Quite a few of them are just out trying to make ends meet, get enough food to survive until tomorrow, and bring back enough food to feed their starving family. Not all of those with foals make it back. The Crusaders are an organization that takes in foals like that; they may all be orphans, but orphans banding together can make a family that’s a whole hell of a lot better than dying out in the wasteland alone. Don’t underestimate these ponies just because they’re young – they know better than most what it takes to survive in a harsh, uncaring place like the wasteland.

Raiders (Earth Ponies, Unicorns) – Raiders are ponies who take what they want, when they want, and ain't into askin' politely.

Raider Grunt – the most commonly seen raiders are little more than grunts. This doesn't imply any sort of organizational structure, mind you – raiders fend for themselves, and follow only the extremely strong or brutal.

Creature Name: Raider Grunt **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 2

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Melee	STR	50	75	56	37	18		10	Horn	1/4	
PER	60	45	30	15		Explosives	PER	30	60	45	30	15		5/8	Torso	1	
END	50	37	25	12		Big Guns	END	45	70	52	35	17		3/0	Head	1/2	
CHA	20	15	10	5		Survival	END	20	45	33	22	11		5	Leg, FR	3/4	
INT	40	30	20	10		Unarmed	END	50	75	56	37	18		5	Leg, FL	3/4	
AGI	60	45	30	15		Mercantile	CHA	5	15	11	7	—		5	Leg, BL	3/4	
LUCK	20	15	10	5		Speechcraft	CHA	5	15	11	7	—		5	Leg, BR	3/4	
Add'l Equipment/Loot: —Raider Barding (DT 5) & —Raider Helmet (DT 3) OR —Mercenary Leather Barding (DT 8) —1d8 caps (50% chance) —Radiated Food (50% chance) —Dirty Water (50% chance)						Magic (U)	INT	30	50	37	25	12		Movement 15 ft Grnd		Dmg/Wnd: 12	
						Small Guns	AGI	50	80	60	40	20				Crippled: 2	
						Sneak	AGI	45	70	52	35	17				Maimed: 5	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Sawed Off Shotgun (mw)	6d12/2+5	x1	20	12 Gauge	2	Breech	6	
.32 Pistol (mw)	4d4+5	x1	20	.32ccal	6	Revolver		
Spiked Shoes	3d8 + 15	x1	—	—	—	—	1	
Sledgehammer	4d8 + 15	x1	—	—	—	—	12	
IF-9 Assault Rifle	5d8/3+5	x1	50	5mm	240	DTM	7	Either mounted on a light battle saddle or wielded by a unicorn.
10mm Pistol (mw)	4d6+5	x1	20	10mm	—	DTM	3	
Tire Iron	3d6+15	x1	—	—	—	—	3	
.32 Hunting Rifle (mw)	4d8+5	x1	75	.32 cal	5	DTM	6	

Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Magical Arrow—Bolt of energy that hits for 3d6. Ignores 10 DT. Overglow adds 2d6 damage and ignores 10 more DT.	1	1
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.	1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.	1	2

Raider Lieutenant – Lieutenant is not really the right term for a leader of small groups of raiders; most raider bands are not very well organized, but in cases where there are leaders, the leader tends to be stronger or in some way physically superior to his subordinates, enforcing coordination through brute strength or cruel brutality rather than through charisma or intelligence. They're not the worst of the worst, but expect raider lieutenants to be more talented and cruel than their subordinates. Expect 1-2 lieutenants for each group of 4-10 grunts.

Creature Name: Raider						Organization:						Level of Difficulty: 8-15							
Lieutenant (Earth Pony/Unicorn)						Solitary (1)		Pair (2)		Patrol (3-6)									
						Squad (7-12)		Gang (13-20)		Horde (20+)									
MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds		
STR	70	52	35	17		Melee	STR	75	110	82	55	27		15	(Horn)	1/4			
PER	60	45	30	15		Explosives	PER	50	80	60	40	20		25*	Torso	1			
END	70	52	35	17		Lock Picking	PER	5	35	26	17	8		3	Head	1/2			
CHA	50	37	25	12		Big Guns	END	50	85	63	42	21		10	Leg, FR	3/4			
INT	60	45	30	15		Survival	END	50	85	63	42	21		10	Leg, FL	3/4			
AGI	60	45	30	15		Unarmed	END	50	85	63	42	21		10	Leg, BL	3/4			
LUCK	—	—	—	—		Mercantile	CHA	50	75	56	37	18		10	Leg, BR	3/4			
Add'l Equipment/Loot: Leather Barding, Reinforced (10 DT), 50% Equestria Combat Barding (25 DT), 50% Light Battle Saddle, 50% Food Item 1 Healing Potion 1d10 Shell Casings 1 Dirty Water						Speechcraft	CHA	35	60	45	30	15		Movement 15 ft Grnd		Dmg/Wnd: 12 Crippled: 3 Maimed: 7			
						Magic (U/Z)	INT	25	55	41	27	13							
						Medicine	INT	25	55	41	27	13							
						Repair	INT	20	50	37	25	12							
						Science	INT	50	80	60	40	20							
						Small Guns	AGI	75	110	82	55	27		Additional Abilities/Effects: _____					
						Sneak	AGI	50	85	63	42	21							
— Ability Strain Pool: Max Strain 13, regenerates at 1/hour. (Unicorn Only)																			

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes	
Combat Shotgun	6d12	x1	15	12 gauge	12	DTM	7		
Sledgehammer	4d8 + 28	x1	—	—	—	—	12		
.44 Magnum	5d10	x2	40	.44M	6	Revolver	3		
Minigun	6d12/10	x1	50	5mm	240	DTM	18	Attached to Battle Saddle.	
IFR-9 Assault Rifle	5d8/3	x1	50	5.56mm	24	DTM	7	Attached to Battle Saddle.	
Abilities/Spells/Recipes /Maneuvers (Name & Description)								MFD	Cost
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.								1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.								1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.								1	2

Raider Boss – Larger bands of raiders (any raider group with more than 20 members) often have multiple sub leaders, with a single exceptionally strong or brutal single leader. That's the boss – the craziest, meanest, strongest or simply the most deadly of all of them. It's rare, but at this level you sometimes also see leaders who have survived by charisma or smarts in addition to sheer brutality – those are the most dangerous. Raider bands big enough to have a boss tend to have tribal names or insignias – vipers, fiends, jackals, etc. – and control or menace multiple settlements or areas.

Creature Name: Raider Boss

Organization:

Solitary (1)

Pair (2)

Patrol (3-6)

Squad (7-12)

Gang (13-20)

Horde (20+)

Level of Difficulty: 18-27

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	100	75	50	25		Melee	STR	80	130	97	65	32		18	Horn	1/4	
PER	70	52	35	17		Explosives	PER	80	115	96	57	28		28	Torso	1	
END	100	75	50	25		Lock Picking	PER	15	50	37	25	12		18	Head	1/2	
CHA	60	45	30	15		Big Guns	END	80	130	97	65	32		28	Leg, FR	3/4	
INT	70	52	35	17		Survival	END	50	100	75	50	25		28	Leg, FL	3/4	
AGI	80	60	40	20		Unarmed	END	80	130	97	65	32		28	Leg, BL	3/4	
LUCK	10	7	5	—		Speechcraft	CHA	70	105	76	51	26		28	Leg, BR	3/4	
Addt'l Equipment/Loot: Equestrian Combat Barding, Reinforced (25 DT) Reinforced Metal Helmet (15 DT) 1d4 Healing Potions Purified Water 50% Irradiated Food 50% 2d10 Bottlecaps						Magic (U/Z)	INT	25	60	45	30	15		Movement 20 ft Grnd		Dmg/Wnd: 15 Crippled: 5 Maimed: 10	
						Medicine	INT	50	85	63	42	21					
						Repair	INT	30	65	48	32	16					
						Science	INT	45	80	60	40	20					
						Small Guns	AGI	80	120	90	60	30					
						Sneak	AGI	75	115	96	57	28					
Additional Abilities/Effects: —Ability Strain Pool: Max Strain 17, regenerates 1/hour. (Unicorns Only)																	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes	
Yao Guai Shoes	4d8 + 40	x3	—	—	—	—	10		
Super Sledge	4d10 + 40	x1	—	—	—	—	20		
Minigun	6d12/10	x1	50	5mm	240	DTM	18		
Point and Click (Sniper Rifle)	7d12	x5	300	.308 cal	8	DTM	10	Scoped.	
Sparkle Grenade	10d20	2d20	10'	—	—	—	1	Has 1d2; Fire and Radiation Effects.	
Abilities/Spells/Recipes /Maneuvers (Name & Description)								MFD	Cost
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.								1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.								1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.								1	2

Raider Warlord – This is the scariest motherfucker in an entire horde of raiders. They have the strength and charisma to have united multiple large bands of raiders under their rule – you'll rarely see them with less than a hundred subordinates. Warlords don't command raiders so much as they lead barbarian hordes, scouring, consuming and destroying all in their path. They command through charisma, strength, endurance, and brutality, and are often somewhat legendary within the regions they menace. Just because they appear as hulking brutes doesn't mean they're stupid – don't make that mistake. In fact, just don't underestimate a raider warlord; they didn't take power easily, and it might be the last thing you do.

Creature Name: Raider Warlord **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 20-30
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	120	90	60	30		Melee	STR	100	160	120	80	40		21	(Horn)	1/4	
PER	70	52	35	17		Explosives	PER	90	125	93	62	31		38	Torso	1	
END	120	90	60	30		Lock Picking	PER	20	55	41	27	13		21	Head	1/2	
CHA	80	60	40	20		Big Guns	END	100	160	120	80	40		38	Leg, FR	3/4	
INT	80	60	40	20		Survival	END	50	110	82	55	27		38	Leg, FL	3/4	
AGI	80	60	40	20		Unarmed	END	100	160	120	80	40		38	Leg, BL	3/4	
LUCK	50	37	25	12		Speechcraft	CHA	80	120	90	60	30		38	Leg, BR	3/4	
Addtl Equipment/Loot:						Magic (U/Z)	INT	50	90	67	45	22		Movement 20 ft Grnd		Dmg/Wnd: 20 Crippled: 6 Maimed: 12	
—Metal Armor, Reinforced (32 DT)						Medicine	INT	50	90	67	45	22					
—Metal Helmet, Reinforced (15 DT)						Repair	INT	50	90	67	45	22					
—1d10x10 caps						Science	INT	50	90	67	45	22					
—Purified Water 50%						Small Guns	AGI	90	140	105	70	35	-5				
—Food Item 50%						Sneak	AGI	75	125	93	62	31	-5				
—Healing Potion 1d4 50%																	
						Additional Abilities/Effects: —The Stare (Level 3)											
						—Ability Strain Pool: Max Strain 20, regenerates 1/hour. (Unicorns Only)											

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Power Hooves	4d10 + 60	x1	—	—	—	—	6	
Shishkebab	4d10 + 60	x2	—	—	—	—	6	Fire Effect.
Minigun	6d12/10+9	x1	50	5mm	240	DTM	18	
Boom Stick II: The Slugging	10d12+9	x2.5	75	.45-70	6	Internal	5	Named Double Barreled Shotgun
Sparkle Grenade	10d20	2d20	10'	—	—	—	1	Fire and Rads Effects.

Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Icebolt—Create a large ice shard that deals 4d8 damage (Range 30', Crit x3). Overglow creates an additional bolt.	1	2
Magical Beam II—Energy beam that deals 5d8 (crit x1.5). Overglow adds 2d8 damage or the Disintegration effect.	1	2
Teleportation II—Travel up to 800.' Can teleport small objects (wt. < 2) independently. 1 layer of overglow per additional character teleported.	1	2
Royal Canterlot Voice—Project voice to be able to be heard over great distances. Provides a 1 MFD step bonus for intimidation rolls.	1	2
Zap—Magical spark that deals 3d12 with Electricity effect. Instead does 6d12 if the target has electronics to overload.	1	2
Pyre—A small ball of flame that can illuminate an area. If used offensively, does 3d12 with Fire effect.	1	2

Plague Raiders – Want to know what's worse than raiders? Insane cannibalistic raiders! These poor psychopaths have contracted the *blood hunger plague*, a terrifying illness that perforates the forebrain of its victims and drives them very rapidly to violent, cannibalistic insanity. Avoid fluid contact if you can help it, and whatever you do, don't eat them!

Slavers and Slaves (Earth Ponies, Unicorns) – The ownership of another living, intelligent creature is immoral and wrong. That principle, like many of the higher ideals of pre-war times, has been forgotten in Equestria. Slavers such as those in Fillydelphia and U Cig are not above brutally destroying the minds and wills of those ponies (and zebra, donkeys, etc.) from whom they have already taken their freedom. The wasteland is a dark and terrifying place, but who knows what evil lurks in the hearts of ponies...?

Slave – The most pitiful creature you will likely ever encounter in any part of the wasteland is the slave. Beaten, broken, and totally without freedom, slaves are ponies kept alive as the property of others. It is very rare that you'll see a slave *without* telltale signs of physical abuse, usually including mutilation. If they're extremely lucky, they won't also have signs of extreme sexual abuse as well. Most slaves aren't very lucky. Due to the horrible conditions in which they're kept, the majority of slaves are malnourished and frequently diseased, gaunt figures just barely clinging to life. Don't count them out of a fight though – if they've lived as long as they have, they'll likely try to do whatever it takes to survive.

Slaver Grunts – The lowest rung on the slaver totem pole, grunts are often not much better off than slaves. Sure, they have weapons and a more regular source of higher quality food, but slaver grunts are often the ones who have to wade into the same conditions as the slaves themselves to make sure the work gets done. As a result they're frequently bitter and extraordinarily cruel to the slaves they oversee – after all, it's pretty easy to take out your aggression on helpless slaves who can't fight back. Slaver grunts are often the same sort found out in the wasteland, looking for easy 'merchandise' to pick-up.

Slaver Lieutenant – Not much better off than normal slavers, Slaver lieutenants are usually in charge of receiving and handling merchandise, and overseeing or coordinating other slavers. Not all are exceptionally cruel, but it takes a certain coldness to organize anything within an organization literally built on the backs of those held in bondage against their will. Lieutenants tend to be a fairly even mix of intelligent, physically strong or able, and charismatic. They know just whose frogs to grease to get tasks they need done, and don't lack the strength or resolve to crack a few skulls if the task calls for it.

Slaver Smooth Talker – Not all slavers are logistically savvy or hulking brutes built to bully others into submission. No, instead many slavers get by on simple, elegant guile. They trick their subordinates, or outwit and confuse their victims until they cannot help but do as they are told. Damaging a slave's body is horrible – damaging their mind, however, is a more lasting reward. Smooth talkers are as slick as they are deceptive, and will say whatever they think a pony will believe if it achieves their own ends. Slavers of this type are often tasked to bring in merchandise by convincing ponies to follow them until it's too late for them to escape from whatever trap has been set.

Slaver Visionary – Slavery is not an end unto itself. Rather, it is a means to an end – a tool, and wielded correctly, it can be used to further the greater good. Whether or not you agree with that statement, slaver visionaries believe it. This ‘ends justifies the means’ argument is how they recruit others to join their cause. They are intelligent and charismatic, and willing to kill, enslave, and potentially even die to further their cause. Radical behavior like this makes them unpredictable, and the intelligence and charm they use to mask the violence underlying their ideas can be both disarming and potentially deadly to those who lack resolve. Red-Eye himself is an extreme case, but a good example of this archetype.

Slaver Boss – For every Red-Eye preaching about sacrifice and a better tomorrow built on the backs of slaves, there is at least one pony like Chainlink Shackles. A true monster, an individual so hideously twisted that they have made it their governing purpose in life to subjugate and destroy the wills of all they come into contact with. They care little for individuals beyond themselves; even those with whom they align to accomplish their goals are merely ‘slaves to be.’ Nothing delights them more than crushing the dignity and individuality out of another living creature, or destroying every individual facet of a pony’s personality to turn them into little more than a living automaton that has no will to act on their own. For them, a true slave is not merely one that acts as told out of fear of reprisal, but one who cannot even form their own thoughts, whose will utterly annihilated, leaving little more than a shell. They are brutal, ruthless, and horribly intelligent. Encountering one in a situation where you can’t fight back directly is a deadly proposition.

Mercenaries (Earth Ponies, Unicorns, Griffins) – In a place like the Equestrian Wasteland, it's really not very hard to imagine that anyone could make a good living as a gun for hire. Even without all of the ponies trying to kill you, take your stuff, put you in chains, or all of the above, day to day life is just *dangerous*. Mercenary and bodyguard work fills an essential need for ponies just looking to get by without being shot themselves, especially merchants.

Talon Mercs – In central Equestria, by far the largest mercenary organization is the Talon Mercenary Company, frequently abbreviated as the Talons. Descendants of griffin mercenaries who fought both for and against Equestria during the war, this merc clan has the horse-power to take most of the large caravan and settlement defense contract work, and thrives as a result. Their primary fighting force is comprised entirely of griffins, and is noted for being able to respond rapidly and effectively to threats to their organization and clientele.

Creature Name: Talon/Griffin **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 8-20
Squad (7-12) Gang (13-20) Horde (20+)
Mercenary

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	50	85	63	42	21		3	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		26+3	Torso	1	
END	70	37	25	12		Explosives	PER	75	110	82	55	27		5+13	Wing, L	3/4	
CHA	40	30	20	10		Lock Picking	PER	15	50	37	25	12		5+13	Wing, R	3/4	
INT	50	37	25	12		Big Guns	END	55	80	60	40	20		3	Leg, FL	3/4	
AGI	60	45	30	15		Survival	END	55	80	60	40	20		3	Leg, FR	3/4	
LUCK	50	37	25	12		Unarmed	END	55	80	60	40	20		3	Leg, BL	3/4	
Additional Equipment/Loot: Frag Grenade 1d2, 50% Talon Combat Barding, 100% Ammunition 1d10, 100% Combat Knife, 25% Bladed Wings, 50% Mercenary Contract (Note), 25%						Mercantile	CHA	30	50	37	25	12		3	Leg, BR	3/4	
						Speechcraft	CHA	30	50	37	25	12		Movement 15 ft Grnd 30 ft Fly		Dmg/Wnd: 12 Crippled: 4 Maimed: 7	
						Medicine	INT	15	40	30	20	10					
						Repair	INT	15	40	30	20	10					
						Science	INT	15	40	30	20	10					
						Flight	AGI	50	80	60	40	20					
						Small Guns	AGI	75	105	78	52	27					
						Sneak	AGI	70	100	75	50	25					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
FI-9 Magical Beam Rifle	5d8 +7	x1.5	50	MFC	24	DTM	8	Disintegration.
RK-74 Zebra Assault Rifle	5d10/3 +7	x1	50	5.56mm	24	DTM	7	
IFD-86 Combat Shotgun	6d12 +7	x1	15	12 Gauge	12	DTM	7	Shotguns deal -1 die of dmg per range inc. from the target.
IFD-501 Sniper Rifle	5d12 +7	x4	300	.308 cal	5	DTM	10	Scoped
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage
(Combat Knife)	3d6+21	x3	—	—	—	—	1	
(Bladed Wings)	3d8+21	x4	—	—	—	—	3	

Maneuvers (Name & Description)	MFD
Zig-Zag (Dodge) - Allows you to re-roll your next flight-based dodge roll.	3/4
Aerial Dash — Move up to 2x flight movement in a single action.	3/4
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1.5
Hover — Allows held actions while in flight.	1.5
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	3/4

Pony Mercenaries (Earth Ponies, Unicorns) – While griffins as a race have a fairly long tradition of mercenary work, they're not as common as ponies in the equestrian wasteland. Many ponies good with a gun make their living as caravan guards, but those who are truly skilled join the ranks of mercenaries, taking contracts for specialized operations and wet work. Talon Company often hires pony mercs as subcontractors to accomplish jobs that they need extra bodies to pull off, or that they deem to be of low value to their company as a whole.

Creature Name: Mercenary **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 5-15
(Earth Pony/Unicorn)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Melee	STR	50	60	45	30	15	+2	0	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		15	(Horn)	1/4	
END	50	37	25	12		Explosives	PER	70	105	78	52	26		8	Torso	1	
CHA	30	22	15	7		Lock Picking	PER	15	50	37	25	12		8	Leg, FL	3/4	
INT	30	22	15	7		Big Guns	END	55	80	60	40	20		8	Leg, FR	3/4	
AGI	60	45	30	15		Survival	END	55	80	60	40	20		8	Leg, BL	3/4	
LUCK	40	30	20	10		Unarmed	END	35	60	45				8	Leg, BR	3/4	
Additional Equipment/Loot: _____						Mercantile	CHA	15	30	22	15	7		Movement _____ft Grnd		Dmg/Wnd: 10 Crippled: 3 Maimed: 6	
Frag Grenade 1d2, 50%						Speechcraft	CHA	15	30	22	15	7					
Mercenary Barding, 100%						Magic U/Z/Other	INT	55	70	52	35	17		Additional Abilities/Effects: _____ — Ability Strain Pool: Max Strain 11, regenerates 1/hour. (Uni. Only)			
Ammunition 1d10, 100%						Medicine	INT	15	30	22	15	7					
Combat Knife, 25%						Repair	INT	15	30	22	15	7					
						Science	INT	15	30	22	15	7					
						Small Guns	AGI	75	105	78	52	27	+2				
						Sneak	AGI	70	100	75	50	25					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
IFR-9 Assault Rifle	5d8/3 +7	x1	50	5.56mm	24	DTM	7	
FIR-9 Magical Beam Rifle	5d8+7	x1.5	50	MFC	24	DTM	8	
Grenade Rifle	3d20/3d20	-2d20	50	40mm Grenades	1	Breech	6	
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	75% Damage
(Combat Knife)	3d6+18	x3	—	—	—	—	1	Unicorns deal only 3d6+6.

Spells (Unicorn Only—Pick any two + Telekinesis) (Name & Description)	MFD	Cost
Mighty Telekinesis 1 (Lift up to 18 wt. without penalty)	1/—	1
Flare (Deals 3d6+5, layers of overglow add 1d6 and ignore 5DT. Fire special weapons effect. Range Increment 25'. Illuminates a 30' radius from its path, increased by 5' for every layer of overglow.)	1	2
Zap (Deals 3d12+5, 6d12+5 vs. machines. Range Increment 25'. Electricity special weapons effect. Overglow chains to an additional target within 15'.)	1	2
Light Show (Creates a pyrotechnics display visible at range.)	1	1
Fog Bank (Covers a 9 square foot area in fog up to 8' high. Fog provides a 1 MFD step targeting penalty.)	3/4	2
Magical Beam I (Deals 4d8+5, Range Increment 25'. Layers of overglow add 1d8. Usable 3x/day)	1	1

Mercenary Lieutenants – The Talons aren't the only mercenary game in town, and every mercenary troop is generally well organized enough to have a single leader to which its members report. A Merc Lieutenant is that leader. They're generally a cut above their rank and file members in terms of skills, but not necessarily in equipment or gear; many regions don't have a talon-equivalent dominant mercenary force, and are instead home to a larger number of smaller mercenary bands that take on smaller contracts or may even group together to take pieces of larger ones.

Creature Name: Mercenary LT. **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 10-20
(Earth Pony/Unicorn)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	55	90	67	45	22	+2				
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		9+6	Head	1/2	
END	70	52	35	17		Explosives	PER	75	110	82	55	27		21	(Horn)	1/4	
CHA	40	30	20	10		Lock Picking	PER	15	50	37	25	12		8+6	Torso	1	
INT	40	30	20	10		Big Guns	END	75	110	82	55	27		8+6			
AGI	60	45	30	15		Survival	END	75	110	82	55	27		8+6	Leg, FL	3/4	
LUCK	50	37	25	12		Unarmed	END	45	80	60	40	20		8+6	Leg, FR	3/4	
Additional Equipment/Loot: _____						Mercantile	CHA	20	40	30	20	10		8+6	Leg, BL	3/4	
Frag Grenade 1d4, 50%						Speechcraft	CHA	30	50	37	25	12		8+6	Leg, BR	3/4	
Mercenary Barding, 100%						Magic U/Z/Other	INT	70	70	52	35	17		Movement		Dmg/Wnd: 15	
Ammunition 2d10, 100%						Medicine	INT	25	45	33	22	11		15 ft Grnd		Crippled: 4	
Combat Knife, 25%						Repair	INT	25	45	33	22	11					
Metal Helmet (Earth Pony only), 75%						Science	INT	15	35	26	17	8					
						Small Guns	AGI	100	105	78	52	27	+2	Additional Abilities/Effects: _____			
						Sneak	AGI	70	100	75	50	25		— Ability Strain Pool: Max Strain 11, regenerates 1/hour. (Uni. Only)			

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
IFD-86 Combat Shotgun	6d12 +10	x1	15	12 Gauge	12	DTM	7	Shotguns deal -1 die of dmg per range inc. from the target
FIR-9 Magical Beam Rifle	5d8 +7	x1.5	50	MFC	24	DTM	8	
Minigun	6d12/10+7	x1	50	5mm	240	DTM	18	
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage
(Combat Knife)	3d6+21	x3	—	—	—	—	1	Unicorns deal only 3d6+6.

Spells (Unicorn Only—Pick any two + Telekinesis) (Name & Description)	MFD	Cost
Mighty Telekinesis 1 (Lift up to 18 wt. without penalty)	1/—	1
Sonic Scream (4d12+7 damage to targets, flamethrower-like cone. Affected suffer 2 MFD step penalty to audio PER for 1d4 rounds. Deals +2d12 versus machines. Ignores all non-sealed DT.)	1	2
Zap (Deals 3d12+7, 6d12+7 vs. machines. Range Increment 25'. Electricity special weapons effect. Overglow chains to an additional target within 15'.)	1	2
Light Show (Creates a pyrotechnics display visible at range.)	1	1
Fog Bank (Covers a 9 square foot area in fog up to 8' high. Fog provides a 1 MFD step targeting penalty.)	3/4	2
Magical Beam II (Deals 5d8+7, Range Increment 50'. Layers of overglow add 1d8. Usable 8x/day)	1	1

Stern or Gawdyna Grimfeathers – Stern and Gawd are special examples of mercenaries from the original story canon. Both are excellent examples of Mercenary Captains – leaders of a very large band of mercenaries that are extremely competent in both logistical skill and combat ability. The only significant difference between them is ideology and choice of weaponry. Stern uses either wing blades or an anti-machine rifle in combat, while Gawdyna uses her wing blades, combat knife or sniper rifle.

Creature Name: Merc. Captain **Organization:** Solitary (1) Pair (2) Patrol (3-6) **Level of Difficulty:** 25
 (Stern / Gawdyna Grimfeathers) Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	50	85	63	42	21		12+6	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	75	110	82	55	27		26+6	Torso	1	
END	100	37	25	12		Explosives	PER	75	110	82	55	27		5+16	Wing, L	3/4	
CHA	50	37	25	12		Lock Picking	PER	15	50	37	25	12		5+16	Wing, R	3/4	
INT	50	37	25	12		Big Guns	END	80	120	90	60	30		6	Leg, FL	3/4	
AGI	70	45	30	15		Survival	END	80	120	90	60	30		6	Leg, FR	3/4	
LUCK	60	45	30	15		Unarmed	END	80	120	90	60	30		6	Leg, BL	3/4	
Additional Equipment/Loot: Frag Grenade 1d2, 50% Griffin Mercenary Combat Barding, 100% Ammunition 3d10, 100% Combat Knife, 50% Bladed Wings, 100% Griffin Mercenary Combat Helmet, 50% _____ _____ _____						Mercantile	CHA	65	90	67	45	22					
						Speechcraft	CHA	65	90	67	45	22					
						Medicine	INT	15	40	30	20	10					
						Repair	INT	45	70	52	35	17					
						Science	INT	15	40	30	20	10					
						Flight	AGI	50	80	60	40	20					
						Small Guns	AGI	100	135	101	67	33					
						Sneak	AGI	70	105	78	52	26					
														Movement		Dmg/Wnd: 20	
														15 ft Grnd		Crippled: 6	
														35 ft Fly		Maimed: 10	

Weapon Name	Damage Direct/5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Anti-Machine Rifle	9d20 +8	x1	300	.50 cal	8	DTM	20	Ignores 50 DT.
IFD-501 Sniper Rifle	5d12 +10	x4	300	.308 cal	5	DTM	10	Scoped
(Frag Grenade)	6d12/6d12	-2d12	15	—	—	—	1/2	100% Damage
(Combat Knife)	3d6+28	x3	—	—	—	—	1	
(Bladed Wings)	3d8+28	x4	—	—	—	—	3	

Maneuvers (Name & Description)	MFD
Zig-Zag (Dodge) — Allows you to re-roll your next flight-based dodge roll.	3/4
Aerial Dash — Move up to 2x flight movement in a single action.	3/4
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1.5
Hover — Allows held actions while in flight.	1.5
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	3/4
Aileron Roll (Dodge) — Redirect the next incoming damage to the location of your choice.	1
Dive-Bomb— After losing altitude on a move action, deal bonus damage on an unarmed or melee attack equal to the altitude lost in feet. Can be used as part of an aerial charge or aerial dash as a free action.	1

Enclave Soldiers – These bird-brains have been hiding up above the clouds, hording resources and fighting amongst themselves while the block out the sun with their oppressive cloud layer. Despite their superior pre-war technology and firepower, their isolationist and pegasus-first ideology is beginning to show signs of wear around the edges.

Creature Name: Enclave Soldier **Organization:**

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty: 15

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	60	45	30	15		Melee	STR	20	60	45	30	15					
PER	70	52	35	17		Energy Weapons	PER	85	120	90	60	30		21	Head	1/2	
END	60	45	30	15		Explosives	PER	75	110	82	55	27		42	Torso	1	
CHA	40	30	20	10		Big Guns	END	80	110	82	55	27		42	FL Leg	3/4	
INT	50	37	25	12		Survival	END	50	80	60	40	20					
AGI	60	45	30	15		Unarmed	END	30	60	45	30	15		42	FR Leg	3/4	
LUCK	—					Mercantile	CHA	5	25	18	12	6		42	BL Leg	3/4	
Addt'l Equipment/Loot: Healing Potion (1d2), 50% Enclave Powered Armor (P-51f), with integrated Energy Reserve, four-pronged battle saddle and 2 wing covers, 100% Enclave Powered Helmet (P-51f), 100% 2d6 MFCs, 100%						Speechcraft	CHA	5	25	18	12	6		42	BR Leg	3/4	
						Medicine	INT	50	75	56	37	18		20	L Wing	3/4	
						Repair	INT	50	75	56	37	18		20	R Wing	3/4	
						Science	INT	50	75	56	37	18		Movement		Dmg/Wnd: 15	
						Flight	AGI	80	110	82	55	27		30 ft Fly	Crippled: 3		
						Small Guns	AGI	20	50	37	25	12		15 ft Grnd	Maimed: 6		
						Sneak	AGI	50	80	60	40	20					

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Reload	Range Inc.	Mag Sz	Wt	Ammo Type	Effects/Notes
Magical Pulse Rifle	5d12+8	X2	DTM	50	12	8	MFC	Disintegration
Plasma Grenade	10d20	-6d20	—	10	—	0.5	—	1 per Soldier.
Hoof/Wing	12	X1	—	—	—	—	—	
Enclave Stinger Tail	4d6+12	x4	—	—	—	—	—	Poison—See Below. Unarmed.

Additional Abilities/Effects:
 —All level 0 Flight Maneuvers
 —Poison: On each sting that penetrates armor, MFD 1 END to resist. Every additional sting a character has received in a round makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated.
 —Fear Effect: If you've never encountered Enclave Soldier (or a variant) before, you must make a fear roll against MFD 1/4.

Maneuvers (Name & Description)	MFD
Aerial Charge — Move up to 2x flight movement and end with an unarmed or melee attack.	1
Cloud Cover — Create a single, pony-sized cloud.	1
Downdraft — Direct a strong current of air downwards.	3/4
Hover — Allows held actions while flying.	1
Zig-Zag (Dodge)— Perform to allow a re-roll of your next aerial dodge.	3/4
Barrel Roll (Dodge) — Spread damage out across multiple locations.	1/2
Basic Contrail (Passive) — May choose to leave a thin, 5' wide trail of clouds behind you as you fly.	—
Dive-bomb— Altitude lost converted directly to damage on next melee or unarmed attack. Can be used as part of an Aerial Charge.	3/4
Stay on Target (Dodge Interrupt) — Force an opponent to re-roll a successful dodge roll and take the worse of the two.	1/2

Ghouls – When the balefire bombs fell on Equestria, millions died. But the necromantic radiative energies that balefire presents and continues to generate, even after detonation have a curious side effect. Out of every 10,000 ponies that would have died, for some reason... one didn't. They just kept on living. Baked and charred by the radiation, these ponies remain alive, though not in the same sense that they were before the radiation. The dramatically altered appearance makes them look more like a member of the living dead than the pony they once were, earning them a ghastly nickname: Ghouls.

Ferals – Most ghouls do not retain their sanity after transforming into a creature that looks like it might have had a role in an old monster movie. They become feral ghouls, or ferals. They often retain some portion of their intelligence, but have no memories of their life and are gripped with an inequine hunger for the flesh of non-ghoulified ponies.

Glowing pOne – In addition to having lost their minds, glowing pOnes have become living conduits of the balefire radiation that so dramatically altered their form. They emit radiation constantly into their surrounding area at low levels, and are capable of focusing to release a heavy burst of radiation with an additional concussive effect. About 1 in every 500 ghouls is a Glowing pOne.

Reavers – This is the rarest type of balefire radiation ghoul. Reavers are exceptionally hardened by the effects of radiation on their body. They have dramatically increased strength, exceptionally tough skin and bones, and are capable of focusing the radiation in their ambient environment into a grenade-like ball of black ichor that can be thrown at would-be victims. While most ghouls are individually rather weak and only frightening in great numbers to armed ponies, a single reaver can wipe out entire settlements. Like the majority of other ghouls, their mind is essentially completely gone. Unlike other ghoul variants, no reavers have ever been found to retain any aspects of their original personality – possibly as a result of the extreme magnitude of their mutation. About 1 in every 5,000 ghouls is a Reaver.

Canterlot Ghouls (Earth Ponies, Unicorns) – While similar in appearance and behavior to ‘normal,’ balefire radiation-spawned ghouls, Canterlot ghouls are in fact quite different. For one, they are significantly more dangerous; Canterlot ghouls cannot be killed by many conventional weapons, and have an extremely difficult-to-deal-with regenerative effect when maimed or harmed.

Creature Name: Feral Canterlot Ghoul (Earth Pony/Unicorn) **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 25-40
Squad (7-12) Gang (13-20) Horde (20+)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	50	37	25	12		Melee	STR	50	75	54	37	18		3	Head	1/2	
PER	70	52	35	17		Energy Weapons	PER	25	60	45	30	15		23	(Horn)	1/4	
END	60	45	30	15		Explosives	PER	25	60	45	30	15		3	Torso	1	
CHA	40	30	20	10		Big Guns	END	25	50	37	25	12		3		3/4	
INT	30	22	15	7		Survival	END	20	50	37	25	12		(23)	Leg, FL	3/4	
AGI	60	45	30	15		Unarmed	END	25	55	41	27	13		3	Leg, FR	3/4	
LUCK	—	—	—	—		Speechcraft	CHA	40	60	45	30	15		3	Leg, BL	3/4	
						Magic (U)	INT	65	80	60	40	20		3	Leg, BR	3/4	
Additional Abilities/Effects:														Movement		Dmg/Wnd: 10	
—Invokes fear roll MFD 1/4 at first sighting.														15 ft Grnd		Crippled: 3	
—Reform: Unless the brain and/or spine is destroyed, if maimed in any location a Canterlot ghoul will return to full health on its next action. Reforming takes 1 combat action.																Maimed: 6	
—Ability Strain Pool (unicorns only): Max Strain 12, regenerates 1/minute while in pink cloud of density level 1 or greater, 1/hour elsewhere. —Cloud Breath: Canterlot ghouls can inhale deeply and exhale a cloud of density-level 4 (Choking) pink cloud. This can only be done in low cloud density areas (density level 0 or 1). Targets within 5' of the cloud suffer as though they had spent 6 seconds (a full combat round) in the cloud's radius. Unless wearing a breathing apparatus, this will deal 2d4 wounds to both the head and torso and an additional wound to every exposed location, potentially including the head and/or torso.																	
—Grab and Pull: if two or more ghouls have succeeded in biting a single character or creature and breaking DT within the same round, as a free action each ghoul after the first that succeeds in breaking DT may roll STR versus the target's END, an opposed roll. If the ghoul wins by more than 1MFD step (i.e. a 1/4 roll versus a 3/4 roll, but not a 1/4 roll versus a 1/2 roll) the target becomes maimed in one randomly selected location. If the second ghoul targeted a non-essential extremity with their attack (leg, wing, etc.) that area is lost instead, and no random roll is required. Scoodle RIP.																	
—Broadcaster: Some feral Canterlot ghouls still wear corrupted pipbuck broadcasters. At point blank range (within five feet), they deal 6 wounds to both the head and torso every combat round (that's 1 wound per second). Every five feet away from the device lowers the number of wounds dealt per round by 1, to a minimum of 1 wound per combat round between 30 and 35 feet. The broadcaster is on the left foreleg, has DT 20, and can be destroyed if it receives more than 30 damage in a single attack.																	

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Teeth	2d12+10	X2	—	—	—	—	—	Grab—Can grab opponents with teeth to hold them in place.
Hooves	10	X1	—	—	—	—	—	
Horn	3d6+10	x5	—	—	—	—	—	+3d6 on a charge.

Add'l Equipment/Loot:	Abilities/Spells/Recipes /Maneuvers (Name & Description)	MFD	Cost
Corrupted Broadcaster Module, 25% if present (roll pre-encounter)	Telekinesis	1	1/—
Pre-war Clothes (assorted types), 10%	Pink Cloud—Creates a 5' radius, 10' cylindrical area centered within 15' of the caster of dense (Density level 3) pink cloud. The cloud dissipates slowly, reducing density by 1 level per hour unless accelerated by airflow or water.	3/4	2
	Cloud Breath—See Above. Targeted with Big Guns, MFD 1 under normal conditions. MFD may be affected by ambient airspeed (wind, etc).	—*	—

Canterlot Ghoul Zebra – The ruins around the base of Canterlot Spire were home to a large number of zebra refugee ‘towns,’ where zebra native to Equestria were gathered, often by force, and kept under close watch by equestrian military forces. Many of them were actually strong supporters of Equestria, mistreated as a result of the hostility towards their race that developed as the war dragged on. Regardless of their race, they too suffered from the noxious pink cloud that spilled down from the top of the mountain, driven savage and near-feral from the magical poison. Unlike most Canterlot ghouls, rather than simply use what tools, armor and weapons they fused to, Canterlot ghouls have been known to create and wield tribal weaponry. It’s possible that the magic of the cloud was diluted, and thus affected their mind slightly less than it did those trapped nearer to the source.

Creature Name: Feral Canterlot **Organization:** Solitary (1) Pair (2) Patrol (3-6) Level of Difficulty: 25-40
Squad (7-12) Gang (13-20) Horde (20+)

Ghoul (Zebra)

MFD	1	¼	½	¾	+	Skills	ATT	Rk	1	¼	½	¾	+	DT	Area	MFD	Wounds
STR	70	52	35	17		Melee	STR	75	110	82	55	27		6	Head	1/2	
PER	70	52	35	17		Explosives	PER	50	85	63	42	21		6	Torso	1	
END	60	45	30	15		Big Guns	END	20	50	37	25	12		6	Leg, FL	3/4	
CHA	40	30	20	10		Survival	END	100	130	97	65	32		6	Leg, FR	3/4	
INT	30	22	15	7		Unarmed	END	75	110	82	55	27		6	Leg, BL	3/4	
AGI	70	52	35	17		Speechcraft	CHA	40	60	45	30	15		6	Leg, BR	3/4	
LUCK	—	—	—	—		Magic	CHA	50	70	52	35	17					

Additional Abilities/Effects: —Invokes fear roll MFD 1/4 at first sighting.
—Reform: Unless the brain and/or spine is destroyed, if maimed in any location a Canterlot ghoul will return to full health on its next action. Reforming takes 1 combat action.
—Cloud Breath: Canterlot ghouls can inhale deeply and exhale a cloud of density-level 4 (Choking) pink cloud. This can only be done in low cloud density areas (density level 0 or 1). Targets within 5’ of the cloud suffer as though they had spent 6 seconds (a full combat round) in the cloud’s radius. Unless wearing a breathing apparatus, this will deal 2d4 wounds to both the head and torso and an additional wound to every exposed location, potentially including the head and/or torso.
—Bloatsprite Poison: Poison effect on each spine shot that penetrate armor, MFD 1 END to resist. Every additional sting a character has received makes the END roll 1 MFD step harder. Failing the roll means a character takes a -10 penalty to accuracy that increases in intensity by -10, cumulative for every round the poison has been in effect. Poison victims are also dealt 1 wound to the head per round. Maiming wounds from poison do not kill, but fully paralyze the target for 1d4 days or until treated.

Movement 15 ft Grnd	Dmg/Wnd: 10 Crippled: 3 Maimed: 6

Weapon Name	Damage Direct/ 5’ Radius	Crit AOE Inc.	Range Inc.	Ammo Type	Mag Size	Reload	Wt	Effects/Notes
Zebra Spear	4d8 + 28	x1.5	20’	—	1	—	3	1 MFD step penalty to targeting if thrown. Poisoned—as Bloatsprite Poison
Hooves	51	x1.5	—	—	—	—	—	Ignores 15 DT

Add’l Equipment/Loot:

1d4 Zebra Spears

Bloatsprite Wings, 50%

Bloatsprite Poison Gland, 50%

1d20 Bottlecaps

Teddy Bear or Random Toy, 5%

1d2 Cloud Water Potions

Abilities/Spells/Recipes /Maneuvers (Name & Description)

MFD Cost

Cloud Water Potion—Drink/Throw. Range Increment 10, Max range 15’
- Heals Canterlot ghouls 1d4 wounds to all locations if imbibed or successfully hit. On non-ghouls, a successful hit deals 1d4 wounds AoE
Damage and target must make an AGI roll to remove any articles, or they will begin to fuse with that character’s skin.

3/4 —

Cloud Breath—See Above. Targeted with Big Guns, MFD 1 under normal conditions. MFD may be affected by ambient airspeed (wind, etc).

—* —

Canterlot Ghoul Foals (Earth Ponies, Unicorns) – Colts, Fillies and foals died in Canterlot, same as the rest. And, same as the rest, not all of them stayed dead. Judge them not by their size, these feral foals are just as dangerous as their larger counterparts. Packs of ghoulish unicorn foals still roam the halls of Celestia's school for gifted unicorns; many of them have learned to use the corrupted magic of the cloud as a focusing point for their spellcasting abilities.

The Lost Herd – The lost herd are terrifying abominations borne of the fall of Canterlot and the misguided attempts of Fluttershy's ministry of peace to protect the lives of foals at all costs. Protected by Mk IV Omni-Environmental suits complete with integrated healing talismans that incorporate zebra soul-binding healing magic, fillies and colts wearing these suits were kept safe from the initial spread of the Pink Cloud through the region surrounding Canterlot. They were the only survivors of the rush of deadly pink gas that flooded the city. Even the best magical filters couldn't keep out the noxious anti-magic poison forever, though, and it was only a matter of time before the lost, scared and confused foals within these suits became its victims. The suit's talismans mitigated the effects of the cloud significantly, preserving all but the sickliest foals and turning them into terrifying abominations as they fused with the cloud and the suit that had prevented their death. They are exceptionally deadly opponents, their small size and armored suits containing pink cloud in deadly concentrations, easily released in the event of perforation. The magic of their corrupted suit talismans and backups makes anything less than total disintegration useless against them.

Alicorns – No pony in the wasteland who knows anything about recent wasteland history likes alicorns. When alicorns show up, they do one of three things – destroy everything they deem unworthy, take recruits and prisoners, or both. Usually both. They followed this pattern for nearly 50 years before the destruction of Maripony, and while this wasn't truly their ONLY mode of operation, it is the one for which they are most remembered – and most feared. While they are essentially fully reformed as a race as a result of the actions of Little Pip and Velvet Remedy, this is a recent event – many do not yet realize that the alicorns now walking the wasteland are not the same ones that served as extensions of the Great and Powerful Goddess' will not so very long ago. While the individual alicorns have a very similar power set of extremely powerful magical abilities, the spells available to an individual alicorn are directly linked to their color, reflecting one of the three core consciousnesses that originally were combined to form the entity known as The Goddess.

Blue – Blue alicorns are masters of stealth, capable of powerful illusion magic. This type of alicorn is most closely linked to the most controlling mind within the Goddess; all alicorns of this color possess an invisibility spell, and many are believed to know spells geared towards assassination without detection.

Green – Green alicorns all possess spells that rely on synergy with each other. Green alicorns all possess a lightning spell that is particularly lethal against flying targets, and can work together to create an incredibly powerful shield. While acting as shield batteries, green alicorns are more or less totally immobilized and left exceptionally vulnerable. This color of alicorn is also reputed to have exceptionally strong telepathic abilities, and have been seen used as telepathic 'repeaters' of sorts.

Purple – Purple alicorns are magically the most dangerous variety of alicorn, and possess powerful teleportation magic. Under the Goddess, these alicorns see use both as shock troops and as rapid transport for other colorations of alicorns and allies of the Goddess.

Rad-Soaked – When alicorns absorb an extremely large amount of radiation, it dramatically increases both their size and both their physical and spellcasting strength. The spells they possess are automatically channeled with two or more layers of overflow, making even their less powerful spells horrifically dangerous.

Hellhounds – The hellhounds are the tainted, irradiated descendants of the diamond dogs displaced from the Maripony test facility and its surrounding area. These mutagen-hardened descendants of the diamond dogs are extraordinarily fast diggers, fast to anger, and in possession of extremely advanced military hardware that they know how to use. They also tend to hold a grudge against ponies for polluting the world and driving them out of their ancestral homes in Splendid Valley, which they will defend using fairly sophisticated hit and run and ambush tactics. They have a deep-seated hatred of Alicorns in particular as a result of the Maripony MAS facility. Do not take them lightly, or their razor-sharp claws will cut even the most experienced of combatants to ribbons.

Sniper – The most visible combat role taken by hellhounds is that of a sniper. Often posted in buildings or on rooftops, snipers are specialized at taking down opponents from a long range using their magical beam rifles. Their role's need for clear line of sight diminishes the combat effectiveness of their claws, though the strong nose and sensitive ears of a hellhound make sneaking up on a hellhound sniper quite difficult – not that it's *ever* a good idea to engage a hellhound in close combat! (LRMB) They do not normally wear armor, aside from helmets.

Guard – Hellhound guards are the front line troopers for the defense of their clan's territory. Ferocious, large, and armored even beyond their naturally tough hide, hellhound guards do not generally carry ranged weapons. Instead they prefer to rush at their opponents with their claws and teeth, cutting them to ribbons.

Digger – Hellhounds are masters of ambush and hit-and-run guerilla tactics. Diggers are ambush-focused, tunneling up beneath unsuspecting invaders of their territory and popping up directly below them to launch surprise attacks with their deadly-sharp claws. Diggers are known to pursue targets that are perceived as “difficult to manage” with gusto, especially those using pipbucks or wearing powered armor. Pipbucks and powered armor helmets are prized by diggers as trophies of successful difficult kills, and often kept -- with pieces of their original owners still inside!

EDIT HERE

Changelings – Their banishment from Equestria was a minor setback for the changelings; their most significant setbacks were actually the zebra-pony war and the ensuing apocalypse. Even magically hardening themselves against the radiation, the love that they needed to survive was in short supply long before the balefire and megaspells flew.

Those few changelings that did survive did so the same way most ponies did – in the stables, or above the cloud layer. A few changelings had the good fortune of impersonating ponies who had already purchased tickets, and so they rode out the holocaust trapped within the safety of StableTec's bunkers, slowly infiltrating and working to ensure their survival as a species.

Very few of these elusive creatures have been encountered in the Equestrian wasteland, but, well, there are always rumors....

Make Your Own Monster

Want to use a monster from your favorite Fallout: Equestria fiction that I haven't added in yet? Want to create your own wasteland-encounter, or has taint spawned an abomination you want to make unique stats for? Look no further! Here's a handy template that has space for everything you'll need to know about your creature, be it equine, lupine, ursine, supine or b-spline. It's also handy for stating out friendly NPCs and encounters.

Sorry Wastelanders, we're not going over this one line-by-line like we did the character sheet. Simply look to the bit just before this for examples of what a filled out monster sheet should look like.

It is worth noting that this sheet doesn't have space for SATS or Magical Strain. You can write that in on the side if you'd like, but most creatures won't have access to those sorts of things. If your creature has magic, it may not be limited by strain like unicorn magic is. As a GM, this would make it easier to use (one less thing to keep track of).

Organization:

Solitary (1)	Pair (2)	Patrol (3-6)
Squad (7-12)	Gang (13-20)	Horde (20+)

Level of Difficulty:

MFD	1	¾	½	¼	+	Skills	ATT	Rk	1	¾	½	¼	+	DT	Area	Wounds
STR						Dig	STR									
PER						Melee	STR									
END						Energy Weapons	PER									
CHA						Explosives	PER									
INT						Lock Picking	PER									
AGI						Big Guns	END									
LUCK						Survival	END									
Additional Abilities/Effects: _____						Unarmed	END									
_____						Mercantile	CHA									
_____						Speechcraft	CHA									
_____						Magic U/Z/Other	INT									
_____						Medicine	INT									
_____						Repair	INT									
_____						Science	INT									
_____						Flight	AGI									
_____						Small Guns	AGI									
_____						Sneak	AGI									
														Movement _____ ft Dig/Fly _____ ft Grnd _____ ft Other		Dmg/Wnd: _____ Crippled: _____ Maimed: _____

[illegible]

Addt'l Equipment/Loot:

[illegible]

“Is there anything out here that *isn’t* trying to kill us?”

I’m willing to bet you came looking here to read about all of the joys that the wasteland has to offer to your character. Well, instead, I’m going to answer the question posed in this section’s title.

The short answer is, no. Everything out in the wasteland is trying to kill you.

That’s not, strictly speaking, true, obviously – I mean, most things out in the wasteland aren’t actually *looking* to murder you (with the exception of raiders) or gobble you up on a whim. Animals and mutated insects are more likely than not just defending against you because they perceive you as a threat, a place to lay their eggs, or are just hungry. Many creatures out in the wasteland are highly territorial, and will aggress against anyone that they perceive as an invader. Settlements are generally full of ponies just trying to live their lives in peace, without the threat of horrible and lonely death looming over them, and really don’t want to kill others unless threatened themselves. But yeah, quite a lot of things in the wasteland are really just there to try and kill you and take your stuff.

But that’s part of the fun, you see – this game is, at its core, about survival. The game (and the source material, for that matter) wouldn’t be nearly as challenging, engaging, or fun if survival came easily. Without the risk of failure, the reward of successful survival is inherently lessened.

Everything Else That Might Kill You

So you might die from monsters (or ponies, griffins, etc.), or you might die from the slightly-horrific effects of magical radiation, taint, or enervation. What else might be able to kill or brutally maim your wastelanders? Luckily for you all, I've compiled every other way to die or take damage into a handy list, right here! Read on, you noble survivors!

Bleeding Out

If your character has become maimed in an area that isn't the head or torso, they will begin to bleed out. This can be prevented with either the application of healing potions or magics, or a medicine roll (MFD $\frac{1}{2}$, or $\frac{1}{4}$ if the character is doing it to themselves) to seal off the wound with cauterization or a tourniquet.

If it is not prevented, your character will begin to suffer from blood loss, taking one wound per turn to both the head and torso until they fall unconscious. If the bleeding is not stopped, they will die within 60 seconds of falling unconscious (10 combat rounds).

After having taken one wound from blood loss, a character goes into shock. They find it difficult to focus, and feel a dramatic reduction of pain. While in shock, the body lacks enough blood to properly function, clouding the character or creature's mind. Crippling wounds to the torso and legs can be ignored for the purposes of calculating accuracy and intelligence bonuses and penalties. However, regardless of their wounds they suffer penalties to skills and accuracy as though they were crippled in the head.

This is an optional rule-set that may add complications undesirable to a game; feel free to ignore it if your GM gives the go-ahead. The rules are included for optional increased realism.

Starvation and Dehydration

The rules for dying of dehydration or starvation are covered in the Gettin' By section under the Survival Day to Day heading, earlier in this document. Suffice it to say, this is an optional rule set, but it makes for a much more engaging game and provides ample opportunities for character development if you actually have to make sure your wastelanders have enough food and water to survive.

The short and sweet version is that characters begin to be dehydrated after not drinking or eating at least 4 hydrating items every 24 hour period. Characters who have suffered 4 consecutive 6-hour periods without drinking or eating anything that provides hydration begin to suffer penalties to attributes, skills and accuracy. These penalties worsen every 6 hours afterward, culminating in death after a full 72 hours (3 days) has passed. To reduce the penalties incurred, characters must over-hydrate for a day (8 hydrating items instead of four) for every day they were dehydrated, rounded down to the nearest day.

Starvation is much slower. Characters must eat at least 1 *nourishing* meal a day to avoid starvation. Every consecutive day they do not do so they suffer increasing penalties to skills and attributes.

If a character eats a meal that does not match their diet, it will not prevent starvation but it will prevent them from taking penalties due to starvation for the next six hours; in this way, the penalties incurred by starvation and the eventual resulting organ failure can be ignored by a character until the point it kills them. After 3 consecutive weeks of less than 1 meal a day, they will die. Eating more than 3 nourishing meals a day grants ponies a +15 bonus to endurance rolls for the rest of that day. Characters who have starved for more than a week cannot reliably keep down foods that provide 2 or more meals worth of nourishment (excepting only Oatmeal and Slop), and must make END MFD $\frac{1}{2}$ to keep such foods down.

Falling Damage

Ever seen a pony fall off a cliff? It's actually pretty amazing, right up until they hit the ground. At that point it swaps from amazing to horrific and slightly messy.

Ponies (and other wasteland characters) take 1d20 damage for every 10 feet that they fall in an uncontrolled fashion. Uncontrolled means that nothing is slowing them down, or, for that matter, speeding them up (except gravity). Damage taken from falling ignores any DT provided by worn armor – DT provided by traits and perks, such as Tough Hide or Cyberpony, still applies.

On a related note, characters take only 1d10 per 10 feet from a controlled fall. What is a controlled fall? That means they had some way of slowing themselves down every ten feet or so, such as a tarp or cape stretched out as a makeshift parachute or a series of clotheslines strung out across the alleyway they just fell through. Characters may also attempt to slow their fall by sliding down the face of a building, falling onto a flying creature (and then knocking them down with you) or a similar scenario. If you fall onto another creature or character, flying or otherwise, they take as much falling damage as you do, usually impacting on the torso (though you may roll their point of impact randomly as well).

Falling damage is dealt as massive damage, applied appropriately based on how your character impacts. For a random first-point of impact (to determine what areas slam into the ground first), creatures without wings should roll 1d6, and with wings (though Luna only knows why you didn't use them to stop falling) should roll 1d8. Damage is dealt to the area corresponding to the number rolled on the die. For those missing limbs, simply re-roll if the missing area is rolled. This table loosely corresponds to the simplified random location table provided in the hit locations section.

Location (1d8)	Die Roll #	Location (1d6)
Right Foreleg	1	Right Foreleg
Left Foreleg	2	Left Foreleg
Right Hind Leg	3	Right Hind Leg
Left Hind Leg	4	Left Hind Leg
Torso	5	Torso
Left Wing	6	Head
Right Wing	7	--
Head	8	--

As a recommended but optional rule (and to promote player longevity) for characters falling more than 100 feet, massive damage should hit every location regardless of point of impact.

Similarly recommended, damage is divided by a value equal to the number of other characters a falling character has landed on as they fall. So a character that has landed on one other character has their damage divided by two. If that character lands on a third character, their damage is divided by 2 while the damage dealt to the character atop them is now divided by 3, and so on.

Characters already on top of each other on the ground (for whatever reason – yes, this has come up) take the same amount of fall damage even if they 'fall' onto one another.

Suffocation

If for some dreadful reason your character is rendered unable to breathe, they don't *immediately* begin to suffocate. All characters can hold their breath for up to four times their endurance score in rounds – that's 24 seconds per point of endurance, with an absolute maximum of four minutes and 48 seconds. For your convenience, a table of endurance score and the amount of time it takes a pony to suffocate is listed in the table below. If they didn't know they were going to hold their breath, (i.e. someone snuck up on them and attempted to garrote them or something similar) this time to unconsciousness is **divided by four**.

Table XXXVIII: How long a character can hold their breath, by endurance score.

Endurance Score	Time to Unconsciousness	
	Rounds	Time
1	4	0:24
2	8	0:48
3	12	1:12
4	16	1:36
5	20	2:00
6	24	2:24
7	28	2:48
8	32	3:12
9	36	3:36
10	40	4:00
11	44	4:24
12	48	4:48

At the end of that time period, a character goes unconscious. Unless their airflow and ability to breathe is restored within two minutes (20 combat rounds), or they're put on some sort of life-support or into magical stasis, they will die of suffocation.

An unconscious character that has stopped breathing, pony or otherwise, will not begin breathing again on their own even if they otherwise could. In order to begin breathing again they must first receive appropriate medical attention, such as mouth to mouth resuscitation or CPR (medicine or survival, MFD 1) or regain consciousness by other means.

Just as a rule – ponies and other equines can't really swim. It's physiologically not something they can do for extended periods; they're just not built for it. Neither are griffins, donkeys or buffalo. With few exceptions, characters in the wasteland would not have reason to know how to swim, or to *need* to know how, but it does come up.

The ocean will likely forever remain the domain of the seaponies.

Pink Cloud

Anyone who's seen the ruins of Canterlot knows well the dangers of the Pink Cloud. The pink cloud is a gas infused with necromantic energy, the lingering end-result of the specialized megaspell employed by the Zebra Nations to put an end to the princesses within the walls of their capital city.

Pink cloud has some interesting and unusual, if quite destructive, effects, the severity of which depends on the level of exposure and of the density of the cloud in the area. Similarly to radiation and enervation, a density table is provided below.

This table does not reflect water that has been saturated with pink cloud; any body of water that has been sufficiently exposed to pink cloud is saturated with it, and depending on the saturation has the same effects as the corresponding level of density. Due to water's incredible ability to absorb and suspend the noxious gas, placid bodies of water in clouded areas are usually one level of density higher than the surrounding air, while moving water tends to be at or below the same density level.

Density	Effect
0	None – The air is clear and breathable. It's a fine day to be outside, even if the forecast seems to be partly cloudy for the next decade or two.
1	Light – Wisps of pinkish vapor are visible in the air. <i>Sickly</i> ponies have trouble breathing, and characters in-the-know will want to take off their armor. Exposure at this level for longer than 30 continuous minutes prompts an END check MFD ¼ or characters will begin to develop a rash where flesh meets barding and clothing – this is the earliest stage of their flesh warping to fuse to their armor or surroundings. The areas around the base of the mount Canterlot are at this level of density for up to a week after it rains. Drinking water saturated at this level inflicts 1d4 wounds to the torso.
2	Moderate – The world has a pinkish hue. Characters without breathing protection begin taking 1 wound to head or torso every five minutes (alternate between the locations). Characters that become crippled by this damage must roll Endurance MFD ½ or will fuse to whatever is directly in contact with them at the time they become crippled. The pinkish vapor clumps together at varying heights, burning the skin as you pass through or nearby. Water in the falls coming off Canterlot is at this level of saturation. Drinking water at this level inflicts 3d4 wounds to the torso. Pink cloud at this density or above completely disrupts telepathic communication and makes spellcasting more difficult (1 MFD step penalty to casting rolls).
3	Heavy – The cloud is dense enough that you can see individual swirls as it rolls around you, limiting visibility to 60 feet in all directions even with a strong light source. Characters without breathing protection take 1 wound to the head or torso every 30 seconds (5 combat rounds). All other exposed areas take 1 wound every minute. Exposure to the cloud at this density for longer than 30 seconds will begin to fuse a pony with their surroundings, be it armor, clothing, accessories, or scenery.
4	Choking – The cloud is so dense here that it's neigh-impossible to see anything more than 10 feet away. Breathing is a poor proposition – just inhaling this gas causes 2d4 wounds to both the head torso every six seconds. Even not breathing the noxious gas, characters will take 1 wound to every exposed location every combat round – the choking poison has long since seeped through any potentially protective armor or clothing, making every location potentially exposed. At this density, characters will begin fusing with their gear or into their surroundings after only 6 seconds (1 combat round).

Unlike enervation, the effects and (general) source of pink cloud are mostly common knowledge – it originates in Canterlot as the result of a zebra megaspell. At medium to high density, the cloud is deadly when inhaled, but not immediately fatal. The really troubling part about pink cloud is that it fuses ponies with their immediate surroundings – any inanimate object, up to and including armor, accessories, the ground (though this is quite rare), park benches, walls, etc.; anything a pony is directly touching is fair game. Only liquids, like water, and gases, like air, seem to be out of the range of what ponies can be fused to. They can even be fused to each other. Ponies that survive being fused to their armor or surroundings but later die of the cloud's effects have a chance to become Canterlot Ghouls. Most of them lose their minds and go insane in the process.

Characters that are still alive and fused to armor or clothing frequently have the option of cutting off the fused pieces. This is generally quite messy and painful, and can leave horrific looking scarring over the affected areas, often most of the victim's body – assuming they survive the process.

Alicorns are immune to the normal negative effects of pink cloud, but do find that it makes spells 2 MFD steps harder to cast while inside moderate or higher densities (2+). Long term exposure to the cloud (longer than 6 hours) at these levels gives them a temporary penalty to intelligence of -1 INT for every successive 6 hour period spent there, maximum -5. It cannot reduce their intelligence score below 2.

Any pink cloud density greater than 1 blocks telepathy, mind control and teleportation of any sort completely (and that's not just for alicorns).

Disease

Radiation and taint poisoning aside, there are any number of diseases and sicknesses contractible in post-apocalyptic Equestria, with effects ranging from the merely uncomfortable to the debilitating and deadly. Pre-war, many of these diseases actually neared extinction due to immunizations and vaccination regimens, but many settlements lack the knowledge and materials needed to treat or prevent disease contraction on any noteworthy scale.

While the full range of diseases present in post-war Equestria may never truly be known, here are a few examples.

Blood Hunger Plague – More commonly known as Hoofington’s infamous raider disease, this sickness attacks the forebrain of its victim, turning them from a normal pony into a cannibalistic savage in a manner of days. It is believed to have originated in zebra territories, where it lay dormant until a zebra or pony was consumed in times of great famine.

CONTRACTION: This disease is contracted via ingestion of meat or bodily fluids from an infected source. There are no rolls that can prevent this, but pegasi are *usually* immune.

PROGRESSION: After contraction, the disease takes 1d4 days to begin to manifest symptoms.

Initially the effects are psychological, with the infected becoming unreasonably suspicious and untrusting of any uninfected, while simultaneously becoming extremely loyal to their fellow infected. There are signs of diminished intellect and higher level reasoning (-2 INT, -2 CHA). More than their loyalty to each other, the infected victims respect shows of brute strength and violence, and will willingly follow the commands of anyone they recognize as more physically powerful than themselves.

Within 2 days of the psychological symptoms manifestation, the infected begin to hunger strongly for flesh. This hunger is both irresistible to them and insatiable, to the point where they will even attack their fellow infected if no uninfected target presents itself. They have been known to eat themselves to death if kept isolated for too long, resulting in them consuming their own lips and tongue before finally dying. Relatedly, they will instantly attack and attempt to devour any among their number who becomes wounded unless already occupied.

If a victim continues to survive in this state they will no longer care for their own health, quickly degenerating into filth and jaundice (-2 STR, -2 END, -2 PER, -4 CHA, -4 INT).

They will offer to share and/or force food upon any character or creature they come into contact with that they do not immediately try to attack and/or consume.

TREATMENT: There is no known treatment, magical or otherwise. Death is the only cure.

Botulism – Botulinus Intoxication is a rare, curable but often fatal paralytic illness caused by bacterial infection. It is usually contracted by the consumption of food containing the bacteria. While easily treated if caught early, the rapid onset of botulism makes it terrifically deadly. Zebra assassins used this disease against a number of high-profile equestrian officials during the war; death by food poisoning.

CONTRACTION: Direct blood contact with infected characters or creatures or ingestion of infected foodstuffs causes an END roll MFD ½. Failures catch the disease.

PROGRESSION: The rapid onset of this disease is what makes it so dangerous. Within an hour of contracting the illness, the bacteria begin to affect the nerves along the spine that control primary motor function. The muscles controlling the eyes, mouth, throat and face are most severely affected. At this stage, afflicted characters are suffering a -2 temporary attribute penalty to STR, PER, CHA, and AGI. Double vision (a personal accuracy penalty), drooping of the eyelids, loss of facial expression are common. The nerves and muscles closest to the brain are affected first, spreading slowly down the spine into the limbs.

This stage is normally accompanied by nausea and vomiting (the afflicted loses all food and drink consumed in the last 6 hours – can result in instant dehydration). Within another thirty minutes, weakness and loss of the nerve control in the muscles and limbs graduates to full or partial paralysis (increasing the existing penalties to -5 from -2), and spreads to the entire body. Thirty minutes after that, afflicted characters and creatures should roll Endurance MFD ½ again. Failures become unconscious; they will die within six hours if not treated. Critical failures experience uncontrollable muscle spasms culminating in a seizure and death within the span of 1d4 minutes.

Successes and critical successes merely pass out. They will remain stable until treated, or until they die of starvation or dehydration.

TREATMENT: This debilitating disease is thankfully easy to treat. If treated within the first hour with a medicine roll MFD ¾ in conjunction with a healing potion or a healing spell of level 2 or higher, the afflicted will stabilize and recover within a few (2d4) hours. After full paralysis sets in, the use of a zebra curative (level 3 or higher), advanced healing spell (level 3 or higher) or a rejuvenation potion or talisman is necessary to stabilize the patient; common healing magics (Healing spells below level 3) are required to stabilize the patient, in conjunction with an MFD ½ medicine roll. Each roll uses the curative spell or potion, even if unsuccessful. They need to be cared for by a trained medic (medicine rank 75 or higher) for at least 24 straight hours before the symptoms start to recede. It may take up to a week (1d8 days) for symptoms to fully recede at this stage. In many cases, the symptoms may never fully recede – partial paralysis may plague the afflicted character or creature for the rest of their natural life.

Cawngo Fever -- Also known as Meridian Sleeping Sickness, this is a multi-stage disease that almost invariably ends in permanent neurological damage or death. For a long time, the fear of this disease kept Equestrian explorers away from the areas in Meridionalis (Pony Africa) frequented by the local variant of parasprite, known as Tsetse sprites. The development of Cawnine, a drug derived from plants endemic to Ngalopngalop Crater, finally allowed for extensive Equestrian exploration of the Meridional interior in the century before the war.

CONTRACTION: Tsetse bloatsprites are carriers of the parasite that causes this disease, and their bite has a roughly 20% chance to pass on the disease to their target (roll 1d100 and call a range). It can also be caught through open-wound exposure to water in which the parasite lives. Characters that have pre-treated themselves with Cawnine have a 75% chance to resist the disease (roll once per exposure).

PROGRESSION: There are two stages to the disease. Symptoms characteristic of the first stage begin to appear within one day of infection; they include fever, headaches, and swelling of the lymph nodes, especially those along the neck and withers. Characters with these mild symptoms suffer a slight penalty to endurance (-1 END) and focus (-20 to rolls requiring extreme precision, such as disarming a land mine, lockpicking, or surgery).

Appearing about one week (2d6 days) after initial infection, the second stage of the disease is significantly more debilitating, as it occurs once the parasite has invaded the central nervous system. The most infamous symptom of the disease is what gives it its nickname; its victims are unable to maintain regular sleeping habits. This manifests itself as an END MFD ½ check, to be made once per hour. Critical successes alleviate the problem for the next four hours. Successes allow the afflicted to remain awake until the next hourly check. Failures mean that the victim falls asleep immediately, unable to be awoken for four hours. Critical failures represent multiple organ failure, fatal in 30 seconds without immediate and skillful medical attention (MED 1/10).

Other symptoms include muscle weakness (-3 STR), speech disorders (-40 to SPC rolls), palsy-like uncontrollable movements (-40 to targeting outside of SATS, -80 to rolls requiring extreme precision), and severe apathy (-40 to combat initiative).

TREATMENT: The most effective treatment for cawngo fever is prevention. Cawngine is extremely effective as a preventative measure against it, but can also be used to treat the disease during its first stage. A single dose allows an END $\frac{1}{4}$ roll, success at which means that the afflicted is completely cured.

Once it has reached the second stage, the neurological effects of this disease are irreversible. While still curable by an auto-doc (or a spell of equal magnitude), any character who reaches the second stage and is cured will never shake some of its effects, specifically the uncontrollable palsy (-20 to rolls requiring extreme precision) and difficulty maintaining consistent sleeping habits (as the *Narcolepsy* hindrance).

Common Cold – Even the slowest of ponies can catch a cold.

CONTRACTION: Fluid contact or proximity with the infected. Endurance roll to resist is MFD 1.

PROGRESSION: A cold can make a pony miserable for anywhere from half a day to a few weeks. 2d6 hours after infection, symptoms such as coughing, congestion, and sneezing begin to manifest. These symptoms weaken and distract the victim, giving them a 1 MFD step penalty on all PER, AGI and END rolls. Every twelve hours after infection, the infected may roll Endurance MFD $\frac{3}{4}$. Successes and critical successes mean that they're cured. Any symptoms will persist for another 1d4 hours (during which the character is no longer contagious, and is eligible to re-contract the disease if circumstances correctly align), but will then dissipate. Failures remain sick, and may roll again in another twelve hours. Critical failures mean that the character's health worsens.

If a critical failure is rolled, the endurance MFD for the next roll becomes 1 step more difficult, and the penalties to AGI and PER increase to two MFD steps. A success on the next roll means that the MFD returns to its initial state; the character is not cured. Failures remain sick and maintain the more difficult MFD. Critical failures have the END MFD increase in difficulty one step further on the following roll and the AGI and PER penalties correspondingly increase in severity by another step. If the difficulty of the roll ever drops below 1/10, the sick character dies of the disease. While not common, dying of a cold does happen. Critical successes at any MFD of difficulty automatically restore the sickened character to health, with the 1d4 hour recovery period.

TREATMENT: Over hydration, medical aid and bed rest can greatly accelerate the rate of recovery. If resting or under the care of a trained medical professional (Medicine rank 75 +) for at least half of a twelve hour period, the endurance roll at the end of that period becomes two MFD steps easier (so a net MFD step bonus of 1). For each additional drink imbibed beyond the two required for survival during a 12-hour span, the recovering character receives a +10 bonus on their END roll (maximum +40).

Covering Sickness – A relatively common STD among ponies and other equine species, also known as dourine. This disease often has little to no visible symptoms, but can prove deadly in the long term for more than 70% of infected victims.

CONTRACTION: Fluid contact, as through sex. There is no resistance roll.

PROGRESSION: Upon infection, the afflicted show no symptoms for 1d4 days. Following that period, they become visibly lethargic (-1 temporary AGI penalty), and there is noticeable swelling of the genitalia. Swelling spreads to affect internal organs slowly over the course of the following week, followed by the formation of small patches of silver and white skin forming on the loin, shoulders and withers. About 10 days after the first symptoms show, victims begin to experience the first signs of anemia and muscular and immune degeneration (-2 END and STR). At this point, infected characters must roll END MFD 1. Successes go into remission temporarily – usually for periods as long as a month. During remission, they suffer no penalties from this disease, but can still transmit it to others. Critical successes go into remission for 2d4 months. Failures begin a steady decline, the END and STR penalties increasing by 1 per week until they eventually die. Critical failures go into a slow decline just as failures, but also suffer additional effects. Have them roll on the table provided below and take its effect.

Die Roll (1d6)	Covering Sickness Symptom
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>Blind</i> , as per the hindrance.
3	<i>Skinny as a Rail</i> , as per the hindrance. Permanent decreases to STR and END included.
4	<i>Conjunctivitis</i> – -30 Penalty to all accuracy rolls. -10' per action movement speed.
5	<i>Severe Immunosuppression</i> – -1 MFD step penalty to resist other diseases.
6	<i>Edema</i> – Character must drink twice as many fluids per day to remain hydrated. Dehydration effects occur twice as fast.

TREATMENT: No non-magical treatment exists. High-potency magical healing spells and zebra potions are the only known cures, and even then they often aren't permanent solutions. (Spells or recipes level 3 or above, or rejuvenation/restoration talismans. Healing potions of any potency have little to no effect.) Treatments have a 75% chance of effectiveness. Have your GM roll percentiles, and call a range.

Cutie Pox – A debilitating disease that was once thought to have been rendered totally extinct hundreds of years before the war, several cases of this disease have been documented more recently.

CONTRACTION: Consumption of any food or potion containing Heart's Desire. Not transferrable through physical contact.

PROGRESSION: Characters without a cutie mark will have a cutie mark appear in the proper place within the next 24 hours of ingestion. A second cutie mark will form in the next six hours (the first visible symptom for characters that already have their cutie mark). At this point, characters will begin to be nigh-irresistibly compelled (Willpower (INT or CHA, take the better) MFD 1/10 to resist for 60 seconds) to perform whatever talents their new cutie marks represent.

Further cutie marks will form at an increasing rate – the next at three hours, then after 90 minutes, then after 45 minutes, etc. (though they'll never form faster than one per six seconds)– until the character eventually dies of some natural cause (thirst, hunger, sleep deprivation, etc.) or is treated.

TREATMENT: This strange malady can only be cured by the ingestion of a rare flower that was uncommon in Equestria even before the war, commonly referred to as the Flower of Truth. It only matures into a full flower if someone admits to some dishonest act within close proximity to its location of planting.

Cushing's Disease – Common in ponies living in war-torn areas (almost everywhere qualifies these days), this disease has no known cure. If medicated daily, symptoms are minimal and characters can go about their business as normal.

CONTRACTION: Excessive stress for a prolonged period of time coupled with regular taint exposure can prompt an END roll, MFD ¾ to contract this disease.

PROGRESSION: While this disease does not generally progress past the symptomatic phase, characters with it will generally experience an increased appetite for both food and drink (double what they would normally require), weight loss (despite the appetite), and a lengthening of their fur, hair and/or mane. Cushing's disease puts an enormous amount of stress on a character's internal organs and will dramatically shorten a character's lifespan, almost by half.

TREATMENT: There is no permanent cure, but symptoms can be suppressed with daily doses of healing potion or a more specialized medicine. (MFD ½ science or zebra magic to create, requires a healing potion to make, but creates up to 1d12 doses).

EE - Equestrian Encephalitis is one of the deadliest diseases transmittable by parasprites, with a mortality rate of almost 50% even before the war. The treatments are demanding and highly intensive--very few doctors outside of large settlements or the steel rangers are even capable of administering them. It is frequently called by its colloquial name, Sleeping Sickness, though the two diseases are actually caused by different things and progress quite differently.

CONTRACTION: Failing an END roll MFD 1 when attacked by a carrier Bloatsprite, Parasprite or Paradore. After the first failed roll, the potential host must roll endurance MFD ½ every day for the next three days. If they do not succeed two or more of those rolls, they have contracted the disease.

PROGRESSION: After the initial failed END roll, the patient develops a high fever (-10 to all rolls, requires twice as much hydration.) There are no rolls to prevent the progression of this disease.

2d4+1 days after contraction, brain inflammation begins to occur – the victim feels compelled to walk, often aimlessly, but loses coordination and begins to suffer visual hallucinations or partial blindness (-3 PER, -3 INT, -3 AGI).

2d4+1 days after the brain becomes inflamed, the victim becomes lethargic and develops a staggering, inconsistent gait. Their muscles begin to twitch uncontrollably, and they feel weak constantly (-5 feet move speed per action, -4 AGI, -4 STR, -4 PER, -4 INT, -2 END).

1d6+3 days after the previous phase starts they enter into the final stage of this disease: total muscular paralysis and seizures, resulting in death by suffocation.

TREATMENT: No non-magical treatment exists. Magical treatments require full anesthesia and usually involve modified ice spells that reduce inflammation of the brain and freeze the afflicting bacteria to death, with limited success. Zebra treatments involve blood purification via talismans or alchemical reactions within the patient. If treated before inflammation begins, they suffer no long term effects. Patients treated after that point have a 50% chance (call a range) of taking a permanent -1d4 INT.

EHV – The Equestrian Herpes Virus is a highly contagious serious respiratory illness with the ability to infect an entire settlement within a few days. While usually only deadly to young foals, it can cause pregnant mares to miscarry.

CONTRACTION: Fluid contact or direct physical exposure to the infected. END MFD 1 to resist infection. If infected, roll luck MFD 1. Successes show no symptoms unless pregnant, in which case they will miscarry 1d4 weeks after infection.

PROGRESSION: 75% of infections are not visible. Those that fail their luck roll, however, must roll endurance one day after infection, MFD 1. Failures roll on the table below, and receive that effect. Successes roll again the next day. Two concurrent successes means that the character becomes a permanent carrier, and is no longer affected by the disease themselves. Young characters must roll four concurrent successes to reach this phase. Critical failures count as two failed rolls (and receive two effects), critical successes count as two consecutive successes.

Die Roll (1d4)	EHV Effect
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>EE (Equestrian Encephalitis)</i> , as per the disease.
3	<i>Heeves</i> , as per the disease.
4	<i>Common Cold</i> , as per the disease.

TREATMENT: There are no known treatments for this extremely debilitating disease, magical or otherwise. Those infected with the disease that survive, however, are totally immune to further infection.

Feather Flu – This pegasi and alicorn specific disease is contracted by contact with the feathers of the infected, and can put a character's wings out of commission for several weeks. Griffin can catch it, but it is far less common.

CONTRACTION: Physical contact with molted feathers of the infected. Griffins need only to make an END roll MFD 1.5 to prevent contraction; Pegasi and Alicorns must make MFD 1.

PROGRESSION: After 24 hours, the victim will begin to develop pink blotches on the skin of their head, neck, torso, and wings, visible through the coat. Victim's wing muscles begin to become sore and their wings require unusually frequent preening, inflicting a 1 MFD step penalty on flight rolls. After 48 hours, this penalty doubles. Unless constantly preening, the wings begin to molt prematurely, increasing the flight penalty to 2 MFD steps. The afflicted also develop cold-like symptoms, giving them a 1 MFD step penalty on all PER, AGI and END rolls. Beginning at the end of the first 48 hours and recurring every twelve hours afterward the infected character or creature may make an END roll, MFD 1 (so $\frac{3}{4}$ after penalties). Two successes remove the disease and its molt-inducing effects, though the feathers may take several weeks to grow back (generally recovery takes one week, plus a week for every failed roll). Each failure increases the amount of feathers lost.

TREATMENT: Just as with a cold, over hydration, medical aid and bed rest can greatly accelerate the rate of recovery. If resting or under the care of a trained medical professional (Medicine rank 75 +) for at least half of a twelve hour period, the endurance roll at the end of that period becomes two MFD steps easier (so a net MFD step bonus of 1). For each additional drink imbibed beyond the two required for survival during a 12-hour span, the recovering character receives a +10 bonus on their END roll (maximum +40).

Heeves – A lung disease that became prevalent in the decades before the war as Equestrian cities began producing substantial coal-based air pollution. It's characterized by severe shortness of breath or difficulty breathing. This disease is extremely detrimental towards the accomplishment of long bouts of difficult or strenuous work.

CONTRACTION: Prolonged exposure to severely polluted air (usually on the order of 1d8 weeks or 1d2 months) and closely packed spaces prompts a Luck roll, MFD 1. Characters that succeed will never contract this disease. Failures must make an END roll MFD 1 every week after their failed luck roll to resist the disease, as long as they remain exposed to those conditions.

PROGRESSION: Heeves is a long-lasting disease with no real cure. After contraction, characters will suffer from a -1 penalty to STR, END and AGI rolls if at any time they are forced to push their physical limits, or are exposed to particulate-filled air (such as smoke or dust).

TREATMENT: While this disease cannot be truly cured, heeves can be treated with an inhaled magical healing compound. The symptoms can be suppressed at any time by taking a Making the medicine requires a single healing potion, a unit of purified water, and either both a science and a medicine roll at MFD $\frac{3}{4}$ or a single zebra magic roll at MFD 1. Successes create 4d4 doses. Critical successes create 4d8 doses. Failures create 2d4 doses, and critical failures produce nothing. Administering the doses requires an inhaler (which can hold up to 40 doses), such as the sort usually seen repurposed for holding dash out in the wasteland. Pre-war, inhalers were used almost exclusively for treating heeves. You didn't really think all those inhalers were made for *dash*, did you?

Hoof and Mouth – An exceptionally contagious and deadly disease that affects most large mammals. Griffins and Dragons are the only known intelligent species that are immune.

CONTRACTION: Indirect contact or proximity with an area that has contained an infected character or creature in the last 24 hours prompts an END roll MFD ½. Failures contract the disease. Critical failures skip the incubation period and start to develop symptoms in 1d4 hours.

PROGRESSION: After infection, the disease has an incubation period of 2d4 days. Beginnings on the morning of the last day of incubation, infected begin to develop a high fever that lasts for 1d4 days, making them more susceptible to environmental cold as though they were 5 degrees cooler than the ambient temperature. During the fever, they also begin to develop blisters on their feet and on the inside of their mouth, including their tongue. For each day of fever, they take a -5' per action movement penalty and a -1 temporary attribute penalty to AGI and CHA. Equine and bovine characters in particular rapidly lose up to 1d4x10 units of weight. Those characters that roll a four also become *Skinny as a Rail*, as per the hindrance (including the permanent attribute penalties).

After the fever breaks, the infected character or creature receives one END and Luck roll for every day they were feverish, both at MFD ¾. Each success and critical success reduces their AGI and CHA penalty by one, and recovers their speed by 5', to a minimum penalty of 0 in both cases. Failures do nothing.

Critical failures on any endurance roll regress, and suffer an additional 1d4 days of fever per critical failure. Characters that suffer from more than 5 additional days of fever as a result of critical failures will enter into cardiac arrest and die, and must be resuscitated using healing magic or devices – Healing potions won't cut it.

TREATMENT: There are no effective treatments or vaccinations for this disease. Magical healing or direct care by a trained doctor (medical skill rank 75 or higher) for the duration of the fever-period provides 1 MFD step bonus to END rolls. Magical healing has to have been repeated at least once per day during every day of the fever to receive the roll bonus.

Horn Rot – This disease only affects unicorns, causing the horn to lose its structural integrity and causing immense pain whenever they try to focus their magic. Horn rot is extremely detrimental to casting magic, especially precision magics.

CONTRACTION: Overexertion of magic (hitting strain 0) in a highly irradiated or tainted environment prompts an END roll MFD 1. Casting non-offensive magic on an infected character also prompts the same MFD endurance roll. The Everfree Forest is the main source of this disease in the Equestrian Wasteland.

PROGRESSION: After contraction via a failed endurance roll, the disease is slow in its onset. Over the first few 2d4 weeks, the unicorn starts finding it harder to focus their magic. Spells requiring precision become increasingly harder to cast, their casting MFD becoming progressively harder. After the onset period is complete, the unicorn finds it totally impossible to perform any sort of precise task with their magic; even holding an item becomes nearly impossible. The only usable and learnable spells are those in the Telekinetic Force spell tree or any other suitably blunt area of effect spells that don't need to be targeted to function. At full onset, channeling more than one layer of overglow into a spell (excepting only Telekinetic Force and its related spells) becomes totally impossible – the magic simply can't be focused enough to provide that much sustained power.

TREATMENT: This disease is exceptionally difficult to treat. The horn must first be surgically removed; the area at the base of the horn where it attaches to the skull must be cleansed with magical potions or talismans (spells directly cast would risk infecting the caster). After the rot is removed, the bone can be regrown with an appropriate spell. The unicorn will have to recover from magical burnout from having had their horn totally removed, but if and when their magic does recover it will recover to its full strength.

The entire process requires a medicine roll MFD ¼ to perform properly, as it is extremely difficult to remove the rot entirely without harming the patient. This roll should be made by the GM – players should

not immediately know if the operation was a success. Failures will see resurgence of the rot over the course of the next week; critical failures deal 2d4 wounds to the head of the patient, potentially killing them.

Mad Brahmin Disease – Mad Brahmin Disease is a horrific variant of the pre-war mad cow disease. Mutated and warped by radiation and magical contamination, the already crippling disease has developed new side effects –upon full mental remission, the infected will charge into the nearest uninfected and detonate explosively, dealing as much damage as a satchel charge.

CONTRACTION: Ingestion of infected brahmin flesh or fluid contact with the infected. There is no endurance roll to resist this.

PROGRESSION: This disease has a thankfully long period of progression, taking anywhere from 10 to fifty *years* to manifest symptoms. At onset of symptoms, the sickened character becomes highly aggressive and loses higher brain functions, becoming unable to distinguish between friend and foe. Within a day of onset, they become extremely temperamental, flying into rages seemingly without provocation. Within three days of onset, they begin charging at and trying to gore or otherwise injure any non-infected. If they've been allowed to progress to this stage for more than a day, then they will immediately explode the next time they make contact with the flesh of another character or creature. This explosion is fatal to the infected, and deals 6d12 damage at its epicenter. Treat damage as though it were from a satchel charge thrown by a character with a rank of 100 in explosives. While they will not intentionally attack infected characters or creatures, they may still be detonated by skin contact with other infected.

TREATMENT: There is no known treatment for this disease.

Mange – A skin disease caused by parasitic mites. While not actually debilitating, it does ruin the coat of many wastelanders. Characters and creatures without fur or feathers are immune.

CONTRACTION: Prolonged periods without washing or bathing and frequent sleeping on the ground are all excellent ways to develop a case of mange, though it can also be contracted by proximity to afflicted characters or creatures. The mites themselves cannot be resisted except by magical means.

PROGRESSION: Characters with mange will begin to lose hair or feathers in seemingly random splotches and patches all over their body. For each week that the disease goes untreated after contraction, afflicted characters and creatures suffer an additional -1 temporary attribute penalty to charisma.

TREATMENT: Washing thoroughly in water (radiated or no) for at least fifteen minutes allows an END roll MFD $\frac{1}{2}$ to resist mange. Washing with soap and/or shampoo (if you can find any) increased the MFD to $\frac{3}{4}$. Anti-mange shampoo (Science MFD $\frac{1}{2}$ to make, given a chemistry set, an inhaler of dash, water, and a unit of crushed gemstone dust – can also be created by a zebra mage at a low ingredient cost, MFD $\frac{3}{4}$) grants an MFD 1 roll.

If a resistance roll is successful, the patches begin to grow back. The charisma penalty is reduced by 1 point per week.

Mud Fever – Characterized by a rash or irritation of the skin on the legs. These rashes can worsen over time becoming skin lesions that are known for being quite painful, but easily treatable and never deadly.

CONTRACTION: Wearing unclean or contaminated clothes or barding for an extended period (longer than an hour) prompts an END roll MFD ¾. Barding can become contaminated by exposure to mud, especially in swampy areas.

PROGRESSION: A failed roll will result in the development of a distracting itchy patch, usually on the legs at the hip. This itchy patch will spread slowly over the course of a few weeks to encompass most of the legs and underside of the torso (grants -2 CHA after one week's exposure, which increases to a maximum penalty of -4 CHA after one month untreated).

TREATMENT: A medicine roll MFD 1 can treat this disease, requiring only enough healing agents to cover all of the afflicted locations on the victim's body (1 healing potion or equivalent magical effect for each afflicted limb).

Pink Eye – Not necessarily caused by the pink cloud over Canterlot, though the noxious, irritating vapor can certainly cause pink eye if the eyes of a character are directly exposed (though that's honestly the *least* of your worries at that point). Conjunctivitis is a form of common irritation of the eyes that is frequently caused by bacteria or a virus. It physically manifests as a redness and swelling of the membranes around the eye, followed by whitish or yellowish secretions from the eye that may cause the lashes to stick together.

CONTRACTION: The eyes of a character must be exposed to a source of the disease. Viruses and bacteria for pink eye are frequently airborne. END Roll MFD ¾ to resist when exposed. Alternatively, chemical fumes exposure may prompt the END roll, though it is at a significantly easier MFD 1.

PROGRESSION: After contraction, the eyes immediately begin to swell and redden. Vision is immediately impaired, giving a -1 PER penalty. After 1d6 hours, the swelling becomes painful, and impairs vision further (-2 PER). The eyelids begin to itch and burn and the victim's eyes may tear involuntarily. If closed for long periods, the eyes may drain a gray or yellow substance that can cause the eyelashes to stick together. This state will continue for 2d8 days unless treated. At the end of that time, the swelling will decrease until the eyes return to normal. Bacterial or viral pink-eye variations are generally no longer contagious after the first 2d4 days.

TREATMENT: For chemically induced pink eye, washing the eyes with clean water for 5-10 minutes will remove the source of irritation. Viral pink-eye is not treatable by pony medicine (by zebra medicine may hold a cure or two, if you know where to look). Bacterial pink-eye, on the other hand can be treated with a medicine roll MFD ¾ and the proper application of a healing potion of spell.

Pony Pox – A frequently contracted disease among foals, this disease is only mildly debilitating but carries highly visible symptoms – bright red, pink and purple 'dots' appear on the skin, visible through the coat. It is easily survivable with only minimum treatment.

CONTRACTION: Direct fluid or physical contact. Airborne spread may also occur. If exposed, prompts an END roll MFD 1– failures contract the disease. Those who have already contracted the disease roll END MFD 1.5 instead.

PROGRESSION: The raised pink and purple blotches on the skin appear within 4d6 hours of contraction. The blotches itch constantly and fiercely; INT or Medicine MFD 1 every 3 hours to not to scratch them. The result of scratching the blotches is outlined in the treatment subsection below. The infected may feel more tired and sluggish than normal, reducing their movement speed by 5' per action and causing them to require rest while traveling more frequently.

TREATMENT: While not treatable with medical magic, this disease is still not hard to be rid of. On the first day and at the beginning of each subsequent day after contraction, the infected must roll endurance. The base MFD is ¾; if the infected has scratched the blotches, the MFD is one step harder. IF

they've been resting for at least half of that day (8-12 hours), it is one step easier. Two days of successful rolls in a row removes the disease on the following day.

Rabies – Rabies is a disease that attacks the brain stem, causing swelling and radically altering the behavior of the afflicted. If allowed to progress, it ends in brain damage and death.

CONTRACTION: If bitten or exposed to direct fluid contact from an infected character or creature, you must roll Endurance MFD ½ to resist infection. Cleaning the wound with purified water, alcohol or a healing potion within five minutes of exposure allows a second roll, END MFD 1.

PROGRESSION: Beginning 2d10 days after infection, the victim begins to develop cold like symptoms – 1 MFD step penalty to END, AGI and PER rolls. Within two days these symptoms dissipate as the virus overwhelms the native immune system and begins to attack the brain. New symptoms develop as a result, and the victim develops one additional symptom per day off of the table below. These hindrances and effects are permanent, and are not removed if the disease is cured. If a player has already contracted one of these effects from this disease and would contract it again, they instead take ten wounds to the head and immediately begin to convulse and die. The three listed phobias count as separate hindrances for the purposes of re-contraction.

Die Roll (1d10)	Rabies Symptom
1	Partial Paralysis – -5 Permanent attribute penalty to AGI. Move speed reduced accordingly.
2	<i>OCD</i> , as per the hindrance.
3	Insomnia – The infected cannot sleep. The only way they may become unconscious is through the efforts of others
4	<i>Hallucinations</i> , as per the hindrance. The GM should roll for these once for the day. Re-roll if the result is no-hallucinations.
5	<i>Phobia – Water</i> , as per the hindrance. Each phobia is a unique hindrance.
6	<i>Phobia – Fire</i> , as per the hindrance. Each phobia is a unique hindrance.
7	<i>Phobia – Electricity</i> , as per the hindrance. Each phobia is a unique hindrance.
8	<i>Half-Decked</i> , as per the hindrance.
9	<i>Psychosis</i> , as per the hindrance. (GM's Choice)
10	<i>Agitation</i> – Your character acts more violently than normal. They take a -25 penalty to speechcraft rolls; if provoked even slightly (minor or joking insults, un-wanted come-ons, etc.) they must roll INT MFD ½ to prevent themselves from attacking.

TREATMENT: Six simultaneously injected dosages of a vaccine to the underside of the loin of a pony will cure the disease and prevent progression. Creating a vaccine for this disease requires nerve tissue from an infected pony, and takes 1+1d4 days. Note that while the vaccine halts the progression of the disease, it will not reverse any mental degeneration (i.e. you keep any of the hindrances or other negative effects you've gotten from this disease). The injection procedure is supposed to be quite painful

Swamp Fever – A more-often-than not fatal disease contracted from insects. It's more common in swampy or marshy areas, such as those around Hoofington – hence the name. While it can be cured with magic or medicine, it cannot be staved off permanently by natural means.

CONTRACTION: Insect bites or fluid contact with the infected. END MFD ½ to resist. Many characters and creatures may successfully resist the disease but still become carriers.

PROGRESSION: Within six hours of infection, the victim begins to develop a high fever. There is visible swelling of the lower legs and abdomen, and they begin to feel weak (-1 temporary penalty to END and STR). Twelve hours after infection, the victim must roll END MFD 1. Failures suffer a heart attack, and must either receive treatment within 2 minutes or die. (Medicine roll MFD ½ to restart the heart, or MFD 1 with a defibrillator). Successes remain as they are, and begin to rapidly lose weight over the course of the next few weeks (giving them the *Skinny as a Rail* hindrance and an additional decrease to STR and END, this one permanent). Once every 1d4 weeks (roll after any successful endurance checks made against this disease) the infected character or creature must again roll END MFD 1 or will suffer a heart attack.

Critical successes on any END roll negate the END and STR penalties and remove the *Skinny as a Rail* hindrance for the next 1d4 weeks. Two critical successes in a row removes the disease completely and the afflicted becomes a carrier.

TREATMENT: Vaccines existed for this disease pre-war, and can be recreated today with a dose of infected blood, a healing potion, a chemistry set, and a science roll MFD ¼ (Zebra magic MFD ½). One successful roll makes 1d4 doses of vaccine, crit successes make twice that much. Failures waste the resources, and critical failures waste the resources and damage the equipment, exposing the chemist to the disease if they weren't already infected.

A dose of vaccine allows a character afflicted with the disease to immediately make an END roll, MFD 1 – successes and critical successes are cured of the disease, the latter becoming totally immune. Failures are seemingly cured, but remain carriers. Critical failures are totally unaffected, and future vaccine doses will not work on them.

Tetanus (Lockjaw) – Contracted through blood contact with rusted metal, this disease attacks the central nervous system of a pony over time. It can be quite serious, but if caught and treated within a month of contraction it isn't usually fatal.

CONTRACTION: END roll at MFD 1 when in blood contact with rusted metal – bullets don't count, but many bladed melee weapons do. Failure contracts the disease. Cleaning the wound with pure water or a healing potion/disinfectant within 5 minutes of contraction allows a reroll at MFD 1½.

PROGRESSION: An infected character will go through three stages before eventually dying of respiratory paralysis.

Immediately upon contraction they'll start to develop spasms in the jaw, neck, hind legs, and muscles around the wound (-1 STR, -1 AGI). Pegasi and Alicorns may find their wings stiffer than normal, hindering their maneuvering ability (-10 Flight).

If not treated within two weeks, the disease worsens to "stage 2", with victims developing labored breathing and increased stiffness in all limbs (-2 STR, -2 AGI, -1 END). Flight penalties increase to a -20.

2d8 days after phase two starts the disease will progress even further; stage three of this disease's progression involuntarily stiffens muscles in the face, jaw, ears, and tail in addition to those areas already affected. Victims are usually unable to open their mouth or move their tongue. (-4AGI, -4 STR, -3 CHA, flight is impossible). Within a week of this phase starting the victim will lie down or fall over and die of respiratory paralysis.

TREATMENT: During stage one, immediately following contraction, the wound must be opened widely and all infected tissue removed (Medicine MFD 1, gives the patient an additional wound). The area should be cleared with pure water or a healing potion before being left open to allow drainage.

This disease cannot be treated non-magically after it has progressed to phase 2. Magical treatments that cleanse the entire body of toxins will generally treat this disease, regardless of how far it has progressed. If in stage three when treated, there's a 50% chance that AGI will permanently be reduced by 1.

Strangles – Also called distemper, strangles is a highly contagious upper respiratory tract infection that causes severe swelling of the lips, throat and tongue. Other common symptoms include a lack of appetite, sneezing and fever.

CONTRACTION: Direct or indirect fluid contact with an infected or carrier character or drinking from a still (non-moving) water source prompts an END roll MFD ½ to resist contraction. Failures contract the disease. Critical failures have an accelerated incubation period and immediately skip to the abscess formation stage, forgoing the swelling that normally precedes it (see below) and immediately taking a -3 temporary penalty to the associated attributes.

PROGRESSION: Symptoms begin to manifest after 1d4 days. At that point, the throat and tongue begin to swell, giving a -1 temporary attribute penalty on END, AGI and CHA rolls. These penalties increase by -1 per day for two days. On the third day, pus-filled abscesses begin to form in the swollen areas, and the afflicted must make an endurance roll (with penalties) at MFD ¾.

Successes are fine for another four days, after which time they must roll again. Critical successes experience a miraculous recovery within the next 1d4 days.

Failures begin to suffocate as the swelling closes off their throat, and will die if deprived of air for two minutes or longer. Performing a tracheotomy (Medicine MFD 1, requires a thin hollow tube and a knife or sharp object) will allow them to continue breathing for the hour or so it takes the swelling to go down, but they must continue to roll in subsequent four day intervals. Subsequent failures may prompt additional (or repeated) tracheotomies.

If a character succeeds twice in a row on their endurance rolls their immune system manages to overcome the disease, and they'll return to perfect health (with a small possibility of superficial scarring) within 2+1d4 days. Their attribute penalties decrease by 1 per day starting after the day they were cured.

Critical failures to any of these rolls must roll luck MFD 1. Successes develop a Cold in addition to their strangles (and yes, the penalties stack). Failures develop *Bastard Strangles*, which is a spreading of the disease to other parts of the body. Their penalties increase to -5 to AGI, END and CHA, future endurance, medical and magical treatments require twice as much medicine - or a layer of overflow for healing spells - to allow them to roll endurance against the disease (see below), recovery endurance rolls are 1 MFD step harder for the purposes of resisting the disease and in order to naturally recover they must make checks every two days and succeed four times in a row.

Whenever a character overcomes this disease either naturally or with magical or medical assistance, they must roll Luck, MFD 1½. Failures become permanent carriers of the disease. Either way, they cannot contract strangles again.

TREATMENT: At any point in its progression, the disease may be treated by strong healing agents. Treatments can be administered a maximum of once every six hours. The administration of any healing spell or zebra curative above level 2 allows the infected to make an endurance roll towards overcoming the diseases, and grants a +30 bonus on the roll. Any healing potions or talismans stronger than a normal healing potion also qualify. The patient must still make two (or four) consecutive rolls at MFD ¾ (or ¼) to recover from the disease.

Sleeping Sickness – Also known as *Eastern Equine Encephalitis Virus*. This disease is common on the coastal plains, and can be transmitted by direct contact with insects (a common carrier) or other infected mammals. While the virus's names, both colloquial and scientific, are similar to EE, the symptoms it causes in patients are quite different, and it has a much higher fatality rate – roughly 80% of infected patients die if untreated, and treatments are rare and expensive.

CONTRACTION: Direct physical contact with the infected, or with a carrier insect (Bloatsprites, Radscorpions and Mirelurks are all possible carriers). END MFD ½ to resist. Taken in advance, the drug Cawnine makes the END roll 3 MFD steps easier (MFD 1.5). Taking cawnine at least once in the last 5 days conveys the positive effect.

PROGRESSION: After they become infected, the virus immediately begins to attack the lymph nodes of the subject. After 3d6 days, they will start to experience the first symptoms, beginning with a high fever that lasts for 1-4 days (1d4). Feverish ponies must double their water consumption per day. During the fever, the victim will become sensitive to sound (as Big Ears), and experience intermittent periods of excitement and nervousness as the virus begins to attack the brain (manifesting usually as a Psychosis). Starting at the beginning of the fever and every 6 hours during its course (four times per day, five on the first day), they must roll Endurance MFD ¼. Failures begin to lose the fight with the virus; each failure worsens their symptoms. Critical failures double the total length of time of the fever as well as counting as a failure. Critical successes reduce the fever time by 12 hours.

After one failure, afflicted become incurably drowsy (-10 to all actions). The second failure leads to the beginnings of brain lesions that will eventually culminate in paralysis, resulting in an inability to swallow and an abnormally slow gait (-5 movement speed per action). If the afflicted character suffers four or more failures before their fever breaks, full paralysis starts to set in (**permanent** -5 AGI, STR). Paralyzed characters will die unless treated within the next six hours. Even if cured, the paralysis effects remain. Nerve damage sucks.

TREATMENT: No natural treatments exist. Only advanced magical treatments can halt the progression of the disease, and none have proved effective after symptoms have begun to manifest. If treated before symptoms manifest, a spell or curative recipe level 3 or above allows an additional END roll MFD ½ (or 1.5 if on Cawnine) to resist the disease. Rejuvenation and Restoration potions and talismans also allow an additional roll. After symptoms manifest, only level 4 curative recipes and spells can help treat the disease – they allow characters fighting through the fever to roll twice whenever they would roll END, and take the better of the two. If applied after a character has failed four rolls, they allow a Luck roll MFD 1 to prevent full respiratory paralysis from onset. It doesn't really cure them of anything at that point, but it does keep them alive when they would otherwise have died.

Traps

There are any number of different sorts of traps out and around that can catch a wastelander by surprise – often for the last time. Traps like these are great for throwing against characters that are very EFS reliant, as they do not show up on the EFS compass.

Most commonly seen are explosives such as landmines or satchel charges. These devices generally activate within a time limit after a character or creature has gone within a small radius (usually 5') of them, or can be rigged to blow upon receiving a command from a remote detonator, tripwire, or any other triggering device. There are many other types of traps littering the wasteland as well, ranging from primitive to high-tech; a few of the most common variations are listed below, along with some trap-triggers that are also fairly commonplace.

Exploding Skybus – When fired upon, the burnt out husks of some powered carriages and skybuses may still explode! The explosion deals 10d20 damage with an AoE decrease of -2d20/5'. Also irradiates those nearby (as Rads).

Falling Wall – That wall doesn't look stable because it *isn't*. If you walk too close, it may fall on you, raising a cloud of concealing dust and pummeling you with debris. Damage depends on the wall materials, and can range from as little as 4d4 (cardboard, rotted wood or drywall) to as much as 10d20 (solid concrete).

Hidden Landmine (including the re-arming kind) – Land mines are a conventional explosive trap. They come in a variety of flavors of varying payloads and strengths. Many of them are hidden using a weak invisibility spell, concealed, or just lying around out in the open throughout the wasteland. A common but particularly nasty variant can be easily disarmed by magic, but will automatically rearm (via a wire mechanism) when lifted up to be re-claimed.

Shotgun Surprise – Walking around a corner, you never expected there to be a shotgun set to go off at you! This trap is usually triggered by a trip-wire or pressure plate. The trap deals damage as either a Combat Shotgun or a Hunting Shotgun (12 gauge).

Pitching Machine Pummeler – Great for guarding narrow approaches, pelting any who activate it with baseballs (or grenades, if they're really up on security). Baseballs deal damage as per a wt. 10 rock (2d4 + between 5 and 25, depending on the condition of the pitching machine). Grenades deal damage depending on the grenade. More classical variants include dart launchers and spear launchers; the latter deal damage as a Zebra spear hurled by a 5-strength character (between 5 and 25 depending on the mechanism), and the former are usually harmless on their own but carry lethal poison.

Phony Foal Carriage – What's that noise? Is that a foal carriage? And there's crying coming from it! Maybe somepony's lost their child--- Nope! BOOM! Deals damage as a satchel charge, firebomb, or sparkle grenade.

Rigged Terminal – Oh boy, a terminal! And the screen is still lit – maybe it's still functional! Let's see, just turn this thing on, and.... it explodes in your face. Deals damage as either a frag grenade, satchel charge, or sparkle grenade.

Grenade Bouquet – A bunch of grenades, usually three, tied together on a string and usually suspended over the trigger. When triggered, the grenades drop, losing their pins as they're released. Frag grenades are the old standby for grenades used for this trap due to their commonality.

Pit Trap – A classic. Dig a hole; cover it with something innocuous – such as some poor wastelander's cardboard bedding. A mark walks over to investigate or in the course of their normal exploration, and fall in the pit. More lethal options also put jagged, 1-2 foot long spikes in the bottom, to make sure that whatever falls in doesn't have an opportunity to climb back out. Not only is fall damage onto spikes like those at the bottom of such a trap **tripled**, but they can also be poisoned or covered with a vector for some lovely disease. Tetanus, anyone?

Daring Do's Boulder/Rock Slide – Remember that one scene from Daring and the Temple of Do-om? This is right out of that movie. Where did they even find a boulder that big? Earth pony magic, I tell ya. Attempting to stop the boulder requires strength 10 or greater, and a STR roll MFD Crit. Consider dodging out of the way instead? Alternate versions may use a large number of smaller rocks.

Swinging Weight (Often with spikes!) – A simple heavy weight on a length of chain, in an elevated position. When released, it swings into action and rams into the unsuspecting victim below. The penitent pony must kneel!

Common Triggering Devices –

- **Proximity Detector** – Triggers when you come near. Often combined with a slight delay timer to allow hapless victims to get in close enough to experience the full effect of the trap.

- **Remote Trigger** – Manually detonated by some onlooker. They may be nearby, or they may be watching through some sort of surveillance system (or even just binoculars).

- **Trip Wire** – Breaking the wire sets off the trap. Very simple and easy to create, a favorite of raiders and other ponies without much in the way of smarts.

- **Timer** – Set to go off a pre-determined number of second after it was placed. IT could even be days, or possibly even years! In all likelihood though, timed explosives will go off within a span of a few seconds to a few minutes. Timers are often combined with other trigger types to mislead potential victims into thinking the trap wasn't actually sprung.

- **Floor Button** – A mechanical floor button that, when pressed, sends the signal to trigger the trap. There may or may not be an obvious method of communication between the trap and the button. Very easy to set up and use, but difficult to conceal without serious effort.

- **Pull Trigger** – Opening the box or moving the item from its anchored location pulls the trigger and sets off the trap! One of the most sinister sorts of trap triggers, pull triggers are often used as secondary arming systems to re-arm disabled explosives or other traps. They're also seen in places most ponies wouldn't think to look for them. Expect to find these on the bottom of land mines, on the underside of furniture stacked to block hallways, or inside ministry of peace supply boxes.

Exposure – Heat and Cold

As a race, ponies are acclimated to temperate zone climates of between about 5-35 °C (roughly 40-90 degrees Fahrenheit). Beyond that range, unless properly equipped and supplied, they tend to suffer. Most other races present in Equestria suffer from the elements in the same way, including alicorns and hellhounds (but not ghouls). As high-altitude races, Pegasi, Griffins and Yao Guai tolerate temperatures between 0-30 °C (30-80 °F); Zebra are the only noteworthy exception to this in the other direction, preferring temperatures of between 15-45°C (60 to 110 °F). Note that these are all ranges of 30 degrees. Additional information on how these four exceptional races react is provided in both of the subsections; it is safe to assume that they behave like characters of other races unless noted otherwise, merely with shifted temperature boundaries.

In the case of **cold**, characters will rapidly burn energy to try and stay warm. Failing this, they may suffer from crippling onset of frostbite and eventual death by hypothermia.

For low temperatures starting at 5°C (40°F, or the bottom of the tolerance range for a given race), characters must roll endurance MFD 1 for every 30 minutes spent out in the cold. They receive a penalty to this roll equal to twice the number of degrees below freezing it is. This means they take no penalty until the temperature drops to below 0°C (32°F). For every Celsius degree below this point, they take a -2 penalty on their roll.

So at -5°C, they'd be taking a -10 penalty to their endurance roll. Between 5 and 0, they must still roll END MFD 1 every half hour, but take no roll penalties.

Table XXXIX: Cold Effects

Number of Failed Endurance Rolls	Effect
1	Numbing Cold – Temporary -1 penalty to AGI,
2	Numbing Cold – Additional Temporary -1 penalty to AGI
3	Numbing Cold – Reduced movement speed by 5' per action. Digging and flight are reduced by 10' per action.
4	Numbed Face – 1 MFD step penalty to all CHA based rolls, including skills and intimidation rolls.
5	Disorienting Cold – -25 penalty to survival for navigation Additional Temporary -1 penalty to AGI
6	Cold Exhaustion – Character must consume an additional serving of food or else make an INT check MFD ½ to remain awake.
7	Tiredness – INT MFD ½ to remain awake without stimulants. Additional Temporary -1 penalty to AGI
8	Extreme Tiredness – INT MFD ¾ to remain awake without stimulants. Additional Temporary -1 penalty to AGI
9	Frostbite – A random extremity becomes frostbitten. Frostbite can be alleviated if the character is warmed up to above 40°F and healed with healing magic or a potion within five minutes of onset. Otherwise, that extremity is lost.
10	Hypothermia – Death within 5 minutes unless warmed and healed using healing magic or a healing potion.

If they fail the END roll, they start taking penalties outlined in the Cold Effects table above. All of these penalties stack; if a character is at five on the table, he also incurs all of the effects of the preceding four levels of the table added together. These penalties, with the exception of permanent effects like death or full-onset frostbite, can be removed at any time by warming up the character to above 5°C (40°F, or whatever the bottom of their range is) and keeping them that at least that warm for at least 30 minutes.

If a character critically fails a roll, it counts as 3 failed rolls; they've done something to waste a large amount of heat. If a critical failure happens to a character that has already accrued four or more failures without being warmed up, they develop frostbite on a randomly selected extremity; ears, legs and nose are the most common. Frostbite can be alleviated if the character is warmed up to above 40°F and healed with healing magic or a potion within five minutes of onset.

For every piece of warm clothing they're wearing in a frigid environment, a character's effective temperature is five degrees higher than their surroundings. This can prevent them from having to make an endurance roll at all, if they're sufficiently attired. Most clothing, leather or cloth armors count as warming. Metal armor only counts if it's got some kind of heavy or insulating cloth backing (most don't, but you can certainly add one with the repair skill). Full body clothing like powered armor or heavy robes increases the effective temperature by 10°C, but still only counts as a single article of clothing. Fully sealed powered armor suits can compensate for up to 40°C of temperature shifts.

Zebra characters must begin rolling at 15°C (60°F), but still don't begin incurring penalties on their rolls until the temperature falls below 0°C. Pegasi, Griffins, and Yao Guai must begin rolling at -5°C, and start with their endurance rolls taking the -10 penalty for being that far below zero.

In the case of **heat**, excessive temperatures can cause characters to suffer from rapid dehydration, leading to heat exhaustion or possibly even heatstroke. Characters who spend more than three hours of a given day at temperatures above their maximum acceptable temperature range (45°C/110°F for zebra, 35°C/90°F for most others, or 30°C/80°F for the three high altitude races), must increase their intake of hydrating items for that day by a factor of 1.5x (6/day instead of 4/day), in addition to any penalties incurred by way of the heat effects table below.

Starting at their maximum comfortable temperature threshold, all characters must begin rolling END every half-hour they spend without relief from the heat. Similarly to cold weather, this END roll's MFD is 1. At 5°C above their maximum (so starting at 35°C for high altitude races, 40°C for ponies, 50°C for zebra), the roll begins to receive penalties. For every degree above 5°C hotter than their comfortable maximum, they suffer a penalty of -2 to the roll.

Unlike with cold, any sort of clothing or barding incurs further penalties to this roll – it retains heat. Each accessory incurs a -5 penalty (this includes things like battle saddles, pipbucks, saddlebags, bandoliers, and other accessories you might not normally think of – anything that touches a pony's skin or goes on top of something else that does). Clothing and bardings incur a penalty equal to their weight, with the partial exception of powered bardings; due to temperature control systems, sealed powered bardings incur a *bonus* of 1/10 their weight instead of a penalty. Non-sealed powered bardings incur only half their weight as a penalty. Penalties stack – add them together. Pith helmets, cowpony hats, and zebra bardings and helmets never incur a penalty to any heat endurance rolls regardless of their weight – they were designed for use in hot and arid environments, and shield their wearer enough to account for their burden.

Clothing and accessory penalties to the endurance roll are applied whenever a character must roll endurance for heat effects, even if they're less than 5°C above their comfortable maximum.

As with cold, if a character fails a roll, they start taking penalties outlined in the Heat Effects table below. All of these penalties stack; if a character is at five on the table, he also incurs all of the effects of the preceding four levels of the table added together. These penalties, with the exception of permanent effects

like death, can be removed at any time by cooling a character off to within their comfortable temperature range and keeping them there for at least 30 minutes.

If a character critically fails a roll, it counts as 3 failed rolls; they've done something to drastically heat themselves up while trying to beat the heat.

Table XL: Heat Effects

Number of Failed Endurance Rolls	Effect
1	Excessive Sweating – Dehydrated more than normal. Character requires an extra hydrating item to prevent dehydration today.
2	Excessive Sweating - Dehydrated more than normal. Character requires an extra hydrating item to prevent dehydration today.
3	Dry Throat – Temporary -2 penalty to CHA
4	Heat Exhaustion – Temporary -1 penalty to STR, END and AGI
5	Mirage – Temporary -1 penalty to PER and INT.
6	Heat Exhaustion – Additional temporary -1 penalty to STR, END and AGI.
7	Mirage – Additional temporary -1 penalty to PER and INT
8	Heat Exhaustion - Additional temporary -1 penalty to STR, END and AGI
9	Cold Flashes – Character feels suddenly freezing. Willpower (INT and CHA, take the better of the two results) MFD ¾ every five minutes to resist actively trying to put on and keep on additional layers or articles of clothing.
10	Heat Stroke – Character passes out. If they're not cooled off and given at least one hydrating item in the next 30 minutes, they will die.

12 – GM’s Guide to the Equestrian Wastes

What’re you nosing’ around over here for? You don’t look like a GM at all! Can’t you read the title? It says *GM’s* guide. The player’s section is in the front part of the book. This is where we keep all the secret fun stuff so that GMs can taunt you with your lack of knowledge. So go on, get lost!

...

Just kidding! (Who’d you think we are, Peg Inc.?) We’re not going to turn you away, but be warned that this section is mostly just information on how to better run a game, with a few helpful tables and things to make your GM’s life a little bit easier. Very few rules are actually included in this section – most of those were deemed useful for the players to know *without* having to sift through all this stuff. There’s not much in the way of actual spoilers in this section either – we didn’t create the universe or the setting, so there’s nothing specific to hide.

Anyone with a good idea for a story can be a GM, but before you try your hand at it, be sure you have a thorough understanding of the rules for the system.

Cutie Marks and Glyph Marks

So first thing’s first – As soon as you’ve got a story, you’re going to need to help your players create characters. If you haven’t looked through the character creation section yet at this point, you should – characters should fit in with the story, after all, and introducing them can tie in heavily with what traits and hindrances they pick. As GM you may want to encourage some hindrances or traits (i.e. reduce their point cost, provide extra creation points, or simply tell your players that you need someone to take a specific hindrance for story purposes) , discourage others, and outright ban those that simply don’t fit. If you want your characters to start in a stable, for example, consider giving *Stable Dweller* to any characters that choose to take it for no point cost. The same goes for player races – there are plenty of races that can make things quite awkward for a GM. Having a group of alicorns, zebras and hellhounds for characters might bode ill for a story where the characters have to solve a crime within a large pony settlement.

After you’ve gotten past the character creation point-distribution stage, the second thing a GM should be heavily involved in is helping decide cutie marks and, for zebras, glyph marks. As talked about in the player section, cutie marks *should* be related to tag skills – but as GM always be aware that they don’t *have* to be. That way is simply easier than making them up without any point of reference. They can also be related to any number of other things, such as events in the character’s life, or even have multiple meanings. Characters with a well thought out backstory are almost always easier to choose cutie marks for; encourage your players to develop their character’s backstory. It doesn’t need to be complex, but history and past relationships and events in their character’s life are often a great jumping off point for making their character feel more real, not to mention making it easier to choose their cutie mark out of game.

Giving out Karma

Karma is functionally a measure of the morality of a player, and as such it should be handled with care. As GM you should always be at least loosely aware of a party's morality and their intended course of action with regards thereto. Don't ever feel like you have to give out karma every time a decision is made; depending on your players' actions, they may opt to take actions that are neutral. You should try to treat karma as a reward or punishment for player behavior, even if the player is trying to

If you can, it's always a good idea to try and structure events to lead to moral choices on the part of the players. Good moral choices have depth and complexity involved – there may not *be* a 'right' decision, or the 'good' thing might still feel wrong, such as ending a tainted pony's suffering. It's not always as simple as "Raiders are bad, peaceful trade caravans and settlements are good." Consider that the raiders might only have turned to raiding recently to try and support starving children, or that the merchants of the caravan are corrupt and deal in slaves on the down-low. In *Fallout Equestria Canon*, Arbu is a good example of a difficult moral decision; *Project Horizons* has a good example early on in the form of *Fluttershy Medical Center*. Player perspective - what they know about the situation - is important. Their choices should give them karma or lose them karma based on what they *know*, and the amount of karma they receive should probably vary based on how much they bothered to find out about the situation before making their decision. A character shouldn't lose karma for being tricked into doing the wrong thing, unless they realize and don't try to make amends. If a moral decision still feels wrong to a character regardless – like being forced to choose between killing an innocent child and freeing several hundred slaves – just remember that you don't have to give karma out if you don't feel like , and that the Guilty Conscience hindrance definitely exists for just such an occasion.

Numerically speaking, karma should be given out in proportion to two things: the difficulty of accomplishing the good or evil deed, and the difficulty of making the moral decision; both of these should be viewed through the lens of a player's intent in their character's reaction. What does this mean? Here's an example:

Let's say, speaking purely hypothetically, your characters end up torturing some innocent foals.

How much karma they should stand to lose is highly dependent on the reason for their actions. If the innocent foals (or their guardians) resist, they should lose more karma than if the foals hadn't. If the foals struck first, say by attempting to carve out a chunk of a player character's leg while they were sleeping, then the karma loss would be lessened (but not zero – you're still torturing them). If the character had to torture the foals to save an entire settlement from destruction (unlikely, but this is hypothetical), they might lose even less. If they were doing it for money, they would lose more, etc.

Basically, **reasons for a character committing an action matter.**

Waiting for us to get to the point and give you guys some numbers? For those of you who are more interested in portraying the world in moral absolutes, we've made a simplified karma distribution system outline below.

Karma should be given out (or taken away) in small amounts – five or less – for doing things that are easy and clearly good or evil. Stealing from charitable organizations, kicking foals, and attacking innocents without provocation are all great examples of ways to lose karma. Giving food to the hungry or medicine to

the sick, volunteering to guard a caravan for free, freeing a captive from raiders, or sparing the life of a defeated opponent in a duel to the death are good examples of ways to gain it.

Karma should be given out in larger amounts – between 5 and 25 – for doing things that are more difficult, but are nonetheless clear-cut good and evil acts. Liberating an entire caravan of slaves, disrupting a harmful drug operation that knowingly damages pony lives, promoting a local business and re-establishing trade routes, or insisting on a fair trial or a second chance, even for someone who caused an enormous amount of suffering for the party or a group are all worthy of a larger karmic reward. Knowingly participating in cannibalizing ponies or hunting them for meat, raiding a caravan

Karma should be given out in very large amounts for doing impossibly good or despicably evil, inspirational acts – acts that inspire either kindness and hope or violence and suffering in the hearts of onlookers and those who hear of a character's deeds. Such acts should grant upwards of 50 karma, depending on the size of the audience. A character sacrificing their life to save the wasteland would grant them upwards of 250 Karma (pretty good, considering the ranges really only go out to ± 500).

Characters who are only following along with a group, not actually making the decisions should still receive karma, but should never receive more than half as much as the character who actually makes the decisions.

When giving out karma, consider the levels of recognition and speechcraft bonuses it affords characters. For every 10 points of karma away from 0, a character receives a +1 on speechcraft versus those who are karmically aligned with them. Good ponies like to talk to good ponies, after all, and bad ponies are more comfortable talking with those who don't spout on about goodness and light nonsense all day.

When a character has received at least 100 points of karma, they should start hearing about themselves on the radio. Now, a DJ can be a fickle thing, and DJ Pon3 in particular likes to try and spot upcoming heroes and leaders. As such, the first character in a group who attracted attention to themselves by hitting the 100-karma mark will probably be the only one mentioned or given a nickname, unless another character suddenly takes charge at a later time. This does not mean that other party members will remain anonymous, necessarily, but it does mean that they'll usually be talked about as "So and so's companions" rather than given a unique nickname.

When a character has developed a reputation by gaining more than 100 karma, other ponies may start to recognize them, and will treat them accordingly – ponies with bad karma will have a bad reputation, and may send caravans and settlement guards into a panic when they appear on the horizon, while seeing a pony with a high karma reputation might send your average raider or slaver running. This can both open and close doors for parties, especially if they choose a single pony to have as a de-facto leader who makes the moral choices and either gains or loses more karma.

As an optional rule, if a character starts drifting to one of the extreme ends of the karmic spectrum – more than 200 karma away from the zero-point – then forces representing the opposing karmic viewpoint will start tracking them down as they move around the wasteland. This can make for some interesting dialogue and roleplaying opportunity if played right, and even played poorly can still be used to give player characters a little bit of an extra challenge.

In general, try to think of karma as a spectrum ranging from 500 to -500 (but with no 'hard cap' limit). This can help you reward or punish your characters accordingly.

Rapid NPC Generation

Okay GMs – listen up, ‘cause this shit’s important. Making non-player characters (NPCs) quickly and on-the-fly is a skill that all game masters worth their salt should have or develop.

So how do we go about doing this, you might be wondering?

How you create an NPC all depends on what you plan on using the NPC for. NPCs don’t need to be full characters; they just need to be relatively unique and fulfill a specific purpose for your story and players.

You’re creating people in your world, and your goal in doing it quickly is to make it seem to the player characters that your NPC is a real person without actually giving them a full backstory, skill set, or character sheet. As such, you need to anticipate a few things about what your NPC is going to do. Very important in creating this illusion of a full character is their name. If *you* can’t remember a character’s name and their basic mannerisms (such as accents, distinguishing features or articles of clothing), then the odds are good that your players won’t remember them either. The MLP: FiM universe makes this easy – creating a character name is as simple as stringing together an adjective and a noun (or sometimes not even that) vaguely related to their field of expertise, and character designs are often colorful and distinct. More difficult is creating their cutie mark. It should be related to their expertise in some way, but it doesn’t need to be literal or directly related. A scavenger who specializes in tall ruins might have a grappling hook as a cutie mark, or she might have a can of sardines (her first find as a scavenger).

After you have a name and distinguishing features, you just need to make sure that your NPC is able to function in the story without you having to simply make up die rolls (though you certainly can, in a pinch).

Some GMs like to generate a list of names and personalities, and/or make a generic sheet or two that they can use for NPCs of different archetypes. This may not even be a physical sheet (it’s much less time consuming for you if you have a bunch of rough skill and attribute estimates that you can change as needed); you should just know how good your NPC needs to be at a given skill to advance the story or support (or oppose) the party. Similarly, they should have the equipment they need. Your archaeologist guide shouldn’t have to ask the player characters for a lighter or a length of rope, nor should your scientist require player characters to do his math for him (unless incompetence is his lot in life). As long as you know all of these things about your NPC, you can bring him into or out of a story at your leisure.

Once you’re experienced with the system, creating NPCs becomes easier. It helps to have a listing of cutie mark ideas on standby!

Creating and Dealing with Large Combat

Combat, for better or for worse, is a big part of many adventures. This section contains some ground rules and suggestions to help streamline and speed up any combat that occurs during your campaign.

The first rule of making combat run efficiently is this: be prepared. As a GM you should know how many enemies you’re going to throw at a party, how difficult they should be to dispatch, and what their stats are – and we mean *all* of their skill rolls, attribute scores, etc., *in addition to any specific rules they may need to reference*. You don’t want to waste time during combat looking up how much damage your steel ranger’s gun does or how the mechanics of splash damage for the grenade your NPC just lobbed work. This goes for players too – encourage players to plan their actions out during other players’ turns. When everyone knows what they’re supposed to do when their turn comes around, combat moves much faster and keeps all of the players engaged.

Miniatures and Battle Mats

You and your players don't have to use miniatures in combat at all, but the use of miniatures in combat can help add visualization to the scenario that allows for a more enjoyable experience at the occasional cost of time spent.

If you're using a standard 1" square gridded battle mat as might be available in most game stores, try using blindbag figurines or figurines from any other miniatures system as your ponies; just try to keep all of the players to roughly the same scale and size. Having blindbags occupy squares can be a bit awkward at times, so having characters occupy and move between the intersections on the grid instead of occupying squares with each line representing a distance of five feet works very well. In play-testing, when miniatures were used, this was among the most preferred methods by testers. 1" hexagonal grid battle maps require that they occupy single hexes, and works better with player-tokens than it does with blindbags or other pony mini-figures.

If you're not in the market for an expensive battle mat, using a non-gridded map with a scale can also work, and made moving diagonally and representing altitude much smoother. Large whiteboards are great for this, as you can draw in and alter terrain with ease. Enemy character or creature locations can be marked with anything from poker chips change to extra dice – what's really important is that both you and the players can visually distinguish what enemies are where.

Creator's Note: I personally prefer using dice for marking enemies (different numbers facing up can record remaining health, altitude, or differentiate between groups or types of monsters), and by preference use a scale on an unmarked board as the battle space, but you should try to find a way that works for you and your players best. Coinage of varying denominations also works well.

Mooks

A good way to speed up combats with large numbers of enemies is to use mooks.

The term mook refers to a 'faceless' (meaning non-unique) or simply unnamed enemy combatant, generally of the sort considered expendable by those higher up the chain of command (if there is one). Now bear in mind that Fallout Equestria as a setting doesn't encourage the use of mooks in the conventional sense – even your bad guys are still ponies, and they should have at least some sort of reasonable (or unreasonable, as the case may be) motivation for their actions.

Then what are they in game terms? Simple: **Mooks are enemies that are toned down from full characters to make fighting them take less time.** When making mooks consider that most common enemies don't need a full stat block. The odds are they'll only use a few attributes or skills in the course of combat anyway, which is why the stats provided in the Monsters section are truncated for most enemies. If they take their END score in wounds, then they die – don't worry about if the five wounds were to the leg or the horn or anywhere in between, unless your player characters are going specifically to disarm or cripple rather than kill. Not worrying about hit locations on the player side also speeds up combat by removing a die roll. If they took out a leg or just dealt single wounds to multiple locations, odds are they'll go unconscious from the pain and bleed out anyway.

As a rule of thumb, use mooks whenever enemies outnumber the players by more than 3-1 as a way of speeding up combat. For extremely large numbers of weaker creatures (5-1 ratio or worse), consider

allowing players to take them out with a single wound instead of multiple to further streamline it. Adding mooks to a larger fight between more powerful characters is a great way to add variety to a combat without greatly extending the time it takes out of a session. Don't be afraid to mix and match different difficulties of opponents against your players; things out in the wasteland shouldn't necessarily always be on equal footing.

As a GM, you want to conserve your energy and time during a session for more important encounters – boss fights, large monsters, plot-important hostile NPCs or encounters intended to be particularly challenging. Don't sweat the small stuff with chance encounters and random enemies out in the wasteland.

On the flip side of this coin, at lower levels a bunch of rag-tag raider grunts can give a party of player characters a **really** hard time. Mooks are for making combats easier for players, and should only be used here if the players *shouldn't* be challenged significantly by the encounter. Many GMs may not want to use them at all because of this; there's a prevailing attitude in post-apocalyptic settings that every experience should have a high risk of death associated with it.

But hey, if you're really just looking to make a game fatal, just don't play with luck cards. In tests, that upped our fatality rates by over 500%!

Big Bad Evil Guys – Making Tough Individual Enemies

Sometimes you don't want to be bogged down dealing with multiple enemies that try to out-flank your players. Maybe it's the end of a dungeon, and they need to have a final boss fight to clear the area for good. Maybe you just want to put the fear of losing their characters into the forefront of your players' minds. Big bad evil guys, or BBEGs, are your go-to solution for this kind of problem as a GM.

But how do you make one bad guy a match for multiple players? Your players are probably working their hardest to become the leanest, meanest killing machines in the wasteland, after all. There are three main methods you have at your disposal as a GM for making enemies tougher.

First off, you have **armor**. Having enemies with a high damage threshold can prevent characters from doing much damage, making them last longer and tougher to beat in a fight. Keep in mind that depending on your rules, armor may degrade. Natural armor, however, is immune to degradation, and is excellent for making enemies tougher to beat regardless of your rule-set.

The second easy way you have to make enemies tougher is increasing their **damage per wound**. Damage per wound is effectively a measure of the amount of damage that has to be dealt to an enemy before you can leave a lasting effect. Don't just increase this willy-nilly! Damage per wound for characters and creatures corresponds to their physical size; larger enemies have a higher damage per wound value, and smaller enemies have a smaller one. For example, most alicorns and buffalo are about 1.5-2x the size of an average pony, going by volume (Not by height). Their damage per wound value at the same level is correspondingly higher, usually by about 2 points. This size increase can be extrapolated based on volume. **For every factor of two larger than an average pony your boss character/creature is you should increase its damage per wound by two.**

A manticores, for example, is between $8(2^3)$ and $32(2^5)$ times the size of a pony. As a result, its damage per wound should be between 16 and 20. Be aware of the limitations of this method – starting at damage per wound 30, characters and creatures become one MFD step easier to hit. They continue to

become one MFD step easier for each four points above that, i.e. 2 MFD steps easier to hit at damage per wound of 34, 3 MFD steps easier at 38, etc.

The increase in damage per wound for player characters as they level is a metaphorical representation of their growth – as a character increases in level, they literally become larger than life in terms of how they receive damage. Be aware of that fact if you're increasing the damage per wound of character or creatures which aren't pony-sized, especially if you're doing it just to make that opponent tougher to beat.

The third and final way you have of making your big-bad tough to kill is their **endurance score**. This little number influences quite a lot of things, not the least of which are the points at which your big-bad becomes crippled or dead. Giving them a really high endurance score may not suit your needs as well as modifying the cripple and maim points for your boss – don't be afraid to give your boss characters and creatures abilities similar to the Life Giver or Zebra Augmented perks or traits. Making creatures and characters that don't respond to damage in ways the players are familiar with is really great at invoking a sense of challenge, or (more often than not) abject terror!

Hopefully these tips help you out when making your boss fights. For more situational difficulties, consider using your environment to make the fight more interesting for players. Stationary obstacles, traps, illusions and special abilities can all help a boss to avoid damage while thwarting player character attempts to push through.

Table XLI: Base Damage per Wound versus Physical Size

Example	Volume Mult.	D/W	Base MFD to hit Mod.
Bottlecaps, Bees	1/32	1	-3 Steps
Parasprite, Breezie	1/16	2	-2 Steps
Cat	1/8	4	-1 Step
Small Colt/Filly	¼	6	Dodge Bonus
Colt/Filly, Pipsqueaks	½	8	Dodge Bonus
Normal Pony	1	10	--
Large Pony, Normal Alicorn	2	12	--
Large Alicorn	4	14	--
Sentry Bot, Pegasi Bomb-wagon	8	16	--
Manticore, Albino Radscorpion	16	18	--
Main Battle Tank, Hot Air Balloon	32	20	Dodge Penalty
Vertibuck, Skywagon	64	22	Dodge Penalty
Young Adult Dragon	128	24	Dodge Penalty
Ursa Minor, Raptor	256	26	Dodge Penalty
Adult Dragon, Hydra	512	28	Dodge Penalty
Rad Alicorn, Ultra Sentry	1024	30	+1 Step
Large Adult Dragon	2048	32	+1 Step
Ursa Major	4096	34	+1 Step
Raptor Nacreous	8192	36	+2 Steps
Thunderhead	16384	38	+2 Steps
HMS Celestia	32768	40	+3 Steps

Don't forget: Having a strong reputation or being well known may increase a creature or character's damage per wound without affecting their physical size or base MFD to be hit. For example, certain dragons might have a much higher D/W than their size might suggest, because most races think dragons are fucking terrifying. Think of it as their being 'larger than life.'

Group Initiative

For the GM, particularly when dealing with large numbers of enemies, it is simply impractical to roll and keep track of initiative for every single enemy. Grouping together enemies by some common characteristic can help accelerate combat drastically. This should be handled with care; it's not recommended for GMs to roll all of their forces' initiatives as a single group, because that can end up simply annihilating the player characters before they've even had a chance to retaliate. Instead, break things up so that each combat round has a chance of getting an even mix of player actions and enemy actions. Having several initiative groups of 4-6 mooks each with a single stronger combatant who gets his own initiative works particularly well; if you have enemies of more than two clear types you may want to simply group them together based on power and ability.

Initiative groups should be made such that they help you as a GM to minimize the time spent rolling for each combatant.

Fireball Formation

Armies tend to march in lines; navies and air forces tend to fly in formation. This is rather silly, when you think about it, because it makes it easy for would-be assailants to get a clear shot at multiple combatants (which is why it usually only occurs when they're parading far away from any sort of battlefield). That sums up fireball formation in a nutshell – when you bunch ponies or other characters and creatures together, it becomes much more likely that even misfires will hit someone or something important. When you have large number of characters trapped in a small environment or forced to fight into a narrow passageway, they're moving into fireball formation. Such characters are much more vulnerable to area of effect weapons and spells. While not practical for all enemy types – intelligent and well trained combatants would know better than to do this – if you know your players have Area of Effect weapons or spells, giving them opportunities to use 'em by putting your hostile forces into fireball formation can be very satisfying for everyone involved.

Basically: Fireball formation enables combatants on both sides of a combat to very quickly increase the death toll and finish combat more rapidly. As such, it is a valuable GM tool – if a combat is moving too slowly or taking too long because you have too many combatants on the field, the use of area of effect spells (or grenades or similar weapons) is a quick and easy solution to your time crunch.

“They were ponies, once...”

Lots of things can happen out in the wastelands that are worse than death. Things that can break ponies’ minds, destroy who they are down to their very souls, and warp their bodies beyond recognition. Always bear in mind, GMs, and never let your players forget that Fallout Equestria has a very high magical and radioactive background count, and that most of the water supply is corrupted with the horrifically mutagenic taint. Sure, there are ways to escape the radioactive heat – but not forever. Eventually one of them won’t get so lucky.

And then you’ll be glad you read through this section.

Mutation and Ghoulfication – Taint, Radiation and the Canterlot Cloud

There are two major sources of mutations in the wasteland: Taint and Radiation. Taint is a horrific mutagen that is quite literally made of pure chaos, distilled directly from the blood of Discord. Radiation, on the other hoof, is laced with necromantic energies. It focuses more on the entrapment of the soul within the body, and altering that body in the process. The pink cloud works similarly, though its effects on the body are noticeably different than those of balefire-spawned radiation.

The bottom line is that all three phenomena tend to mutate characters quite differently, with radiation and pink cloud giving similar but non-identical results, and taint being totally different. If you’re reading this because you were referred to this chapter by the “Dangers of the Wasteland” section, you’re in the right place: Each of the three types of mutation is outlined below, complete with ghoulfication and other possible nasty end results for any character who’s gone and experienced a little too much of a bad thing. Because it’s the least complex, we’ll cover radiation first.

Mutation Due to Radiation

Mutations due to the wasteland’s overabundant supply of necromantic radiation are relatively consistent in nature. They can be acquired by being exposed to too much radiation in a short amount of time, or by simply having a high radiation level for too long of a period of time before seeking treatment. More precise rules for acquiring a mutation are elaborated in the Radiation section of “Dangers of the Wasteland.”

The kicker is that you don’t have to be dead to have this sort of mutation; if you *were* dead, as is technically the case for ghouls, then the mutation would seem commonplace. Characters with a radiation-derived mutation tend to have a feature changed in a way that resembles something you would only otherwise see on a ghoul. These features generally have small positive benefits but have significant speechcraft or charisma penalties associated with them unless hidden. Here are a few examples:

- Pegasi might have skeletonized wings that are more durable, but look hideous and are less effective at flight, providing roll or MFD penalties to the flight skill.
- A character’s eyes might glow faintly when they’ve absorbed more than 200 rads of radiation, resembling those of a glowing one.
- The voice of a character might sound like that of a ghoul, granting them bonuses when talking to non-feral ghouls

- The mutant may be able to digest meat without problem, but feel subtly compelled to eat other members of their race.

Ghoulification due to radiation occurs only when a character would have died of radiation poisoning, but succeeded on their endurance roll MFD ¼. The character dies either way, but if they roll a success or a critical success the soul is enabled to hold onto the body by sheer force of will. If they succeed on their endurance roll, they must then immediately make an intelligence roll at MFD ½. Characters with a Fixation receive a +25 bonus to this roll. Failures survive, but will slowly become feral over the course of the next few days. Critical failures go feral immediately. Successes and critical successes become ghouls.

Ghoulification due to pink cloud occurs similarly to ghoulfication from radiation, the process starting only upon the character having 'died' of the substance and making an endurance roll. The only differences between pink cloud ghoulfication and radiation ghoulfication are the MFDs; the endurance MFD becomes MFD 1/10, and the INT MFD to maintain their high thought processes becomes MFD ¾. Note that Canterlot ghouls are immune to radiation, and radiation-spawned ghouls, being technically dead, are immune to the effects of the pink cloud.

Canterlot ghouls gain immunity to corrupted broadcasters, the ability to exhale small quantities of the cloud within them on command as an attack, and unicorns gain the ability to produce Pink Cloud as a spell. These abilities may take time to fully manifest and/or control.

Mutation Due to Taint

Taint is a powerful mutagen. As outlined in chapter 11, it can be quite deadly to most characters. But that's missing the point – taint is most powerful in creating things that defy explanation, rather than magical abominations. After all, what's a good wasteland without a little bit of *Chaos*?

Mutations due to taint are **totally random** – to the point where it's inherently wrong to codify them. So to the GMs, we say this: Make it up. Physically grotesque, part kangaroo, covered in glowing pustules, or what have you, just don't ever have any two taint-induced mutations be quite the same and you're right on track. The **only** exception to this is for characters that are lucky enough to become alicorns or hellhounds, or *just* unlucky enough to become a specific type of more-common taint-spawned creature, such as a centaur.

Becoming an Alicorn

The process by which a pony becomes an alicorn (or hellhound) is related to their interactions involving taint. Taint is usually quite deadly or otherwise harmful to ponies, but a lucky few live through it and have it function as a benefit to them. Such characters arise naturally using the taint rules outlined in chapter 11. If you were sent here by those rules, you need only look below to the bolded stages. If a character has succeeded on enough luck rolls to make it to the point where taint actually is beneficial to them, then each subsequent exposure to the stuff pushes them up through these stages, one at a time. Each of these stages roughly corresponds to the quest perk listed below it; the effects of either the stage or the quest perk (or both) are considered appropriate physical or magical alterations for a character to receive as a 'beneficial' change as a result of their taint exposure. Of course, a GM is certainly entitled to make up their own progression – these are just suggestions.

Stage 1 – Enhanced magical stamina (1d4 additional strain). For Hellhounds, enhanced physical stamina (+1 END or STR)

Suggested Quest Perk: Touched by Taint (1) – Exposure to Taint has altered your physiology. When under the effects of advanced radiation poisoning (400+ Rads) any crippled limbs will automatically regenerate at a rate of 1 wound per area per hour.

Stage 2 – Reduction of appetite; characters exposed to more than 100 rads per day don't need to eat that day to avoid starvation; crippled or maimed limbs will immediately begin to regrow if suffering from radiation poisoning (200+ rads).

Suggested Quest Perk: Touched by Taint (2) – Exposure to Taint has altered your physiology. You do not take attribute penalties from radiation. In fact, you heal at a rate of one wound per thirty minutes while exposed to it. However, radiation continues to build up in your system as normal, and can still kill you if you hit 1000 rads.

Stage 3 - Radiation is no longer harmful; instead, radiation will now heal characters (as Alicorns). Dramatic extension of natural lifespan. In clinical settings, this stage immediately progresses into stages four and five.

Suggested Quest Perk: Touched by Taint (3) – Exposure to Taint has further altered your physiology. You receive a +2 temporary bonus to Strength, Endurance and Agility, and move an extra 5 feet per action whenever you're basking in the warm glow of radiation. Your action points (SATS) regenerate five points faster every round per 100 rads you've absorbed, and radiation can no longer kill you. Your natural lifespan has increased.

Stage 4 – Noticeable physical changes, including increased stature (D/W increases by 1) in both cases. In alicorns, telepathic glands develop in the brain. The horn begins to grow, and muscles in the back begin to develop to support wings. Gawd does it ever itch! Hellhounds start to see a yellowing of the skin, more pronounced musculature, and elongation of the teeth and claws.

Suggested Quest Perk: You Got a Friend in Me! - You've been joined telepathically with the Goddess in Unity. This offers new dialogue options. The Goddess can manipulate your thoughts and actions through this link.

Stage 5 – Full alicorn or hellhound transformation. Usually (but not always) results in fusion with nearby ponies or living creatures for conservation of mass; may be lethal to those involved. Ponies without wings or horns gain either or, as appropriate. Magic starts at rank 50; flight starts at rank 25. Hellhounds do not fuse with other characters, but their transformation is much more painful as their claws grow and sharpen.

Note that these stages are not necessarily independent, and may flow together; the Great and Powerful Goddess created her alicorns by advancing them to stage five in a single dose, and redeye's lab workers were unable to provoke a transformation that stopped after advancing past stage 2. A single controlled application of taint is usually used to push characters into stage 5 without stopping at stages 3 or 4 as intermediate steps.

Augmentation – Magical, Alchemical or Technological

It is not entirely unheard of in many parts of the wasteland for ponies to receive cybernetic enhancements. Cybernetics has grown into a wide and varied field following the war, especially in light of the fact that many stables continued their technological advancement.

Cybernetic enhancements are in many ways more difficult to handle as a GM than mutation, despite their similar effects on a character in terms of game mechanics. Depending on the source of their implants, the GM should use their discretion as to their exact effects. If you're looking for inspiration, we recommend *Ghost in the Shell*, *Full Metal Alchemist*, *Trigun*, and *Fallout Equestria: Heroes*. Simply be aware that the level of technology that exists in the wasteland is so tremendously varied that cybernetics can take on almost any form in-universe. They need not be overly obvious, and they may have effects that are quite helpful to characters as a method of unique customization.

This rule section not really cutting it for you? Don't worry! Cybernetics as a method of character augmentation will be discussed in way more depth in the second rulebook.

Insanity and Raider Disease

Characters can lose their minds over the course of play, especially if your campaign is anything like the storyline of Project Horizons. When a character is sufficiently traumatized or terrified of something, they may gain a psychosis or a phobia, as per the hindrances of the same name. GMs should not be afraid to give either of these role-playing hindrances to players; this is just another form of character development, and psychoses reflect the changing mental state of a character in reaction to the events they've experienced and participated in.

As characters gain psychoses, however, their demeanor should slowly change. What may once have been a peaceful stable-dwelling repair pony may turn surly, introverted, or even outwardly deranged.

GMs interested in playing with insanity as a mechanic should roll INT secretly for a character every time that character receives a mental hindrance via role playing. Each existing Psychosis hindrance is a 1 MFD step bonus on the roll. If they ever get a critical success, then that character should become totally insane. This system reflects that genius leads more readily to insanity, meaning that a higher INT character is more at risk, but those without psychoses are unlikely to go insane regardless of their INT score.

A character that goes insane will not act rationally (though this does not necessarily mean that they will act violently), and will perceive the world differently than it really is. Some GMs may wish to take the character sheet of such characters and play them as an NPC to properly express this; others may wish to merely have the player reflect this radical alteration of behavior on the part of their character. In the latter case, the GM should take the player of the insane character aside and discuss privately what that character sees, or more generally how that character's view of reality has become warped. This can lead to some interesting party dynamics if handled carefully, though it should be mentioned that insane characters tend to have a short life-span in situations where death could potentially be on the line.

Raider disease – also known as the blood hunger plague – is a debilitating prion-based disease (look it up) that rapidly turns a character infected with it into a gibbering, violent mad-pony, directly affecting both their sense of loyalty and their normal behavior in a specific fashion. This is not a conventional form of insanity, and it is under no circumstances a good idea to knowingly contract it. That being said, if a character does contract this disease, GMs should treat it as they would conventional insanity (whatever that means), and either take their sheet or explain how their view of reality is altered. Any character is looking to be a cannibal is at risk. Check out the Blood Hunger Plague entry in the diseases section for more information on this particular type of insanity's psychological symptoms. Celestia help you.

Going Feral

Ghouls risk a specific kind of insanity that is referred to in the *Fallout* and *Fallout: Equestria* universes as going feral. A ghoul goes feral when they seem to lose higher brain function. They may still be intelligent (as far as any predatory animal could be considered intelligent), but they are no longer able or willing to communicate. Evidence suggests a sort of unending animal hunger develops as an instinct to fill the void, leading them to hunt down less-irradiated creatures. Feral ghouls do not distinguish between friends or foes, only between ghouls, heavily tainted creatures, and everything else. If you're not in one of the first two categories, they will attack you.

Ghouls can go feral for any number of reasons; most go feral upon achieving their state of undeath as a result of mental degeneration from the radiation that caused it to occur. Those that are sentient, however, are unique – their minds and souls remained intact enough that the necromantic radiation did not destroy their ability to act as they did before their near-fatal exposure. These are the types of ghouls that can be played as characters – sentient ghouls. This is the type of ghoul at risk of going feral.

Most ghoul characters had at least one major reason or another to cling to life, their Purpose. It may have been a loved one that they needed to see, a goal (such as a *Fixation*, though it doesn't need to be that specific), an ambition, or some sort of deep seated animal desire to go on living, but they had a reason. This reason is what keeps them sane, and prevents them from going feral.

That having been established, any ghoul whose main Purpose is completely removed or otherwise rendered totally untenable will begin to go feral. This process can take minutes or it can take days, but unless they find something new to focus on as a new Purpose, they're doomed to become little more than a flesh eating zombie-pony.

Going feral as a psychological process can be averted by the presence of friends and loved ones in a ghoul's life. If surrounded by friends or family members, ghouls are less likely to go feral. This is doubly true if any of those friends or family members is dependent on the ghoul in any way. If a ghoul has lost their Purpose and remains in the presence of one of more friends or family members, they will not begin to go feral until that social support is removed. This can keep a ghoul who lives and works as part of a settlement sane indefinitely, but significantly negative changes in interpersonal relationships – see Sanguine, of Project Horizons – can cause a ghoul to go feral even with social support present.

If they're not kept socialized, a ghoul who has lost their Purpose will go feral in a span of 1d20 minutes. After this process is complete, treat their behavior as you would any other feral.

Restoration of purpose (i.e. they thought their goal was lost, but in reality it wasn't) within a week of their becoming feral can sometimes snap a feral ghoul back to sanity, but documented cases of such are quite rare.

Ghouls that go insane in a conventional fashion are still able to descend into a different type of insanity by going feral. More 'conventional' madness doesn't prevent the loss of higher brain function.

How to Set Up a Scenario – Suggestions

Setting up a scenario for a group of players requires a few key things, depending on the scenario. In order of importance, you should consider first:

- How long the scenario should take the players to complete
- How many players there should be
- What level the characters involved will be

These three things determine how much resistance you as a game master can and should throw in the way of your characters as they go about their journey. For a particularly long session or an ongoing week-to-week campaign, lots of time-consuming combat encounters interspersed with roleplaying opportunities can be fun and engaging to a party. For a single-session game, combat should be kept to a minimum because it can be time consuming, and roleplaying should be emphasized to make the best use of time.

Similarly, how time consuming combat or roleplaying turns out to be depends on how plentiful and powerful your player characters are. Larger or more powerful groups of characters can handle combat situations more quickly than smaller groups, but take more time to roleplay through non-combat situations. The opposite is true of smaller or weaker groups of characters, which can make roleplaying segments proceed much faster but can take much longer to dispatch the same set of enemies.

From there, you can structure your campaign or scenario. We recommend starting with a goal in mind; something a group of players can, will or must initially set out to accomplish. Choosing or establishing such a goal is *much* easier if all of the characters come from a common background, such as a single small settlement or a stable, because it gives them a common background and reason to be associated. First time GMs should insist that characters start in the same location, or that otherwise their entry into the campaign should be staggered across multiple sessions. Staggering character entry can allow time for characters to develop motivations and make for a better experience overall, even if it does mean that at the start of a campaign some players won't immediately get to play.

Creator's Note: Over the course of making this system I've constructed and run three separate single or double session games, two ongoing campaigns (one of which has now lasted over 20 months), and helped in the construction of multiple other ongoing campaigns. Most of these were designed for 4-7 players, and in the process of creating and running I learned quite a bit about what most players are looking for when they hear about a new game of Fallout Equestria starting up. I've compiled a short list of helpful hints, below, to help GMs new to this system or new to running games in general out.

- **Setting is key.** Most of what people associate with Fallout is the background – a bleak, barely-survivable wasteland interspersed with factions trying to rebuild or trying to reclaim artifacts from those that came before. If you can master your setting, almost any scenario is possible. We recommend making a map, if at all possible, and then filling it with locations as you continue play.
- **Don't worry if it's not Fallout Equestria canon!** Most players, even those with intimate knowledge of the setting, won't even notice. Most players who do notice don't care. This is *especially* true if the canon conflicts with other stories or their own head-canon. Feel free especially to include elements from the show or from any of the games with a twist to make it fit the setting. As long as

it's appropriate for the setting, it should be fair game for you (and that includes things that might alter the setting!)

- **Try to stick to one or two sub-genres per adventure.** The Fallout Equestria universe is equally well-suited for a horrific escape from an unimaginable monster or a super heroine showdown as it is for a stand-your-ground firefight, a gumshoe-style mystery or an exploration-based 200-year-old tomb-raid. Mixing these subgenres can be fun, but if you're trying to tell a unified story then switching between too many can be detrimental to the players' immersion.
- If you don't want to write your own adventures, **there are plenty of stories already out there** – every FoE fanfiction has a story of its own, and many segments of those work very well as 1-shots if you can find a good starting and stopping point. Of those authors I've had the good fortune to speak with (admittedly very few), they were quite flattered to have their story become the basis of a campaign.
- **TV Tropes can be your friend**, if used sparingly. Many tropes can make for fantastic plot ideas or highly enjoyable background characters.
- From a GM perspective, **fewer NPCS** are easier to deal with, period. This goes for friendly as well as non-friendly NPCs.
- **You don't need to have combat to deal damage to players.** Try out some traps or environmental hazards!
- Dice rolls can frequently betray you as the GM – if something needs to happen, either thematically or to advance the plot, **don't leave it up to a roll of the dice (even with GM luck cards)**, and always have a plan to make it happen regardless of what the players decide to do. Having a critical event happen as a result of what the players do should be a bonus, not a requirement. Wizards' choices and xanatos gambits are always good GM tools.
- **Characters should always have a goal**, whether it's something as broad as survival or as specific as object retrieval. This goal should be difficult (or at least, not easy) to accomplish.
- Remember: the first rule of GMing in any system is to have fun, and to build a scenario that lets your players have fun too (barely escaping with their lives can be fun). In other words, all people involved should be able to enjoy themselves!
- The second rule of GMing is to tell a story. In any good story, at least one character must survive to tell the tale. Your goal as a GM should never be to kill all of your characters, though more often than not they can handle that job on their own.

“What Genre is this?”

Fallout Equestria can be a confusing setting to many people because it allows for a fusion of differing settings. In truth, it isn't a single genre or setting at all, and it can rapidly change between genres no matter how you try to establish literary boundaries. The 'core' genre of it could be described as “Action/Adventure”, with the heroes fighting for their lives to survive and win the day against powerful enemies and near-insurmountable odds. At the same time, it contains strong elements of horror, particularly with regards to the prevalence of Cannibalism, Alicorns, Ghouls, and necromantic magics, high fantasy, with mythically inspired monsters and the strong prevalence of magic, and Science Fiction, with the presence of robots, the stables, artificial intelligences, and advanced cybernetics. And all of these subgenres are wrapped up in an overall post-dystopian apocalyptic landscape backdrop that has strong overtones of rebuilding and reconstruction.

So what genre is it? This is going to sound like a cop-out to many of you, but it is *all* of those, as well as possibly a few others that I didn't even get to list. Depending on the specific location within the setting and the method in which the storyline of a specific campaign is handled, any single adventure may focus on, emphasize, or contain any single one of those major sub-genres. This doesn't mean you have to pick a genre within Fallout Equestria; in fact, it means quite the opposite. Almost any influence is fair game, which allows for a veritable roller coaster ride in extended campaigns where characters can bounce between areas or storylines that fall more heavily into one subgenre than another.

The genre is whatever the GM decides it should be for the story to progress – and even *that* is subject to change without notice.

Random Encounters Table

Even if you've got a good campaign worked up, it can often be problematic to try and maintain the feel of the wasteland while travelling. That's what this table can help you with – it's a list of random events and encounters that a party can run into while travelling from place to place. Some of these encounters also make great plot-hooks for things like side-quests.

Each event has a d% value associated with it, so that if you don't want to pick one of these events on your own you can roll and choose that way. A longer description of each of these events is not included – the details of the events should be consistent anyway. If they details of each event were the same each time, then this wouldn't be nearly as useful as what it is – a bunch of randomized ideas for GMs to make use of at their leisure.

Event or Encounter	D% Roll
Merchant Caravan	1
Slaver Convoy (Three or more slavers, three or more slaves)	2
Settlers	3
Wasteland Merchant – Miscellaneous Items, Chems, spare ammunition.	4
Raider Ambush	5
Radscorpion	6
Travelling Spritebot	7
Concealed Tunnel Entrance	8
Local Radio Signal Broadcaster Detected	9
Hunters	10
Nomads	11
Slave Hunters	12
Steel Ranger Patrol	13
Applejack's Ranger Patrol	14
Wing of Alicorns	15
Unity Cultists	16
Wandering Protectapony	17
Escaped Slave(s)	18
Giant Insect(s) (Radroach, Radscorpion, Bloatsprite, Giant Ant, etc.)	19
Giant Insect(s) (Radroach, Radscorpion, Bloatsprite, Giant Ant, etc.)	20
Yao Guai	21
Destroyed Pre-War Military Convoy	22
Travelling Merchant – Chems	23
Travelling Merchant – Weapons	24
Travelling Merchant – Armor	25
Travelling Merchant – Food	26
An Explosion Sounds in the Distance (Potentially some sort of combat)	27
Feral Ghouls	28
Mercenaries	29

Hellhound Scout(s)	30
Local Gang Patrol	31
Local Tribe Scouts	32
Path is blocked by fallen debris, and the party must go around.	33
Small Settlement	34
Raider Encampment	35
Battle or Skirmish in Progress (Any two factions, or any one faction versus creatures)	36
Enclave Volunteer Corps Merchants or Scouts	37
Corpses in a shallow, unfilled grave. (Random Weapons and Armor)	38
Travelling Singer ("Preserving pony culture through songs is vitally important!")	39
Abandoned Bunker	40
Manhole Cover (maybe there's something below it, maybe there isn't. One way to find out!)	41
Tribal or Ganger War Party (2-4 hostiles)	42
Spore Plants	43
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), singular	44
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), pack	45
Medium sized Animals (Geckos, Coyotes, Dogs, etc.), pack	46
Overtured Wagon - Barrels of Taint/Flux ("Property of the Ministry of Arcane Science. Do Not Ingest.")	47
Overtured Wagon - Barrels of Radioactive Material ("It bears some very faded zebra glyphs.")	48
Small sized Animals (Molerats, small geckos, etc.)	49
Small sized Animals (Molerats, small geckos, etc.)	50
Farmer Ponies	51
Bandits	52
Bandit Ambush	53
Rotting Corpses (the aftermath of some battle, perhaps? Random Weapons)	54
Pony trapped in power armor, rusted to immobility.	55
Toxic Waste Dump	56
Hooded Bridge Guardian (Guards a bridge over a large chasm. There seems to be no other way across.)	57
Wrecked rail-car	58
Wrecked Mobile-Home	59
Small Makeshift Memorial	60
Overtured Sky-Wagon or Personal Transport	61
Derpy-eyed Alicorn (Comes and boops you on the nose, before flying away - upside down, no less)	62
Mercenary Hit Squad	63
Local Faction Patrol - Friendly	64
Local Faction Patrol - Hostile	65
Local Faction Patrol – Neutral	66
Cannibal Hunters	67
A Highwayman with an unloaded gun	68
Escaped Slave wearing an armed Bomb Collar	69
Skeletons	70

Minefield	71
A wastelander, dying of thirst.	72
Military supply convoy with Celestia's cutie mark (a box on the truck contains "Celestial Frag Grenades.")	73
Earth Pony Witch Burning Mob ("Burn the unicorns, burn them for turning ponies into newts!")	74
Petrified Dog (Seymour)	75
Table of Sand Dogs or Hellhounds playing poker	76
Watcher's Spritebot	77
Gasmask Wearing Colt ("Are you my mummy?")	78
Random Radio Broadcast. "Game over, man, game over!"	79
Graffiti reading "Zebra Eunt Domus." (There's a can of spray paint on the ground nearby)	80
Fridge with a dead pony inside it. He has a whip and a cool looking hat.	81
A dog leads (or attempts to lead) the party to a Scavenger trapped down a well.	82
Hell's Grannies (Three old Nags with rolling pins and leather jackets)	83
Zebra Radio Beacon (May lead to dead zebra dragon rider skeleton or zebra commando corpse)	84
Alicorn Philosopher (Exactly what it says on the tin)	85
Vertibuck	86
Enclave Patrol	87
Lone Surviving Dog (Very unlucky – Permanently reduces one party member's luck by half)	88
Dried up Riverbed. A beached yacht (or other boat) lies near the center, half buried.	89
Irradiated lake or pond.	90
Thick Fog rolls in. Roll Again.	91
Malfunctioning Robot(s)	92
Automated Defense Systems	93
Robotic Sentry (possibly multiple)	94
Half-Buried Sparkle Cola Sky Wagon	95
Gigantic Footprint (or Hoofprint)	96
Unusual Police Call Box	97
Brahmin Herd (Moo, I say.)	98
Killing Joke vines	99
Fallen Star (meteorite) crater. Possibility of Star Blaster.	100

Unique Weapons and Armor

Okay game masters, here's the deal with unique weapons, armors, and the like: make it up. No, really. Yes, I know we included rules on how to make them, but that's really just for the players to look at. As a GM there's no need to limit you beyond anything other than, "Do I want to allow something this powerful to possibly fall into the hands of my players?" Equestrian weapons manufacturers were trying some pretty crazy stuff towards the end of the war, so there's no reason to feel you should be limited in the same ways we outlined earlier in the named weapons section. If you want to have a starting point, take a weapon from the list and modify it – make it larger, smaller, heavier, or lighter. Give it special abilities, like the ability to inform players about floor based traps or sneaking opponents. Increase or decrease the damage or the range. Have fun with it, and make it something memorable for your players! A laser rifle that apologizes every time it disintegrates an opponent or a bullet that sings Sapphire Shores' biggest hit after embedding in an opponent are both hilarious, effective and memorable ideas. Don't feel limited by technology in any way other than this: It has to be usable, and don't give your players something that will make their lives too easy. No arms manufacturer would make a bullet that couldn't be fired from any of their guns, nor would an armorer ever design a suit of combat armor for something he wasn't concerned with protecting. Giving your characters an unstoppable weapon or an impregnable suit of armor won't be interesting or fun for you or for them. The *challenge* makes the game (also, having to come up with monsters to fight an invincible party is frustrating as all hell).

While they can certainly be as outlandish as those two examples, named weapons and armor don't need to be extravagantly different than their normal counterparts; more than 80% of the unique armor and weapons in both Fallout 3 and Fallout: New Vegas are just slightly better versions of more common guns and armor, modified to make them more desirable in one or two ways. Some of the unique variants were actually *worse* than their common counterparts in some ways; it all depends on how the item was created and what it was created to do.

Here are some examples of named weapons from the Fallout: Equestria Universe.

Big Guns - Direct Fire	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt
Filly Mays (Rock-It-Launcher)	6d12	X3	35	75	Junk	3	Breech	8
The Punchline (A-M Rifle) "mw" (not really) ¹	10d20	x2	80	10	.50 Cal	1	Breech	5
Spitfire's Thunder (A-M Rifle)	12d20	x2	65	300	.50 Cal	8	DTM	13
Subtlety (A-M Rifle) (s)	10d20	x2	75	450	.50 Cal	8	DTM	15

1 – Attempting to mouth-wield the Punchline while firing deals 5d20 damage to the user's head (*before* head location multipliers). If fastened to a battle saddle, firing will break the battle saddle and deal 3d20 damage to the wearer.

Big Guns – AOE	Direct Dmg	Splash (≤5' Radius)	AOE - Inc. (-Dice/5')	Max Radius	SATS	Range Inc.	Ammo	Mag Size	Reload	Wt
Bunker Buster (Grenade Launcher)	8d20	4d20	4d20	5'	50	35	40mm Grenades	4	Breech	10
Persuasion (Grenade Rifle)	8d20	6d20	3d20	10'	25	50	40mm Grenades	1	Breech-5	6
Tom (Missile Launcher)	12d20	12d20	4d20	15'	55	150	Missiles	1	Breech+5	20

Small Guns	Dmg/ Shots	Crit	SATS	Range Inc (ft)	Ammo	Mag Size	Reload	Wt
Boom Stick II: The Sluggening (Double Barrel Shotgun)	10d12+9	x2.5	50	75	.45-70	6	Internal	5
Duty and Sacrifice (Hunting Revolver) ¹	6d8	x2	25	150	.45-70	6	Revolver	4
Lil' Macintosh (.44 Magnum) ²	5d12	x2	25	150	.44 M	6	Revolver	3
Point and Click (Sniper Rifle) ²	7d12	x5	40	300	.308 cal	8	DTM	10
Rarity's Grace (.357 Pistol) ³	4d10	x2	25	40	.357 cal	3	Revolver	2
Rail of Tears (Railpony Rifle)	6d10	x3	25	50	Rail Spikes	8	Internal	9
Taurus Rifle (H-P Hunting Rifle) ²	6d12	x4	25	300	.308 cal	6	DTM	6
Vigilance (12.7mm Pistol)	6d12	x1	30	50	12.7mm	8	DTM	4

1 -- Duty and Sacrifice are special paired hunting revolvers. While they individually have lower damage per shot, when used together they allow the use of both weapons as a single action at no accuracy penalty.

2 – Scoped.

3 – Silenced.

Melee Weapons	Dmg/Hit	Crit	SATS	Degradation Rate	Wt
Dragon's Claw (Combat Knife) ¹	5d6+STR	x3	15	20	1
Duct Tape's Wrench (Lead Pipe)	3d8+STR	x3	25	20	3
Starmetal Officer's Sword ²	5d10+STR	x3	30	N/A	3

1 – Dragon's claw ignores 20 DT.

2 – Ignores all DT. Starmetal weapons do not degrade.

Unarmed Weapons	Dmg/Hit	Crit	SATS	Degr. Rate	Wt
The Rock of Destiny (Rock)	1d20+STR	x5	5	N/A	1
Hoof of the Fourth Star (Bladed Hoof)	5d10+STR	x2	10	14	8

The Legacy of the Ministry Mares

Wow did they ever screw up. You know who I'm talking about – the Mane 6. When they were separated and tasked to head the individual ministries of Luna's government, their friendship weakened. And this was no simple friendship – these mares were each embodiments of an element of harmony, after all. When their friendship weakened, it meant the war was only the beginning of the bad times for Equestria.

The logical outcome of the weakening of the bonds between the elements of harmony was, of course, disharmony. So when they did finally drift apart, kept apart by the secrets and lies they spread to protect each other and their desperate individual attempts to win the war, their morality too weakened. They, who gazed too long into the abyss seeking answers and victory, realized too late, if at all, that the abyss gazed right back into them.

Before their eventual downfall and the inescapable end of the world, all of the ministry mares were involved in multiple projects that influenced the setting dramatically. **This section does not describe their projects in detail – that's what the fan fictions that this book is based off of are for.** What this section is for is a brief overview of what those projects were and what they produced, and is included almost entirely for use as a reference by GMs.

Below is a listing of the major impacts or advances that each of the ministries made or had on Equestria that remain impactful today, organized by ministry and associated member of the Mane 6. The Statuettes, technically a product of the Ministry of Image, are listed separately below, and any distinctly OIA-related projects are not listed.

Ministry of Arcane Sciences – Twilight Sparkle	Alicorns and The Great and Powerful Goddess Taint in the Water Supply Tenpony Tower (the MAS main office) MASEBS system (Emergency broadcast centers built into the sides of the SPP Towers; used by Homage to broadcast to and survey the wasteland) Megaspell Chambers and Weaponized Megaspells Shields and Shield Talismans Memory Orb development Bypass Spells Stealth Bucks (whether they were also partially responsible for Pipbucks is unclear) Some Energy Weapons development The Gardens of Equestria
Ministry of Awesome – Rainbow Dash	Numerous covert activities, particularly involving spies, espionage, and sabotage of zebra activities. Megaspell Targeting Systems (and use thereof) Encouragement of Pegasus Military Activity, particularly the Raptor fast attack vehicles and the Thunderhead sky fortresses Single Pegasus Project (Towers everywhere!) Weather Monitoring Stations The Grand Pegasus Enclave (Technically)

Ministry of Image – Rarity	Enclave Power Armor (P-51-F and associated models) Armored Casual Wear Soul Jars Propaganda and Idea Suppression Memory Extraction (Memory Orbs) Book Censorship and Removal Statuettes
Ministry of Morale – Pinkie Pie	Police Force Coordination Internal Secret Police Memory Extraction (Memory Orbs) WSD treatment by Memory Extraction/Alteration Propaganda and Idea Suppression (much less subtle than that of the MoI) Amusement Parks Pinkie-Bots and Spritebots (Eye-bots, functionally) Counterterrorism
Ministry of Peace – Fluttershy	Mass produced healing potions and regularly available first aid kits Fluttershy's cutie mark as a universal sign of medical aid Hospitals Stasis Chambers Pony-Machine Neural Linkage Virtual Reality Auto-Docs Implanted Cybernetics Healing Potions and Talismans Portable Life-Support Systems Megaspells (on both sides)
Ministry of Wartime Technology – Applejack	Powered Armor (P-45-D and onward; even the MoI armor was based on their designs) Battle Saddles Conventional and Energy Weapons Development Sponsored companies like RobronCo, Four-Stars, Ironshod Firearms, and Flash industries Armor Piercing Bullets and other specialized munitions Tanks, Battleships, and other large war machines (it is unclear on their involvement with pegasi war machines). Trottingheimer's Folly Implanted Cybernetics

Statuettes

Rarity, despite being heavily corrupted by the influence of an infamous Zebra Black Book, was extremely conscious of the gap that had begun to form between her and the other ministry mares. She was the last link between her friends to remain unbroken, and bringing her friends back together became something of an obsession for her towards the end of the war - to the point where she was willing to sacrifice a large part of her soul in order to accomplish this goal.

The Statuettes are the end result of her obsession. Rarity divided her soul into 43 fragments, placing forty two of these fragments inside of one each of these similarly numbered small statues, made in the color of their associated mare. There are seven complete sets, one each given initially to each of her once-close friends, one given to Princess Luna, and one kept for herself. Princess Luna is believed to be the only one who kept all 6 friends together, which all of the others distributing their statuettes to friends as reminders or personal keepsakes. These statuettes are now all that remains of Rarity, who was killed in the fall of Canterlot.

Within each statuette a small piece of Rarity's soul has been transplanted and transformed into a representation of all that was once harmonious and good within the mare it was carved to represent. When obtained by a character, these statuettes increase one attribute score by a single point, which counts as a permanent increase (rather than a temporary one) while the character possesses the statue, and also (though not immediately known to the players or their characters) grants a bonus towards resisting the mental influence of taint, mind controlling or influencing spells, and dark magic. The attribute corresponding to each mare, as well as the inscription at the base of each statue, is listed below.

Applejack – Strength – “Be Strong”

Pinkie Pie – Perception – “Awareness - it was under E!”

Rarity – Endurance – “Be Unwavering”

Fluttershy – Charisma – “Be Pleasant”

Twilight Sparkle – Intelligence - “Be Smart”

Rainbow Dash – Agility – “Be Awesome!”

When all 6 are united by a single character, grants the quest perk “My Little Ponies”, which gives the character in possession of the statues an additional point of Luck. The power of the statuettes, when united, is enough to ward off the evil influences of other soul jars.

Individually, each of the mares grants a +5 bonus on rolls to resist outside mental influences, and may communicate with the holder through dreams. Together, they grant a +50 bonus to resist mental influences and allow their caretaker a mental resistance roll even if the spell or other outside mental influence would not normally allow one. When a decision is being made that may cause karma loss or gain, the statuettes will try to influence their bearer towards the good karma option.

When in possession of one statuette, a carrier with good karma feels subconsciously compelled to take care of it. A carrier with bad karma feels compelled to commit acts that would garner them good karma, or (if they're 'beyond help') to leave the statue someplace hidden and safe. If the opportunity presents itself, they may also feel compelled to reunite it with other statuettes. GMs may communicate the influence of the statues as they see fit, but it is usually very subtle, such as an internal suggestion towards the character.

Memory Orbs

Memory orbs are spherical, opaque, and slightly luminescent specialized talismans that ponies developed before the war as a way of storing a pony (or zebra, or any other species it seems)'s memories and experiences. They had myriad uses in conjunction with memory extraction and modification spells. Many memory orbs were used by the Ministry of Morale as a means of gleaning information from a prisoner or spy without having to go through a time consuming and potentially messy interrogation, or by the Ministry of Peace to remove memories of psychologically traumatic events in an attempt to treat mental illnesses like WSD. Some memory orbs were even used as audiovisual storage for recording devices such as security cameras or MoM listening and observation talismans.

These multicolored talismans can literally put their user in the shoes of whomever's memory is stored on them. While in use, the using-character experiences all of the physical sensations that the recorded subject did for the duration, but with no control over the actions that are occurring in the memory. Basically, they're just along for the ride. The only things not recorded are any thoughts and non-vocalized feelings of the subject. For audiovisual recordings, the viewer of the orb would simply see and hear a specific event, not feel anything.

Memory orbs can be accessed in one of two ways. Unicorns and alicorns can access a memory orb by simply grasping out with their magic. In fact, grasping a memory orb with their magic (telekinetic or otherwise) within 5 feet will automatically cause such characters to enter the orb. The exception to this is if the memory orb is locked; locked memory orbs can only be accessed while the character attempting to grasp it is thinking of a specific subject, usually an event, another pony, or something else close to whoever possessed the orb. Depending on their type, locked memory orbs may give mental feedback to characters who attempt to operate them too many times (dealt as damage to the head or horn), or may even trap the offender's mind within the orb indefinitely, leaving them a vegetable.

On the other hoof, *any* character can access a memory orb if they possess a recollector. These exceptionally delicate, black tiara-like devices have a slot for a single memory orb in the front. When assembled and worn on the head, they allow anyone to access the memory inside whatever orb is loaded. Locked memory orbs used in conjunction with a recollector behave exactly as they would for unicorns or alicorns.

When a character uses a memory orb, they are rendered unconscious and catatonic for as long as that memory orb lasts. They cannot move nor do anything else for the duration of the orb, which can range from a few minutes to multiple hours. Their muscles are totally non-responsive, though their body may attempt to respond to some of the more powerful physical sensations within the orb, both good and bad, in ways that may embarrass the orb's viewer or illicit concern from their compatriots. They continue to breathe, and if necessary may perform other bodily functions that do not require conscious effort (like relieving themselves, if they haven't recently).

Memory orbs are tricky business, but handled correctly they can add an enormous amount of depth to a campaign as well as serve as an excellent way to reveal the secrets of a character or location's past to the players.

As GM, when placing a memory orb in a campaign, you should consider three things:

1. How the memory orb was created
2. How it was kept safe (assuming it *was* kept safe and isn't damaged)
3. Who in your party can receive it

How the memory orb was created is important because it should be reflected in what information that memory orb contains. If the memory is of a lover's tryst, it might be from one of the lovers, or it might be a friend who stopped in unexpectedly to find actions in progress. If it's of a high-ranking ministry official it might be from their perspective or it could be from the perspective of a stealth-cloaked zebra infiltrator who was captured after having witnessed something, like a phone conversation or a meeting. In either of those cases, depending on the location, it could also have been a recording from a device.

How the memory orb was kept safe can also be extremely important to how a character obtains it. Many memory orbs have been kept safe by those who value the memories inside – creatures such as alicorns and ghouls, which have a long lifespan, are often the first to recognize the value of memories from the past. Other orbs (the majority of them) have been spared from the holocaust by having been locked away in cabinets, safes, stables and government vaults, particularly those belonging to the Ministry of Peace or the Ministry of Morale. Some of these are defended by locks, others simply by their nature of being small and easily overlooked.

That being said, memory orbs are quite durable – barring intentional damage or collateral damage from the balefire megaspells, it's completely feasible for memory orbs to have survived out in the open or in even flimsy crates or containers. Memory orbs frequently hold memories related to the places in which they're found.

Finally, as a GM you should consider who in your party can actually view the memory within the orb. Without a recollector, only those with unicorn-magic can access the information stored within these talismans. Remember to consider the fact that whoever is watching the orb is effectively out of commission for the duration of the memory! This can definitely make for some dramatic scenes, well-executed kidnappings, flawless ambushes, or even just interesting combat scenarios.

Weather and Lighting – Quick Reference Guides

These guides list the bonuses and penalties associated with each type of non-magical weather and every type of lighting, magical, technological, natural or otherwise, for Accuracy, Perception, and Sneak rolls. For a list of cover and its various types, complete with accuracy penalty suffered by shooter and DT it provides, see [Chapter 7](#). These values represent a combination of visual and auditory perception effects.

Weather	Accuracy/Perception Modifier	Sneak Modifier	Light (Assumed)	Visibility Range, ft.
Sunny	+1 MFD	-2 MFD	Bright	15x PER
Partly Cloudy	None	-1 MFD	Well Lit	10x PER
Overcast (Standard)	None	None	Overcast	10x PER (Normal)
Drizzle	-5 Roll Penalty	+1 MFD	Filtered/ Dim	10x PER
Stormy (Rain)	-1 MFD	+1 MFD	Dim	5x PER
Typhoon/Hurricane	-3 MFD	+2MFD	Dark	5x PER
Hailstorm	-2 MFD	+1 MFD	Dim	5x PER
Stormy (Snow)	-1 MFD	+1 MFD	Dim	5x PER
Blizzard	-3 MFD	+2 MFD	Dim	2x PER
High Wind	-1 MFD (Acc. only)	None	Overcast	10x PER
Mist	-5 Roll Penalty	+1 MFD	Overcast	5x PER
Fog/Clouds/Smoke	-1 MFD	None	Overcast	5x PER
Magical Fog/Clouds	-2 MFD	+1 MFD	Overcast	3x PER
Eclipse	-1 MFD	+2 MFD	Dark	3x PER
Dust Storm	-2 MFD	+1 MFD	Dim	3x PER
Sandstorm	-3 MFD	+3 MFD	Dark	PER

Light Level	Example Location(s)	Accuracy/Perception Modifier	Sneak Modifier	Visibility Range, ft.
Bright or Daylight	Direct Sunlight above the Cloud layer, Floodlights	+1 MFD	-2 MFD	15x PER
Well Lit	Pipbuck Lighting, buildings with powered lighting systems	None	-1 MFD	10x PER
Overcast	Wasteland outdoors.	None	None	10x PER
Dim	Ruined buildings with windows, lantern or campfire light, night around Fillydelphia	-5 Roll Penalty	+1 MFD	5x PER
Dark	Caves, Office basements without windows, wasteland night	-1 MFD	+2 MFD	2x PER

Cutie/
Glyph
Mark

Val.

①

MFD Penalty - 1 Step
Tgt Penalty (Spread) :
MFD Penalty - None
DT (L): 10+
DT (R): 10+
Torso - Tgt Penalty:
MFD Penalty - None
DT:

Sneak Speed:				(ft)		Experience:		Next Level at:		Occupation:				
Temporary Attribute Scores							Spells/Recipes Known (Name & Description)				%	MFD	SATS	Cost
Score	MFD	1	3/4	1/2	1/4	LSP*								
STR														
PER														
END														
CHA														
INT														
AGI														
LUCK														

*Penalty to skills this attribute governs

Perks

2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
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- 28.
- 29.
- 30.

Gear, Food and Drink

[illegible]

Money and Ammo

Wt. Carried: _____
 Wt. Limit (Carried): _____
 Wt. Limit (Pulled or Dragged): _____
 Sneak Penalty (due to wt.): _____
 Max Speed Reduction: _____

Magic

0
1
2
3
4
5
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0
0
0
0
0
0
0

Taint

Wow! What a long, strange ride it has been. This is hopefully a complete version of this you have here. If for some reason it isn't, check out FoERPG@blogspot.com for updates.

Also, look for our system expansion book in the next year, which will include more than 7 additional playable races, shadow magic, changelings, cybernetics, vehicles and more!

QUICK REFERENCE MFD CONVERSION TABLE						
2	1½	1 (Your Stat Level)	¾	½	¼	1/10
320	240	160	120	80	40	16
318	238	159	119	79	39	16
316	237	158	118	79	39	15
314	235	157	117	78	39	15
312	234	156	117	78	39	15
310	232	155	116	77	38	15
308	231	154	115	77	38	15
306	229	153	114	76	38	15
304	228	152	114	76	38	15
302	226	151	113	75	37	15
300	225	150	112	75	37	15
298	223	149	111	74	37	15
296	222	148	111	74	37	14
294	220	147	110	73	36	14
292	219	146	109	73	36	14
290	217	145	108	72	36	14
288	216	144	108	72	36	14
286	214	143	107	71	35	14
284	213	142	106	71	35	14
282	211	141	105	70	35	14
280	210	140	105	70	35	14
278	208	139	104	69	34	14
276	207	138	103	69	34	13
274	205	137	102	68	34	13
272	204	136	102	68	34	13
270	202	135	101	67	33	13
268	201	134	100	67	33	13
266	199	133	99	66	33	13
264	198	132	99	66	33	13
262	196	131	98	65	32	13
260	195	130	97	65	32	13
258	193	129	96	64	32	13
256	192	128	96	64	32	12
254	190	127	95	63	31	12
252	189	126	94	63	31	12
250	187	125	93	62	31	12
248	186	124	93	62	31	12
246	184	123	92	61	30	12
244	183	122	91	61	30	12
242	181	121	90	60	30	12
240	180	120	90	60	30	12
238	178	119	89	59	29	12
236	177	118	88	59	29	11
234	175	117	87	58	29	11
232	174	116	87	58	29	11
230	172	115	86	57	28	11
228	171	114	85	57	28	11
226	169	113	84	56	28	11
224	168	112	84	56	28	11
222	166	111	83	55	27	11
220	165	110	82	55	27	11
218	163	109	81	54	27	11
216	162	108	81	54	27	10
214	160	107	80	53	26	10

MFD CONVERSION TABLE						
2	1½	1 (Your Stat Level)	¾	½	¼	1/10
212	159	106	79	53	26	10
210	157	105	78	52	26	10
208	156	104	78	52	26	10
206	154	103	77	51	25	10
204	153	102	76	51	25	10
202	151	101	75	50	25	10
200	150	100	75	50	25	10
198	148	99	74	49	24	10
196	147	98	73	49	24	9
194	145	97	72	48	24	9
192	144	96	72	48	24	9
190	142	95	71	47	23	9
188	141	94	70	47	23	9
186	139	93	69	46	23	9
184	138	92	69	46	23	9
182	136	91	68	45	22	9
180	135	90	67	45	22	9
178	133	89	66	44	22	9
176	132	88	66	44	22	8
174	130	87	65	43	21	8
172	129	86	64	43	21	8
170	127	85	63	42	21	8
168	126	84	63	42	21	8
166	124	83	62	41	20	8
164	123	82	61	41	20	8
162	121	81	60	40	20	8
160	120	80	60	40	20	8
158	118	79	59	39	19	8
156	117	78	58	39	19	7
154	115	77	57	38	19	7
152	114	76	57	38	19	7
150	112	75	56	37	18	7
148	111	74	55	37	18	7
146	109	73	54	36	18	7
144	108	72	54	36	18	7
142	106	71	53	35	17	7
140	105	70	52	35	17	7
138	103	69	51	34	17	7
136	102	68	51	34	17	6
134	100	67	50	33	16	6
132	99	66	49	33	16	6
130	97	65	48	32	16	6
128	96	64	48	32	16	6
126	94	63	47	31	15	6
124	93	62	46	31	15	6
122	91	61	45	30	15	6
120	90	60	45	30	15	6
118	88	59	44	29	14	6
116	87	58	43	29	14	Critical
114	85	57	42	28	14	Critical
112	84	56	42	28	14	Critical
110	82	55	41	27	13	Critical
108	81	54	40	27	13	Critical
106	79	53	39	26	13	Critical

MFD CONVERSION TABLE						
2	1½	1 (Your Stat Level)	¾	½	¼	1/10
104	78	52	39	26	13	Critical
102	76	51	38	25	12	Critical
100	75	50	37	25	12	Critical
98	73	49	36	24	12	Critical
96	72	48	36	24	12	Critical
94	70	47	35	23	11	Critical
92	69	46	34	23	11	Critical
90	67	45	33	22	11	Critical
88	66	44	33	22	11	Critical
86	64	43	32	21	10	Critical
84	63	42	31	21	10	Critical
82	61	41	30	20	10	Critical
80	60	40	30	20	10	Critical
78	58	39	29	19	9	Critical
76	57	38	28	19	9	Critical
74	55	37	27	18	9	Critical
72	54	36	27	18	9	Critical
70	52	35	26	17	8	Critical
68	51	34	25	17	8	Critical
66	49	33	24	16	8	Critical
64	48	32	24	16	8	Critical
62	46	31	23	15	7	Critical
60	45	30	22	15	7	Critical
58	43	29	21	14	7	Critical
56	42	28	21	14	7	Critical
54	40	27	20	13	6	Critical
52	39	26	19	13	6	Critical
50	37	25	18	12	6	Critical
48	36	24	18	12	6	Critical
46	34	23	17	11	Critical	--
44	33	22	16	11	Critical	--
42	31	21	15	10	Critical	--
40	30	20	15	10	Critical	--
38	28	19	14	9	Critical	--
36	27	18	13	9	Critical	--
34	25	17	12	8	Critical	--
32	24	16	12	8	Critical	--
30	22	15	11	7	Critical	--
28	21	14	10	7	Critical	--
26	19	13	9	6	Critical	--
24	18	12	9	6	Critical	--
22	16	11	8	Critical	--	--
20	15	10	7	Critical	--	--
18	13	9	6	Critical	--	--
16	12	8	6	Critical	--	--
14	10	7	Critical	--	--	--
12	9	6	Critical	--	--	--
10	7	5	Critical	--	--	--
8	6	4	Critical	--	--	--
6	Critical	3	--	--	--	--
Critical	--	2	--	--	--	--
Critical	--	1	--	--	--	--
Critical	--	0	--	--	--	--