~ Pony Form ~

Physical Description

Size and build

Eyes

Mane

Tail

Coat color

Cutie mark

Other Description

Personal weakness

Name of player

Important Possessions

Saddlebags

	Major	Med.	Minor
	○	○	●
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○

~ Pony Form ~

Name of pony

Fill in one of each

○ Earth pony   ○ Mare   ○ Stallion
○ Pegasus pony ○ Filly
○ Unicorn pony ○ Colt

Aptitudes	①	②	③	④	⑤	dice
Muscle	●	○	○	○	○	
Hardiness	●	○	○	○	○	
Speed	●	○	○	○	○	
Agility	●	○	○	○	○	
Smarts	●	○	○	○	○	
Learning	●	○	○	○	○	

Talents

○ Earth ○ Air ○ Spell
○ Fire   ○ Water ○ Levitation
○ Earth ○ Fire
○ Earth ○ Fire
○ Earth ○ Fire
○ Earth ○ Fire

Talent Names	①	②	③	④	⑤	dice
	●	●	●	○	○	
	○	○	○	○	○	
	○	○	○	○	○	
	○	○	○	○	○	
	○	○	○	○	○	
	○	○	○	○	○	

Talent Descriptions

Cutie mark sketch

Fatigue (Tiredness)
○ Tired: −2 dice
○ Exhausted: −3 dice
○ Winded: −1 die

Illness or Injury
○ Serious: 7–9
○ Bruised: 0 or less
○ Major: 10–12
○ Stunned: 1–3
○ Mortal: 13–15
○ Minor: 4–6
○ Death: 16 or more

~ Creating a Pony ~

Aptitudes

In the tables to the right, the extra dice for kind of pony and mare or stallion are added to the basic 1 die for each Aptitude.

Add a total of 8 more dice to Aptitudes, but no Aptitude can end up with more than 5 dice in it.

Muscle	Mare	Stallion
Earth pony	2 dice	3 dice
Pegasus pony	2 dice	2 dice
Unicorn pony	2 dice	2 dice

Speed	Mare	Stallion
Earth pony	2 dice	1 die
Pegasus pony	2 dice	2 dice
Unicorn pony	1 die	1 die

Smarts	Mare	Stallion
Earth pony	1 die	1 die
Pegasus pony	1 die	1 die
Unicorn pony	1 die	1 die

Hardiness	Mare	Stallion
Earth pony	2 dice	3 dice
Pegasus pony	2 dice	2 dice
Unicorn pony	2 dice	2 dice

Agility	Mare	Stallion
Earth pony	2 dice	1 die
Pegasus pony	2 dice	2 dice
Unicorn pony	1 die	1 die

Learning	Mare	Stallion
Earth pony	1 die	1 die
Pegasus pony	1 die	1 die
Unicorn pony	1 die	1 die

Talents

In the tables to the right, the extra dice are added to the basic 1 die for each Primary Talent.

Add a total of 3 more dice to Talents, but no Primary Talent can end up with more than 5 dice in it and no Secondary Talent can end up with more than 3 dice in it.

Primary Talents		Talents Start With . . .
Earth pony	One Earth Talent, one Fire Talent	2 dice in one, 1 die in the other
Pegasus pony	Air Talent, Water Talent	2 dice in one, 1 die in the other
Unicorn pony	Levitation Talent, one Spell Talent	3 dice in one, 2 dice in the other

Secondary Talent		Talent Starts With . . .
Any pony	One Earth Talent or Fire Talent	1 die

~ Weights and Measures ~

How Big Is a Pony?	Height at Withers	Weight (Mass)
Young mare	about 30" (75 cm)	about 75 lbs. (34 kg)
Young stallion	about 36" (90 cm)	about 150 lbs. (69 kg)
Very old pony	may be shorter	may be lighter or heavier
School-age foal	18 to 24" (45–60 cm)	up to 50 lbs. (23 kg)
Baby foal	less than 12" (30 cm)	a few pounds (kg)
Older princess	about 60" (150 cm)	400 to 600 lbs. (180–270 kg)
Younger princess	about 30" (75 cm)	75 to 100 lbs. (35–45 kg)

How Far Can a Pony See in Daylight?	
Clear weather	Line of sight
Light rain	160 yards (146 meters)
Heavy rain	80 yards (73 meters)
Fog or clouds	16 yards (15 meters)
Light snow	120 yards (110 meters)
Heavy snow	60 yards (55 meters)
Blizzard	30 yards (27 meters)

How Far Can a Pony See in Darkness?		Modifier
Twilight	Half distance; 80 yards (73 meters) in clear weather	+5 to difficulty
Night	One-fourth distance; 40 yards (37 m) in clear weather	+10 to difficulty

~ Live and Learn ~

Most Dice Allowed in a Talent	
Any pony's Primary Talent	5 dice
Earth pony's Secondary Talent	5 dice
Other pony's Secondary Talent	3 dice

Light	Day	Twilight	Night	Lasts
Match	0 yards (0 m)	1 yard (0.9 m)	2 yards (1.8 m)	4 rounds
Candle	0 yards (0 m)	1 yard (0.9 m)	3 yards (2.7 m)	1 hour
Lantern (360°)	1 yard (0.9 m)	2 yards (1.8 m)	5 yards (4.5 m)	6 hours
Lantern (front 30°)	2 yards (1.8 m)	4 yards (3.6 m)	10 yards (9 m)	6 hours
Flashlight	5 yards (4.5 m)	10 yards (9 m)	30 yards (27 m)	6 hours

Bad Conditions for Moving (*add to difficulty of any movement*)	Add
Uneven surface, small obstacles, choppy water, climbing a tree	5
Big obstacles, strong current in water, climbing a rough wall; flying sideways, upside-down, or backward	10
Lots of big, close obstacles, stormy weather, a few hazards in the air	15
Narrow walkway (e.g., rope bridge, cliff trail), big waves, lots of hazards in the air, climbing a smooth wall	20
Collapsing hallway, swimming or flying in a hurricane	25 or more

~ *Weights and Measures* ~

How Fast Can a Pony Move? • Moving 5 yards (4.5 meters) per round is about 2 miles (3.3 kilometers) per hour.

Movement per Round		Difficulty	+1 Yard Moved
Walk	1 to 10 yards (0.9–9 m)	0	—
Trot	11 to 20 yards (10–18 m)	5	—
Canter	21 to 40 yards (19–37 m)	10	—
Gallop	41 to 80 yards (37–73 m)	15	+1 to difficulty
Swim	1 to 5 yards (0.9–4.5 m)	5	+1 to difficulty
Climb	1 to 5 yards (0.9–4.5 m)*	5	+5 to difficulty
Jump†	2 yards (1.8 m)	5	+5 to difficulty

* Pony with a Talent that includes climbing can climb 10 yards (9 meters) instead.

† Pony can gallop up to two rounds to get a running start. If galloping rolls are successful, subtract 5 from jump's difficulty for galloping one round; subtract 10 from jump's difficulty for galloping two rounds.

Speeding Up and Slowing Down	Up to . . .	+1 Yard Change
Swimming	10 yards (9 meters) per round	+1 to difficulty
Walking, trotting, cantering, galloping	20 yards (18 neters) per round	+1 to difficulty

60° Turns in a Round	
Trotting	12
Cantering	8
Galloping	4
Swimming	4

Flying • Moving 20 yards (18 meters) per round is about 8 miles (13 kilometers) per hour.

Flying Actions		Difficulty
Take off	Jump up to 2 yards (1.8 m)*	5
Land	Jump from height above landing spot	5
	Flying faster than walk before landing†	+5
	Flying faster than trot in before landing†	+10
	Flying faster than canter in before landing†	+15
	Flying faster than gallop in before landing†	+20
Fly	20 yards (18 m) per round	1
	For every 20 yards (18 m) per round more	+1
Glide	*Must* move at least 20 yards (18 m) per round	5
	For every 5 yards (4.5 meters) per round more	+1

* Pony can gallop up to two rounds to get a running start. If galloping rolls are successful, subtract 5 from jump's difficulty for galloping one round; subtract 10 from jump's difficulty for galloping two or more rounds.

† Relative to landing spot.

Basic Maneuvers		Counts as moving	Side Effect
Speed up	20 yards (18 m) faster *(can't while gliding)*		+1 to difficulty
Slow down	20 yards (18 m) slower	—	+1 to difficulty
Gain altitude	20 yards (18 m) higher	—	−20 yards (18 m)*
Lose altitude	20 yards (18 m) lower	—	+20 yards (18 m)*
Turn	60° turn	20 yards (18 meters)	−20 yards (18 m)*
Slip	20 yards (18 m) slipped†	40 yards (37 meters)	−40 yards (18 m)*

* Add to or subtract from next round's movement.

† Can make up to 2 turns after a slip.

Advanced Maneuvers		Counts as moving	Side Effect
Half-loop	180° turn, gain *or* lose 40 yards altitude	20 yards (18 meters)	−40 yards (37 m)*
Full loop	No change in hex	40 yards (37 meters)	−80 yards (73 m)*
Half-roll	20 yards diagonally forward left *or* right	20 yards (18 meters)	−20 yards (18 m)*
Barrel roll	20 yards diagonally forward one direction, 20 yards diagonally forward opposite direction	40 yards (37 meters)	−40 yards (37 m)*
Zoom-dive	Turn horizontal move into lost altitude†	—	1 difficulty per 40 yards (37 m) of zoom
Level zoom	Turn lost altitude into horizontal move	—	
Zoom-climb	Turn horizontal move into gained altitude†	—	

* Subtract from next round's movement.

† Gravity subtracts extra altitude: 240 yards (219 m) per round, each round.
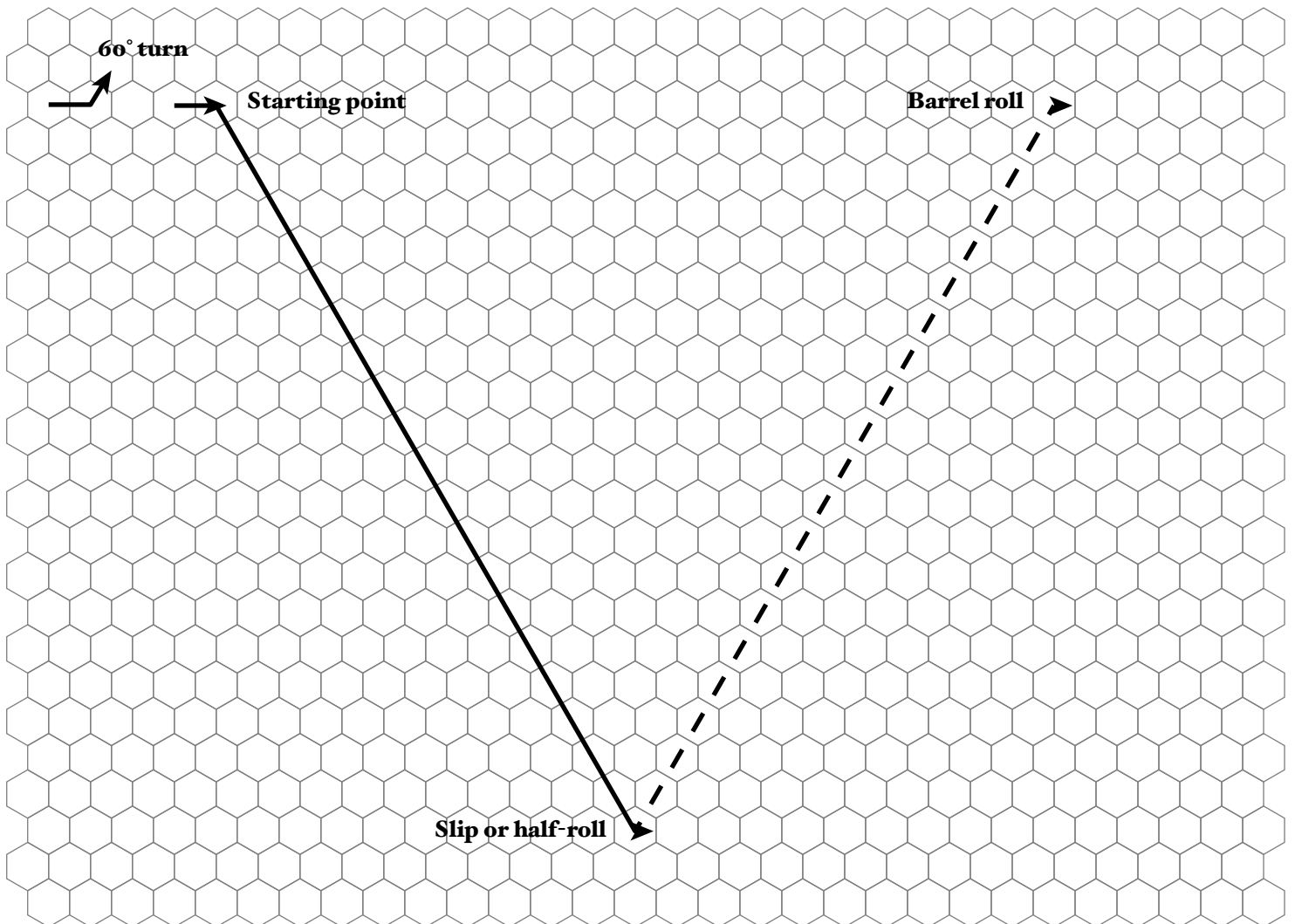
～ Fatigue and Rest ～

Level of Work (with examples)		Roll Every
Light	Walking, carrying (or levitating) a light load	hour
Moderate	Trotting, jumping a few times a minute, flying up to 250 yards (228 meters) a round, carrying medium load	ten minutes
Heavy	Cantering, swimming, climbing, jumping constantly, flying more than 250 yards (228 yards) a round but slower than sound, fighting, carrying heavy load	minute
Maximum Effort	Galloping, flying faster than sound, carrying load that's at least very heavy	round

Modifiers to Difficulty of Exertion Roll	
Hot weather	+5
Very hot weather	+10
More than one exertion: roll for heaviest exertion and add modifier for each extra exertion (example: cantering is heavy work; carrying medium load is moderate exertion—roll for heavy work and add 5)	+5
Doing only light work may be treated as a trivial task	No roll

Tiredness	Rest for . . .	Rolls
Winded	Half as long as exertion	−1 die
Tired	As long as exertion	−2 dice
Exhausted*	Twice as long as exertion	−3 dice

* Pony can't exert herself any more until rested.

～ Sample Hexagon Grid With Example Maneuvers ～

60° turn

Starting point

Barrel roll

Slip or half-roll

~ Icky Stuff ~

Result	Level of Illness or Injury	(and effects)
0 or less	Bruised	No effect
1 to 3	Stunned	−1 die from all task rolls this round and next
4 to 6	Minor illness or injury	−1 die from all task rolls until healed
7 to 9	Serious illness or injury	−2 dice from all task rolls until healed
10 to 12	Major illness or injury	−3 dice from all task rolls until healed*
13 to 15	Mortal illness or injury	Unconscious until healed†
16 or more	Death	Pony dies immediately

* Make a Hardiness roll with a difficulty of 15. If successful, pony stays conscious. If failed, pony is unconscious for 10 dice of minutes (or rounds, in a literal game).

† Each minute, make a Hardiness roll; if result is less than number of minutes since suffering mortal illness or injury, pony dies. (A literal game may ignore this.)

Barding (armor)	Protection*
Leather	1 die
Mail (chainmail)	2 dice
Plate	3 dice

* Add to Hardiness roll for resisting injury from attacks. For each die of protection, add 1 to the difficulty of any task that uses Speed or Agility.

Natural Healing	Roll After*	Difficulty
From stunned to healthy	1 minute	Automatic
From minor illness or injury to healthy	3 days (minutes)	6
From serious to minor illness or injury	3 days (minutes)	6
From major to serious illness or injury	2 weeks (hours)	6
From mortal to major illness or injury	5 weeks (hours)	8

* The referee of a literal game may want to use the time periods in parentheses.

Activity (add to or subtract from Hardiness dice for healing roll)	Modifier
Pony is active (for instance, working or adventuring), not resting	−1 die
Pony rests for twice as long as the level of injury or illness needs	+1 die

Medical Treatment (roll once per day)	Difficulty*
From minor illness or injury to healthy	10
From serious to minor illness or injury	15
From major to serious illness or injury	20
From mortal to major illness or injury	25

* Reduce the difficulty if medical supplies are available; reduce it more if patient is in a clinic or hospital.

Pony Tales • Narrator's Screen • by Dave Bryant • Version 2: 24 September 2011

~ Doing Things ~

How Hard Is the Task?

		Difficulty
Routine	Task takes no thought or effort; no roll needed	0 or less
Trivial	Task takes little thought or effort; roll only if needed	1 to 5
Easy	Task takes little thought or effort unless lacking Talent	6 to 10
Middling	Doing the task right takes skill and effort	11 to 15
Hard	Should be well-trained in kind of task being done	16 to 20
Very hard	Only the best-trained pony has a good chance at task	21 to 25
Impossible	Succeeding at the task is worth telling stories about	26 or more

Advantages and Disadvantages *(with examples)*

		Add or Subtract
Huge disadvantage	Fixing complex machine without tools	add 16 or more
Big disadvantage	Finding another pony in darkness	add 11 to 15
Fair disadvantage	Following hoofprints in rain or snow	add 6 to 10
Small disadvantage	Fixing pocket-watch by candle-light	add 1 to 5
Small advantage	Springy board to help jump farther	subtract 1 to 5
Fair advantage	Sling at the end of a rope to lift a pony	subtract 6 to 10
Big advantage	Good tools for job, such as first-aid kit	subtract 11 to 15
Huge advantage	Best tools for job, such as a hospital	subtract 16 or more

Taking Extra Time

	Add
Spend twice as long on task	1 die
Spend 4 times as long on task	2 dice
Spend 8 times as long on task	3 dice

Rushing *(add to difficulty)*

	Add
Spend three-fourths as long	5
Spend half as long on task	10
Spend one-fourth as long on task	15

Success!

	By . . .
Barely succeeded; maybe task took longer or pony didn't get much	0
Succeeded; pony didn't do anything special	1 to 4
Pony did well and may get something extra	5 to 8
Pony did very well and should get something extra	9 to 12
Pony did extremely well and should be rewarded by narrator	13 to 16
Pony did so well others talk about it; should get really good result	17 or more

Weights & Measures

Lifting or Carrying a Load: Look up the weight the pony's trying to lift or carry; if it's between two entries, look at the greater weight. (For example, 50 pounds is between 40 pounds and 60 pounds, so look at the entry for 60 pounds.) Right-hand column shows the difficulty for lifting or carrying that much weight.

The table to the left shows light, medium, heavy, and very heavy loads; the table below shows extra-heavy and super-heavy loads.

lbs.	kg	Diff.
2	0.9	1
10	4.5	2
20	9	3
40	18	4
60	27	5
80	36	6
100	45	7
120	54	8
140	64	9
160	73	10
180	82	11
200	91	12
240	109	13
280	127	14
320	145	15
360	163	16
400	181	17
500	227	18
600	272	19
700	318	20
800	363	21
900	408	22
1000	454	23
1100	499	24
1200	544	25
1300	590	26
1400	635	27
1500	680	28
1600	726	29
1700	771	30
1800	816	31
1900	862	32
2000	907	33

tons	tonnes	Diff.
1.1	1.0	34
1.2	1.1	35
1.3	1.2	36
1.4	1.3	37
1.5	1.4	38
1.6	1.5	39
1.7	1.5	40
1.8	1.6	41
1.9	1.7	42
2.0	1.8	43
2.5	2.3	44
3.0	2.7	45
3.5	3.2	46
4.0	3.6	47
4.5	4.1	48
5.0	4.5	49
5.5	5.0	50
6.0	5.4	51
6.5	5.9	52
7.0	6.4	53
7.5	6.8	54
8.0	7.3	55
8.5	7.7	56
9.0	8.2	57
9.5	8.6	58
10	9.1	59

Modifiers for Lifting or Levitating Things

Lifting or pushing with one hoof, two hooves, head, or wings	+5 to difficulty
Each object unicorn is levitating	+1 to difficulty
Each yard (0.9 meter) from unicorn farthest levitated object is	+1 to difficulty

Pulling a Load on . . .

Skids or across a smooth, level surface	Divide weight by 2
Primitive cart or wagon (include weight of cart or wagon)	Divide weight by 10
Modern cart or wagon (include weight of cart or wagon)	Divide weight by 20
A train (include weight of train)	Divide weight by 100

~ *Fighting* ~

Defense		Difficulty of Attack
Passive	Free action; no special effort to avoid attacks	10
All-out	Only action allowed; doing nothing but dodge	Agility + Talent roll + 10
Normal	Dodging and trying to take other actions	Agility + Talent roll
Block	Trying to stop attacks from getting through	Agility + Talent roll
Parry	Trying to deflect attacks aside	Agility + Talent roll

Special Attack	Effect
Disarm	Attacker tries to knock weapon or object from target's grip; target can use an action to roll Muscle (or Levitation) against "injury" roll in a contest to keep a grip on weapon or object
Entangle	Attacker tries to tangle up target with lasso, net, whip, etc.; target isn't injured, but can't take any actions besides trying to break free in a contest against "injury" roll; slipping out is an Agility roll, and breaking weapon is a Muscle roll
Grab: choke, flip, hold, slam, or throw	+6 (or +2 dice) to difficulty of attack; trying to escape is a Muscle contest with attacker and counts as an action; every round target is grabbed, attacker can use strength bonus
Choke	Attacker cuts off target's air, using strength bonus on first round; after that, use general Grab rules
Flip	Attacker yanks target into falling; target suffers 3 injury dice from hitting round and then is prone
Hold	Attacker holds target; subtracts 3 or more dice from injury
Slam or throw	Attacker lifts and slams or throws target into nearby object; lifting and throwing/slamming are two actions; both need lifting rolls; injury is equal to toughness roll for object; attacker's strength bonus may damage object, resisted by toughness roll
Knockdown/trip	Attacker's Muscle (plus Talent) must be greater than target's; +6 (or +2 dice) to difficulty of attack; if successful, target falls but is not injured; target must take a full action to stand up
Push	Attacker's Muscle (plus Talent) must be greater than target's; +3 (or +1 die) to difficulty of attack; if successful, −2 dice from target's next Agility roll, but target is not injured
Lunge	Attacker rushes target; add half a yard (45 cm) to range of attack, +3 (or +1 die) to difficulty of attack, −1 die from injury
Sweep	Roundhouse blow or leg sweep; −6 (or −2 dice) from difficulty of attack and −1 die from injury
Tackle	Attacker tries to grab target's body; +3 (or +1 die) to difficulty of attack, normal injury dice first round, strength bonus after

Conditions	Effect
Aiming	Shooter taking no other action can add 1 die to attack roll for each round aiming at specific target; +3 dice maximum
All-out attack	−6 (or −2 dice) from difficulty of attack, and if it hits, +1 die to injury; can't take any other actions in round
Crouched target	+3 (or +1 die) to difficulty of attack; +3 (or +1 die) more if crouched target is moving too; crouched target can move only half as far as normal
Multiple weapons	Multi-action penalty if using multiple weapons in round
Prone target	−6 (or −2 dice) at point-blank or short range; +6 (or +2 dice) at medium or long range
Quick draw	Attacker can subtract dice from attack roll and add them to initiative roll for a round
Surprise	In first round, attacker goes first or gets +1 die to all actions
Unwieldy weapon	+5 to difficulty of attack for weapon that is longer than 2 feet (60 cm), hard to grip or throw, or user doesn't understand

～ Fighting ～

Normal Attack	Difficulty	Injury
Punching, butting	+0	+1 point*
Boxing, clipping	+3 or +1 die	+2 points
Kicking	+6 or +2 dice	+1 die
Bucking	+12 or +4 dice	+2 dice
Biting	+3 or +1 die	+0

* For unicorns: not allowed or +2 points (narrator's choice).

Toughness *(with examples)*		Dice
Flimsy	Plywood door	1
Tough	Hard wooden door or a weapon	2
Sturdy	Bolted steel door or a floor safe	3
Very Sturdy	A few layers of steel	4
Reinforced	Many layers of steel	6

Called Shot	Difficulty	Injury	Effect of Injury
Head	+3 or +1 die	+12 or +4 dice	−1 from Smarts, Learning, init. rolls
Heart	+12 or +4 dice	+12 or +4 dice	No actions in next round
Arm	+2 or +1 die	−2 points	−1 from rolls using injured arm
Leg or wing	+3 or +1 die	−1 point	−1 from Agility, Speed, init. rolls

Group Attack: Leader of group rolls Smarts plus applicable Talent dice to command group in attacking together.

Group Ability *(add to or subtract from difficulty of leader's Smarts roll)*	Mod.
Group will follow leader no matter what	−20
Group's members will sacrifice themselves for each other	−15
Group's trained a lot to work together	−10
Group's trained a little to work together	−5
Group's worked together a lot or is willing to	None
Group's worked together several times	+5
Group's worked together only a few times	+10
Group's never worked together or most of group hates each other	+15
Group isn't interested in working together, all of group hates each other, or group's members can't communicate with each other	+20

Commands *(difficulty of leader's Smarts roll)*	
Simple or general commands	3
Easy or specific commands	7
Difficult or very specific commands	12
Very difficult or precise commands	17
Extremely difficult or very precise comm.	22
Exacting commands	28

Cover and Visibility *(add to or subtract from difficulty)*	Modifier
Target can't see at all	Subtract 12 (or 4 dice)
Light smoke or fog, dim light, twilight, or one-fourth of target hidden	Add 3 (or 1 die)
Thick smoke or fog, moonlight, or half of target hidden	Add 6 (or 2 dice)
Very thick smoke or fog, darkness, three-fourths of target hidden, or attacker can't see at all	Add 12 (or 4 dice)
Target completely hidden*	Can't hit target directly

* If an attack does more damage than the amount of armor the cover's worth, what's left may hit the target. Most of the time, the cover will have to be destroyed before the attacker can hit the target.

Scale	Examples
40	Full-grown dragon
24	Building (8 stories)
20	Building (4 stories)
14	Building (2 stories)
10	Train car
8	Elephant
6	Large wagon
3	Small cart
3	Sun princess
0	Adult pony, moon princess
−3	Foal
−3	Medium-size dog
−6	Housecat
−6	Breadbox
−9	Rat
−12	Mouse
−15	Coin
−21	Ant

Range	Distance	Example	Modifier
Point-blank	0 to 3 yards (2.7 m)	A few steps away	Subtract 5
Short	3 yards to first range listing	Rifle fire across ballroom	No modif.
Medium	First to second range listings	Pistol fire across ballroom	Add 5
Long	Second to third range listings	Most shooting outdoors	Add 10