

Ⓞ Poor Unfortunate Ⓞ FOALS

◀ A My Little Pony table-top horror roleplaying fan game ▶

First 'Sorry For The Delay' Play-testing Edition

A collective effort by the MLP /tg/-related general on /mlp/

MAYBE YOU WERE HOPING FOR A CUTIE MARK IN EXPLORING, ORIENTEERING, BOTANY, ARCHAEOLOGY, BEING LOST, MONSTER HUNTING OR SOMETHING SIMILAR.

FOR WHATEVER REASON, THE HANDFUL OF COLTS AND FILLIES IN YOUR CHAPTER OF THE CUTIE MARK CRUSADERS GOT THE IDEA INTO THEIR HEADS THAT THE EVERFREE FOREST IS THE PERFECT PLACE FOR AN ADVENTURE TO FIND YOUR CUTIE MARKS.

BUT 'PERFECT' IS THE LAST WORD ONE SHOULD USE TO DESCRIBE THE EVERFREE FOREST.

THERE ARE *THINGS* IN THERE.

THINGS THAT FEED OFF THE LIVING ESSENCE OF YOUNG WAYWARD LOVERS, WRAP THEMSELVES IN THE SKINS OF MURDERED PONIES TO WALK AMONG US UNSEEN, OR PAY HORRIBLE TRIBUTE TO ANCIENT AND UNSPEAKABLE GODS.

STILL STANDING SOMEWHERE ON THE LAND WHERE THE FOREST NOW GROWS ARE RUINS OF FORGOTTEN AND ALIEN CIVILISATIONS, EXTENDING DEEP INTO THE SOIL; FAR DEEPER THAN ANY LIVING PONY HAS VENTURED.

AS EVERYPONY KNOWS, NOT FAR FROM PONYVILLE ARE THE TOWERING PRIMORDIAL GATES OF THE PRISON REALM OF TARTARUS. THOUGH SELDOM BROUGHT UP EXCEPT IN HUSHED WHISPERS, NOPONY KNOWS FOR SURE WHAT KIND OF ANCIENT EVILS MAY HAVE BROKEN THEIR CHAINS AND TAKEN REFUGE IN THE DARK EMBRACE OF THE EVERFREE OVER THE YEARS.

EVEN THE FOREST ITSELF IS JUST WRONG IN A DEEPLY PRIMAL SENSE- PLANTS AND TREES GROW WITHOUT THE LOVE AND CARE OF EARTH PONY GARDENERS.
SWEET CELESTIA, HOW HORRIFYING.

NOT TO MENTION THE RUMOURS OF STRANGE LIGHTS AND NOISES COMING FROM THE FOREST AT NIGHT. THE TALK OF CULTS, WITCHES, MANIACS, MONSTERS AND LESS DESCRIBABLE THINGS THAT ALL MAKE THEIR HOME BENEATH THE THICK CANOPIES OF THOSE BLASPHEMOUS TREES.

OF COURSE, THAT WON'T STOP A BAND OF FOOLISH YOUNG PONIES FROM WANDERING OFF THROUGH THE UNDERGROWTH IN SEARCH OF DESTINY AND ADVENTURE. BUT THAT FAR FROM THE COMFORTABLE PASTEL HOUSES, PERFECTLY TENDED APPLE ORCHARDS, AND PLEASANT PEGASUS-REGULATED WEATHER PATTERNS, WHO KNOWS WHAT THEY WILL FIND INSTEAD... OR WHAT WILL FIND THEM.

HOME IS A LONG WAY AWAY...



Credits



Concept by **Anonymous**

With creative input from **Anonymous**

Designed by **Anonymous**

Written by **Anonymous**

Developed by **Anonymous**

With additional material by **Anonymous***

This edition is dedicated to **/tg/** and **/mlp/**

Thank you, **/tg/**, for keeping the gate-threads on page zero with your shitstorming, ensuring we would attract enough attention and manpower to see this project through.

Thank you, **/mlp/**, for being far less shit than you think you are.

What you are reading now is hopefully only the first version of *Poor Unfortunate Foals*, which itself is hopefully only the first game that the My Little Pony **/tg/-Related General** will create!

But to revise the rules and improve the game further we need **YOUR FEEDBACK!**

Please, please, *please* visit <https://twitter.com/MacStableman> if you're interested in offering playtest feedback, hearing when new revisions or games are completed, knowing when new My Little Pony **/tg/-Related General** threads have been created, or threatening me with physical violence if I ever *dare* set foot on **/tg/** again.

Poor Unfortunate Foals is a free table top roleplaying game based on Hasbro's above-average (*although whether it still remains so is an open question*) cartoon series 'My Little Pony: Friendship is Magic'.

I don't own 'My Little Pony', nor the show 'Friendship is Magic', nor anything or anyone portrayed therein, and I'm pretty sure nobody else in the MLP/TG/ threads did either. All those things are owned by Hasbro.

This fan game was not made for profit, and nothing in it should be claimed for your own, or reproduced and sold for a profit. If you do this, you're a terrible person.

*And organised, edited and collated by some loser whose name probably isn't even really Mac Stableman

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Introduction

About

This is *'Poor Unfortunate Foals'*, a game wherein each player takes control of their own young pony in the Ponyville chapter of the Cutie Mark Crusaders, and gets lost amongst the treacherous trees of the Everfree Forest. This is a rules-light horror RPG taking place in a darker re-imagining of the world of "My Little Pony: Friendship Is Magic".

Originally dubbed *'Lost Little Fillies'*, it has been gradually developed by the My Little Pony /tg/-related General- an unorganised band of like-minded fa/tg/uys and /mlp/edophiles discussing ponies in the context of RPGs on /mlp/, in order to avoid shitstorms and bans that occur when discussing such things on /tg/.

How do I into horse dice game?

On the off-chance that you stumbled across this game without prior knowledge of how tabletop roleplaying games work, here's the rundown of how a game like *Poor Unfortunate Foals* goes down.

Poor Unfortunate Foals is a game for a group of friends with access to pencils, some six-sided dice, and a few hours of free time. It's helpful if as many players as possible understand the mechanics of the game, though you can still play as long as at least the GM knows the rules.

'GM', by the way, stands for 'Game Master' (or 'Glue Master', as we have decided to dub him in this game). One of your friends (ideally the one most familiar with the rules) takes the role of the Glue Master, and it is his job to weave the story within (or without) the structure of the rules- a kind of referee-cum-narrator.

The rest of the players are... Players. In a game of *Poor Unfortunate Foals*, each one creates and plays as their own character- a filly or colt in the Cutie Mark Crusaders.

They will describe their character's actions, try to guide them to victory (and survival), and ideally role-play as them- meaning that you may talk with the other characters through their players, conversing as your characters would.

Perhaps in *PUF* more than other roleplaying

games, players may be more likely to feel uncomfortable or silly getting into the roles of their characters, if only because those characters are young horses. It's important to have some degree of communication between the GM and the players, so between you all you can determine how much roleplaying becomes too much roleplaying.

The general structure of a game of *Poor Unfortunate Foals* involves the GM describing what's going on around the characters, where they are, and who (or what) is with them. The players then tell the GM what their characters are doing (describing their action in-character, or with exciting sound effects if necessary), and the GM uses the methods detailed later on to determine how well the players accomplish what they're trying to do, and what happens next.

In an attempt to keep the rules easy to learn and pick up, *Poor Unfortunate Foals* is a bit more liable than other games to rely on the GM to fill in the gaps about how the result of a dice roll actually relates to what is occurring in the world of the game. Normally, the GM should have an idea in mind of what kind of threats the player characters (PCs) might run into, what rewards (if any) they will receive for conquering or escaping the challenges they've blundered upon, and the key points of the story itself that the characters are playing into.

Then, the GM reels the characters in with the possibility of finding their cutie marks (or finding the missing pony, or discovering the rumoured treasure, or whatever the hook is for this story), and let's them blunder through the tale he's prepared, using their wits, creativity and luck to stay alive.

... Hopefully.

Mechanics

The game of *Poor Unfortunate Foals* is designed to be a mechanically simplistic one, that utilises only the *d6*- aka the six-sided dice (the kind most people will be familiar with from Yahtzee and Monopoly and such). You'll need a few of these, but not normally more than perhaps six or seven between you.

In the rules, the number of dice to be thrown will precede the '*d6*'. So, a roll that is described as '*3d6*' means that you will pick up and roll three six sided dice.

The Core Mechanic

When trying to do something difficult, or that may have a significant consequence if failed, the player gets to roll the dice to see if they succeed.

Declare to the Glue Master how you plan to approach the challenge before you roll, and check that the Glue Master agrees that is a possible approach.

Maybe you want your pony to use the stars in the night sky as a means of finding their way, to try swimming the river where the rope bridge has collapsed to reach the other side, or simply dodge and weave their way through a rockslide unharmed.

You're trying to beat a number, representing the difficulty of the challenge, that the GM already knows in his head (that devious fucker). Whether it's a challenge that has sprung up during play or that the GM has devised ahead of time, the number should be appropriate to how difficult the obstacle is (or even how difficult the pony's approach to the obstacle would be).

When planning a story, the GM might even borrow one of the hazards or obstacles given as examples later in this rulebook.

- ◆ Under most circumstances, you will roll **2d6**.
- ◆ If the action you're undertaking falls under one of your skills (and the GM agrees that it does), you get to roll one extra die, for a total of **3d6**. Sweet.
- ◆ However, if you're attempting an action which may be affected by one of your weaknesses, you only get to roll **1d6**. A roll where both your skill and weakness come into play evens out at **2d6**.
- ◆ And if the skill you have your cutie mark in comes into play, you get to roll a whole **4d6** in your efforts. If your weakness is also inhibiting your ability to perform, however, then your roll drops to an above-average **3d6**. The dice roll for a cutie mark skill, however, has the potential to change drastically (see the section on *Cutie Marks and Sanity*, below).

Combat and Opposed Challenges

If your character is going up against something living (or unliving), then it works slightly differently. Instead of rolling against a predetermined number, you'll be trying to beat a number the GM is rolling himself for that creature's attempts.

Thinking, rational (to whatever degree that actually applies) creatures are capable of both unexpected fumbles... And brutal efficiency.

Maybe your attacker will fail miserably and trip up on her own coat of severed cutie marks. But probably not.

There are several circumstances when a roll may occur. The player characters could be defending themselves from (or ambushing) one or more enemies directly, requiring each pony involved to see how they fare against the foe. They may be being chased by an enemy, requiring that the ponies roll to see if each can escape that creature's pursuit.

Basically any action whose outcome may be affected by the actions of the enemy uses this system.

It is up to the GM to decide whether they want to roll in plain sight of the rest of the players, or hide the dice, only revealing the in-game result of the encounter to the players.

It is important to note that a threat quickly becomes overwhelming if it is backed up with numbers. Each variety of creature has a base challenge roll, which is rolled by the GM to determine the number a player must beat to succeed in competition against a single one of that kind of enemy. At least in direct confrontation, for each additional individual creature backing up the first, the challenge roll increases by another die.

So for example, if a group of foals tried to defend their ramshackle camp from a patrol of three changelings, come to drag them kicking and screaming back to their hive where who knows what will happen to them, you have the base challenge roll for a changeling (*3d6*), and one more dice for each additional changeling after the first (for a total challenge roll of *5d6*).

It is important that the GM defer to logic when putting this rule into play. While the odds will certainly quickly stack up against the players if they are outnumbered in a fight, a group of changelings is not necessarily faster (and therefore more likely to catch up with a group of fleeing ponies) than a single changeling.

Reading the results of rolls

If you beat the number the GM has in mind (or has rolled), then that is a **success**. In this game of storytelling, it is the GM's final call on exactly what the outcome is, but it should be in your favour- he decides whether that rock

you just rolled onto the monster's head knocks it out... Or scatters it's brains across the forest floor.

Don't forget that the GM is well within his jurisdiction to declare that a sweet victory has a bitter aftertaste. Perhaps that same rock lets out an echoing 'THUD' that may draw more unwanted attention.

If you fail to meet the number, then that is a **failure**. As with a success, the details are the GM's to determine, but don't feel entitled to his mercy. While death following a single failure may seem a harsh way to end a pony's life, if that pony tripped over a loose root while running for her life from the flowing magma of an erupting volcano, you should expect nothing less.

A foe such as a cultist or changeling may prefer to drag a helpless foal away for their own twisted designs, but you should not rely on such luck. If luck is the right way to describe it.

At the same time, GMs should be wary of treating every failure as a death sentence. The frantic colt who loses his footing and tumbles heavily down the mountainside needn't fall hundreds of feet to a sudden death as his spine snaps to an unnatural angle across the surface of an unyielding rock far below, when being separated from his friends deep in the Everfree would be punishment enough.

Such sudden, gruesome endings are the domain of critical failures (*below*).

If you meet the number exactly... Something different happens. The GM should recognise that you haven't *failed outright*... But you haven't exactly *succeeded* either. A **stalemate** or non-event takes place. You fail to escape your pursuer, but they don't catch up either- the chase continues.

However, if you roll your dice and they *all turn up ones* (regardless of how many dice the roll in question involved), we call this a **critical failure**. The immutable forces of fate have reached out and marked your pony for doom. Unless you have the resources to resist (see friendship points), the worst case scenario unfolds before your pony's eyes.

This needn't always lead to death, though if death would be a possible outcome of the situation, then this is certainly when it would occur. Such deaths should be sudden, dramatic, and horrible affairs. A filly lagging behind the party as they swim the divide is suddenly yanked below by something more malevolent than water currents, without time to scream or even gasp. When her friends turn their attentions, they find a frothing crimson cloud rising to the surface from the depths. With luck, they find the remains of her Cutie Mark Crusader cape. With a miracle, they may even find enough left of her to bury.

Friendship Points

Friendship is magic. There's no denying it. It's been proven, empirically, time and again.

Ponies are a curious lot, and their reliance on one another is a source of both their greatest strength, and their greatest weakness. When disharmony takes hold across the land, storms rage, evils awaken, and disaster runs amok. Yet when a band of ponies stand together, there is nothing that can stand in their way.

Or, at least, that's how it works on the show.

In the darker, more bleak world of *Poor Unfortunate Foals*, friendship is still a notable advantage for a group of lost foals to have on their side. They need each other to survive, just as much as you'd expect... It's just that sometimes, it's not enough.

Except in parameters noted under '*Purpose Points and Insanity*', every filly starts each story with one **friendship point**- no more, no less- indicated by shading in the leftmost circle on their sheet. They can have a maximum of three friendship points at any given time- if a filly performs some heroic deed that might earn them even more, it's for nil. Aside, of course, for the opportunity for characterisation and storytelling.

A filly can spend a friendship point to allow *another filly* to reroll one of their dice, recording this by rubbing out one of the shaded-in friendship points on the character sheet of the pony spending the friendship point, from right to left.

There's no limit to the number of friendship points a filly can spend messing with a single dice roll, as long as they can afford it, and both the foals providing the points and receiving the benefits are near one another.

A filly can never spend a friendship point to reroll one of their own dice. Such is the nature of friendship- it strengthens us as a whole, so long as we are all willing to strengthen one another in turn. If we aren't, the system *shatters* with *disastrous* results. Note that you can't *force* another player to offer up a friendship point, no matter how much you may need it.

Friendship points can, therefore, be spent both in a bid to salvage a failed roll, or in an attempt to save a friend from the wrath of a critical failure (one situation where a regular failure may indeed be preferable).

Such expenditure can be rationalised by the player and the GM as that foal rushing in to help their friend maintain the barricade in the face of the timberwolf onslaught, delivering a swift buck to the legs of a manticores before it can strike the killing blow, or swinging down to catch the hooves of their friend when he slips and falls from the perilous cliff face.

The would-be-hero may do these, or any number of similar things... Though it's certainly no guarantee that they work: it's important to note that, even if the reroll is just as bad or even worse than the original, you don't get back the lost friendship point if the roll is still a failure.

You can, of course, still spend another friendship point to reroll your unfortunate reroll, should you so choose...

All fillies start with one friendship point at the start of each session (and unspent points from the previous session are lost), but can earn more during play. An admirable display of one of the six elements of harmony (loyalty, laughter, generosity, honesty, kindness and magic), at an appropriate risk or cost to the pony performing it, earns them a friendship point.

Of course, in a game of *Poor Unfortunate Foals*, some elements are more likely to be exercised than others (I mean really, what the hell would be an act of 'magic'? Then again, maybe your GM has an idea).

Ultimately, it's up to the GM whether an action can be considered 'harmonious', and whether it was selfless or difficult enough to warrant a reward in friendship points.

As further explained under *Purpose Points and Insanity* (below), friendship points are also necessary to save a pony whose insecurity over not being able to do as their cutie mark tells them they should do has brought them to the point of insanity.

When a pony with a cutie mark loses all three of their purpose points, they can no longer regain them by practicing the skill symbolised by their cutie mark, and are overcome by mental illness brought on by the anxiety, frustration, and damage to their sense of self worth.

In this situation, the only cure is an expenditure of a total of three friendship points by one or more of that unfortunate pony's friends. Ideally this takes the form of a tearful exchange about how much the pony really means to their friends, a reassuring speech about love or destiny or something similar, or at the very least a group hug.

Of course, if the suffering pony's friends are separated, then hard luck. And if they're dead, the pony had better hope he can find some way to escape the forest on his own, reach civilisation, and generally rebuild his life and his sanity brick by brick.

Such a pony is a sorry case for sure, and is not likely to go crusading any time soon, if ever again. Even if he conquers his insecurities and make new friends, the magnitude of what he has gone through and seen will weigh heavy on his soul for many years to come, as he wonders whether it could possibly have been worth it.

He may have found his cutie mark, but that won't bring his friends back.

Finding your Cutie Mark

In the face of true adversity, we discover more about ourselves.

If you roll for a challenge where you get to use your skill (so, an encounter where you're rolling *3d6*), and *ALL* of those dice come up as sixes, then you can choose to discover your cutie mark in that skill.

From that point on, when rolling for that skill, you can add *ANOTHER DICE*.

That's *FOUR BUCKING DICE, 4d6, MOTHERBUCKER. HOLY BITS, YOU ARE AN UNSTOPPABLE FRIENDSHIP MACHINE.*

Purpose Points and Insanity

A powerful, almost disturbing connection exists between a pony and her cutie mark.

A cutie mark represents more than somepony's favourite hobby, or job (if, indeed, a pony's cutie mark relates to their job at all).

It's a magical, supernatural statement about *who that pony is*. A filly whose skill in carpentry becomes a cutie mark of a hammer and nail isn't just 'a very good builder'. That pony *builds*, and *building is what that pony does*.

And when that pony finds that she can't build like she should, something snaps.

When a foal finds their cutie mark, the GM should take that foal's player aside and, between them, choose a mental illness that filly may develop in the future. It can be as vague and abstract or as scientifically clinical as the player feels they would be comfortable roleplaying.

The filly also gains three **purpose points**. As long as all three of these points are present, the filly retains their *4d6* dice roll when using a skill affected by their cutie mark (although, if a pony's weakness also applied, the roll becomes *3d6*, like any normal skill).

If you should fail a *4d6* roll affected by your cutie mark (or a *3d6* roll where your cutie mark is limited by your weakness), and none of your friends step in with their friendship points to turn your failure into a success, you lose a single purpose point, and should rub it out on your sheet.

With each purpose point lost, your maximum friendship points drops by one (and should be illustrated on your sheet by crossing out the dots, from right to left), as well as the number of dice that you roll when using your cutie marked skill. As your pony's mystically manifested mental illness gradually flares up, it impedes their ability to come to the aid of those close to them, and makes it harder to keep a grip on what it is that makes that pony *special*.

If players wish to prove themselves good role-players, they should treat the friendship point limit as a character flaw as much as a mechanical one. As suiting their mental illness, the pony may become confrontational or hostile to their friends, or they may become functionally useless as crippling depression or catatonic fear takes hold. Get creative.

You regain a purpose point each time you succeed a roll involving your cutie mark, as you reassure yourself that you can still do what your cutie mark says you're meant to do, and that your previous failures were probably just bad luck.

However, if you should ever lose all three magic points, the final tumbler falls into place in the lock sealing your pony in the prison of her own mind. Or whatever colourful metaphor you prefer.

At any rate, the result is the same. Your maximum friendship points are absolute zero, and when using your cutie marked skill, you might as well be working with one of your weaknesses (and if you are unfortunate enough to find yourself operating under one of your weaknesses when trying to make do with your cutie mark talent, not even the all-loving Fausticorn will be able to save you from the GM's wrath).

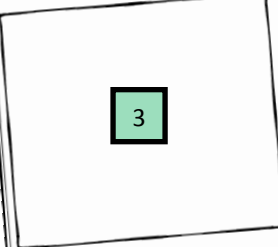
The only way to recover from this dire state (apart, perhaps, from finding your way out of the forest and resting in the familiar surroundings of home with the undivided care and attention of your friends) is for one or more of the other players to expend a grand total of three friendship points all at once, in a grand display of affection and camaraderie described in the '*friendship points*' section above, at which point all ills are banished, and the pony regains their entire three purpose points, with all the freedom from constraints that this brings (although it should be noted that unspent friendship points rendered inaccessible by the descending ceiling of friendship point limits are lost, and do not return when the limit is lifted).

Character Creation


The character sheet for *Poor Unfortunate Foals* can be found at the back of this book, and you're welcome to print it off, photocopy it, plaster it all over your local bus-stop, eat it, and even make your own one when you decide you can do better (see if I care).

1. Your foal's name goes here. If you're already stuck, look at names of characters from the show for inspiration. If you're truly stumped, just stick a bright or magical word next to a word that's to do with horses. For example, 'Whimsy Trot', ' or 'Glitter Glue'. Or, you know, something way better than those. Also note that they don't tend to use familial surnames, and surnames are sometimes absent entirely.
2. Your pony's race— earth, unicorn or pegasus.
3. The artistically inclined may include an illustration of their foal. A jet black coat and jagged emo mane entitle you to a swift smack from your GM.
4. Your friendship points. At the beginning of each session, you should have just one of these (indicated by shading one circle in). When you spend that point, rub it out. If you gain more, fill them in. If your friendship point limit drops due to cutie mark related traumas, start crossing them out from right to left.
5. Your skills, advantages, talents, or whatever you would like to call them. You take three of these at character creation, and can take on more, if you're willing to take on an additional weakness for each new skill. Your choices need to be checked and permitted by the Glue Master, to make sure you're not trying to power game or cheat the system.
6. Your flaws, weaknesses, phobias, or however you want to phrase it. You only have one, unless you're taking more skills than is normal. Make sure you check with your GM before play begins that he agrees your skills and weaknesses are believable and appropriate.
7. If you're the kind of person who likes to flesh out their Call of Cthulhu investigator with an epic fifty-page backstory before she accidentally steps out in front of a car in the first five minutes of play, you can make do by writing for your foal a biography, personality notes, physical description or whatever else pleases you in this space.
8. When (if) the time comes, rub out the skill that has become your cutie mark from your list of skills, and rewrite it here.
9. Draw some sweet under-aged pony flank.
10. If you survive long enough to earn your cutie mark, fill in all three of your purpose points.
11. When you receive your cutie mark (or at character creation, if your GM would prefer to get it out of the way), discuss with your GM what deep-seated mental illness your pony should have the potential to develop, and note it here.

POOR UNFORTUNATE FOALS



3


Hello! My name is 1
And I am a 2 pony!

(here is a picture I drew of myself)

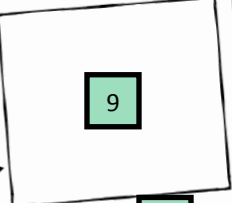
Here's some other stuff you might not have known about me!
 7

Friendship Points: 4

I'm good at a lots of things: 5


But sometimes I let myself down: 6

I found my cutie mark!!!
It's telling me that I have a super-special talent in 8
(Here is a picture I drew of it) 



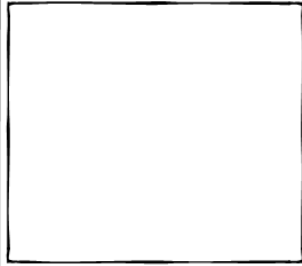
9

Purpose Points: 10

I haven't told anyone, but since getting my cutie mark I've noticed that I don't really act myself if things aren't going my way... 
 11

**Bestiary
Coming
Soon**

POOR UNFORTUNATE FOALS



Hello! My name is _____

And I am a _____ pony!



(here is a picture I drew of myself)

Friendship Points: ○ ○ ○

I'm good at a lots of things: _____

But sometimes I let myself down: _____

Here's some other stuff you might not have known about me!

I found my cutie mark!!!

It's telling me that I have a super-special talent in _____

(Here is a picture I drew of it)

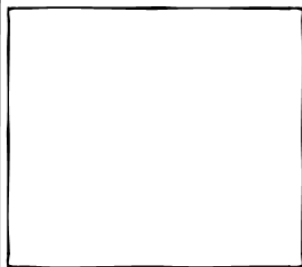


Purpose Points: ○ ○ ○

I haven't told anyone, but since getting my cutie mark, I've noticed that I don't really act myself if things aren't going my way ...



POOR UNFORTUNATE FOALS



Hello! My name is _____

And I am a _____ pony!



(here is a picture I drew of myself)

Friendship Points: ○ ○ ○

I'm good at a lots of things: _____

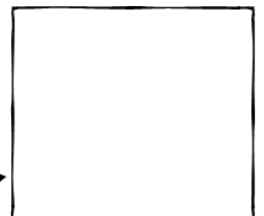
But sometimes I let myself down: _____

Here's some other stuff you might not have known about me!

I found my cutie mark!!!

It's telling me that I have a super-special talent in _____

(Here is a picture I drew of it)



Purpose Points: ○ ○ ○

I haven't told anyone, but since getting my cutie mark, I've noticed that I don't really act myself if things aren't going my way ...





Still to come:

- ◇ Bestiary of sample monsters and threats, with challenge ratings and plot hooks* for Glue Masters
- ◇ Rules revisions or additions, as influenced by play testing
- ◇ Decent artwork
- ◇ An aesthetically pleasing rulebook not clumsily thrown together and adorned with Publisher assets

*'Plot hooks' is not a euphemism, nor a form of weapon.