

my LITTLE PONY

FATE
is MAGIC



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FRIENDSHIP FATE IS MAGIC

This hack for *Fate Core* (or *Fate Accelerated Edition*) allows players to take on the roles of the pony inhabitants of the fantasy nation of Equestria (and their non-pony friends and allies) and participate in adventures and slice-of-life comedy (or drama) in the milieu of the popular animated series *My Little Pony: Friendship is Magic*.

WHAT YOU NEED TO PLAY

- ❖ 3 to 5 **friends** willing to put up with your shenanigans (and there *will* be shenanigans).
- ❖ Either one or more **Decks of Fate** (ideally, one per player, or at least one for the players and one for the GM) or a set of **Fate dice** per player. We prefer the Deck of Fate, but some people are traditionalists.
- ❖ One **character sheet** per player. You can use the pretty one at the end of this document, or just write down your character information on a sheet of paper or a document on the computer.
- ❖ Some **scrap paper** or other note-taking medium.
- ❖ Tokens for **fate points**. Colorful plastic beads would be appropriate for the setting, but anything will do. Just make sure they aren't edible.
- ❖ A copy of *Fate Core*. This document only contains rules that differ from the standard ones, not the whole ruleset.

RULES CHANGES

The standard rules of *Fate Core* apply, with the following exceptions:

SEMANTIC CHANGES

We like changing terminology. It's fun and confuses the unwary.

- ❖ The 'create an advantage' action is just called 'advantage', because 'create an advantage' sounds really awkward.
- ❖ 'Rolls' are 'checks,' to make the rules a bit more Deck-of-Fate friendly.
- ❖ 'Success with Style' is '20% Cooler', to fit the milieu better.
- ❖ 'Free invocation' is reduced to 'freebie' to save typing.
- ❖ 'Harm' is 'damage,' because tradition.
- ❖ 'Taken out' is 'defeated', because it sounds 20% cooler.



SYSTEM CHANGES

The following is a broad overview of the changes this hack implements.

CHARACTER CREATION & DEVELOPMENT

Character creation is substantially altered:

- ❖ Players define their characters with a short narrative description before choosing aspects. Instead of following the phase trio, aspects are chosen based on a defined rubric.
- ❖ Aspects and skills are combined: each character has rated aspects which apply their value whenever the aspect is appropriate to the action.
- ❖ Stunts are mostly the same, but players are encouraged to avoid stunts that have purely narrative effects: if it's considered absolutely necessary to make some sort of ability off-limits without a stunt, the stunt should have an additional mechanical effect. Additionally, it is no longer discouraged to use stunts that impose penalties (either on the player or on someone else), as penalties are used as an aid to comedy in this game.
- ❖ Characters can take temporary stunts in exchange for giving the GM an additional fate point per scene to spend for the opposition. While this is intended to be used for things like magic items or story-relevant sidekicks, it can be used for anything (although to prevent abuse, it shouldn't last more than one episode, and the same stunt shouldn't be taken two episodes in a row).
- ❖ Milestones occur at different break points and the benefits of each milestone are slightly altered:

TAKING ACTIONS

This hack assumes the use of a stable of cards from the Deck of Fate (with the arcana cards left in) instead of Fate dice as the standard resolution method:

- ❖ Each player draws five cards from the deck at the start of each scene.
- ❖ Whenever she takes an action, a player chooses one card from her stable. She redraws to five cards when her stable is empty.
- ❖ The deck is reshuffled when a card with the eclipse symbol or an arcana card is played. Cards in the stable are not returned to the deck when it is shuffled.
- ❖ Either (but not both) of the aspects on the card that is played may be invoked with a fate point on the action the card was played for.
- ❖ If an arcana card is played, the player can immediately draw and play another card and gets a freebie of one of the aspects on the arcana card (treating Accelerated Arcana approaches as aspects), which can be used to declare Toon Rules (see below).
- ❖ The number of sun and moon icons on the card can come into play if the character invokes one or more Friendship aspects on the action.
- ❖ Actions are only considered successful if the player beats the opposition *and* has a non-negative total result. If the result is negative, the *best* outcome she can get is a tie.
- ❖ Quadruped characters (that is, most PCs) can move two zones as part of another action (if there are no other obstacles) instead of one, and ignore many things that a human would consider difficult terrain.

FATE POINTS

The use of fate points is slightly modified:

- ❖ Instead of the normal invocation for a reroll of the dice, you can spend a fate point after playing a card to draw a new card and then either play it or a different card from your stable.
- ❖ Instead of 'declare a story detail,' we use 'declare Toon Rules,' which allows you to declare outlandish coincidences and even violate the natural laws of the setting as long as the table agrees that doing so would be cool and/or funny. You can't use freebies to declare Toon Rules, since by definition they are tied to things that make sense in context.
- ❖ You can spend a fate point to turn a background pony into a relevant NPC for a scene (if, for instance, you need somepony with a particular cutie mark for something).
- ❖ Compels only cost a fate point to refuse if they are made against an aspect on your character sheet. Situation aspect compels can be refused for free.
- ❖ Players earn extra fate points for participating in genre-affirming actions, such as use of the correct terminology ('everypony/somepony/nopony/anypony,' 'mare/filly' or 'stallion/colt' instead of 'girl' or 'boy,' referring to younger characters and those of lesser social status as 'my little pony,' euphemisms like 'horseapples,' and other ponyisms from the show), gratuitous horse puns, or randomly breaking into song. If a player does at least three of any of the above (in or out of character, but must be appropriate in context) during a session, she starts the next session with an extra point.



DAMAGE AND CONSEQUENCES

The way characters incur damage doesn't change, but the way they deal with it does:

- ❖ Instead of stress, characters have a Resistance rating. Like an Armor rating, this reduces the amount of damage a character takes (but unlike Armor, it *can't* reduce the amount of damage to 0 or less).
- ❖ Everypony has three mild consequence slots instead of one (but the usual amount of the other two).
- ❖ Instead of granting a +2 bonus to the invoker's action, invoking a consequence imposes a -2 penalty to the invokee's action (functionally the same most of the time, but not always).
- ❖ When treated, consequences are converted to situation aspects instead of continuing to use up the slot, because cartoon physics. Mild and moderate consequences can also be bought off with Toon Rules. They otherwise recover at the normal rate, except that all consequences are cleared at the end of an episode.
- ❖ Defeated characters can't be killed - they have to be incapacitated in some way instead.



CHARACTER CREATION

This document assumes you are already familiar with creating *Fate* characters. If not, go read *Fate Core* or *Fate Accelerated Edition* and get an idea for how to do it, or talk to someone who knows what they're doing, and then come back.

STEP 0: NAME

If you're at all familiar with the *My Little Pony* franchise, you'll have some idea of what a pony name should be: one to three words long (usually two, or a single compound word), indicative but not necessarily descriptive of the pony's nature, and cutesy. If you're stuck for a name, you can either use the random generator below, find a pony name generator online, use the name of one of the many, many background ponies on the show (or previous generations of the franchise), or ask the nearest 10-year-old girl what's a good name for a pony.

RANDOM PONY NAME

Draw three cards from the Deck of Fate (or roll 3 fate dice), noting the first symbol (⊕, ⊖, ⊞) on each card, and consult the first chart below, which will tell you which of the labeled tables to go to. For each ⊕, move one step right on the chart: for each ⊖, move one step down. Draw or roll again to get a word on that table. Repeat the entire process to get a second word. Mash the two words together or leave them separate, modify and remix them, or pick a different word that you think fits better, depending on your preference.

	⊖	⊕	⊕	⊕
⊖	Jewels	Colors	Flavors	Light
⊖	Desserts	Weather	Sounds	
⊖	Time	Actions		
⊖	Flowers			

ACTIONS

	□	+	+	+
□	Chase	Do	Climb	Dash
-	Make	Trot	Jump	
-	Crush	Fly		
-	Swirl			

COLORS

	□	+	+	+
□	Milky	Azure	Umber	Rainbow
-	Indigo	Blondie	Rosy	
-	Steely	Scarlet		
-	Sable			

DESSERTS

	□	+	+	+
□	Pie	Tart	Brulee	Cake
-	Crepe	Twist	Flan	
-	Strudel	Custard		
-	Pudding			

FLAVORS

	□	+	+	+
□	Cherry	Berry	Ginger	Lime
-	Lemon	Apple	Icy	
-	Cinnamon	Spicy		
-	Orange			

FLOWERS

	□	+	+	+
□	Rose	Dandelion	Daisy	Bluebell
-	Lilac	Violet	Sunflower	
-	Iris	Lily		
-	Buttercup			

JEWELS

	□	+	+	+
□	Golden	Silver	Copper	Platinum
-	Ruby	Jade	Opal	
-	Emerald	Diamond		
-	Sapphire			

LIGHT

	□	+	+	+
□	Sparkle	Bright	Glint	Glimmer
-	Dark	Twinkle	Blaze	
-	Fade	Glare		
-	Shimmer			

TIME

	□	+	+	+
□	Dawn	Sunset	Day	Twilight
-	Sunrise	Midnight	Quick	
-	Night	Slow		
-	Dusk			

SOUNDS

	□	+	+	+
□	Tinkle	Bell	String	Whistle
-	Horn	Sing	Babble	
-	Trumpet	Whisper		
-	Cry			

WEATHER

	□	+	+	+
□	Winter	Snow	Wind	Summer
-	Sun	Star	Sky	
-	Rain	Cloud		
-	Autumn			

NON-PONY NAMES

In many cases, non-ponies use the same naming scheme as ponies, but some follow different naming schemes: for instance, griffons tend to have names beginning with 'G', dragons are often named after their natural weapons (or sometimes have oddly human-sounding names), donkeys and mules have punny or alliterative names (more than usual, that is), zebra names often start with 'Z', and critters usually have pet-appropriate names.

STEP 1: CONCEPT

Come up with a concept for your character. You will use your concept to determine your aspects. A concept should include, at the very least, your name, your pony tribe (or species, if you aren't a pony), your general personality, and a short summary of the things you are good at and the things you are bad at. It can also include an overview of your personal history, any connections you've made with background ponies before the start of the game, your favorite foods and hobbies, any common fictional tropes that specifically apply to you, and so on. Don't go overboard: between three and five sentences is a good length of a concept for a starting character.

STEP 2: ASPECTS

Everypony has five aspects at the start of the game. Four of these aspects are *rated* - when you make a check involving one of your aspects, you add the associated rating to your result (along with any situational bonuses from stunts, invocations, and the like). If you have no associated ratings, you make the check at +0 (plus bonuses, if any).

Each aspect should have an accompanying description - 1-3 sentences describing in more detail what the aspect is meant to do, as a reminder and so that everyone has some common expectations of your abilities and limitations.

STRENGTH (+4)

Something - usually a skill or talent, but it can be a more nebulous property - you are particularly good at compared to everypony else. It should be something prominent in your concept, since your entire character likely revolves around it.

Taking a tribe/species characteristic as a Strength aspect means that you are better at it than almost anypony else from the same tribe or species.

EXAMPLES:

Flashy Panache is a *DASHING EX-PIRATE*, which makes her good at swashbuckling, sailing, spinning yarns, and swilling rum.

Forceful Start is *THE MASKED GORILLA*, a pony luchador, which makes him good at wrestling, mugging for the crowd, and contract negotiation.

Sneakythief is an *ESCAPE ARTIST*, which makes her good at stealing things (and into and out of places), either without being caught or without having to face the consequences thereof.

CUTIE MARK (+3)

A unique special ability that you are supernaturally good at. Ideally, this should dovetail with, but not entirely duplicate, your Strength aspect.

STRENGTH VS CUTIE MARK

It's common to mischaracterize a cutie mark as the character's calling, job, and sole purpose in life, but when you come right down to it, this isn't the case for most of the characters on the show. Their cutie marks *help* them do what they do, but they aren't the be-all and end-all, and they never overshadow the pony's own accomplishments. Generally, the Strength aspect should be fairly specific, while the Cutie Mark aspect should be broader, or give the pony an overtly magical talent.

Unlike a Strength aspect, a cutie mark is either subtly or overtly magical, and thus is capable of feats that ordinarily would be impossible.

Only ponies have cutie marks – other creatures instead have a Species Talent aspect.

EXAMPLES:

Careful Chase has a *MAGNIFYING GLASS* as his cutie mark, which makes him unusually perceptive and (since he's a unicorn) allows him to cast perception-related spells.

Cleverclogs has a *PAIR OF SCROLLS* as her cutie mark, which allows her to learn spells that aren't part of her normal magic disciplines.

Quickfire has *A DANCE OF SMOKE AND FLAME* as his cutie mark, which makes him resistant to heat and gives him a measure of influence over open flame.



WEAKNESS (-2/+2)

Something that always trips you up. Struggling against your weakness builds character if you are aware of your flaws and learn from them, but can be crippling if you let it get the better of you. Generally speaking, your Weakness works against you (-2 to checks in conditions where it applies), but if you can justify how you've managed to learn from or temporarily overcome your weakness (or if you invoke the aspect in your

BLANK FLANKS

Getting a cutie mark is a rite of passage in Equestria, but when it shows up is unpredictable. To play a foal without a cutie mark, instead of choosing a Cutie Mark aspect you gain the unrated *BLANK FLANK* aspect, which may result in some unkind words from other foals, but means that you still have limitless potential: gain an extra point of refresh as compensation until such time as you *do* gain your cutie mark.

Some magic has been shown to be capable of removing or suppressing a pony's cutie mark: in this case, the pony can't use the aspect's rating or invoke it, and it can't be compelled.

Cutie marks can also be transferred to another pony with magic, but this doesn't come with any sort of competence: while the new recipient becomes capable of any supernatural ability that is required to use the new cutie mark, she can't invoke it (although it can still be compelled) and takes all actions related to it at +0 instead of +3.

favor) then you can use it as a bonus.

Invocations of your Weakness aspect work differently than other invocations: if the aspect's rating (positive or negative) is being used for an action, instead of modifying the check result up or down by 2, the invoker can swap the bonus and penalty. As this represents a dramatic (or more often, comedic) reversal, the description of the invocation should be correspondingly extreme.

Because it can work both for and against you, the weakness aspect should be the most broadly defined – you never know when creative explanations will allow you to use it as a bonus.

EXAMPLES:

Cleverclogs *MAKES THINGS UP WHEN STUMPED*. While she can use this to appear impressive to people who don't know better, her lack of knowledge on a critical subject could easily bite her in the flank.

Flashy Panache is an *INDOLENT SWASHBUCKLER*. It takes a great deal to motivate her to do anything resembling work, and the effort is likely to be half-flanked anyway. On the other hand, when it comes to contriving convoluted ways to get *out* of doing work, she can't be beat.

Sneakythief is easily *DISTRACTED BY THE SHINY*. Although she's trying to be better, and gets a boost of confidence whenever she overcomes her baser instincts, sometimes the lure of filthy lucre is just too disruptive.

SLIDING SCALE

The easiest way to make a good Weakness aspect is to pick two contrasting personality traits and find a way to reconcile them. The best example of this from the show is *Rarity*, who is both generous to a fault *and* obsessively greedy and vain. By including both of those traits in her Weakness aspect, there would be times when her greed overpowers her generosity (inflicting the penalty) and times when her better nature prevails (granting the bonus)... but other times, such as in *Rarity Takes Manehattan*, where her generosity actually counts against her.

BACKGROUND (+1)

Something important from your early upbringing. It can be a hobby or skill, a trade, an unusual but minor talent, a piece of signature equipment, even a friend or family connection (although this doesn't count as a Friendship aspect).

Although you can only have one background aspect, you can also represent additional skill sets with stunts: a broad skill gives a +1, while a narrow one gives a +2. The advantage of a background aspect over a stunt is that you can always invoke it to put it on the same (unmodified) level as your Cutie Mark aspect, making it far more flexible than the static bonus of a stunt.

As an optional rule, once per session, you can spend a fate point to rewrite your background aspect to another that is more appropriate to the current Lesson. The new aspect must be in keeping with your character concept, but doesn't have to be already mentioned in your concept paragraph (although you

may want to add it or take it as a stunt so you remember it's part of your character).

EXAMPLES:

Careful Chase is a *DISGRACED MANEHATTAN LAWpony*, but he still has plenty of contacts on the force, a knowledge of the mean streets, and a profile of the seedy underbelly of Equestria.

Forceful Start *RAISES CARNIVOROUS PLANTS*, which gives him an edge in dangerous natural situations as well as letting him communicate with some of Equestria's more vicious flora.

Quickfire's *SISTER LEADS THE WONDERBOLTS*, which gives him an 'in' in the high society of both Cloudsdale and Canterlot, as well as front-row tickets to every Wonderbolts exhibition.

LIMITED SKILLS

You'll notice that this means that nopony has a wide range of skills. The idea is that friends have to help each other when their own abilities aren't enough. If nopony has the right skill for the job, you can always spend a fate point to bring in a background pony who does.

FRIENDSHIP (NO RATING)

Your connection with one of the other members of your herd. You begin with one Friendship aspect at character creation, and develop more during play as you build relationships with the other characters. While these don't have to be relationships with other player characters, it helps build table cohesion and gives other players an opportunity to invoke your aspects if need be. You can have a maximum of six Friendship aspects.

When you invoke a Friendship aspect, take note of the number of sun or moon symbols on the card you play (as these represent the personal attention of Princess Celestia or Luna, use the sun symbols if the action takes place during the daytime, and the moon symbols if it takes place during the night: the eclipse symbol counts as four of either type). You can use these symbols to power **one** of the following effects:

- ❖ The difficulty or opposition of the action is reduced by the number of symbols for purposes of determining if you succeed at all (with a naturally higher, but still negative, result) or get a 20% Cooler result (with a positive result). This doesn't apply to other effects related to your degree of success, such as damage, and it has no effect if your action fails or ties.
- ❖ You gain a number of free declarations of Toon Rules equal to the number of symbols. You can share these with your friends, but they go away at the start of your next turn. This represents the magical power of friendship to defy the normal laws of the universe.

(If you are using Fate dice instead of the Deck of Fate, count each ☀ result on your dice as a sun and each 🌙 result as a moon for purposes of this rule, with ☀☀☀☀, 🌙🌙🌙🌙, and ☀☀☀☀ counting as four of either).

STEP 3: TRIBE TRAITS

Different pony tribes (and other species) have different baseline traits.

Some kinds of activities are easier for one tribe than another, although how much easier will vary depending on the

individual and the action. The GM should adjust difficulties for certain characters based on their tribe traits, and in the event of a direct competition between characters of different tribes, ties should go to the pony with a tribal advantage. A pony performing a task that is easier for her tribe can also succeed with a negative result (which normally would result in a tie).

PONIES

Ponies are the dominant species of Equestria. Ponies are divided into three major tribes: earth ponies (who manage the land), pegasi (who manage the sky and the weather), and unicorns (who are responsible for most of the magic that powers Equestrian civilization).

UNIVERSAL PONY ABILITIES

All ponies are capable of standing, walking, running, and bearing moderate loads for fairly long distances without tiring. They have hooves instead of hands, but can manipulate objects fairly dexterously with their mouths, fetlocks, tails, and wingtips in the case of pegasi (and for the sake of convenience, some objects that don't require fine manipulation just 'stick' to their hooves). Even weak ponies have a strong kick and can ramp up their strength by *CHARGING* at their opponent.



EARTH PONY

Earth ponies have a deep connection with the land, and are physically and mentally strong.

Durable: Earth ponies increase their Resistance (for both physical and mental damage) by 1.

Strong-Hearted: Feats of strength, endurance, and mental/emotional/moral fortitude are easier for earth ponies.

PEGASUS

Pegasi are creatures of the wind and sky.

Cloud Dancer: Pegasi can fly, and walk on and manipulate clouds (although large-scale interactions usually require multiple pegasi at once).

Fast: Feats of speed and agility are easier for pegasi.

UNICORN

Unicorns have strong, capable minds and an array of magical talents.

Intellectual: Feats of reasoning and memory are easier for unicorns.

Spellcasting: Unicorns can use telekinesis to manipulate objects, and can cast spells related to their Cutie Mark aspect even if they have no other magical talents.

NON-PONIES

Many other species of creature live in Equestria, and although Equestrian culture is undeniably

AQUASTRIA

There is also the underwater realm of Aquastria under the Sparkling Sea, inhabited by sea ponies, mermare, and hippocampi. While related to land ponies, they don't usually interact.

Sea Pony: Sea ponies get the earth pony's Durable trait, but instead of Strong-Hearted, feats of navigation are easier for them.

Mermare: Mermare get the pegasus' Fast trait, but instead of Cloud Dancing, they get the power to manipulate ocean currents. They're not exclusively female, but 'merstallions' are rare enough that the collective term is feminine.

Hippocampus: Hippocampi gain the unicorn's Spellcasting trait, using their voices to resonate with gems to cast spells (they can't use magic without a suitable gem). Instead of Intellectual, feats related to sound and music are easier for hippocampi. Hippocampi are sometimes called 'sirens' by ignorant land ponies, but this properly refers to three specific hippocampi who were banished to another dimension a thousand years ago.

pony-centric (non-ponies tend to be looked down on by the Canterlot elite, and the language itself is slightly speciesist to non-ponies, what with all the ponyisms enshrined in everyday speech), non-ponies still have full rights as citizens and are broadly accepted in most aspects of society.

BOVINES

Cattle commonly live alongside pony farming communities, trading their strength and milk products for food and lodging on farmsteads. Bison are a migratory bovine species native to

the Appleloosa region. They live in tribes and have a sometimes cooperative, sometimes adversarial relationship with the ponies.

Herd Mentality: Any sort of collective activity is much easier for bovines, although they have difficulty acting against the crowd. Whenever a bovine receives a teamwork bonus from two or more other characters, the total bonus is increased by +1.

Species Talent: STRONG AS AN OX – Bovines are even stronger than earth ponies, although they are not as resilient and lack the earth pony's mental fortitude.

CRITTER

This category covers the various intelligent birds, mammals, and reptiles of Equestria, of which there are too many to handle individually. Most animals are sentient, but not to the level of developing civilization (although they are capable of reasoning and quite capable of appreciating pony culture). They don't speak pony languages, but can usually make themselves broadly understood by their hoofed companions.

Species Talent: Choose a talent appropriate to the animal species. This normally shouldn't be a basic feature of their animal family (such as flying, for birds), but something that they do better than other, similar animals (for instance, beavers have *LUMBERJACK TEETH*, cats are *BRAINWASHINGLY CUTE*, falcons are *FASTER AND COOLER*, tortoises are *SLOW AND STEADY*, etc.)

DEER

The deer of the Everfree Forest are aloof guardians of the natural world. They dislike ponies (or pretty much anyone who isn't a deer, although they have a healthy respect for zebras),

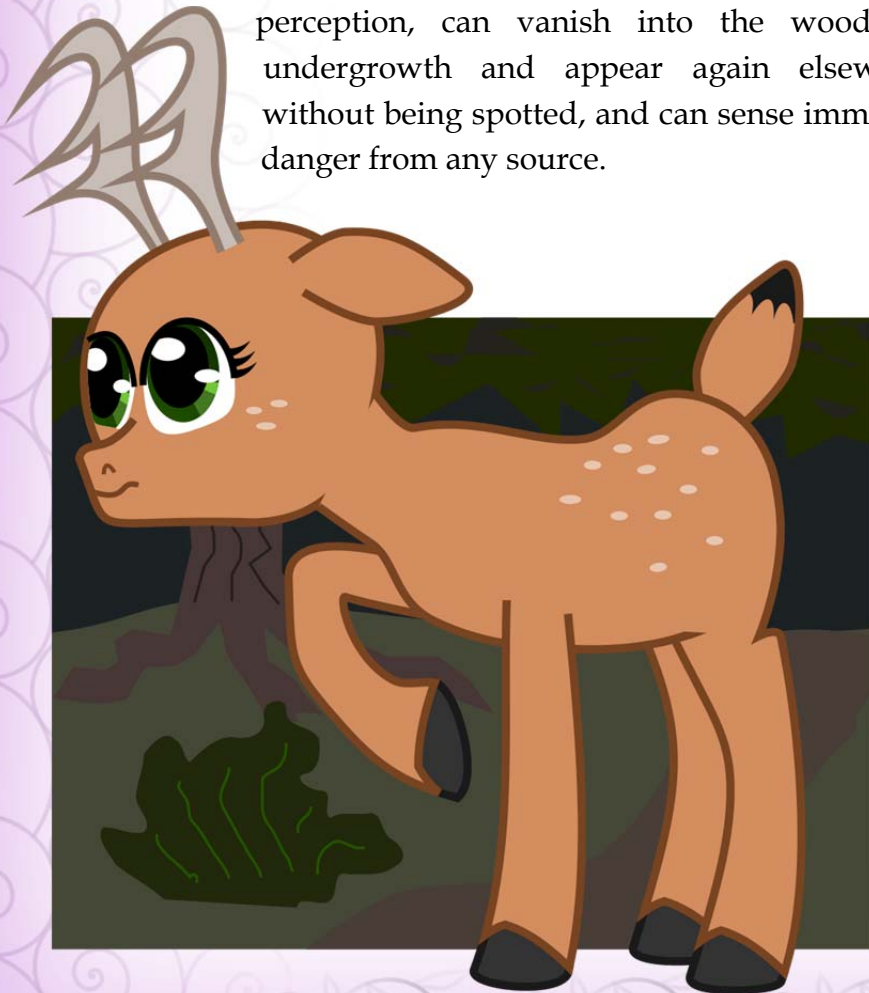
regarding them and their civilization as predatory upon nature. They almost never leave the forest, and are paranoid and skittish when out of their element.

Keen Senses: Feats of perception are easier for deer (especially in forest settings: see below).

Forest Magic: Deer do not need an aspect or stunt related to potionmaking to make and use potions related to growing and controlling plants.

Species Talent: *NATURE SENSE* - Deer live in harmony with nature. In a natural setting, they have effective 360 degree

perception, can vanish into the woods or undergrowth and appear again elsewhere without being spotted, and can sense imminent danger from any source.



DONKEY/MULE

Despite their superficial resemblance to ponies, donkeys and mules lack the innate supernatural abilities of their cousins. They tend to be drifters or odd-jobbers, settling down in pony communities in their old age or when they find a place they're comfortable in.

Enduring: Feats of endurance are even easier for donkeys and mules than they are for earth ponies.

Unflappable: Donkeys and mules increase their Resistance to mental damage by 2.

Species Talent: *STUBBORN AS A...* - Only the most extreme circumstances can sway a donkey or a mule who has set her mind on something. She will travel to the ends of Equestria to prove a point, wait years for validation of an opinion, and cannot be convinced or confused otherwise by mere argument.

DRAGON

Not much is known about dragons, as their only sizeable presence in Equestria is an enclave in Manehattan (whose residents are atypical by dragon standards). They have strong teeth and jaws and can eat just about anything, but they prefer gemstones, and they can tell the approximate value of an object by how tasty it smells.

Fire Inside: Dragons can breathe fire and are immune to extreme heat (even lava).

Hoarding Instinct: Feats of appraisal are easier for dragons.

Species Talent: *MAGIC BREATH* - Dragons possess innate magical talents that are channeled through their fire breath. Unlike a pony's cutie mark, this takes the form of a specific magical discipline unique to each dragon. As the dragon

matures, their mastery of the discipline expands, allowing them to master more and more spells. The average PC dragon is immature, knowing only one or two spells (much like a unicorn). All dragons, of course, can use their breath offensively.

HORSE

Larger than ponies (the size of a mature alicorn) and with superior agility and endurance, horses nevertheless lack the special supernatural talents of ponies. Horses are a rare sight in Equestria, but most ponies at least know what they are and recognize their kinship.

Durable: Horses increase their Resistance to physical damage by 2.

Stay the Distance: Feats of speed and endurance are easier for horses.

Species Talent: Instead of a Cutie Mark aspect, horses have a second Strength aspect rated at +3 (which can be just about anything, but lacks the supernatural element of a cutie mark).

GRIFFON

Due to the griffon homeland being an appalling dump, many griffons prefer to live in Equestria. Half eagle, half lion, and 'all awesome,' they are a proud species bordering on arrogance, and are almost as avaricious as dragons. Although they are omnivorous, the fact that both of their halves are primary predators makes ponies uneasy around them.

Half Eagle: Griffons can fly and walk on clouds like pegasi.

Predatory: Feats of intimidation are easier for griffons.

Species Talent: *KING OF THE SKY* – Griffons are stronger fliers on average than pegasi, although not as quick or agile.

MINOTAUR

Minotaurs are uncommon in Equestria, but hardly rare. They have a strong connection to the business and legal world, due to their strong skills at navigating contracts and pushing projects through bureaucratic red tape.

A-maze-ing Sense of Direction: Minotaurs live in labyrinths, and can navigate anything – physical or metaphorical (mazes, oceans, bureaucracy, Pinkie Pie logic... all the same to a minotaur). It is impossible for a minotaur to get lost.

By the Horns: Feats of intimidation and forcefully powering through problems are easier for minotaurs.

Species Talent: *BULL'S STRENGTH* – Feats of strength are even easier for minotaurs than for earth ponies.

ZEBRA

Zebras are an uncommon sight in Equestria, and nopony is entirely sure where they come from,



although they are fairly comfortable in the Everfree Forest and exhibit some cultural similarities to the forest's deer. They have difficulty interacting with ponies due to their idiosyncratic speech and distinctly different body language (some of their innocuous tics being easily misinterpreted as threat displays).

Rhyming Speech: All zebras speak in rhyme, for reasons that nopony has ever figured out. This makes feats of misdirection and mysticism easier for them.

Unflappable: Zebras increase their Resistance to mental damage by 2.

Species Talent: Despite not being technically considered ponies, zebras are the only other creatures that have cutie marks. Unlike ponies, zebra cutie marks mesh with their striped patterning and are fairly incomprehensible to anypony but the zebra - casual observers are unable to tell just by looking what the zebra's special talent is.

STEP 4: STUNTS

Each character begins with up to three free stunts and can buy more with refresh. Additionally, it is possible for a character to take up to two temporary stunts (usually representing some special asset, equipment or magical benefit), but for each scene the stunt is in - regardless of whether it is used - the GM gets an additional fate point to spend on the opposition.

While generally each player should build her own stunts, there are a few special cases:

ALICORN

Requires: Any pony, 2 stunts.

You become an alicorn, a pony who possesses the traits of all three major tribes. You gain the earth pony's Durable trait, the pegasus' Cloud Dancer trait, and the unicorn's Spellcaster trait (they don't stack if you already have them). You retain the second trait of your own tribe and can take the second traits of other tribes as stunts. You do not age, although you continue to grow in size over time until you reach the stature of a full-grown horse.

MAGICAL TALENT

Choose a magical discipline. You can cast spells related to that discipline, and you gain a +1 bonus to advantage and overcome checks with that discipline. If you take this stunt for a discipline you already know, the worst result you can get in on an opposed check for that discipline is a tie. You can select this stunt multiple times.

PARTY PONY

Requires: A party-related Strength or Cutie Mark aspect. You are so attuned to the art of making people laugh that you unconsciously break the fourth wall. Whenever your

TEMPORARY STUNTS

You can take a temporary stunt at any time that it's appropriate (such as during a gearing-up montage, or when you pick up a quest item). If you gain the stunt in the middle of a scene, the GM gets the extra fate point immediately. Temporary stunts should go away at the end of the episode, and the same stunt shouldn't be taken again in the next episode: if you like the stunt that much, spend refresh and make it permanent.

antics (in or out of game) make someone else laugh at the table, you can declare Toon Rules without spending a fate point (or regain the point if you already spent it on the action that provoked laughter).

POTIONMAKER

You can create magical potions using arcane reagents. If you do not have a rated aspect that relates to potionmaking, you make checks for it at +1 instead of +0.

STEP 4.5 (OPTIONAL): EQUIPMENT

Equipment is almost never important enough to bring out of the background (and most ponies are limited in what they are able to equip anyway). If equipment ever becomes significant, it should be represented either with situation aspects, temporary stunts, or both. There are three exceptions: armor, potions, and magic items.

ARMOR

Armor has a rating (as per the **Weapon and Armor Ratings** extra). Armor comes in two grades: light (Armor:1) and heavy (Armor:2). Armor stacks with the character's own Resistance rating, and unlike Resistance, Armor can reduce the amount of damage taken to 0 or below. However, all armor is restricting and cumbersome: a character in any sort of armor takes a penalty to overcome actions against physical obstacles equal to the armor's rating, and characters in heavy armor can only move one zone as part of another action instead of two.

POTIONS

Potions grant special abilities, both mundane and supernatural, to characters who use them. Making potions usually requires a rated aspect or feat (see below for details), and because they are not shelf stable, it is not possible for characters without skill at potionmaking to carry a lot of potions around with them. They tend to be used primarily for one-off effects.

MAGIC ITEMS

Magic items grant specific magical abilities to characters. In exchange, they increase the number of fate points the GM has to spend on the opposition, just like temporary stunts. Generally, no pony should have more than one magic item at a time (not counting potions). See below for more details on magic items.

STEP 5: FINISHING TOUCHES

Set your refresh to 3, unless you bought extra stunts. Set your Resistance to the default for your tribe (plus any modifications for stunts or armor). Finally, if you are of an artistic persuasion, draw a sketch of your character.





MAGIC

Equestria is a naturally magical realm, but most ponies are limited in how they can access it. Each pony tribe has their own generalized innate magic, and cutie marks give everypony borderline magical abilities related to a specific talent, but actual magical skill is rare (even among unicorns, who are the most magical of the pony tribes).

In game terms, practicing magic requires one of the following:

- ❖ The pony's Cutie Mark aspect relates to the practice of magic. A pony with a magic Cutie Mark can cast spells that relate in some way to her cutie mark, regardless of their normal magical discipline.
- ❖ The pony takes the Magical Talent stunt. The stunt only allows access to one discipline of magic, but anypony with the stunt can also cast spells related to her cutie mark.
- ❖ The pony has an aspect related to creating potions or takes the Potionmaker stunt. Potionmaking allows access to any discipline of magic, but has limitations in its functionality.

- ❖ **(Unicorns only)** The pony's Strength aspect relates to the practice of magic. This aspect allows access to two disciplines of magic, but anypony with such an aspect can also cast spells related to her cutie mark.
- ❖ Possession of a magical item.
- ❖ Alicorns can use any kind of magic (although becoming an alicorn usually requires the pony to be a proficient mage already).

CASTING SPELLS

Casting spells is no different from any other action: decide what you're going to do (in line with your discipline), determine what kind of action it is, pick an appropriate rated aspect to use for it, and make a check. The main difference between a magical action and a mundane one is that aspects created by magic can grant a wider range of effects than other aspects, but come with commensurate limitations: for instance, a *ONE TO ANOTHER* spell could give an earth pony some of the abilities native to pegasi, but only works for three days and breaks if the pony tries to do anything too athletic.

The other major difference is that, unless something is actually impeding its power, a spell never just fizzles. On a failure result, the spell always backfires (hilariously, because



this is a cartoon universe) or has an unexpected effect. A basic failure usually leaves some sort of negative boost on the caster or something or somepony in the environment, but a more extreme misfire (such as mixing up everypony's cutie marks or teleporting everypony to the moon) would make an interesting compel.

All spells take effect instantaneously. Spell effects that result in boosts instead of enduring aspects dissipate as soon as the boost is used, or at the end of the scene if it isn't used. Spell effects that produce enduring aspects last as long as the aspect makes sense, but in practice, most game-effecting spells last either until the end of the scene or until the end of the episode (unless overcome or dispelled). No spell, short of alicorn magic and the powers of deity-like creatures like Discord, lasts for longer than seven days.

MAKING POTIONS

Potions are similar to spellcasting, but are far more limited. First, potions can only be used *on* something or somepony, and their effects apply only to that target (although the effect can be a magical aspect that allows the target to affect somepony else) - it is therefore not possible to use a potion as a Resist action. Second, potions require odd ingredients and time - it isn't possible to make a

potion on the fly, although it is possible to prepare it and save the final ingredient or process until it's needed. Third, potions are not shelf-stable: they go off within a day of being brewed, and potions that grant advantages normally wear off at the end of the turn when their last freebie is used - although the GM might compel a potion with undesirable or unintended side-effects to actually be a *poison*, which won't wear off until a specific condition is reached.

The advantages of potions over spellcasting are that you can make advantage checks for them ahead of time, and only take the final action when they are actually used (so, for instance, you could stack multiple freebies on a *GROWTH POTION* before finally using it to make something *50 FEET TALL*, making it more likely you'll get a 20% Cooler result), and unlike magic items, potions do not increase the GM's fate point reserve. Potions still backfire like spells on a failure, but in the hooves of a diligent brewer, they are less likely to do so.

MAGICAL DISCIPLINES

The disciplines of magic aren't predefined or set in stone. Choosing a magical discipline is much like creating an aspect (although it isn't one): you determine what you want the discipline to be able to do, then come up with a cool name and a short description for it. You should also come up with 2-3 sample spell aspects that you'll use all the time (you might as well treat all spells as aspects even if they'd normally be overcome actions - you never know).

When composing a spell, think about three things: what it does on a success, how to make it 20% cooler, and what it just can't

do. Note that Toon Rules can overcome a spell's normal limitations, but only if it's funny.

Some examples:

BLASTER

This particularly unsubtle discipline focuses on projecting unhealthy amounts of energy at soft, squishy targets. With enough power, a blaster mage could level natural landforms. While theoretically any unicorn can use this discipline without training, actually controlling the beam requires skill and practice.

BEAM SPAM - A field of magical energy makes an entire zone hazardous to cross.

20% Cooler: Divide up the extra points among potential targets as if the advantage action were an attack action.

Limitation: Once set, it's hard to change the target zone (Overcome action to change targets without recasting the spell).

CUTTING TORCH - A localized beam that can cut through (or alternatively, weld) just about anything with enough time.

20% Cooler: Cut through anything instantly and explosively.

Limitation: Not subtle. It's impossible to conceal the damage you've done.

ZAP - One shot, one smoking crater.

20% Cooler: It's generally a basic attack, so extra damage or the chance at a boost as usual.

Limitation: It's single-target only.

BORROWER

A rare discipline allows a mage to transfer the physical qualities of one object or creature to another. A borrowing mage can turn

one object into another, make rock flow like water and turn air to ice, and grant the distinctive traits of one kind of creature to another. All borrow magic is temporary - once the spell is broken, the target always reverts to its natural form. It also requires constant attention to maintain, either from the caster or the target.

20% Cooler (same for all Borrower spells): The spell does not require concentration. It persists for three days or until broken.

AMPLIFY - One of the target's natural traits is refined and amplified. For instance, a pegasus might become even faster, an earth pony tougher, a potion more potent, a rock more... rocky, and so on (in game terms, the spell duplicates one of the target's aspects and can be invoked for the same things, except that it can stack with the original).

Limitations: Only one trait can be amplified at a time (if the spell is attempted on the same target again, the first trait is replaced). Additionally, if the spell goes wrong, the amplified trait becomes practically unusable for three days.

ONE TO ANOTHER - The target takes on one trait of a similar target: for instance, the spell could allow an earth pony to walk on clouds or breathe water, make an apple taste like a cherry, or swap one pony's cutie mark for another's (granting the powers, but not the skill required to use it effectively). Changes that involve substantial body changes (such as giving wings to a non-pegasus) are fairly difficult (minimum difficulty 5, depending on how complex the change is).

Limitations: Only one trait can be transferred at a time (if the spell is attempted on the same target again, the first trait is replaced). Additionally, putting too much strain on the partially transformed body causes the transformation to end

abruptly (compel the spell to break it if the target is overexerting).

TRANSMOGRIFY - The target is changed from one thing or creature to another (for instance, a leaf into a bow tie or a unicorn into a pegasus). This is a fairly difficult spell (minimum difficulty 5, depending on how complex the change is).

Limitation: Intelligent creatures can't be turned into inanimate objects and inanimate objects can't be turned into creatures.

GLAMOUR

A favorite of particularly snooty unicorns, this discipline gives its wielder power over the sense of beauty and allows her to easily detect things of superior aesthetic value in the midst of dross. A glamour mage can find gemstones within rocks, spot a true work amid forgeries, and make things appear more beautiful or desirable than they normally are (although she can't change their essential appearance or function). Glamour illusions don't last very long (one day at most: traditionally, a glamour wears off at the final stroke of midnight).

DISCERNING EYE - This spell reveals the presence of something of intrinsic value (aesthetic or monetary) in the zone and reveals approximately where it is if it is not immediately apparent. For game purposes, 'value' is considered to be objective.

20% Cooler: The exact position of every valuable thing in the zone and every adjacent zone is pinpointed, even through other objects.

Limitation: The spell can't tell you *how* valuable something is, only that it has value - even if that value is only 1 bit.

SEE IT, WANT IT - The target becomes subject to a nearly irresistible attraction (just seeing it requires a defend action to avoid desiring it).

20% Cooler: The attraction is even more irresistible (+2 to the difficulty of the defend action).

Limitation: The effect wears off after an hour of being separated from the target.

TRUE BEAUTY IS NEVER TARNISHED -

Minor imperfections in objects or individuals are repaired: small tears and breaks are mended as if they never happened, scuffs and dirt are cleaned, makeup is reapplied, etc.

20% Cooler: The target becomes better than new (patches on clothing are repaired, shiny objects become even shinier, a living target is surrounded by an alluring soft-blur or sparkle effect, etc).

Limitation: If the damage is too extreme, the attempt to repair it actually makes it look worse (repaired objects look deformed, lipstick and mascara turn into clown makeup, etc).

TIMETURNER

A rare (and generally thought impossible) discipline, this magic controls and directs the flow of causality. A time mage can speed up or slow down time as a matter of course, stop time for a few (subjective) minutes, view alternate futures or pasts, and



even travel in time to a limited degree. Timeturner spells can't be opposed except by another time mage, but because the discipline is difficult, the GM should set high target numbers to pull the spells off without a hitch.

CLAIRVOYANCE - The simplest time spell allows the caster to view a different point in time and/or space. Of course, being the easiest to cast, it's also tremendously easy to take whatever you see humorously out of context.

20% Cooler: The GM should tell you if you're radically misinterpreting what you're seeing (but shouldn't give the correct explanation).

Limitation: The vision takes place in real time, and you are completely unaware of your surroundings while viewing it.

SPEED/SLOW - This spell speeds up or slows down time in an entire zone. This takes it out of sequence with the rest of

spacetime: nopony outside the zone can enter it and nopony inside can leave it until the spell lapses.

20% Cooler: The caster is immune to the effect.

Limitation: Requires concentration.

TEMPORARY ALTERATION OF REAL-TIME DISPLACEMENT INTERVAL SEQUENCE - The caster is instantly transported to another point in time and space for one minute.

20% Cooler: Three minutes.

Limitations: The traveler can only visit any given time once in her lifetime, and the spell completely locks out the two weeks immediately prior and subsequent to the desired time to avoid paradoxes.

TOWER

This primarily defensive discipline covers the manipulation of wards, walls and shields. It also covers teleportation. A tower mage can create magical alarms and force fields, and create, destroy, or bypass barriers. A particularly skilled mage might create a defensive field around an entire building, or even an entire city.

BARRIER – Creatures or objects matching a certain description are unable to enter the zone (or zones).

20% Cooler: Instead of being created in situ, the barrier expands from the casting point, expelling excluded targets from the affected area.

Limitation: A small barrier lasts up to a day without additional attention, but a large one or a barrier that targets a large or dangerous opponent must be sustained by constant effort (represented by opposed overcome checks).

SHIELD – Blocks potential physical and magical damage (Armor:1), but shatters if it absorbs too much damage (grants an additional consequence slot of each type, breaks when all three are filled).

20% Cooler: Armor:2 and two mild slots.

Limitation: When the shield shatters, the caster gets a headache that prevents her from casting anything else until the end of the scene.

WINK OUT – The caster (and what/whoever she is holding on to) teleports to a place she can see.

20% Cooler: The target location can be anywhere within about 2 miles that the caster can clearly envision, or anywhere within 10 miles on a random jump.

Limitation: For some reason, this spell won't teleport through any obstacle, no matter how flimsy, that completely blocks normal egress – for instance, you can't teleport yourself out of a net, or past a locked door (although an unsecured door works).

VITALITY

A relatively common discipline among earth ponies, this magic deals with the health of the body, mind, and environment. A healing mage can repair physical and psychological damage, cure diseases, restore imbalances in their surroundings, and generally promote health and harmony. In extremis, she can also inflict any of the conditions she normally cures, but nopony nice would do that.

CLEANSE – An unnatural or adverse effect (such as a disease, a curse, or the power of Discord) is removed from the target.

20% Cooler: The entire zone is cleansed of the effect.

Limitation: On a tie, the effect is only partially removed.

HEALING – A physical or mental consequence is converted into a situation aspect (the difficulty of the overcome action to cast this spell equals the severity of the consequence, just like a normal recovery check).

20% Cooler: The consequence goes away completely at the end of the target's next turn.

Limitation: The same consequence can't be healed twice, even if the first time was unsuccessful.

INNER EAR IMBALANCE – This spell upsets the target's sense of equilibrium, making it difficult for them to move (especially bad

for a quadruped). Not a very nice way to use healing magic, but better than straight-up harm.

20% Cooler: The spell screws with the target's other senses as well, making them hallucinate (amusingly).

Limitation: Requires concentration.

VOODOO

Voodoo is a sympathetic magic that exploits the connection between things that were once whole. It is usually used by mischievous mages for embarrassing pranks.

EVIL EYE - By making eye contact with an opponent, the mage curses her with temporary clumsiness or bad luck (allows this aspect to be invoked against her regardless of distance) until the next sunrise.

20% Cooler: More freebies.

Limitation: None of the effects of the Eye can be more than humorously inconvenient.

FAMILIAR SPIRIT - The caster summons up a magical spirit to consult on a specific subject. The spirit can't actually do things for the mage (like a background pony can), but can offer advice and instructions to help her do it herself.

20% Cooler: The spirit acts like a cutie mark, granting supernatural ability related to the reason it was summoned (without any innate skill at using it, however).

Limitation: A familiar has to be paid (usually in intangible esoteria) for its services, and how helpful it is depends on the value of the payment.

VOODOO DOLL - The most basic and common spell of Voodoo, the mage uses a piece of her target's body (usually a strand of mane or tail) and incorporates it into a doll representing the target. Whatever she does to the doll then affects the target, no

matter how much distance is between them. Forging the connection requires an advantage action: thereafter, it's up to the mage's imagination.

20% Cooler: More freebies.

Limitations: The piece of the target's body has to be less than a week old - it loses potency after that.

WEATHERVANE

Popular with pegasi, this magic allows altering weather patterns on a large scale, without having to do it by hoof. A weather mage can manipulate multiple clouds at a time, transmute rain into other substances, command air currents, even create tornadoes by herself.

CHILL OUT - This spell creates a blizzard localized to a specific zone or zones that impedes movement and obscures visibility.

20% Cooler: Doesn't require concentration (but runs the chance of going out of control).

Limitation: Requires concentration.

CLOUD CONTROL - The mage can move or clear multiple clouds like a whole team of weatherponies (or one Rainbow Dash).

20% Cooler: The caster can change one kind of cloud into another (raincloud to thunderhead, for instance).

Limitation: Clouds are controlled en-masse - it's not possible to control an individual cloud without recasting the spell.

TWISTER - This spell creates localized tornadoes, the size determining the difficulty (it can even create nonsensically tiny ones that realistically wouldn't have enough power to sustain a cyclone).

20% Cooler: Doesn't require concentration (but runs the chance of going out of control).

Limitation: Requires concentration.

MAGIC ITEMS

Magic items come in two types: those that bestow permanent magical effects, and those that allow someone not normally gifted with magic to cast spells in a limited way. Both kinds are represented by aspects, but the way they apply varies.

Permanent Effects: A permanent-effect item grants or denies narrative permissions for the wielder. For instance, a *FLAMING SWORD* allows the wielder to create fire-related advantages and consequences, overcome obstacles that can be burnt or cut, intimidate ice elementals, and so on. Each item comes with either one freebie on its aspect per scene or one stunt, but in

exchange, the GM gets an additional fate point per scene the item appears in, just like a temporary stunt.

Spell Storing: A spell storing item allows a non-caster to use magic – but only one specific spell, and only a limited number of times before the item is either useless or must be recharged, or only in very specific circumstances. A spell storing item does not have its own aspect, but rather contains a number of spell boosts (three being the default). In each scene the item appears, the GM gains a number of additional fate points equal to the number of boosts left in the item.





PLAYING THE GAME

Although for the most part a *My Little Pony* game plays the same as a regular *Fate* game, there are some significant differences.

CARTOONING

My Little Pony is an adventure/slice-of-life comedy cartoon. While it is definitely possible to play the world as though it were an ordinary fantasy campaign setting, the intent of this hack is to simulate the weird-and-wacky nature of cartoon slapstick.

- ❖ The laws of reality are somewhat lax in a cartoon. Gravity is less of a harsh mistress (even before you add flying equines to the mix). Characters can easily squeeze into spaces and climb on top of places they really have no

business being in (but getting out or down is another matter). Mishaps that would be instantly fatal in the real world can be no more than a minor inconvenience in the cartoon world (unless it's funnier for them to leave the character completely wrapped in bandages). Random coincidences occur with remarkable regularity. Basically, nothing is off-limits in a cartoon universe.

- ❖ The 'declare Toon Rules' use of a fate point has the power to override even such rules of common sense that do apply to a cartoon, and should only be turned down if it would actually break the game. Using it liberally goes a long way to evoking the outlandish atmosphere of the cartoon.
- ❖ We fully embrace the use of penalties when *Fate* normally avoids them. In most games, setbacks are played for drama, but in this game they should be played for humor

(although they can also be played for drama – the two are not always mutually exclusive). Failing a check is an opportunity to do a comic pratfall or suffer something humorously embarrassing as a cost of success. You can also use the extent of a penalty to a check as a guide to roleplaying the potentially hilarious conditions that are impeding your action.

- ❖ Most significantly, characters can't die. While they *can* (and should) be put in mortal danger on a regular basis, if they are ever defeated in a way that would normally be fatal, something always intervenes to save them... although the condition it leaves them in may be considered a fate worse than death.

The most useful tool in the cartoon-gamer's box is 'success at cost'. By tacking on a hilarious or embarrassingly ridiculous cost to a spectacular failure, you should be able to turn it into, at the very least, a success in spirit – something that lets you get on with the game, but look very silly while doing it.

GAME BUILDING

Since Equestria is an established (albeit vaguely defined) setting, instead of normal Game Creation, the table (can) create Themes, Lessons, and Background Ponies.

- ❖ Themes are campaign-level aspects that set the tone of the season. They should be able to apply to every episode, but individual episodes don't have to exclusively revolve around them (or even bring them up).

- ❖ Lessons are the goals and opposition of each episode. The players should define the title and overall goal of each Lesson, while the GM determines the details.
- ❖ Background ponies (or griffons, donkeys, dragons, etc.) are NPCs who aren't necessarily relevant to a specific plot.

SEASONS AND EPISODES

Instead of the session, games are measured in **episodes**. An episode is the time it takes to learn a complete Lesson. Some episodes can extend to multiple sessions (1-2 is normal, although some might extend to 3). Refresh normally happens per episode rather than per session, unless the GM determines otherwise. Any *Fate* effect that normally refers to 'per session' is 'per episode' instead, but any effect that is 'per session' in this document is still per session.

A **season** is a collection of episodes with a similar **Theme**. Seasons usually begin and end with a multi-session episode with a more high-adventure plot than the intervening Lessons: the first episode introduces the Theme, the last concludes it.

THEMES

Each season should have 1-3 Theme aspects. These unrated aspects are similar in design to 'issues' of normal *Fate* game creation, but are generally more concerned with tone or with common story elements than with plot. Themes can be used to tie the individual episodes of the season together with a common thread.

Theme aspects are always available to everypony. They should be broad enough to be invoked (or compelled!) in just about any situation that the season might throw at the PCs. They are a safety net in case a character simply doesn't have *anything* else applicable to the situation, and a carrot in case the PCs need to be herded back onto the path.

The GM should define one Theme at the start of the season (with or without player input) to indicate the kind of season she plans to run. The players can then define 1-2 other Themes, either right away or saving them for later (if they can't decide up front).

EVENT THEMES

One special kind of Theme you can use is the *event* - a special occurrence scheduled for the end of the season, such as the Grand Galloping Gala or the Equestria Games. At least a few episodes throughout the season should go into preparing for the event, each depicting a different facet.

LESSONS

Each episode has a Lesson associated with it. The Lesson is the overarching source of conflict for the episode, and is structured as follows.

TITLE

Each Lesson has a title indicating what the characters are expected to learn from it. The players are aware of this, although the characters are not.

SUMMARY

The GM should have a summary of the events surrounding the Lesson. This information should not be shared with the players. It shouldn't be as detailed as a traditional adventure plan - just a guide to improvisation.

ASPECTS

Each Lesson has six rated aspects, indicating the ways in which it can oppose the characters. Unlike character aspects, the Lesson's aspects can be rated in any order: one at +6, two at +4, and three at +2. Lesson aspects all fall into one of the following categories.

- ❖ **Communication:** A Communication aspect represents ways in which the characters are prevented from cooperating. A low-rated Communication aspect is a simple misunderstanding or wrong assumption, while a high-rated one is a full-on plot-mandated friendship failure.
- ❖ **Geography:** A Geography aspect represents physical impediments to resolving the Lesson. A low-rated Geography aspect might be a simple journey to a remote destination, while a high-rated one often involves weird fantasy landforms or major hard-to-reach quest locations.
- ❖ **Opposition:** An Opposition aspect represents intelligent agents that get in the way, willfully or not. A high-rated Opposition aspect is a major villain, while a low-rated one represents things such as henchponies, bullies, or obstructive bureaucrats.

When you are constructing a Lesson cooperatively but don't want to let the horses out of the gate too early, ask the players to prioritize the elements. If they want a primarily social conflict, make a Communication aspect the highest-rated. If they want to quest for something through a dangerous environment, a Geography aspect should be the apex. If they want to foil a fiendish plot, Opposition is the way to go. The rest of the aspects should fairly easily follow from this basic seed.

STUNTS

Lessons have stunts just like characters. Lesson stunts generally represent specific roadblocks impeding the characters from learning what they're supposed to. Each Lesson has 3 free stunts, just like characters, and can buy more with refresh.

REFRESH

Lessons also have refresh, which represent the fate points the GM can spend per scene on behalf of the Lesson and any NPCs that support it. A Lesson's refresh rating is 1 + the number of PCs engaged with it (even if they aren't in the current scene) - any additional stunts the Lesson has above its three free ones. The GM also adds extra points to this pool if the PCs have temporary stunts or magic items (and subtracts points from it if the NPCs do).

LEARNING THE LESSON

To learn a Lesson, the characters must overcome or defeat its +6 aspect and at least one each of its +4 and +2 aspects. The exact

parameters will differ depending on the Lesson, but there are a few consistent elements:

- ❖ The +6 aspect must always be overcome or defeated by two or more characters working together.
- ❖ The +4 aspects must be overcome or defeated by separate characters, or by two or more characters working together.

Aspects that are meant to be defeated have their own Resistance (equal to half the aspect's rating) and the same complement of consequence slots as a PC does. Once an aspect has been defeated once, its Resistance is reduced to 0 (making it easier to defeat again in the future). An overcome or defeated aspect can still be used if it remains relevant (for instance, Opposition aspects representing a horde of minions: defeating it in one encounter doesn't necessarily mean they won't come back in another).

TWO-PART EPISODES

An episode generally shouldn't last more than a single session, although depending on how on-track the table stays, it may spread across two. Sometimes, however, the same Lesson can be spread across multiple episodes. In this case, give the lesson twice as many +4 and +2 aspects, and limit the appearances of the +6 aspect until the first episode's cliffhanger so that there's no chance of it being defeated too early. Despite being part of the same Lesson, events that normally occur when an episode ends (refresh, milestones, etc.) still happen during a two-parter.

BACKGROUND PONIES

Background ponies are NPCs that exist as background flavor (and their aspects can't be used by anyone) unless somepony spends a fate point to bring them into the foreground or the GM decides they're relevant. Background ponies generally only have a Strength and a Cutie Mark aspect, but they can be fully

statted like PCs if you wish.

No matter how unrealistic this may seem, background ponies are always available to use unless the GM says they aren't (they can even change tribe if, for instance, the episode is set in Cloudsdale but they are normally earth ponies, or have a different cutie mark for one episode if necessary). They aren't



part of the main plot of the episode, however, so they vanish into the background again as soon as the job they were summoned for is complete.

At the GM's discretion, a herd of up to 3 background ponies can be summoned to perform the same non-specialized task (such as pulling a cart, assisting with a chore, etc) at the cost of a single fate point.

'Background pony' is a generic term - non-ponies can be background characters as well (critters are the most common).

MILESTONES

Milestones work slightly differently than the standard rules, due to the changes in character creation.

MINOR MILESTONES

Minor milestones occur at the end of an episode rather than a session. During a minor milestone you can do one of the following:

- ❖ Rewrite your Background aspect.
- ❖ Rewrite one of your Friendship aspects or description to reflect a different facet of your friendship (with the same pony).
- ❖ Exchange a stunt for another stunt, or buy a new stunt with refresh.

Additionally, any lingering consequences are cleared.

SIGNIFICANT MILESTONES

A significant milestone should occur every 3-4 episodes. In addition to the benefit of a minor milestone, you can do all of the following:

- ❖ Rewrite your Strength aspect or description to reflect a different facet of your skillset (you can't actually change your skill).
- ❖ Gain a new Friendship aspect. If you already have six Friendship aspects, you can either rewrite one of your existing ones (on top of potentially rewriting one for a minor milestone) or gain the ability to summon a background pony once per episode for free.

MAJOR MILESTONES

A major milestone occurs at the end of a season. In addition to the benefits of a minor and significant milestone, you can do all of the following:

- ❖ Rewrite your Cutie Mark aspect or description to reflect an evolution of your special talent (you can't actually change your cutie mark).
- ❖ Gain a point of refresh.

NO SKILL ADVANCEMENT

Characters in *My Little Pony* don't generally get statistically better at things - instead, they overcome obstacles that impede them from reaching their full potential. This should be represented in the character's concept or the phrasing of her aspects and descriptions.

SAMPLE LESSONS

The following Lessons can be used in just about any season, or can serve as a model for your own. They take place in Dream Valley, the setting of the original *My Little Pony* series, which can be located anywhere in Equestria.

THE GHOST OF PARADISE ESTATE

Paradise Estate is a pony chalet located in the most beautiful part of Dream Valley. It used to be a popular tourist destination, but



lately those who have stayed there have been scared away by a mysterious haunt.

This is a good Lesson for a season opener, as it provides plenty of action and interaction and a ready-made excuse for new characters to come together.

SUMMARY

The PCs arrive at Paradise Estate, and their first night is interrupted by the ghost. After hijinks ensue, the 'ghost' is revealed to be a young penna (a type of bird-like dragon) who is searching the grounds for a magical amulet and fears that the ponies will take it if they find it first. The penna needs the amulet to free her grandsire, who is held prisoner by a monster that wants to take over Dream Valley.

ASPECTS

THE GHOST (+2, Communication)

The young penna, Pluma, uses illusion magic to convince ponies that the estate is haunted. Although she doesn't want to hurt anypony, some of her 'manifestations' can be pretty dangerous. To overcome this aspect, the PCs must discover her ruse and force her to reveal herself.

BURIED TREASURE (+2, Geography)

Half of the amulet is hidden in a cave system underneath Paradise Estate, protected by dangerous but non-lethal traps. To overcome this aspect, the PCs must discover a way into and navigate the complex, preferably without damaging the estate in the process.

IT'S MINE! (+4, Communication)

Resistance 2 □ □ Mild □ Moderate □ Severe □ Defeat

The pennas are generally unwilling to trust ponies - although nice enough (for dragons), they still have a dragon's acquisitive nature and generally believe that strangers will attempt to steal their treasures. To defeat this aspect, the PCs must convince at least one of the pennas that they do not have designs on the amulet.

LAIR FULL OF ADORABLY DANGEROUS MINIONS (+2, Opposition)

Resistance 1 □ □ Mild □ Moderate □ Severe □ Defeat

The monster that is holding the penna's grandfather is a fairly nasty piece of work, but one thing about the *My Little Pony* universe in general is that even the bad guys are kind of horribly cute. It is a bit difficult for any self-respecting villain to be taken seriously when her minions look like plushies. The monster's hideout is guarded by generically cute creatures that nevertheless have no compunction about dishing out hurt to inquisitive ponies. To defeat this aspect, the PCs will have to fight or sneak past them to reach either the cage trap or the big boss.

POSSESSION IS ONLY 50% OF THE LAW (+4, Geography)

With only half the amulet in their possession, the PCs must use their wits and the magic inherent in their half to track down the other half if they want to have any hope of using the amulet's power against the monster. If they just give the half they have to it, it will find the other half in short order and use the completed amulet against them.

***SCHEMING MONSTER* (+6, Opposition)**

Resistance 3 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

The exact nature and motivation of the monster are left up to the GM (on the show it was a giant octopus who wanted to flood the valley), but its primary goal is to obtain the amulet. If it gets it, it will of course immediately renege on the deal it struck with the penna and attempt to defeat the ponies.

STUNTS

BOSS MONSTER

The *SCHEMING MONSTER* can take three turns per round (but still only one action per turn), and can interrupt the initiative at any point to take them.

HEARTFIRE AMULET

With the amulet, you can make magical ranged attacks and transmogrify creatures (as the *TRANSMOGRIFY* spell). If you get a boost on an attack, you can use it to temporarily control the target's mind and force it to obey you for one turn. (The PCs can use this stunt if they have possession of the amulet, but the GM gets a fate point per scene just like a regular magic item).

Note: With only half the amulet, the effects are halved – ranged attacks are at half their normal effectiveness, only half the creature is transformed, and a mind-controlled target gets two turns – one acting for and one against the amulet's power.

MULTITUDINOUS MINIONS

The *ADORABLY DANGEROUS MINIONS* can take three turns per round (but still only one action per turn), and can interrupt the initiative at any point to take them.

AFTERMATH

At the end of this Lesson, the ponies will (presumably) have saved Dream Valley from uncertain doom, and at the very least will have solved Paradise Estate's haunting problem, which at the very least warrants being allowed to stay for free – giving the party a pretty nice home base for further adventures in Dream Valley. The Estate lives up to its name: gorgeous scenery, comfortable beds, game rooms, a spa, and every other comfort a pony could possibly want is available here. The party can create advantages based on being pampered and well-rested while they stay here.

MISH MASH MELEE

While exploring Dream Valley, the ponies encounter a creature trapped by a rockfall, which makes wild promises if they will help it.

This is an example of a slice-of-life style Lesson. It presents a problem for the PCs to solve, without proposing a solution – that's up to them.

SUMMARY

Deep in a cave, the PCs discover a black equine creature with intense red eyes. While it looks initially intimidating, it is plainly in distress – its leg trapped by a rockfall. It promises the ponies the adventure of several lifetimes if they free it. The creature is a gytrash (a shapeshifting trickster spirit) named Frazzit, and whether or not the ponies help, it swaps their personalities and cutie marks around (the difference being, if they help, the change is mostly benevolent, whereas if they

don't, it is spiteful). Chaos ensues while the PCs try to figure out how to turn themselves back to normal.

ASPECTS

RESCUE ME! (+2, Communication/Geography)

Frazzit is not really trapped by the rockfall (it can free itself at any time), but is testing the ponies to see how they respond. It offers flattery, cajolery and promises if the PCs seem indifferent or inclined to help, promising them a fantastic adventure. If they are not inclined to help, it switches to threats and insults. To overcome this aspect, the party must either help to dig the creature out of the rockfall or resist its blandishments as they leave it to its fate.

If the PCs help the gytrash, it laughs gleefully and then, declaring its gratitude, casts a spell on them and then vanishes. If they leave it, it thunders angrily at them and casts a spell as they depart. The effects of the spell are not immediately apparent until the next day.

CUTIE MARK CONFUSION (+6, Communication)

The effects of the spell are to swap around everypony's cutie marks, and with them, part of their personalities. This is not discovered until the ponies wake up the next day.

Each player should temporarily change their pony's Cutie Mark aspect to that of the player on their left. If the PCs did not help the gytrash, this follows the normal rules for swapping cutie marks (grants permissions, but +0 rating). If the PCs *did* help, this aspect is instead treated as an additional Weakness aspect, except that it defaults to +2 instead of -2. Along with the changed cutie marks comes a changed personality - the

character should pick up the dominant personality traits of the cutie mark's normal owner: instead of swapping any other aspects, this aspect can be invoked and compelled (by anypony) as if it were the relevant aspect.

To overcome this aspect, the party must first meet the other conditions for learning the Lesson, and then must come up with a plan to swap their cutie marks back.

DIFFICULTY WITH SIMPLE TASKS (+4, Communication)

All this while, background ponies will ask individual PCs to help them with things. The tasks should be tailored to the ponies' *old* cutie marks. To overcome this aspect, at least two characters must figure out how to use their *new* cutie marks to accomplish the tasks.

IDON'T WANT TO GO BACK (+2, Communication)

Resistance 1 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

Somepony may like their new cutie mark and persona a little too much and be resistant to giving it back. This aspect can be defeated with diplomacy and common sense, but it must be defeated, not just role-played out.

FIND HELP (+2, Geography)

The ponies may attempt to find some external assistance for their problem. They may seek out Frazzit again, or someone learned in creature lore. Fortunately for them, the zebra mystic Zecora happens to be visiting Dream Valley looking for herbs, and can offer advice if the PCs can seek her out (while she isn't staying at Paradise Estate, the ponies there can give directions, although the journey is not an easy one), including identifying the gytrash and suggesting possible (suitably outlandish)

remedies, but she cannot dispel the magic herself. This aspect is overcome by finding the ally: once found, it can be invoked by the PCs to assist with another aspect.

TALK DOWN THE TRICKSTER (+4, Opposition)

Resistance 2 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

If the PCs find Frazzit again, they can try to convince it to reverse the spell. This aspect can be defeated by sufficient amounts of diplomacy, an old-fashioned beatdown (although in this case the gytrash will seek an opportunity for reprisal in the future), or by simply promising Frazzit a spectacle of equal amusement. However, the spell can't simply be reversed – the ponies must complete a particular task while working together (to overcome the *CUTIE MARK CONFUSION* aspect), but Frazzit can suggest the task to complete if the players are stuck.

STUNTS

COMICAL MISHAPS

Once per PC this episode, if a PC self-compels their new Cutie Mark aspect, they get two fate points for the compel instead of one.

RESISTANCE TO CHANGE

A character who is the target of *I DON'T WANT TO GO BACK* gets +2 to her Weakness and Background aspects for purposes of resisting their allies (whether they want it or not).

WHAT MY CUTIE MARK IS TELLING ME

Each altered Cutie Mark aspect comes with one freebie per scene that can only be used to swap the positive rating for a negative one (or invoke it against the character, if it is not treated as a Weakness aspect).

AFTERMATH

With the spell broken, the ponies' cutie marks are restored, and Frazzit appears again, either to thank them for such an amusing adventure or scold them for their insensitivity. If the players are able to articulate (convincingly) to the gytrash that they've learned something valuable about standing in somepony else's horseshoes, they get +1 to their Cutie Mark aspect for the next episode.

THE END OF DREAM VALLEY

A royal visit to Paradise Estate is interrupted by three Diamond Dogs attempting to enslave an ancient chaos creature.

This Lesson is intended as an example of an action-adventure driven two-part season ender. To make it a one-episode Lesson, cut out some of the prelude scheming and get right to the Smooze.

SUMMARY

This year's Summer Sun Celebration is to be held in Dream Valley, and the residents and patrons of Paradise Estate are in a tizzy preparing for the event. Unfortunately, the exiled Diamond Dog matriarch Hydia and her daughters Reeka and Draggie (who live in the Volcano of Gloom at the far end of Dream Valley) have designs on the gemstones beneath the valley's surface, and have a plan to harvest all of them – they will summon the ancient gem-swallowing chaos beast known as the Smooze and turn it loose on the valley.

ASPECTS (PART ONE)

DIAMOND WITCHES IN TRAINING (+2, Opposition)

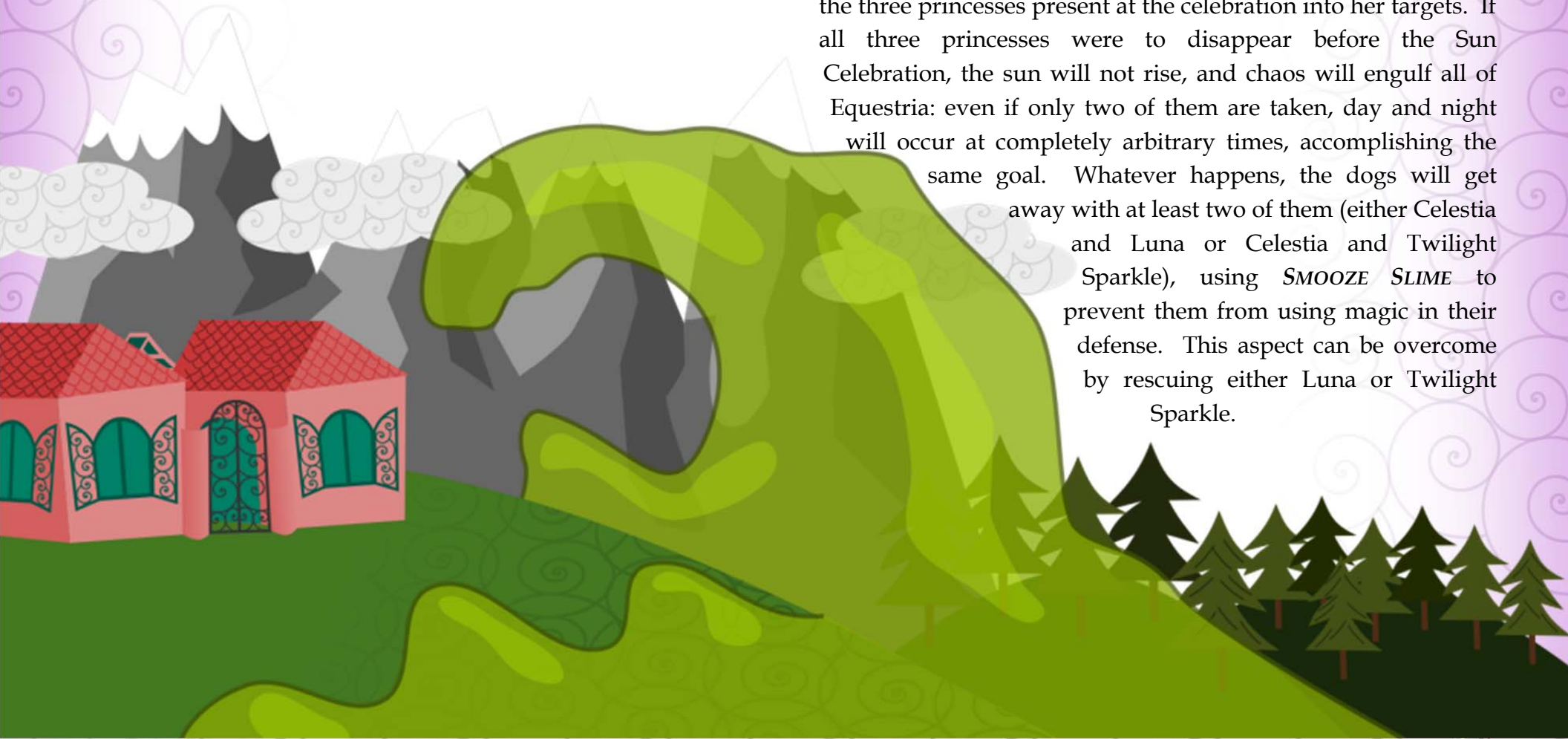
Hydia's daughters, Reeka and Draggie, are moderately powerful chaos witches, but are horribly incompetent. They have several plans to disrupt the Summer Sun Celebration, all of which are terribly impractical. Not that it stops them from trying, even after being humiliated in front of everypony. At best, their antics are annoying or distracting. This aspect can be overcome by making them look ridiculous after handily bypassing one of their schemes (any 20% Cooler result on an overcome attempt against something they've done).

SHE'S A REAL WITCH (+4, Opposition)

Hydia's skill at chaos magic is a far cry from that of Discord, but is still powerful enough that she would be hard even for an alicorn to beat without the Elements of Harmony. Her schemes to cause upset and panic at the Sun Celebration stand a better chance of success. This aspect can be overcome by dealing with whatever she throws at the celebration, and *must* be overcome in order to overcome the following aspect - otherwise, nothing can prevent her from getting away with all three princesses.

KIDNAPPED PRINCESSES, CHAOS ENSUES (+4, Communication)

Hydia's plan to enrage the Smooze requires mass chaos, turning the three princesses present at the celebration into her targets. If all three princesses were to disappear before the Sun Celebration, the sun will not rise, and chaos will engulf all of Equestria: even if only two of them are taken, day and night will occur at completely arbitrary times, accomplishing the same goal. Whatever happens, the dogs will get away with at least two of them (either Celestia and Luna or Celestia and Twilight Sparkle), using *SMOOZE SLIME* to prevent them from using magic in their defense. This aspect can be overcome by rescuing either Luna or Twilight Sparkle.



LITTLE DOGGIES (+2, Opposition)

Resistance 1 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

Even exiled Diamond Dogs have minions. Reeka and Draggles' minions are terrier breeds: the same size as ponies, allergic to loud and shrill noises, and easily distracted, but at least they're enthusiastic. These can be defeated either by straightforward violence or by a multitude of dog training techniques.

SMOOZE SLIME (+2, Opposition)

Smooze slime is a sticky substance that doesn't come off and is resistant to magic. A unicorn who gets the slime on her horn has difficulty using magic, and anypony else finds it cloying and uncomfortable, making everything they do more difficult. Only non-Equestrian magic can remove it. The Diamond Witches have managed to harvest the slime with their chaos magic and turned it into potions that their minions can throw... and, since good minions are hard to come by when you're in exile, they're provided with antidote in case they get any on themselves. This aspect can be overcome by finding a bottle of the antidote, or by using non-Equestrian magic against the slime.

ASPECTS (PART TWO)

(ALMOST) NOTHING CAN STOP THE SMOOZE (+6, Opposition)

The Smooze grows larger as it absorbs shiny things. Its slime doesn't come off and is resistant to all forms of Equestrian magic (non-Equestrian magic, such as chaos-based magic or Toon Rules, works normally). To overcome this aspect, the PCs must find something that works to pacify the Smooze long enough to extract the gemstones from inside it, causing it to shrink. Whatever it is, odds are it's extremely hard to find in Dream Valley.

VOLCANO OF GLOOM (+2, Geography)

The Volcano of Gloom is located at the far end of Dream Valley. It is a long journey over varied terrain (including canyons, caves, and chasms), not normally arduous but made so by the presence of the Smooze. In addition, the closer the ponies get to the volcano, the more they are affected by its palpable aura of gloom. This aspect is automatically overcome by reaching the Volcano (since the process of reaching it will be constantly complicated by all the other aspects as well).

RELEASE THE HOUNDS (+2, Opposition)

Resistance 1 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

The witches' lair is full of little doggy minions, who go down rather easily but are surprisingly numerous.

BIG DOGGIES (+4, Opposition)

Resistance 2 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

Hydia kept the best minions for herself, the bulldogs. Twice the size of a pony, strong, tough, and instead of cringing, loud noises make them angry. Unlike the lesser minions, these pretty much have to be beaten up to defeat them, unless somepony is *very* clever.

THE TERRIBLE TRIO (+4, Opposition)

Resistance 2 □ □ **Mild** □ **Moderate** □ **Severe** □ **Defeat**

Hydia, Reeka and Draggles may be the most dysfunctional family in Equestria, but together they're a force to be reckoned with, using chaos-based magic potions with impunity against anypony who gets in their way. They're also immune to the Smooze. On the other hand, Reeka and Draggles are still idiots who resent the way their mother treats them, so they can be

defeated either by violence or by setting them against one another.

STUNTS

AURA OF GLOOM

The Volcano of Gloom has +2 to advantage actions to depress and demoralize.

MAGIC-RESISTANT SLIME

Ponies exposed to *SMOOZE SLIME* suffer a -1 penalty to actions that use their Cutie Mark aspects. Magic-users also suffer a -1 penalty to any spellcasting action.

MULTITUDINOUS MINIONS

The *LITTLE DOGGIES* and *BIG DOGGIES* can collectively take three turns per round (but still only one action per turn), and can interrupt the initiative at any point to take them.

AFTERMATH

With gems extracted and princesses saved, the Smooze returns to its regular size and state of oleaginous lethargy. Having saved Dream Valley (again) in front of Equestria's royalty, the party earns themselves a parade in Canterlot, one royal favor per PC, and the eternal acclaim of all the valley's residents.



SAMPLE CHARACTERS

The following characters are the 'Mane Six' of this hack, based on the illustrations on the covers of *Fate Core* and *FAE* (and named after the *FAE* Approaches). Use and abuse as you see fit.

CAREFUL CHASE

A private detective, formerly of the Manehattan Police Department, now working freelance due to a certain series of incidents that he prefers not to talk about.

TRIBE

UNICORN

Unicorns have strong, capable minds and an array of magical talents.

Intellectual: Feats of reasoning and memory are easier for unicorns.

Spellcasting: Unicorns can use telekinesis to manipulate objects, and can cast spells related to their Cutie Mark aspect even if they have no other magical talents.

STRENGTH (+4)

THE LONG FETLOCK OF THE LAW

Careful Chase is indomitable. Once he's got his sights on a criminal, he will never give up until that criminal is brought to justice.

CUTIE MARK (+3)

MAGNIFYING GLASS

Not only does this mark symbolize Chase's profession as a detective, but it gives him extraordinary perceptiveness and allows him to cast perception-related spells.

WEAKNESS (-2/+2)

DOESN'T LIKE RISKS

His name is 'Careful' Chase for a reason. Whenever forced to act on impulse, he's as likely to trip over his own hooves as anything else. He likes to plan everything out in detail before acting.

BACKGROUND (+1)

DISGRACED MANEHATTAN LAWPNY

Chase's career in the Manehattan Police Department came to an



end when a suspect escaped his custody... six times... in the space of one night. Still, he has a few friends left of the force and a knowledge of the criminal element that serves him in good stead as a private detective.

FRIENDSHIP

WITH FRIENDS LIKE THESE...

Chase's circle of acquaintances is a bit of a rogue's gallery, full of people who don't think about the consequences. Since he's no stranger to consequences, Chase sees it as his duty to keep them on the straight and narrow, whether they want it or not.

STUNTS

CUT A PAL A DEAL

Careful Chase gets +2 when attempting to use *DISGRACED MANEHATTAN LAWPONY* to talk his way (or a friend's) out of trouble.

GOT MY EYE ON YOU

Whenever he creates a surveillance-related advantage with his Cutie Mark aspect, Chase can always roll active opposition against overcome attempts on that aspect.

I HAVE A PLAN

Chase can invoke advantages he created before the start of an encounter as if they were his Weakness aspect (to force a positive).

CLEVERCLOGS

A graduate of the Canterlot Academy for Gifted Unicorns, Cleverclogs travels all over Equestria searching for new spells and guest lecturing at local magic schools. She eschews



traditional methods of spellcasting and is always on the lookout for something new, an attitude which puts her at odds with the academy establishment (although Princess Celestia neither approves nor disapproves publicly).

TRIBE

UNICORN

Unicorns have strong, capable minds and an array of magical talents.

Intellectual: Feats of reasoning and memory are easier for unicorns.

Spellcasting: Unicorns can use telekinesis to manipulate objects, and can cast spells related to their Cutie Mark aspect even if they have no other magical talents.

STRENGTH (+4)

INSUFFERABLY INTELLECTUAL ICONOCLASTIC ILLUSIONIST

Cleverclogs graduated top of her class from the Academy. Unfortunately, she failed to get top marks in Humility 101 – she constantly lords her intelligence over other ponies and delights in using her magic to play pranks.

CUTIE MARK (+3)

PAIR OF SCROLLS

This mark symbolizes Cleverclogs' dedication to mastering her spells and learning new ones.

WEAKNESS (-2/+2)

MAKES THINGS UP WHEN STUMPED

Because she's a genius, she is convinced that even if she doesn't know the answer to a question, she can make an educated guess that's just as good as certain knowledge. Sometimes she's right.

BACKGROUND (+1)

EX-CANTERLOT EX-SNOB

She grew up in Canterlot, and used to believe that this was what made her superior, until she realized that most of the Canterlot elite were a bunch of idiots compared to her. Now she travels all over Equestria, bringing the less fortunate the benefits of her education.

FRIENDSHIP

SMART ALEK, PET PHOENIX

During her travels, Cleverclogs discovered a phoenix nest that had been ravaged by dragons and saved a lone egg. The phoenix that emerged shares her love of magic and defying convention, and is almost as insufferably intellectual as she is.

MAGIC DISCIPLINES

Cleverclogs' cutie mark allows her to learn individual spells (but not entire disciplines) through study between episodes. In addition, her Strength aspect and stunts grant her the following disciplines: **Glamour, Tower, and Voodoo.**

STUNTS

EXPOSITORY JARGON

Whenever she has time to explain the fundamental concept behind something as she's doing it, Cleverclogs gains +2 to purely intellectual overcome attempts.

MAGICAL TALENT (X2)

Cleverclogs can cast spells from the Voodoo discipline using her Strength aspect. She gains +1 to overcome and advantage actions with Glamour and Voodoo spells, and the worst result she can get on an opposed check with Glamour is a tie.

FLASHY PANACHE

Beautiful, dashing and glamorous, but also pathologically lazy and easily bored, Flashy Panache used to be a pirate captain on the Sparkling Sea before giving it up as being too much work. Now she tells tales of her exploits in taverns up and down the coast, easily convincing somepony else to pay for her drinks.

TRIBE

PEGASUS

Pegasi are creatures of the wind and sky.

Cloud Dancer: Pegasi can fly, and walk on and manipulate clouds (although large-scale interactions usually require multiple pegasi at once).

Fast: Feats of speed and agility are easier for pegasi.

STRENGTH (+4)

DASHING EX-PIRATE

The former captain of the *Black Opal*, the scourge of the Sparkling Sea, she can still buckle her swash amidst the rigging with the best of them, knows her knots, has a good head for the wind, and can read a treasure map just fine, but primarily, it gives her lots of tall tales to regale the crowds with.

CUTIE MARK (+3)

MYSTERIOUS CAT'S EYE

Her mark gives Panache catlike grace, excellent night vision, and a palpable mystique. Also, it explains her penchant for laziness and narcissism.

WEAKNESS (-2/+2)

INDOLENT SWASHBUCKLER

She doesn't really like to do work, and will go to extreme lengths to avoid exerting herself (even if those lengths ultimately involve expending even more energy). But though she's a shirker, she's *really good* at it.

BACKGROUND (+1)

WONDERBOLT ACADEMY DROPOUT

Panache dropped out of the Academy because it was too much effort, but she didn't forget any of the training.

FRIENDSHIP

COOL BIG SIS'S BEST FRIEND

Panache was at the Academy with Spitfire, Quickfire's big sister, and they still think of each other fondly in spite of being nearly polar opposite personalities. Quickfire has looked up to Panache since they were kids, which she happily exploits to get him to do things she's too lazy to do for herself.

STUNTS

ALBATROSS!

Whenever Flashy Panache gets a 20% Cooler result on an overcome attempt against an obstacle to movement or to move more than one zone, all enemies in the same zone suffer a -1 penalty to actions against her until the start of her next turn.

BALLADE

If Flashy Panache composes a verse of at least three stanzas (one stanza per advantage or overcome action) while preparing or positioning for another action, she can perform that action on the same turn that she delivers the final line. The player must deliver the verse in play, and the table judges whether the final stanza is acceptably conclusive before the extra action can be taken.



You Do It

Whenever Flashy Panache gives one of her freebies to somepony else, that character can get a 20% Cooler result with +2 over the difficulty instead of +3.

FORCEFUL START

A masked wrestler from Ponyville, who suffers from something of an identity crisis. In the ring he's large and in charge. Out of it, you'd hardly know he was there.

TRIBE

EARTH PONY

Earth ponies have a deep connection with the land, and are physically and mentally strong.

Durable: Earth ponies increase their Resistance (for both physical and mental damage) by 1.

Strong-Hearted: Feats of strength, endurance, and mental/emotional/moral fortitude are easier for earth ponies.

STRENGTH (+4)

THE MASKED GORILLA

Forceful Start is a minor celebrity in the Equestria wrestling circuit, known for his intimidating gorilla mask, with which he is almost unbeatable.

CUTIE MARK (+3)

GIANT GROUCHY APE

Forceful's cutie mark denotes him as someone you don't want to annoy, and gives him strength over and beyond that of even most earth ponies.

WEAKNESS (-2/+2)

SHY AND RECLUSIVE/LOUD AND ABRASIVE

Without his mask, Forceful is a shrinking violet, constantly trying to reduce the amount of world he takes up. With the mask, he's a noisy, obnoxious brute.

BACKGROUND (+1)

RAISES CARNIVOROUS PLANTS

Forceful Start's somewhat unusual hobby is raising and training carniflora from the Everfree Forest. Since most of these plants are big enough to swallow ponies whole, and mean and ornery to boot, he has his work cut out for him.



FRIENDSHIP

CRUSHING ON FLASHY PANACHE

Forceful has a thing for Panache, but is too shy to say anything to her, even with the mask on. A threat to her will always send him leaping into action, but the rest of the time, he keeps his distance.

STUNTS

BLESSED ANONYMITY

Without his mask, Forceful gains +2 to attempts to hide.

KAYFABE

Forceful Start gains +2 to feats of intimidation when wearing his mask.

WHO WAS THAT CONCEALED CHARGER?

Forceful can spend a fate point to leave a scene at any time prior to being defeated (even a combat encounter) without conceding or making a check to escape.



QUICKFIRE

Quickfire is a firepony from Cloudsdale whose graceful and fiery martial arts style translates into an effective tool for fighting disastrous blazes.

TRIBE

PEGASUS

Pegasi are creatures of the wind and sky.

Cloud Dancer: Pegasi can fly, and walk on and manipulate clouds (although large-scale interactions usually require multiple pegasi at once).

Fast: Feats of speed and agility are easier for pegasi.

STRENGTH (+4)

AERIAL SEARCH AND RESCUE

His specialty is diving into a blaze to save trapped ponies. Quickfire has keen eyes and fast reflexes that let him assess danger to the most minute detail.

CUTIE MARK (+3)

A DANCE OF SMOKE AND FLAME

Quickfire views firefighting as a martial art. His overly artistic cutie mark (a family trait) makes him resistant to extreme heat and grants the power to manipulate flames almost as easily as clouds (although fire is fickle and usually isn't content to do what it's told).

WEAKNESS (-2/+2)

HERO WORSHIP

He's very modest about his own talents, but greatly admires other ponies - to the point of obsession, sometimes. He's

always trying to do what his hero du jour does, even if he has no talent in that regard whatsoever.

BACKGROUND (+1)

SISTER LEADS THE WONDERBOLTS

Quickfire's big sister is Captain Spitfire, leader of the Wonderbolts. Although he would never abuse his connections (big sis is pretty scary, after all), he does get free tickets to all the aerobatics events and can train with the team whenever he wants.

FRIENDSHIP

CONSTANTLY STEALING CLEVERCLOGS' PET

Because of their mutual affinity for fire, Quickfire and Smart Alek get along very well - to the point that Quickfire has frequently gotten into trouble with his friend for going off somewhere with her pet without notice.

STUNTS

AIHIDO

While in a zone that contains a fire, Quickfire can make ranged attacks with his Cutie Mark aspect, and does not need to get 20% Cooler to reduce the damage by 1 to place the *STOP, DROP, AND ROLL* boost on the target.

FLY-BY HOOFING

While flying, Quickfire can move three zones and still perform an action. He can split this movement however he likes.

TA-DAA! KNICK OF TIME

Quickfire can spend a fate point to arrive in exactly the zone he needs to be in to save the day, regardless of how much distance or how many obstacles are in the way.

SNEAKYTHIEF

Sneakythief is a guttersnipe from Fillydelphia with a talent for selflessly relieving other ponies of their heavy and distracting material possessions.

TRIBE

EARTH PONY

Earth ponies have a deep connection with the land, and are physically and mentally strong.

Durable: Earth ponies increase their Resistance (for both physical and mental damage) by 1.

Strong-Hearted: Feats of strength, endurance, and mental/emotional/moral fortitude are easier for earth ponies.



STRENGTH (+4)

ESCAPE ARTIST

Sneakythief had to leave her home of Fillydelphia, literally under a cloud (she annoyed an influential Pegasus), and since then has been remarkably adept at extricating herself from sticky situations.

CUTIE MARK (+3)

LOOSE CHANGE

She can always get her hooves on a few bits... somehow.

WEAKNESS (-2/+2)

DISTRACTED BY THE SHINY

She can't help it - she likes glittery and expensive things. These have a tendency to belong to somepony else.

BACKGROUND (+1)

I KNOW A STALLION WHO...

Having escaped from *ahem* traveled to settlements all over Equestria, Sneakythief has an extensive array of less-than-savory contacts, most of which can be induced to put her up for the night or help her dispose of a museum piece that just happened to fall into her saddlebag, honest.

FRIENDSHIP

CAREFUL CHASE IS MY EXTERNAL CONSCIENCE

Careful Chase lost his job with the Manhattan police when Sneakythief escaped his custody (repeatedly), and she feels real bad about that. She tries to be good whenever he's around. Then again, what he doesn't know can't hurt him, right?

STUNTS

CHEESE IT, THE COPS!

Sneakythief can gain +2 to her *I KNOW A STALLION WHO...* aspect for a single scene, but doing so inevitably draws the attention of the Law.

KLEPTOMANIACS ANONYMOUS

Sneakythief can invoke Friendship aspects as if they were her Weakness aspect (to force a positive Weakness rating).

SECRET PASSAGE

Three times per episode, Sneakythief can declare Toon Rules to appear somewhere she has no business being without spending a fate point.



NAME

TRIBE

ASPECTS

+4

STRENGTH

my LITTLE

+3

CUTIE MARK

-2/+2

WEAKNESS

FRIENDSHIP
is MAGIC

+1

BACKGROUND

STUNTS

CONCEPT



EQUIPMENT

APPEARANCE

