

MLP: Friendship Is Roleplaying

Introduction

This (if you didn't know already) is a roleplaying game based off of My Little Pony: Friendship is Magic. The idea came to me randomly one day, and I worked all day on it, getting a LOT done. It seems that I have an odd fondness for making tables. And not the wooden ones. This has not been play tested yet - that is your job. I will, of course, test it myself for errors, but I need your feedback on what features to add, what balance problems it inevitably has, and even just a general "Thank you" will be much appreciated. Another unrelated note: to fill in some of the gaps left by the show (like how magic works), I incorporated some mild mechanics from the fanfic "Rites of Ascension" by CVBrony, but most of those are either alluded to in the show, or would be a likely addition. There is also a second game mode that incorporates the major mechanics as well. Nevertheless, you do not have to read the story to understand this game. It is completely standalone. However, it is recommended that you buy at least 1 four-sided die, one eight-sided die, two ten-sided dice, one twelve-sided die, a twenty-sided die, and have about four or five six-sided dice laying around.

A final note: throughout this guide, I will refer to you (the roleplayer) as a he. This is a gender-neutral he. It is just easier to write that saying "he or she" all the time. (In future edits, I will probably replace this with the neutral pronoun "they," as it has gained recognition in the literary community as a way to refer to a person when the gender is unknown or does not matter.)

Creating a Character

On to the game. Real **roleplaying** is **VERY** important in this game. Roleplaying well is rewarded, and while I will not reveal all of the secrets in the **PM's** (Pony Master) manual, just know that good things come when you are in character.

Some mechanics are "borrowed" from AD&D 2nd Edition. AC (Armor Class) and THACO (To Hit Armor Class 0) are examples of this. But many things are different. There is no **level system**. (*gasp*) You get **skill** and **stat-related experience**, and your stats change based on how you play, just like your muscles change only when you use them.

There are seven stats in the game (that will be described in detail later):

Strength Dexterity Constitution Intelligence Ingenuity Font Width Font Depth

When making your character roll **3d6** (four six-sided dice) **seven times**, and rearrange the scores among the different stats as much as you want. You may see some low scores and feel discouraged, but don't act like that – those characters are much more interesting than the ones who are totally overpowered and totally **BORING** to play. If all of your scores are below 10 (which is **VERY** unlikely), your PM will probably let you re-roll. But don't complain about one 7.

You will also see another set of stats that was **DEFINITELY** not in any other role-playing game (unless someone is doing exactly what I am): the **Elements of Harmony**. This is not saying that they actually have the gems; it is a measure of how much they exemplify those elements. Their effects (just like the Stats) are in the Tables section. Right now, to make your character (**BEFORE** you look at their effects), distribute **6 points** among the six elements. You could distribute them all evenly (which I don't recommend, because it's boring) or you could also put them all into one slot (which I don't recommend, because this is usually because you are trying to copy your favorite character) Anyway, you have six points to use, so choose wisely and make it **match your character's personality**. Magic has special requirements-look at that table first before you add anything to that one. (Hint-make sure you have a high Font Width and Depth.) However, while there are abilities attached to them, these are mostly personality guides. Very few scenarios will include the actual Elements of Harmony. Also note that the Mane 6 do not exemplify their element at all times. Neither will your character – they can make mistakes, and the number can fluctuate a lot. (Like with Honesty, "cannot Lie" is a misnomer. You can Lie, but you can't Lie *and* retain that level of Honesty at the same time.

Speaking of personality, make a **backstory** for your character. (A detailed one, but not necessarily a 10,000 word fanfiction.) In addition, create a realistic and detailed **cutie mark story**. Then show it to the PM. He will give you stuff. But he has to approve the stories first.

Races are easy. You know about these. They all have unique advantages. There is the **Pegasus**, **Earth Pony**, and **Unicorn** (in no particular order) Pick one **before you know their advantages**. (shown later) It probably will be what you want, anyway. Their advantages make sense.

There are two ways to play this game. The **first mode** is pretty **normal**. Mechanics are the same, and there are **no freaky rules**. It does, however, get unrealistic at higher stat levels as the ponies become way too powerful to be natural.

The **second mode** is mostly the same at lower stats. Once you get to higher levels, things get a bit interesting. As soon as your magical font gets to a certain volume, **alicorn ascension** occurs. Different kinds of magic open up, and you get about

four extra stats. The PM will show you more things that are not in this manual. This makes the game more realistic at higher levels, but some do not like the concept of alicorn ascension. This mode is definitely not for amateurs, though. Ascension would cause a large impact on Equestria and its politics, and the PM has to be able to craft a convincing story to fit. Also, keep in mind that alicorns will not be automatically "better" than a non-ascended pony. You will not be handicapped if you choose to focus on something other than magic.

----- Tables -----

Strength

Pretty basic. Everyone knows what this is. It is not, however, endurance. That is covered by Constitution. Don't confuse the two when roleplaying.

Score	Max Wt.	Max Unenc. Wt.	Max Size of Weapon	Dmg. Bonus*†	Hoof Dmg. Bonus
0	37 lb	15 lb	H‡	-10	-20
1	44 lb	20 lb	H	-5	-10
2	50 lb	20 lb	H	-4	-5
3	56 lb	25 lb	S	-3	-4
4	62 lb	25 lb	S	-2	-3
5	69 lb	30 lb	S	-1	-2
6	75 lb	30 lb	S	-1	-1
7	81 lb	35 lb	S	0	-1
8	87 lb	35 lb	S	0	0
9	94 lb	40 lb	S	0	0
10	100 lb	40 lb	M	0	0
11	107 lb	45 lb	M	0	0
12	113 lb	45 lb	M	0	0
13	119 lb	50 lb	M	0	0
14	125 lb	50 lb	M	0	0
15	133 lb	55 lb	M	0	0
16	150 lb	60 lb	L	0	+1
17	163 lb	65 lb	L	0	+1
18	175 lb	70 lb	L	+1	+2
19	200 lb	80 lb	L	+1	+2
20	225 lb	90 lb	L	+1	+3
21	250 lb	100 lb	L	+2	+3
22	275 lb	110 lb	L	+2	+4
23	300 lb	120 lb	2H**	+2	+4
24	313 lb	125 lb	2H	+3	+5
25	325 lb	130 lb	2H	+3	+6
26	333 lb	135 lb	2H	+4	+8
27	350 lb	140 lb	2H	+4	+8
28	375 lb	150 lb	2H	+4	+10
29	400 lb	160 lb	2H	+4	+10
30	450 lb	180 lb	2H	+5	+12
31	500 lb	200 lb	2H	+5	+12
32	550 lb	220 lb	2H	+6	+14
33	600 lb	240 lb	2H	+6	+14
34	650 lb	260 lb	DW 2H	+7	+16
35	700 lb	280 lb	DW 2H	+7	+16
36	750 lb	300 lb	DW 2H	+8	+18
37	800 lb	320 lb	DW 2H	+8	+18
38	850 lb	340 lb	DW 2H	+9	+20
39	900 lb	360 lb	DW 2H	+10	+25
40	950 lb	380 lb	DW 2H	+11	+30
41	1000 lb	400 lb	DW 2H	+12	+35
42	1050 lb	420 lb	DW 2H	+13	+40
43	1100 lb	440 lb	DW 2H	+14	+45
44	1150 lb	460 lb	DW 2H	+15	+50
45	1200 lb	480 lb	DW 2H	+16	+70

*non-projectile weapons †Does Not Apply when wielding double-hooved weapon with one

‡Hoof only – no weapon **May use double-hooved weapon with one hand

Dexterity

DODGE!! – Piccolo

Also, helps with ranged weapons. Can also help with fine manipulation.

Score	Dodge Bonus*	Bonus to Hit for Projectiles	Building Bonus†	Bonus to hit**
0	+4	-6	-99%	-3
1	+3	-5	-80%	-2
2	+2	-4	-60%	-1
3	+2	-3	-50%	-1
4	+1	-2	-40%	-1
5	+1	-2	-30%	-1
6	0	-1	-20%	-1
7	0	-1	-10%	0
8	0	0	-5%	0
9	0	0	--	0
10	0	0	--	0
11	0	0	--	0
12	0	0	--	0
13	0	0	--	0
14	0	0	--	0
15	0	0	--	0
16	0	+1	--	+1
17	-1	+1	+2%	+1
18	-1	+2	+4%	+2
19	-1	+2	+6%	+2
20	-2	+3	+8%	+3
21	-2	+3	+10%	+3
22	-2	+3	+15%	+4
23	-3	+4	+20%	+4
24	-3	+4	+25%	+5
25	-3	+5	+30%	+5
26	-4	+5	+35%	+6
27	-4	+5	+40%	+6
28	-4	+6	+45%	+7
29	-5	+6	+50%	+7
30	-5	+7	+60%	+8
31	-6	+7	+70%	+8
32	-6	+7	+80%	+9
33	-7	+8	+85%	+9
34	-7	+8	+90%	+10
35	-8	+9 2x Range‡	+91%	+10
36	-8	+9 2x R	+92%	+11
37	-9	+10 2x R	+93%	+11
38	-9	+10 2x R	+94%	+12
39	-10	+11 2x R	+95%	+12
40	-10	+11 3x R	+96%	+13
41	-11	+12 3x R	+97%	+13
42	-11	+13 3x R	+98%	+14
43	-12	+14 4x R	+99%	+14
44	-12	+15 4x R	+99%	+15
45	-15	+20 5x R	+99%	+20

*Negative is good. Only applies when unencumbered †Helps with “creative building projects”

‡Must have at least 20 Strength **Subtract this value from 20 to get THAC0

Constitution

No, not that one. It's the endurance I was talking about. It measures toughness.

Prevents you from getting tired after physical exertion.

Score	Hit Points*	# of turns to get tired	Acid Resistance	Poison Resistance	Magic Resistance
0	1	0	---	---	---
1	2	0	---	---	---
2	1d4	1	---	---	---
3	1d4	1	---	---	---
4	1d4	2	---	---	---
5	1d4	2	---	---	---
6	1d4	3	---	---	---
7	1d4	3	---	---	---
8	1d6	4	---	---	---
9	1d6	4	---	---	---
10	1d6	5	---	---	---
11	1d6	5	---	---	---
12	1d8	6	5%	---	---
13	1d8	6	5%	---	---
14	2d6	7	5%	---	---
15	2d6	7	5%	---	---
16	2d6	8	5%	---	---
17	2d6	8	7%	5%	---
18	2d8	9	7%	5%	---
19	2d8	9	10%	5%	---
20	4d4	10	10%	5%	5%
21	4d4	10	10%	5%	5%
22	3d6	11	10%	7%	5%
23	3d6	11	15%	7%	5%
24	3d8	12	15%	10%	5%
25	3d8	12	15%	10%	7%
26	2d12	13	15%	10%	7%
27	2d12	13	20%	10%	10%
28	4d6	15	20%	15%	10%
29	4d6	15	20%	15%	10%
30	+1d4†	N/A	25%	15%	10%
31	+1d6	N/A	25%	15%	15%
32	+1d6	N/A	30%	20%	15%
33	+1d6	N/A	30%	20%	15%
34	+1d6	N/A	40%	20%	15%
35	+1d6	N/A	40%	25%	20%
36	+1d6	N/A	50%	25%	20%
37	+1d8	N/A	50%	30%	20%
38	+1d8	N/A	60%	30%	25%
39	+1d8	N/A	80%	40%	25%
40	+1d8	N/A	90%	40%	30%
41	+1d8	N/A	90%	50%	30%
42	+1d12	N/A	95%	50%	40%
43	+1d12	N/A	95%	60%	40%
44	+1d12	N/A	99%	70%	40%
45	+1d12	N/A	100%	90%	50%

*HP recalculated instead of added. New Score cannot be smaller than old one.

†Hit points are now added

Intelligence

Knowledge. The ability to learn and retain information.

Score	# of Languages	% chance to learn spell*	Max # of spells†
0	0	---	---
1	1	1%	0
2	1	1%	0
3	1	5%	0
4	1	5%	0
5	1	10%	1
6	1	10%	1
7	1	20%	1
8	1	20%	2
9	1	30%	2
10	1	30%	2
11	1	30%	3
12	2	40%	3
13	2	40%	3
14	2	40%	3
15	3	50%	3
16	3	50%	4
17	3	50%	4
18	3	60%	4
19	4	60%	5
20	4	60%	5
21	4	70%	5
22	4	70%	6
23	4	70%	6
24	5	75%	6
25	5	80%	7
26	5	80%	7
27	6	80%	7
28	6	85%	8
29	6	90%	8
30	7	90%	8
31	7	91%	9
32	8	92%	9
33	8	93%	10
34	9	95%	10
35	9	96%	12
36	10	97%	13
37	10	98%	14
38	11	99%	15
39	11	99%	16
40	12	100%	17
41	12	100%	18
42	13	100%	19
43	13	100%	20
44	14	100%	25
45	15	100%	30

*May be repeated once per day (takes the whole day)

†Major spells. Minor spells do not count, and spell modules count as ½ a spell

Ingenuity

What you can do with your knowledge. Kind of Like wisdom.

Score	% chance to modify spell*	% chance to reverse-engineer object*	% success "Creative Building Project"*†‡
0	---	---	---
1	---	---	---
2	---	---	---
3	---	---	---
4	---	---	1%
5	1%	---	1%
6	1%	1%	1%
7	1%	1%	1%
8	1%	1%	2%
9	2%	1%	2%
10	2%	2%	2%
11	2%	2%	5%
12	5%	2%	5%
13	5%	2%	5%
14	5%	5%	10%
15	10%	5%	10%
16	10%	5%	10%
17	10%	5%	15%
18	15%	10%	15%
19	15%	10%	15%
20	15%	10%	20%
21	20%	10%	20%
22	20%	15%	20%
23	20% 1%**	15%	25%
24	25% 1%	15%	25%
25	25% 5%	20%	25%
26	25% 5%	20%	30%
27	30% 15%	20%	30%
28	30% 15%	25%	30%
29	30% 15%	25%	40%
30	40% 20%	30%	40%
31	40% 25%	30%	40%
32	40% 30%	40%	50%
33	50% 35%	40%	50%
34	50% 40%	50%	60%
35	50% 45%	50%	70%
36	60% 50%	60%	80%
37	60% 55%	60%	90%
38	70% 60%	70%	95%
39	70% 65%	70%	100%
40	80% 70%	80%	100%
41	80% 75%	80%	100%
42	90% 80%	90%	100%
43	90% 80%	90%	100%
44	95% 80%	100%	100%
45	100% 85%	100%	100%

*PM decides if legal **% chance to make new spell †Planning stage only. Refer to Dex. for chance of actually building it.

‡Player must come up with detailed plan

Font Width and Depth

Font Width is a measure of how much magic you can use at one time.

Font Depth is a measure that affects how much volume the font can hold.

When Font Width = w and Font Depth = d , Font Volume = $\frac{1}{2}w^2d$

You can only cast spells within your Font Width Level.

Magical Fatigue happens at 50% Font Volume, and Magical Exhaustion happens at 25%. 0% is death.

Score	Converted Unit of Measurement	Notes
0	---	You are dead.
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	
9	90	
10	100	
11	120	Normal Range
12	140	
13	160	
14	180	Congratulations!
15	200	
16	250	
17	300	
18	350	
19	370	
20	400	
21	430	
22	450	
23	470	
24	500	
25	530	
26	550	
27	570	
28	600	
29	650	
30	700	
31	750	
32	800	
33	900	
34	1,000	
35	1,200	
36	1,400	
37	1,800	
38	2,000	
39	2,500	
40	3,000	
41	3,500	
42	4,000	
43	4,500	
44	4,000	Luna is about 6,000 Celestia
45	7,000	

Elements of Harmony (must be roleplayed) (E of H applies when connected to the Element)

NOTE: This is not something that is a “normal” element in most games. This is only for the case when a set of players want to have the chance to use them in a story. For the most part, they are simply a device to help aid roleplaying, a thing to keep in mind.

Laughter

Value	Effect
1	Generally cheerful
2	
3	
4	If somepony is sad, cheer them up
5	
6	Must make an effort to make others happy at all times
7	
E of H	Can use Element of Laughter
E of H	Secret

Kindness

Value	Effect
1	Kind toward friends
2	
3	
4	Kind toward enemies (when possible)
5	
6	Cannot attack wild animal (or mind-controlled pony) unless in severe danger
7	
E of H	Can use Element of Kindness
E of H	Secret

Loyalty

Value	Effect
1	Loyal to friends unless inconvenient
2	Loyal to friends when it requires effort
3	
4	Loyal to friends even when it requires gratuitous effort
5	
6	Loyal to friends until death
7	Can use Element of Loyalty
E of H	Secret

Honesty

Value	Effect
1	Terrible at Lying
2	
3	Cannot tell outright lies
4	
5	Rock-solid reasoning and straightforward explanations
6	Cannot deceive
7	Can use Element of Honesty
E of H	Secret

Generosity

Value	Effect
1	Show mild generosity toward friends
2	
3	Give everypony the better deal as often as you can
4	
5	Go out of your way to be generous to others
6	
7	Can use Element of Generosity
E of H	Secret

Magic

Value	Effect/Requirement
1	Must have a font Volume of 4,000,000†
2	
3	+10% to learn spell* $V \geq 13,500,000$
4	
5	+25% to learn spell $V \geq 32,000,000$
6	
7	Can use Element of Magic $V \geq 64,000,000$
E of H	Secret

*Before reductions from Hardness Level †Easier than it looks

Races

Note: All modifiers in this section are general guidelines for the PM. You may request a different sort of modification if your particular character, logically, would have a different sort of effect based on their experiences. However, this is an extreme case, and you should not have reason to do so, most of the time. In the case that a modification is needed, the PM should have already made such adjustments based on the backstory they received.

The Three Common Pony Races

These are the bonuses that you apply after calculating your scores.

Earth Pony:	+2 Str.	+2 Con.	+1 Ing.
Pegasus:	+2 Dex.	+2 Ing.	+1 Font Width
Unicorn:	+2 Font Depth		+3 Int.

I do not intend by these bonuses to imply that any of these races have to be like this. You can rearrange your scores to match anything you want. These bonuses I added, because cultural expectations would produce these results in each race. I do not mean to impose a model of how each race acts.

Griffons

Griffons have a vastly different culture than the ponies of Equestria, and as such may be more difficult to roleplay correctly. The Griffon Kingdom is also different from what the show interpretation is, and is much like the fan-theory version from before the relevant episode.

Although this can be changed to the convenience of the story, for the most part, while Equestria and the Griffon Kingdom are at peace with each other, there is cultural strain between the vastly different countries, and any griffon in Equestria will encounter some prejudice, whether intentional or unintentional. (Not so much near the border towns, where griffons are a more common sight.

Due to an often militaristic culture, griffons have an automatic +3 Str. And +3 Dex. modifier, as well as +2 Ing.

While this may seem like an obvious advantage over the other ponies, this is not necessarily the case.

Griffons do not take magic from their wellspring, like ponies do. Instead, they use the background magic around them (if they cast magic at all, which is... only about a 30% chance). This means that, effectively, the scores for Font Width and Font Depth would be meaningless, at least in the context of which they were described.

As a culture that does not focus heavily on magic, the scores for Font Width and Font Depth will be reduced, having -50% F.W. and -90% F.D.

Gryphonic magic is rather elemental in nature, dealing more with energy-style attacks/effects.

The scores also mean something slightly different as well, even though they function similarly. Font Width still measures how much a griffon can use at once, but it reflects more on how efficiently they can gather magic from their environment. Font Depth reflects how much they can "store." However, this is far more difficult, as it takes a lot of mental effort. They have no place to store it permanently, and as such, must do so during whatever conflict.

This may now seem like a vast handicap. However, Griffons not only are more proficient in physical combat, but they have a lot easier access to high-quality, masterwork weapons, which are rare in Equestria.

In addition, the ability of griffons to gather magic from around them is very dangerous to ponies that wish to fight them. Any inefficiencies in a spell cast by a pony can instantly be used against them in battle.

In this case, the effective Font Width score can increase rather severely, depending on the power of the spell and the proficiency of the pony casting it. Also, most ponies are unaware of this griffon ability, and most will not understand the dangers of casting an inefficient spell.

Most griffons do not have a magical background, however, and it is encouraged to roleplay as one without magical abilities (at least to start out with). Rest assured, their other abilities make them perfectly playable, if difficult to roleplay.

For example, the "weapon" of a hoof is a claw for griffons, and it does an extra 1d4 damage.

Seaponies

Seaponies are, really, just another tribe of pony. They are different enough, however, to deserve their own dedicated section, as they are not yet canon in the show, and many head-canons about them exist.

The seaponies are a shy race, and most of Equestria thinks of them as just legend. This is propagated by the fact that young seaponies are taught from birth that they must never show their fins to a land pony. (Instances of ponies panicking or screaming at the sight of apparent water demons does not help this issue. Think Kelpies, and you will understand why.) Obviously, Celestia does know that they exist, but no diplomatic interactions exist.

Unless the particular scenario demands otherwise, the seaponies are involved in a century-old war against other underwater horrors. (unnamed, since naming all of them is impossible, and for the most part, should be reserved for each individual scenario should you choose to use them.)

This often is the main catalyst for seaponies to exist in Equestria, as refugees fleeing the warzone into lakes and rivers.

Many of these refugees are female, often with foals, and are often more cautious than usual.

As with griffons, seaponies *are* meat-eaters. Still, they only eat fish and other related seafood. (Other meat is fine on their digestive system, but it is not particularly palatable.)

Due to their incredible shyness, seaponies have developed a method to walk around on the "surface world" without being recognized. When they are old enough, each of them learns a kind of transformation spell to assume the form of a "normal" unicorn. (Seaponies have horns like a unicorn natively.)

Seaponies have a weak sort of magic similar to unicorn magic, and often can perform simple spells written for unicorns, but that is not where most of their power lies. Their main power comes from their skill in the ocean, and a determined seapony can swim in bursts up to 95 km/h (about 60 mph).

Seaponies tend to be slimmer and slightly more frail than Equestrian ponies, but not in their physical strength. (low constitution, not strength) Also, while they can learn how

to use any sort of pony weapon, even foals are incredibly proficient with knives, as seaponies use them for almost everything. (Most notably, cleaning fish)

In addition to their transformation spell, seaponies *will* know very good waterproofing spells.

Another significant portion of their magic comes through song, which can have great effect on other ponies' emotions. Sirens, after all, are just seaponies that use dark magic for their own purposes (kind of Like Sombra in that respect).

Modifiers: -3 Con. -10% F.W -10% F.D. +3 Dex. +1 Ing. -4 HP (cannot lower HP below 4, unless die roll is natural)

(Seaponies may seem like they are disadvantaged compared to other races, and in a way, they are, at least above ground. But they are perfectly playable, and their high proficiency with knives gives them a balancing advantage in the beginning. Just like with griffons, and perhaps even more so, they are a difficult race to play.

ITEMS

Gold

Most ponies have around 50 bits in the beginning of the game, but that heavily depends on past history. Also, while ponies can eat grass for sustenance in an emergency, it doesn't taste particularly good. Griffons can't eat grass for a living. Therefore, saving money for good food is both recommended, and something almost all characters will do. Remember, taste does matter to the character.

Weapons

Note: weapons are rare and virtually unknown among civilian ponies. If you have good Strength score, hooves are normally the best option. Unless you find/make an awesome weapon. Just don't wave it around too much around others.

*Cost is relative. Barter is the main mode of purchase.

Weapon	Type	Size	Damage	Cost*	Weight	Range in Feet
Hoof	Hoof	N/A	1d4	N/A	N/A	N/A
Short Sword	Sword	M	1d8	100B	15 Lb	N/A
Long Sword	2-hooved Sword	L	2d6	250B	25 Lb	N/A
Spear	Melee & Ranged	L	2d4	50B	20 Lb	½ Str.

Short Bow	Ranged	M	1d6	70B	7 Lb	30
Long Bow	Ranged	L	1d8	200B	12 Lb	60
Axe	Melee & Ranged	S	1d8	10B	5 Lb	= to Str.
Knife*	Melee	S	1d4	3B	½ Lb	N/A
Throwing Knife**	Ranged	S	1d4	5B	½ Lb	= to Str.

*Seapony Proficiency - May attack twice in a given turn. Deals 1d6 damage. Cost does not matter. Seaponies already have a knife. Most likely hidden in their mane.

**Seapony Proficiency does not apply to thrown objects.

More weapons are either created by the PM (for the enemies) or found/made.

There is good reason for the exorbitant prices. Supply and demand. There is virtually no supply outside the Guard/Army. However, regular knives are common as kitchen utensils.

Weapon Proficiencies

A swordspoon would not pick up an axe, and suddenly be able to use it like an expert. Therefore, experience with a certain weapon is valuable, and will directly affect your die roll when determining if you successfully hit your opponent.

This is a sort of statistic that the PM will observe invisibly, but will tell you when the modifier is changed. Your backstory may have an effect on the starting score. (But it has to be realistic. "Master swordspoons" are boring.

Hooves are considered a weapon to master. However, it is rather easy to start out with experience fighting, and will often have a modifier attached to it at the start.

As previously mentioned, griffons have a generally militaristic culture. Therefore, they are familiar with weapons in general, and will (usually) have a +1 modifier to all weapons that are not unusually constructed.

Again, seaponies have an incredibly high proficiency with knives already, and as such, they have a +3 modifier to non-throwing knives. (While this may seem unfair, they have plenty of other disadvantages, like the lack of hit points.)

Armor

As with weapons, armor is hard to find. While not as taboo as carrying a weapon, many ponies will assume that you are a guard or in some sort of military application.

Armor Type	Damage Modifier	Damage Limit	Est. Cost	Weight	To Hit Modifier
None	0	N/A	N/A	N/A	-0
Leather Barding	-10%	10	100B	30 Lb	-0
Ring Mail	-20%	20	500B	40 Lb	+1
Chain Barding	-50%	30	600B	60 Lb	+2
Plate Armor	-75%	50	1,000B	100 Lb	+4

Damage Limit refers to the amount of damage a piece of armor can take before letting more than the amount of damage in the Damage Modifier through.

Misc. Items

Item	Cost	Weight
Parchment (50 ft in 10 ft. scrolls)	2B	3 Lb
Quills	neg	neg
Utility (10)	1B	neg.*
Nice-looking	5B	neg.
Magnifying Glass	3B	neg.
Reading Glasses	10B	neg.
Rope (per 10 ft)	4B	7 Lb
Grappling Hook	7B	3 Lb
Arrows (10)	10B	1 Lb

*negligible (don't abuse this)

General PM Policy (that you need to know)

The PM will send each player private messages (on a notecard) explaining changes in stats, information that only that pony gets, etc. In addition, players should not look at other players' character sheets. Not every player in the group will know exactly what spells a certain unicorn can use, nor what moves a certain pegasus can do. In

game, players may reveal information, but in general, you should not be focused on the stats of others.

Note on alicorn ascension, if that is a factor in the specific scenario: You will not know when it starts. The PM will stop giving you stat information past 29. Of course, you could test your font width by casting a spell, but that is the only way to tell until the more obvious signs manifest. However, your character will not know this information, and you will not be able to use it to your advantage.

Magic

Unless you happen to start the scenario when all of the characters are foals (which I might add later when I have time) then it is assumed that unicorns can use TK, pegasi can fly, and earth ponies are strangely good at their special talent (along with other magic different from the others). Notes on other races are specified in the **Races** section.

Unicorn Spells are usually learned from books, except for the rare instances where you need to find a teacher. The availability of these books/teachers is determined by how common the spell is (labeled on spell list) Most public libraries have all the **Common** spells. Others must be found. New spells must be practiced (or each component) for a **full day** to be mastered. Two days if traveling. Success depends on your **Intelligence** score.

Pegasus Magic is (of course) less book-reliant. Few books describe a pegasus' abilities, and if you do find one, you are at a 50% chance to learn it. Much more effective is a **teacher or mentor**. Mastery depends, just like unicorn magic, on the Intelligence score. Non-specific skills are automatically learned (like generally flying better)

Earth Pony Magic is not learned like conventional magic. It increases with use and time, and the effects are determined by the cutie mark and the PM. Do not underestimate this particular kind of magic. Also, Earth ponies can easily shatter most Unicorn shields, unless specifically made to counter them. (Which only about five ponies in Equestria are powerful enough to cast.) Other interpretations of earth pony magic are allowed.

Griffon Magic is elementally based, and most of the time, is not visible at all, instead boosting the griffon's physical speed and endurance.

Seapony Magic is partially similar to unicorn magic, but often weaker, as most of their magic is manifest in their water-based speed and agility. However, they are particularly talented at transformation magic and water-based spells.

Note on creation of spells: Players that make spells have to have a really good idea on how they will work. It is not allowed to create a spell with only the idea of what you want to do. Plan how you are to execute it.

For the most part, however, the PM will come up with many of the spells not in this book, usually in the form of a spellbook, but also in the form of a mentor, teacher, or even just describing something that a character now finds that they are able to do.

And always remember that any character can attempt any sort of crazy feat. It may just actually work.

Spell List (by no means complete. PM's feel free to make new ones)

*Base means that it can take modules (of a certain type, usually)

(U) Levitation (TK) (Minor)

Difficulty: Inherent

Font Cost: 10/sec OR 100/50Lb/sec

Description: Lifts objects in a telekinetic field. Requires an Int. score of 18 or higher to lift more than 10 objects at once.

Note: TK is almost useless in battle, as it is easily resisted.

(U) Simple Magic Beam (Common) (Base*) (Minor)

Difficulty: Easy (2x chance to learn)

Font Cost: See Damage

Damage: 1 per 30 Font Points (FP) expended

Description: A laser-like beam of pure magic.

Note: Any Beam modules can be added to this Base spell.

(U) Simple Shield (Unusual) (Base)

Difficulty: Medium

Font Cost: 40/5ft. radius/pt. damage

Description: A solid barrier of magical energy. It is immovable and cannot be reinforced. When cast, the strength of the shield is set.

Note: Any Shield modules can be added to this base spell.

(U) Teleport (Unusual) (Multi-step)Safety Matrix (Component)

Difficulty: Medium

Font Cost: 50

Description: Prevents teleportation into solid objects. Prevents incomplete teleportation. Interrupted spell will release excess energy outward.

Destination Matrix (Component)

Difficulty: Medium

Font Cost: 50

Description: Sets the desired destination. Must be in sight, very well-known, or magically marked.

Teleportation (Component)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 50/5ft.

Description: Dematerializes you and then rematerializes you.

Total Font Cost: 100 + 10/ft

(U) Magic Marker (Common) (Minor)

Difficulty: Medium

Font Cost: 10

Description: A distinct magical signature used to mark something as special. A Destination Matrix can detect these remotely.

(U) Regenerative Shield (Unusual) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 50/5ft. radius/pt. damage

Description: Module used to strengthen a Shield after it has been damaged.

Note: This module becomes more useful as a Shield becomes more labor-intensive to recast.

(U) Security Matrix (Rare) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 50/pony

Description: Designated ponies are able to pass through the Shield

(U) Moveable Shield (Rare) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 50/ft. traveled

Description: Moves or rotates Shield

(U) Half-Dome (Rare) (Module)

Difficulty: Medium

Font Cost: 20 (applied after reduction)

Description: Forms a half-Shield and halves the cost.

(U) Elemental Beam (Common) (Module)

Difficulty: Medium

Font Cost: 40

Description: Adds a mild elemental aspect to the Basic Beam. The choices are Fire, Water, Earth, Ice, or Air (harsh wind) Ice can freeze small objects, and Fire can start, well, fires.

(U) Shield-Penetrator (Ultra-Rare) (Module)

Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: 100

Description: Bypasses a Shield with Security Matrix. Copies the magical signature of a pony that has access. Magical signature not included.

(U) Magic Analyzer (Common) (Module or Stand-alone)

Difficulty: Medium

Font Cost: 50/target

Description: Completely analyses the magic of target. A lot of information is returned. Have parchment and a quill ready.

Warning: Sentient targets with Intelligence over 26 (or with a magic detector) can detect this spell. It is countered easily with the mind.

(U) Large Ice Beam (Common) (Module or Stand-alone)

Difficulty: Medium

Font Cost: 80

Description: A large ice beam that can freeze bodies of water. (But not the ocean...or large seas...or any seas for that matter. Like, a lake.)

(U) Light (Very Common) (Minor)

Difficulty: Easy (2x chance to learn)

Font Cost: 10/10ft./sec.

Description: A Light. That's it. Even Snails can do it.

(U) Age Spell (Rare)

Difficulty: Very Hard ($\frac{1}{4}$ x chance to learn)

Font Cost: 600/pony

Description: Changes a pony permanently into their older or younger self. A spell for "only the highest level unicorns"

(U) Enchant Gem (Unusual) (Base)

Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: 50 + amount to be stored

Description: Imbues a gem with magic from your Font that can be called upon later at any time. Gems of normal quality will hold about 100 FP and gems of high quality hold 1,000 FP. Gems can be recharged.

Note: Gems can be enchanted with other spells using this one, and the others as modules. Automatic spells can be added normally. Normal spells require the Regulator module to determine how they work. Enchanting can only be done on High quality gems. Limit 2 simple enchantments or one complex one.

(U) Regulator (Unusual) (Module)

Difficulty: Medium

Font Cost: 10/spell

Description: Determines what an enchantment does. "Conditional programming"

(U) Automatic Armor (Very Rare) (Multi-Step)Motion Detector (Component) (Module)

Difficulty: Easy (2x chance to Learn)

Font Cost: 20/min

Description: Detects sudden movements or hostile magic that approaches the user. Trigger.

Automatic Regenerative Shield (Component) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 50/5 ft. radius/pt. damage + 20/min

Description: Draws on your magic automatically to counter damage dealt.

Shaped Shield (Component) (Stand-alone)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 70/pt. damage

Description: A shield shaped like armor. Very cool-looking. Useless without Magic Construct—it acts like a normal shield, and is therefore motionless and restrictive.

Magic Construct (Component) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 100

Description: Makes magical fields act like normal objects of the same durability.

(U) Automatic Armor (continued)Automatic Mana Feed (Component) (Module)

Difficulty: Medium

Font Cost: 50

Description: Regulates Automatic spells so that they do not drain your Font too much. Can be configured to stop at 50% or 25%.

Total Font Cost: 220 + 40/min + 50/pt damage

Note: Must be enchanted on a gem. (very rare)

(U) Anti-Teleport (Rare) (Module or Stand-alone)Difficulty: Hard ($\frac{1}{2}$ x chance to Learn)

Font Cost: 200 or 50/5ft radius/min

Description: As a stand-alone, this prevents teleportation within a certain radius of the origin. When used as a module, it prevents teleportation past a magical barrier. When used as an enchantment, it automatically pulls magic for its use.

(U) Magic Circle (Rare) (Spell Aid)Difficulty: Very Hard ($\frac{1}{4}$ x chance to Learn)

Font Cost: 20/spell component

Description: Stores and releases magical energy for completion of a spell beyond the caster's font width. Can be prolonged for as long as the circle is not damaged.

(U) Time Travel (Very Rare)Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: 300

Description: Sends you back in time for about 30 seconds. Cannot affect the future.

(U) Charged Attack (Unusual) (Module)Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: See Description

Description: Charges an attack. Focus must be maintained.

(U) Explosion (Unusual) (Base)

Difficulty: Easy (2x chance to learn)

Font Cost: 10/pt. damage/5 ft radius

Description: A non-directional explosion of energy. The most efficient way to use magical energy, but don't let your friends get in the way.

Note: This is also the way to calculate the damage done when an enchanted gem is shattered.

(U) Heal (Rare)Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: 100/pt. damage

Description: Heals wounds.

(P) Sonic Rainboom (Legendary†)Difficulty: Super Hard ($\frac{1}{8}$ x chance to learn)

Font Cost: 550

Description: You live under a rock.

(P) Lightning Strike (Cloud) (Common) (Minor)

Difficulty: Easy (2x chance to learn)

Font Cost: 20

Damage: 2d8

Requires: Storm cloud

Description: A pegasus stomps on a storm cloud, sending out a directed bolt of lightning.

(P) Lightning Strike (Wing) (Very Rare)Difficulty: Hard ($\frac{1}{2}$ chance to learn)

Font Cost: 50/strike

Damage: 2d8 per bolt

Description: A pegasus shoots lightning from its wings. Up to five bolts per turn. (250 FP) Knowledge of this skill is classified by the military.

(U) Cloud Walking (Unusual)

Difficulty: Medium

Font Cost: 50/pony

Description: Each pony the spell is cast on can walk on clouds for 6 hours.

(U) Temporary Wings (Rare)Difficulty: Hard ($\frac{1}{2}$ x chance to learn)

Font Cost: 400

Description: Gives a pony beautiful but fragile wings for 24 hours.

†But the concept is simple enough for anypony.

(P) Parting the Air (Common) (Minor)

Difficulty: Easy (2x chance to learn)

Font Cost: 10/sec

Description: Streamlines the air around you/
others to help you (or them) fly or run at
about twice the speed.

More to come....

Combat

Combat is simple. Each person has a "To Hit" value that determines what is needed to land a blow on them.

Here is a handy chart to start out with

TH 10	TH 9	TH 8	TH 7	TH 6	TH 5	TH 4	TH 3	TH 2	TH 1	TH 0	TH -1
10	11	12	13	14	15	16	17	18	19	20	21

Everypony starts with a To Hit value of 7, before modifiers.

After you score a hit, you roll to deal damage (unless it is pre-determined)

Damage done to a character is **modified** by the amount of armor that character is wearing. **Armor does not prevent damage** (unless it is a magical shield), but it does reduce its bite. So in many cases, heavy armor is not the best option, as it will reduce the bonus you get from Dexterity. However, it is very useful in other situations.

And that's pretty much it, except for **Initiative**. That tells the PM what order everypony attacks in. Each party rolls a d10, and the lower the number, the better. The party with the lowest number goes first. Things can affect this, like surprise attacks. Those kind of negate any initiative. Tiredness adds 2 to your initiative roll. Those who are tired roll their own initiative, and play out of turn from the group.

However, this is a **very loose guideline**. Things like Initiative do not trump roleplaying actions, which may affect how the battle plays out. If players are not currently occupied with something, and they see an opportunity, they take it. Likewise, the monsters/enemies will do so as well. There is no "waiting your turn to attack" if the cause is not related to surprise, current engagement, or incapacitation.

Initiative just makes things more organized in the first turns of combat.

This is the end of the first edition of the Player's Guide. The PM's Manual has more classified info.