

The
SAVAGE WORLD

OF





This system requires the *Savage Worlds Explorer's Edition* to play!

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at <http://www.peginc.com/>. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Module Written by I Ran So Far Away at <http://giftkrieg23.deviantart.com/>
1st Edition, May 2011 Revision

Cover art by 14-bis at <http://14-bis.deviantart.com/>
Inner cover art by Elosande at <http://elosande.deviantart.com/>

Thanks to: Lauren Faust and the rest of the team, for making it all possible

Thanks to the following for play testing: BaronessNopper, Concerned Reader, Delfinch, Indigo, Killerjunglist, Liska, Ohlookaturtle, Saberjackal, and Yum Yum

Know that I have created this system for the other fans of My Little Pony: Friendship is Magic out there, so that they may use it for good and not for evil.



Chapter One

Pony Creation



Character creation follows the same general steps as the standard **Savage Worlds** core rules, but the only character options available are the ones presented below. You cannot choose Skills, Edges, Hindrances, or any other features from the core rules unless specifically stated here.

Pony Breeds

There are three types of ponies: Earth, Pegasus, and Unicorn. Choose one for your character:

Earth Ponies start with six points to add when choosing starting Attributes instead of five, and start with a free Physical Edge of your choice.



Pegasus Ponies start with the Wings edge, and when choosing their starting Attributes, it costs 2 points to increase their Vigor.



Unicorn Ponies start with the Arcane Background edge, and when choosing their starting Attributes, it costs 2 points to increase their Strength.



Cutie Mark

Each pony character has a Cutie Mark, which is a symbol or emblem on a pony's flank that represents their special talent in life. Most ponies get their cutie marks at a young age when they first discover their talent, and it is considered to be a sort of rite of passage for young ponies to get their Mark. Cutie Marks can be either abstract or literal, but each is unique to the pony. Choose one that you think best represent's your character's primary talent or skill in life and draw it in the space provided on the character sheet.

Attributes

You start with a d4 in each Attribute, and you start with 5 points with which to raise them. Raising an Attribute costs 1 point for each die type you raise it. Raising a d4 to a d6, for example, costs 1 point. You are free to spend these points however you want, with one

exception: no Attribute may be raised above a d12 during character creation.

Agility represents your quickness, reflexes, and manual dexterity. It is one of the most important Traits for Pegasus ponies.

Smarts represents your intelligence, ability to learn and interpret information, and collected knowledge. It is one of the most important Traits for Unicorn ponies.

Spirit represents your intuition, willpower, and ability to maintain your focus and recover from being rattled physically or mentally.

Strength represents your physical fitness, brute strength, and constitution. It is one of the most important Traits for Earth ponies.

Vigor represents your general health, resilience against harm, and resolve.

Skills

Skills are learned talents and trades that each pony develops and practices over time. Each skill covers a wide variety of abilities, so that you do not have to choose from a needlessly specific list of skills.

You start with 15 points to distribute among your skills, all of which start at zero (no die type). Each die type costs 1 point as long as the skill is equal to or less than the attribute it is linked to (listed beside the skill in parentheses). For example, it would cost 1 point to bring a skill with no die value to a d4. If you exceed the attribute tied to the skill, the cost becomes 2 points per die type. As with attributes, no skill can be raised above a d12.

Derived Statistics

Your character sheet contains a few other statistics you need to determine, described below:

Pace is how fast your pony moves in a standard round. Ponies walk 8" in a round and can move an additional 2D6" if you run. Write "8" on your character sheet next to Pace. Each inch on the 'tabletop' represents 2 yards of real distance.

Evade is how hard your pony it to hit. Evade is equal to 2 plus half of your pony's Dodge skill, plus any applicable modifiers. This is the TN to hit your pony. *Evade replaces Parry in the Savage Worlds Core Rules.*

Charisma represents your pony's appearance, manners, and general likability. Your Charisma is equal to 0 unless you have Edges or Hindrances that modify it. Charisma is added to certain rolls to find out how some ponies react to your character.

Toughness is your pony's damage threshold. Anything over this causes him or her to be rattled or worse. Like Evade, Toughness is 2 plus half of your pony's Vigor, plus any other applicable modifiers.

Willpower is your pony's drive to succeed and keep going. It is used as a sort of alternative to Toughness for Contests of Will (see Chapter 7 for more information). Willpower is equal to 2 plus half of your pony's Courage skill.

Edges and Hindrances

Along with any Edges that they start with because of their breed, ponies can take Edges by balancing them out with Hindrances, found in a complete list later in this booklet. Each pony may take one free Background Edge of your choice.

You can take one Major Hindrance and up two Minor Hindrances. A Major Hindrance is worth 2 points, while a Minor Hindrance is worth 1 point.

- For 2 points, you can raise an attribute by one rank or gain an Edge.



- For 1 point, you can increase a skill by one rank or gain an additional Background Edge.

You may take additional Hindrances if you wish (typically for character flavor purposes), though you do not gain any points for taking Hindrances over the normal limit.

Finishing Touches

Finish your pony by filling in any history or background you care to, as well as a physical description, and double check that everything is as you want it. The 'Notes' section of the character sheet can be used for additional character description, as well as for detailing situational modifiers (such as situational modifiers to your Charisma from Edges like Charming). You are now finished with your pony!

Advancement

At the end of each gaming session, the GM awards 1 to 3 Experience points to everyone in the group based on these guidelines.

Experience Awards

Award

1

Situation

The group accomplished very little or had a very short session.

2

The group had more successes than failures and generally accomplished their goals

3

The group succeeded tremendously, and their adventure had a significant impact on the story

Ranks

As each character gains more Experience Points, they go 'up' in rank. The system is the same as in the *Savage Worlds Core Rules*, except that ranks only go up to Heroic, meaning that each character reaches a maximum of 80 Experience Points (they get a final Advance upon reaching 80 experience but stay at Heroic rank). At that point, it is time to start anew with another character. Otherwise, the process for Advances and Ranks follows the standard rules of the *Savage Worlds Core Rules*.



Chapter Two

Skills



This chapter lists the skills available to your character. The skills are meant to be as simple and comprehensive as possible so you can get on with the game without having to keep track of a long list of specific skills. Unless otherwise noted, the skills listed here are the same as in the *Savage Worlds Core Rules*. Next to each skill is its related attribute in parentheses.

Courage (Spirit)

Courage reflects a pony's bravery, and they may be called on to make Courage checks when they witness frightening events or terrifying creatures. The GM should see the Fear table for the effects of failure. *Courage replaces the Guts skill in the Savage Worlds Core Rules.*

Craft (Smarts)

Crafting is a pony's ability to skillfully make something of a particular type, and must have an emphasis of some sort which should reflect their occupation and background. Examples of different emphases are Craft (Cooking), Craft (Sewing), and Craft (Drawing). This skill can be taken multiple times with different focuses to reflect different areas of expertise. *Craft works the same way as Knowledge in the Savage Worlds Core Rules.*

Dodge (Agility)

Dodge is a pony's ability to move out of the way of danger quickly and defend themselves from physical harm. Dodge helps to determine your Evade statistic and can come in handy in dangerous situations.

Fighting (Strength)

Unfortunately, some ponies try to resolve their problems through force instead of talking and thinking it over, and that's just terrible. Fighting covers a pony's ability to kick, stomp, and thrash in a melee.

Grace (Agility)

Grace reflects a pony's ability to move gracefully and elegantly with as little effort as is needed. Grace can be rolled in situations where a pony is trying to present themselves favorably, such as at a ball or gala.



Intuition (Spirit)

Intuition reflects a pony's ability to sense otherwise hidden elements in any situation when he or she must make an educated guess. A successful Intuition roll may tell you if a particular path or option 'feels right' and seems reasonable or not.

Knowledge (Smarts)

Knowledge represents your background and experience in certain fields, and must have a focus of some sort that reflects the character's background and history, such as Knowledge (Science) or Knowledge (History). This skill can be taken multiple times with different focuses to reflect different areas of expertise.

Leadership (Spirit)

Leadership is your ability to inspire and direct others, in order to rally them in times of need or to better focus their abilities in more productive ways.

Manners (Smarts)

Manners represents your knowledge of how to act appropriately in all situations, whether it calls for you to be earthy and blunt for some country bumpkins or polite and respectful for royalty. *Manners and Speech replace Persuasion in the Savage Worlds Core Rules.*

Nature (Spirit)

Nature concerns one's experience in dealing with plants and animals, and a higher Nature skill allows you to interact more readily with animals and access knowledge about plants such as useful herbs and roots. *Nature replaces and adds on to Survival in the Savage Worlds Core Rules.*

Notice (Smarts)

Notice is your general alertness and ability to spot items or clues that might otherwise go unnoticed.

Provoke (Smarts)

Your pony's Provoke skill represents their ability to use clever wordplay, one-upmanship, and cruel jokes in order to goad

others into doing what you want them to do. *Provoke replaces Taunt in the Savage Worlds Core Rules.*

Prowl (Agility)

Prowl is your ability to both move silently and without being seen, including performing sleight-of-hoof tricks. *Prowl replaces Stealth in the Savage Worlds Core Rules.*

Racing (Agility)

Racing is the skill concerned with maintaining control and performing complicated maneuvers while galloping. It is also applicable to Pegasus ponies when they are flying and attempting complicated aerial stunts. *Racing replaces Riding in the Savage Worlds Core Rules.*

Speech (Spirit)

Speech concerns your ability to speak effectively and get an audience to listen to what you have to say. With a higher Speech skill, you are more likely to sway other's opinions. *Speech and Manners replace Persuasion in the Savage Worlds Core Rules.*

Sport (Strength)

Sport reflects your ability to perform in various team sports and athletic exercises. Sport can be rolled as an opposed roll when determining success in a sporting event or game.

Swagger (Strength)

Some ponies are just more physically intimidating than others, and Swagger measures your pony's ability to influence others through sheer presence. *Swagger replaces Intimidate in the Savage Worlds Core Rules.*

Vogue (Smarts)

Vogue is your knowledge of what is trendy and fashionable at any given time. Ponies with high Vogue skills are the ones who set the trends and receive the most attention in high society.

Chapter Three

Hindrances



Hindrances are character flaws and physical handicaps that often make your pony's life harder in some way. Most Hindrances presented here act in the same way as those presented in the *Savage Worlds Core Rules*, though several new ones have been added, and you may only choose ones from this selection.

Allergy (Major or Minor)

There is some common substance that your pony reacts poorly to, typically things such as pollen, insect venom, nuts, cat hair, etc. As a Minor Hindrance, being in physical contact with the substance causes a -2 to all trait rolls, while a Major Allergy incurs a -4 penalty. Depending on the substance, simply being near it may be enough to trigger your Allergy.

Arrogant (Major)

You don't think you are the best at what you do – you *know* you are the best and most deserving. You take every opportunity to preen and flaunt your talents. It is not enough to win, but you must dominate and humiliate anypony that stands in your way, no matter how petty the issue.

Big Mouth (Minor)

Your pony cannot keep a secret very well, and you cannot resist gossip. You reveal plans and give away things best kept to yourself at the worst possible times.

Blank Flank (Minor)

For some reason, you have not yet received a Cutie Mark, and its notable absence is a constant source of embarrassment in pony society when it is noticed. Ponies with the Young Filly/Colt Hindrance are the ones who most commonly take this Hindrance, and it provides 2 points (instead of 1 as with other Minor Hindrances) for spending on Edges and the like. Upon reaching the Seasoned experience level, you lose this Hindrance and gain a Cutie Mark automatically.

Branded (Major or Minor)

You have been charged with a crime at some point in your past, and as a result others treat



you with disdain and suspicion. As a Minor Hindrance, the crime was something noteworthy but not particularly serious, such as stealing or destruction of property. As a result of your crime, your Cutie Mark has lost its color temporarily, and though you have already paid your debt to society, you are recorded in the local Sheriff's records as a lawbreaker. You receive -1 Charisma when dealing with other ponies who have knowledge of your past and who would care about such things. As a Major Hindrance, your crime was serious enough to garner the attention of the local Sheriff, such as disobeying a Royal declaration or violence, and the Charisma penalty increases to -2. On top of these penalties, with a Brand you will likely be watched by the local law enforcement closely.

Cautious (Minor)

You are meticulous in your planning and will never rush into any situation without carefully mulling over your options, even in situations where decisive action may be necessary.

Clipped Wings (Major)

You must be a Pegasus pony to take this Hindrance, which is worth 3 Hindrance points instead of the normal 2. Either through some accident or since birth your Pegasus pony has been unable to fly. Their wings may be crippled or atrophied, and while they can move they are incapable of sustained flight. You cannot fly and cannot use Feats of Daring, but you may still use your wings to steady yourself when falling. Once per game session you may spend a benny to make a Racing check at -2 in order to glide a distance equal to your Pace.

Clueless (Minor)

Your pony is not as aware of their world as most other ponies. You suffer a -2 penalty to most common Knowledge rolls and all Smarts rolls.

Curious (Major)

Your character is easily dragged into any adventure, and you cannot help but investigate anything mysterious, even if it may be unreasonable or dangerous to do so.

Delusion (Major or Minor)

Your pony believes something that is considered quite strange by most others. Minor Delusions are mostly harmless, such as superstitions about stepping on cracks or walking under ladders: they pose no more than an inconvenience in most situations. A Major Delusion affects your activities significantly, and can lead to significant danger and alienation from others if it gets out of hoof.

Four-Eyes (Minor)

Your pony has poor eyesight and relies on glasses to see clearly. As long as you are wearing your glasses, you take no penalties from this Hindrance. If you lose your glasses (generally a 50% chance when rattled or hit with physical force or something similar), you suffer a -2 penalty to all rolls that require vision, such as Notice. If your glasses have a restraining strap, you only need to make a check to see if they fall off if you are hit in the head (either on a called shot or when you are hit with a physical attack that has at least one raise on the attack roll).

Geas (Major or Minor)

You are obligated to perform a specific task or mission, and you will do whatever you can to fulfill it. A Minor Geas can be something relatively simple, such as delivering a letter to an important pony or keeping a treasure safe. A Major Geas necessitates a very dangerous and/or difficult task, such as recovering a stolen artifact from a dragon. At the end of any session in which you failed to advance your progress in completing your Geas when given opportunity to do so, you gain one less Experience Point and start with one fewer benny on the next session.





Gilded Lilly (Major or Minor)

You are quite fond of exaggerating or outright fabricating tales that make you sound more important or powerful than you actually are, and you do your best to make sure people believe your delusions of grandeur. As a Minor Hindrance, you will occasionally have to make opposed Speech rolls versus the Intuition of skeptics to keep from being revealed as a liar. As a Major Hindrance, your tales will be so fantastic that you will be required to make Speech rolls frequently, and receive -2 to the roll. You get -2 to your Charisma against characters that realize that you are a liar.

Hard of Hearing (Minor)

For whatever reason, your pony's hearing is not what it used to be, and you suffer a -2 on all Notice rolls involving hearing, including waking upon hearing a loud noise.

Heroic (Minor)

Despite your better judgment sometimes, you can never say no to somepony in need. You always do your best to come to other pony's

aid, and you are easily drawn into helping those you feel cannot help themselves.

Homely (Minor)

Your pony is not gifted with the most well-proportioned features, and many would call you down-right funny lookin'. You receive -1 to your Charisma when making rolls in which your physical appearance comes into play (GM's discretion, but typically includes Speech and some Swagger checks). This penalty applies to Contests of Will as well.

Lame (Major)

You have a permanent injury that often interferes with your mobility. When you take this Hindrance, if you have the Wings Edge, you may specify whether you have a lame leg or wing. With a lame leg, your pony's base Pace on the ground is reduced by 2 and their running dice are reduced to a pair of d4's. With a lame wing, your base flying Pace is reduced in the same fashion (but not your walking Pace).

Mean (Major or Minor)

Your character is contentious and has a hard time getting along with others, even if they are trying to be friendly. As a result, you suffer a -1 to your Charisma for the Minor Hindrance and -2 for the Major Hindrance. This penalty applies in situations where your positive disposition comes into play (GM's discretion, but typically includes some uses of Speech and Manners). This penalty applies to Contests of Will as well.

Nervous Nellie (Major)

Some ponies just aren't as brave as the others, and you make even these ponies seem heroic in comparison. You are rather squeamish and easily frightened. You receive a -1 penalty to all Courage checks and -1 to your Willpower.

Outsider (Minor)

Your pony is from a far away land and you are immediately recognizable as an outsider to most other ponies, who may treat you with suspicion and fear. You receive a -1 penalty to Charisma when interacting with ponies not from your land. This penalty applies in situations where your ability to relate to other ponies comes into play (GM's discretion, but typically includes some uses of Speech and Manners). This penalty applies to Contests of Will as well.

Overconfident (Minor)

Your character feels as if there is little she or he cannot do, and you will not retreat from a challenge. You will take on almost any challenge and refuse to back down even when common sense dictates otherwise.

Pacifist (Minor)

Even by pony standards, you are gentle and non-violent to an extreme. You will do whatever you must do to avoid harming other living beings and you will avoid physical confrontation as much as possible.

Perfectionist (Minor)

Everything must be absolutely perfect for your pony, and many consider you obsessive about

meaningless details. You will go out of your way to make sure that everything you do, no matter how petty or unimportant, is done with exacting precision. As a result, you are sometimes quite tiring to deal with.

Phobia (Major or Minor)

Your pony has an overwhelming and irrational fear that has been with them their entire life. Example Phobias are spiders, public speaking, dark, etc. When in the presence of your phobia, you receive a -2 penalty to all trait rolls with a Minor Phobia or a -4 with a Major Phobia.

Prankster (Major or Minor)

You love a good practical joke, and sometimes you have a hard time saying no to humiliating somepony else. As a Minor Hindrance, you are prone to playing more or less harmless practical jokes on your friends. As a Major Hindrance, you will attempt to prank other ponies at very inopportune times, and you are fond of particularly cruel or embarrassing pranks that can easily anger and alienate the victim.

Quirk (Major or Minor)

While each pony is unique, you are more unique than most. You have a noticeable, strange habit or mannerism that typically results only in minor inconvenience, but it can quickly get on the nerves of those around you. As a Minor Hindrance, the quirk is noticeable but not particularly off-putting (constant chewing, walking in place, boring small-talk) that gives you a penalty of -1 Charisma to those who notice. As a Major Hindrance, the quirk is difficult to ignore and will make many ponies actively avoid talking to you, and the Charisma penalty increases to -2. This penalty applies in situations where your ability to relate to other ponies comes into play (GM's discretion, but typically includes some uses of Speech and Swagger). This penalty applies to Contests of Will as well.

Rival (Major or Minor)

Somepony out there dislikes you and will actively try and undermine or embarrass you. Whether or not their dislike of you is justified, they will be a constant thorn in your side. As a Minor Hindrance, your rival will typically be another pony who will attempt to impede you and your work. As a Major Hindrance, your rival is a powerful foe (even an intelligent non-pony creature) who puts a good deal of time into making your life miserable.

Shattered Horn (Major)

You must be a Unicorn pony to take this Hindrance, which is worth 3 Hindrance points instead of the normal 2. Either through some accident or since birth your Unicorn pony has been unable to use magic, as their horn is non-functioning, damaged, or missing. You cannot use or learn new spells, though you may still have Power Points and ranks in Knowledge (Magic). At the GM's option once per game session, you may spend a benny to use the spell Magic Trick at a -4 penalty to the Knowledge (Magic) roll.

Sickly (Minor)

Your pony easily falls sick, and you have a hard time resisting fatigue and exhaustion. You receive a -2 penalty to all rolls for resisting fatigue and effects such as poison and disease.

Small (Minor)

You are much shorter than other ponies of your age, and you never seem to be able to catch up. You receive -1 to your Toughness.

Stooge (Major or Minor)

Your pony is obsessed with another pony and will follow them around, gushing over their greatness. Aside from viewing you as pathetic, the recipient of your attention will typically either ignore you or take advantage of your fawning obedience. As a Minor Hindrance, you always listen to and follow the advice of another particular character, and you will carry out their whim with little to no complaint. As a Major Hindrance, you will

follow the other character around like a trained dog and will happily lay in the mud so that they can walk on you and not dirty their hooves.

Stubborn (Minor)

Your pony refuses to second guess his or her decisions, and always demand their way. You refuse to back down, even when it is obvious that you have made a mistake.

Three Left Legs (Major)

Gracefulness has never been one of your strong points, and you have to constantly worry about tripping and falling. You receive a -1 penalty to all Strength and Agility rolls as well as any skills associated with those Traits.

Traumatic Response (Minor)

You do not react to physical injury nearly as well as some, and the threat of physical injury can quickly demoralize you. Whenever you suffer a Wound, you also immediately suffer a Daunt.

Unlucky (Major)

Fate does not shine on you or your endeavors, and you seem to never catch a break. You draw one less benny per game session than normal. You cannot take the Lucky Edge as long as you have Unlucky.

Weird Magnet (Major or Minor)

No matter where you go or what you do, strange and unlikely things seem to gravitate towards you like moths to a fire. These things are not necessarily harmful, but they are typically unexpected and awkward for those around you. As a Minor Hindrance, the events are mostly harmless and inconvenient. As a Major Hindrance, you are plagued with potentially dangerous events that can easily cause harm to those around you.

Well, I Never! (Minor)

You view cleanliness and proper manners as high virtues, and things such as vulgar speech or dirt offend your delicate sensibilities. Your

rarified attitude can both cause inconvenience for you and to those around you.

Young Filly/Colt (Major)

Quite simply, you are still a very young pony, and likely do not even have a Cutie Mark yet. While smaller and less experienced, you are generally luckier than the older ponies around you and make up in gumption what you lack in size and mettle. This Hindrance is worth 3 Hindrance points instead of the normal 2. When creating your pony, you receive a pool of only 4 points to distribute among your

Attributes and 10 skill points, but you start with one more Benny per game session than normal. If you take this Hindrance with Unlucky, you do not receive the bonus Benny from this Hindrance. In addition, playing a Young Filly/Colt will affect how certain characters interact with you, as many are likely to disregard you for being childish. Consult with the GM before building a character with Young Filly/Colt.



Chapter Four

Edges



Edges are qualities and special advantages that your character has, and are grouped here by type. Unless otherwise stated, Edges cannot be taken more than once. Edges, Ranks and Improved Edges function the same way as in the *Savage Worlds Core Rules*, except that Combat Edges have been replaced with Physical Edges.

Background Edges

Background Edges are hereditary and background advantages that can usually only be chosen when creating the character for the first time. If at some point the GM decides it would be appropriate for a character to have a new Background edge open to them, the player can choose the Edge when spending Advances as normal. A character that has spent a good deal of time living in and experiencing the ins and outs of Ponyville, for example, could gain the Hometown (Ponyville) Background.

Arcane Background

Requirements: Novice, Unicorn Pony
Unicorns start with this Edge for free, and it allows them to cast magical spells using their horn as a focus. You use Knowledge (Magic) as the primary skill for this Background. See Chapter Seven for more information.

Canterlot

Requirements: Novice

You have either grown up in or lived in the town situated inside Canterlot Castle, where you lived and worked either with or in close proximity to the Royal University or Royal Court. Because of your manner and privilege, you gain a +1 to your Charisma when dealing with subjects of Equestria, but not against outsiders or other creatures. This bonus applies to most rolls when your background or status comes into play (GM's discretion, but typically includes Manners, Speech and Vogue). This bonus also applies to most Contests of Will.

Royal University*

Requirements: Canterlot, Arcane Background

You attended the Royal University of Magic in Canterlot, which is directed by Princess Celestia herself. You start with an additional

Novice Spell. Upon reaching a higher rank (Seasoned or above) you immediately gain a new spell of the same rank.

Charming

Requirements: Novice, Spirit d6+
You stand out in crowds because of your fair looks and your suave, enthralling demeanor. Your Charisma is increased by +1.

Elegant*

Requirements: Charming, Spirit d8+
You can captivate entire crowds with a glance, and your grace and beauty are the talk of the town. Your Charisma is increased by an additional +1.

Embodiment of Harmony

Requirements: Novice, Special
You embody one of the legendary Elements of Harmony, the six ideals that form the basis of pony society. Each Element has its own prerequisite Attribute, and you may choose one of which you meet the requirement. Once per game session, when making certain rolls, the GM may decide that the situation allows you to call on your Element in order to aid you, and you receive a +4 to the roll. This can be applied to any kind of roll except rolls relating to physical attacks in combat:

Honesty: Strength d6+
Kindness: Spirit d6+
Laughter: Vigor d6+
Generosity: Smarts d6+
Loyalty: Agility d6+
Magic: Arcane Background

Feats of Daring

Requirements: Pegasus Pony
While you may not have magical powers, you have learned to exploit your Pegasus form, allowing you to shape wind and sky to do your bidding. You can also learn to fly faster than a flying arrow or as silently as a night owl. For more information, see Chapter Nine for more information.

Feats of Strength

Requirements: Earth Pony
While you may not have magical powers, you have learned to exploit your stature as an Earth pony, giving you powers of incredible resilience and strength. You can also use your ingenuity and connection with the earth to create useful devices and tools that are both practical and elegantly simple. For more information, see Chapter Nine for more information.

Hometown

Requirements: Novice
You have either grown up in or spent a significant amount of time living in a particular town or city, and you have gained a great deal from the experience. Choose a single town or city to be your Hometown, and choose one of the following Hometown bonuses:

Streetwise: +1 to Charisma when dealing with ponies that are also from your Hometown.

Talent: Increase the rank of one skill relevant to your hometown that you have at least a d4 in and which is of a lower rank than its requisite Attribute.

You may take this Edge multiple times, each time taking a different Hometown. You may also choose a Hometown that you already have selected and gain the other Hometown bonus that you did not choose previously.

Lucky

Requirements: Novice
Luck never seems to run out for you. You start with an additional benny at the beginning of each game session.

Extremely Lucky*

Requirements: Lucky
Your luck is unnervingly consistent, and it seems like almost nothing bad can happen to you. You draw an additional benny on top of

the bonus one from Lucky at the beginning of each game session.

New Feat

Requirements: Novice, Feats of Daring or Feats of Strength
Ponies with the Feats of Daring or Feats of Strength Edges can gain additional Feats (of their specific type only) by taking this Edge (which can be taken multiple times). Gain a new Feat of your rank or lower.

Noble

Requirements: Novice
You are descended from a family that has connections to the Royal line. Though no pony in your family has a claim to the throne, your relatives are likely fixtures of the Royal Court. You gain a +1 to your Charisma when dealing with subjects of Equestria, but not against outsiders or other creatures that have no special regard for the legitimacy of the Throne.

Royal*

Requirements: Novice, Noble

You are not only of noble birth, but your family are only one or two steps removed from the royal line itself. You have likely appeared in the Royal Court on more than one occasion, and your family is part of high society in Equestria. Your Charisma is increased by an additional +1 when dealing with subjects of Equestria.

Outlander

Requirements: Novice
You grew up either in one of the many small towns dotting Equestria's borders or in a wilderness community far removed from the big cities. You receive -1 Charisma when dealing with nobility and those of higher status, but you may also choose one of the following skills to gain an additional rank in (unless it is already a d12): Nature, Notice, Prowl, or any relevant Craft or Knowledge skill to your background. For example, you may choose Knowledge (Farming) if you grew up on a remote frontier farm. The Charisma penalty applies to certain rolls in which your background or standing would come into play (GM's discretion, but typically includes rolls



such as Speech and Manners). This penalty applies to Contests of Will as well.

Wings

Requirements: Novice, Pegasus Pony
Pegasus ponies start with this edge for free, and it allows them to fly at the incredible speeds that pegasi are famous for. Your Pace while flying is equal to twice your Pace on land, and when flying you use the same rules as with Mounted Combat (*See the Savage Worlds Core Rules, Chapter 5: Situational Rules*). You are considered to be the mount in this situation for movement, being targeted while moving, and charging. You are considered to be a Trained Horse, and when you are Wounded or Shaken while flying you must make a Racing roll to stay balanced or fall. In addition, you can walk on clouds as if they were solid ground.

Physical Edges

Physical Edges put your pony ahead of others in terms of stamina and athletic prowess. Earth ponies start with a free Physical Edge, representing their inherent sturdiness compared with other types of ponies.

Adrenaline Surge

Requirements: Novice, Vigor d6+
In stressful and potentially dangerous situations, you become more decisive and able to ignore fear. Once per game session, you can spend a benny to automatically pass a Courage check.

Cat's Balance

Requirements: Seasoned, Agility d8+
You always seem to be able to keep your balance and move with fluid grace. You gain +1 to your Prowl rolls when trying to move quietly, and if you fall you get +2 to Agility rolls to land upright and without taking damage.

Fleet-of-Hoof

Requirements: Novice, Agility d6+
You are exceptionally fast, and your base Pace is increased by 2. In addition, you roll d8's when running instead of d6's.

Iron Pony

Requirements: Seasoned, Strength d8+, Agility d8+
You are a paragon athlete, able to run for miles and perform just about any feat of stamina or speed. Once per game session you may re-roll any one Strength or Agility check, and when you spend a benny to re-roll any Strength or Agility check or any skill tied to those Attributes, you get a +1 to the new roll.

Steel Pony*

Requirements: Veteran, Iron Pony
When making Fighting attacks in combat, you may act as if you had a weapon that deals Str + d6 damage. You may also ignore up to 1 point of penalties from Fatigue or Wounds.

Level-Headed

Requirements: Seasoned, Spirit d8+
You can keep your calm and focus and recover quickly from shock. You receive a +2 bonus to your Spirit roll when rolling to recover from being Shaken.

Lighthoof

Requirements: Novice, Agility d6+
You have a very soft hoofprint, and you are able to walk daintily without disturbing the terrain. You gain a +2 bonus to checks made to avoid dangerous terrain or other hazards, such as not causing an avalanche while walking along rocks or not sinking into thick mud when trying to walk across it.

Quick Reflexes

Requirements: Novice, Agility d8+



When dealt a card for initiative, if yours is a 5 or below you may discard it and be dealt a new card until you get one that is higher than a 5.

Stone's Endurance

Requirements: Veteran, Strength d8+, Vigor d8+

You are as unmovable as a mountain, and there is little in the way of physical hardship that you cannot endure. You gain +1 Toughness.

Strong Back

Requirements: Novice, Strength d8+
You are extremely sturdy, and you can ignore up to 1 point of penalties from carrying weight over your load limit, and you suffer no penalties from equipment.

Improved Strong Back*

Requirement: Seasoned, Strong Back
You can now ignore up to 2 points of penalties from carrying weight over your load limit.

Tuned In

Requirements: Veteran, Spirit d8+

Though you cannot explain it, you have an uncanny ability to read your internal clock and senses. At any given time, you are aware of the current time of day, temperature, and what direction is north. Gain a +1 to all Notice rolls.

Leadership Edges

Leadership Edges aid your pony in guiding your friends and working effectively as a team to overcome challenges. Leadership Edges affect all of your Wildcard allies and Extras that can see and hear you, though no one pony can benefit from more than one instance of any one Leadership Edge at once (for example, if two ponies in your party had Lead by Example, their allies would gain bonuses from only one).

Elementary Thinking

Requirements: Novice, Smarts d6+, Notice d6+

While others may miss important details and facts, you are able to easily spot even minor details and quickly come up with solutions to almost any mystery at hand. When spotting

hidden or obscure details, you get a +1 to your Notice rolls. In addition, you can make Smarts rolls for additional possible clues provided by the GM in certain situations.

Inspiring

Requirements: Novice, Smarts d6+
Your presence reassures your allies and makes them more confident in their abilities. As long as they are within eyeshot and can hear you, they receive a +1 to their Willpower.

Lead by Example

Requirements: Seasoned, Smarts d6+
Your pony's success can influence your friends and aid them in their tasks. Once per game session, when you make a successful trait roll, each of your allies gains a +1 bonus to their roll of the same type on their next attempt.

Spirit of Harmony

Requirements: Seasoned
You are able to help your friends not only utilize the Elements of Harmony that they embody, but you can share their power with others. Any of your allies (including you) can allow another willing pony to use their Embodiment of Harmony edge power once per game session.

Team Leader

Requirements: Novice, Spirit d6+
Each of your allies benefits from your reassurance and help, and you are an effective leader. You may share your bennies among your allies.

Power Edges

Power Edges are only available to those with the Arcane Background edge, and allow you to expand your magical prowess.

Agile Spellcaster

Requirements: Veteran, Arcane Background
Intense training has allowed you cast multiple spells at once, allowing you to quickly channel arcane energy. The multi-action penalty for

casting spells is reduced by 2 for each spell (for example, casting 2 spells at once would incur no penalty on each instead of -2).

Contingency

Requirements: Seasoned, Smarts d8+, Arcane Background
At the beginning of each game session, you may choose one power of Novice level, and you immediately spend power points as if you just used the power. This is your Contingency power. Until the end of the game session, you may spend a benny in order to immediately use the power as a Free Action on your turn or as an immediate response to any action (resolve the spell before the action takes place). You can only use the Contingency power once per game session.

Improved Contingency*

Requirements: Veteran, Contingency
You may choose a power of Seasoned or Novice level, and you may spend a benny to use the Contingency power a second time per game session if the power is of Novice level.

New Power

Requirements: Novice, Arcane Background
A character with the Arcane Background may learn a new power by choosing this Edge (which may be taken multiple times). You may choose a single power of the same rank as your character, or two powers of a lower rank (both of these can be of different rank as long as each is of a lower rank than your character).

Power Points

Requirements: Novice, Arcane Background
This Edge grants your pony an additional 5 power points. You may take this Edge multiple times, but only once at each Rank.

Rapid Recharge

Requirements: Seasoned, Spirit d6+, Arcane Background
With this Edge, your pony recovers 1 power point every 30 minutes of game time.

Improved Rapid Recharge*

Requirements: Veteran, Rapid Recharge
Your pony now recovers one power point every 15 minutes of game time.

Signature Spell

Requirements: Seasoned, Smarts d6+, Arcane Background
There is one spell in your repertoire that you have studied so much that you can cast it easily and without expending much energy. Choose one power you have: the cost of that power is reduced by one power point (cannot bring the cost below 0). In addition, you receive a +2 to the Knowledge (Magic) roll to successfully cast your Signature Spell.

Improved Signature Spell*

Requirements: Veteran, Signature Spell
Choose an additional power, other than the one you chose for Signature Spell. The cost of that power is reduced by one power point (cannot bring the cost below 0). In addition, you receive a +2 to the Knowledge (Magic) roll to successfully cast your alternate

Signature Spell.

Spell Discipline

Requirements: Seasoned, Arcane Background
When you first choose this Edge, choose one of your spells. Replace this spell with another spell one rank higher than it (but no greater than your current rank). Each time you achieve a higher character rank, you may 're-train' another spell in this fashion (you may 'train up' the same spell that you chose when you first took this Edge).

Transfer Power

Requirements: Novice, Arcane Background
As an action, you can touch another unicorn with your horn and transfer power points to them. The target must be able to normally have and use power points. For every 5 points you wish to transfer (or fraction thereof), this action costs 1 power point. For example, transferring 3 power points would cost you a total of 4 points (3 being transferred + 1 in 'transfer costs').



Professional Edges

Professional Edges represent years of practicing a particular trade or activity, and help create a character who is far more competent in their chosen field than others. You normally can only take Professional Edges at character creation, but a pony can pick up a new one with practice and patience over the course of their adventures. As in the *Savage Worlds Core Rules*, bonuses provided by multiple Professional Edges do not stack with one another.

Artist

Requirements: Novice, Smarts d8+
You are devoted to a single craft or art form that you have practiced tirelessly for years, and your experience has paid off. Choose a single form of artistic expression (painting, dressmaking, etc), and you get a +1 to all Craft and Knowledge rolls concerning your art.

Explorer

Requirements: Novice, Vigor d6+, Nature d8+
You do not have a permanent home, and you are constantly drawn to new places and new lands by your inherent wanderlust. You have a +1 to rolls when resisting the effects of Fatigue, and you get +1 to all Nature rolls.

Herald

Requirements: Seasoned, Noble, Agility d8+, Spirit d8+
As a Royal Herald, you have been tasked with traveling to different parts of Equestria to deliver notices, letters, and proclamations to the more remote areas of the Kingdom. You gain an additional +1 to your Charisma bonus granted from Noble, and an additional +1 to your Manners, Speech, and Vogue rolls.

Peacemaker

Requirements: Novice, Smarts d6+, Spirit d10+
Among your friends you are the go-to pony when settling disputes, and you are able to

fairly and impartially resolve almost every dispute. You get +2 to your Charisma when rolling Contests of Will in order to prevent conflict or violence.

Performer

Requirements: Novice, Smarts d6+, Grace d8+
You are devoted to a particular form of expression, whether it is dance or music or acting. Choose a single form of performance, and you get a +1 to all Knowledge rolls concerning your discipline. In addition, select one of the following skills related to your performance art: Knowledge (Music) (for music), Grace (for Dancing), Speech (for Acting). You get a +1 to all rolls with this skill when practicing your discipline.

Pony-Of-All-Trades

Requirements: Novice, Smarts d10+
You have studied almost every subject imaginable, and you have a talent for picking up skills on the fly. There is little you cannot do without a little bit of luck. Any time you make an unskilled roll for a Smarts-based skill, you may ignore the negative penalty for being untrained.

Scholar

Requirements: Novice, d8+ in affected skills
You have spent many an hour studying various areas of scholarly knowledge. You have become an expert on several subjects, and rarely fail to answer questions in your particular areas of expertise. Pick any two Knowledge skills that you have a d8 or better in. Add +1 to your total whenever these skills are rolled.

Sheriff

Requirements: Seasoned, Smarts d6+, Spirit d8+, Vigor d6+, one or more City Backgrounds (Ponyville, Trottingham, etc)
You have been appointed as the Sheriff of a particular city or region of Equestria by Royal mandate and it is your duty to uphold peace and order. You settle local disputes and



represent Royal interests in your assigned lands. You get +2 to your Charisma when rolling Contests of Will in order to resolve disputes (legal, personal, etc).

Socialite

Requirements: Novice, Charisma 1+ or any Edge that conditionally gives you a Charisma bonus (Noble, etc)

Much of your attention is devoted to keeping up appearances, and you are at just about every happening party or event. You've mingled with royalty and you set the trends and fashions that appear in the biggest boutiques in Equestria. You get a +2 bonus to your Vogue rolls, and you gain a +1 to Charisma.

Top Gun

Requirements: Novice, Racing d8+, Agility d10+, Wings

You are one of the top flyers in Equestria, even if you are not on a major racing team like the Wonderbolts. Your flying speed is triple your base Pace instead of double, and you roll d10's when 'sprinting' while flying instead of

d6's. In addition, you gain a +1 to your Racing skill rolls and +1 to your Evade.

Vocation

Requirements: Novice, any Craft skill at d8+ Each and every pony has a special talent, and your pony has put their heart into their own special talent. Choose a Craft skill you have at a d8 or greater: you receive a +2 bonus to your rolls with this skill.

Social Edges

Social Edges represent your pony's ability to relate to others and get others to do what you want through force of personality.

Bon Vivant

Requirements: Novice, Spirit d8+, Charisma 1+ or any Edge that conditionally gives you a Charisma bonus (Noble, etc)

Few ponies are able to match your energy or zest for life, and you make a point to make sure both you and those around you are having a good time. You can spend a benny once per game session in order to give yourself and

each ally that can see and hear you +1 to their Charisma for one turn.

Code of Honor

Requirements: Novice, Noble, Spirit d8+
You are beholden to a strict code of honor, which you must follow to the letter at all times or risk losing this Edge. You will always tell the truth and defend the honor of other nobility, and when dealing with other Nobility you gain +2 Charisma. When dealing with other ponies, you receive a +1 bonus to Charisma.

Empathy

Requirements: Novice, Smarts d6+, Spirit d6+
The feelings of others are easy to read and interpret, and as a result you gain a +1 bonus to Intuition, Provoke, and Speech rolls.

Friendship is Magic

Requirements: Novice, Spirit d8+
Your sense of friendship and friendliness rub off even on animals and others who might otherwise treat you with suspicion. You get +1 to your Charisma when dealing with any creature that is not inherently evil.

Strong Willed

Requirements: Novice, Provoke d8+ or Swagger d8+
Others have a hard time resisting your sheer force of will, and your steely stares and cutting words can easily unnerve even the most stoic opponent. You gain a +1 to your Provoke or Swagger rolls and a +1 to your Spirit or Smarts rolls when in Contests of Will (choose one of each of these two pairs when you first take this Edge). You also gain +1 Willpower.

Team Player

Requirements: Novice, Spirit d8+
You have a special bond with your friends and allies, and you are able to lead them with strength and compassion. You may freely give your bennies to any other Wild Card ally

you can communicate with, representing words of encouragement and support.

Weird Edges

Weird Edges are mysterious, borderline supernatural abilities that some ponies seem to manifest. Weird Edges are typically chosen only at character creation, though with a good story any of them can be gained during an adventure.

Absorb Magic

Requirements: Novice, Spirit d8+
Magic seems to be strangely ineffective against your pony, whether or not it is friendly or unfriendly. You gain a +2 to rolls to resist magical effects, and you act as if you have 2 points of armor when considering damage from magical effects. These apply even if the magic is affecting you with your consent.

Danger Sense

Requirements: Novice, Notice d6+
Your pony has an uncanny sense that tells him or her when something bad is about to happen. Any time your pony is about to be the target of an unpleasant surprise or ambush, you get an immediate Notice roll at -2 just before the event occurs. If successful, you know something terrible is about to happen and are able to act accordingly. This means you are on Hold for the first round of combat if combat occurs.

One with Nature

Requirements: Novice, Nature d8+
Animals seem to gravitate to you and respect you, and you are able to communicate with them on a basic level. You gain a +2 to Charisma when attempting rolls to influence or communicate with animals, and you are able to communicate with them in a limited fashion (allowing you to use skills such as Speech and Leadership against them).

Patterns in Chaos

Requirements: Novice, Intuition d6+

To others, your actions and predictions sometimes make very little sense, and you are considered to be a bit more random than perhaps what is healthy. Despite this, even some of your more unhinged predictions or ideas tend to either come true or work better than it seems that they should. It is up to the GM as to exactly how to use this Edge, but typically you can make Intuition rolls to find out random but useful facts about a situation, even ones that seem anachronistic (predicting the future either purposefully or accidentally).

Second Sight

Requirements: Novice, Smarts d6+, Notice d6+

You have a strange ability to perceive things that are not there and sense things that normally go unnoticed. The effect is eerie but useful once you understand how to interpret it. At any time, you can spend a benny to 'turn on' your Second Sight, which lasts until the end of the current scene. While Second Sight is 'on', you may make Notice rolls at -2 to spot several different things: you can spot where spells have been used and with a raise what

kind of spell, where powerful creatures have been (such as dragons or very powerful ponies) and with a raise what kind of creature, and hidden or invisible creatures hiding using magical means (including magical disguises). You see 'trails' of these things as hazy, shimmering clouds that float in the air. If you fail the roll, you do not spot anything out of the ordinary.

Wildcard Edges

Wildcard Edges are effects that only come into play when you are dealt a Joker when determining Initiative. These are in addition to the normal effects of being dealt a Joker.

Power Surge

Requirements: Wild Card, Seasoned, Knowledge (Magic) d10+

When you are dealt a Joker, you recover 2D6 power points, which cannot bring you over your maximum.

Doubletime

Requirements: Wild Card, Veteran, Agility



d10+

When you are dealt a Joker, you may take an additional turn at the end of the current initiative order for the current round only.

Jester's Luck

Requirements: Wild Card, Seasoned
When you are dealt a Joker, you immediately gain a benny.

Heroic Edges

Heroic Edges are reserved for only the most powerful characters, and they are for ponies who have achieved significant fame and experience.

Ascendance

Requirements: Heroic
You have achieved a level of harmony and power that few ever reach, and you are both a hero and leader to every citizen of Equestria. Any Attributes currently below d8 are brought to a d8, and you gain +2 to your Charisma.

Exemplar of Harmony

Requirements: Heroic, Embodiment of Harmony
You have lived your representative Element of Harmony to its fullest potential. The bonus granted by Embodiment of Harmony is increased to +6, and once per game session you can spend two bennies to use it again.

Living Legend

Requirements: Heroic, Inspiring
Your deeds are sung across Equestria, and your very presence is enough to rally even the most timid and frightened pony. Increase the bonus granted by Inspiring by an additional +2.

Professional

Requirements: Heroic, affected trait at d12
You have become exceptionally skilled in a particular area. The trait is increased to d12+1. You may choose this Edge multiple times, but you may not select the same trait twice.

Expert*

Requirements: Heroic, Professional in affected trait
As above, but the affected trait becomes d12+2

Master**

Requirements: Wild Card, Heroic, Expert in affected trait
The character's Wild Die becomes a d10 when rolling the affected trait. You may choose this Edge multiple times, but you may not select the same trait twice.

Shield of Fate

Requirements: Heroic
You seem to be protected from harm by fate. Increase your Toughness by +1.

Improved Shield of Fate*

Requirements: Heroic, Shield of Fate
Increase your Toughness by an additional +1.

Sidekick

Requirements: Wild Card, Heroic
Your exploits are such that they have become an inspiration to others, and now a young crusader has joined you in your cause. You gain a Novice rank sidekick who is a Wild Card, gains experience as a character, and has abilities that complement or mimic your character's abilities. Create the sidekick as you would any new character. The sidekick is controlled just like any other allied character, though they can occasionally cause you more problems than they are worth.

Chapter Five

Gear



Unlike most *Savage Worlds* settings, *My Little Pony* sees very little in the way of specialized equipment that the player characters use. Weapons are unheard of in Equestria outside of ceremonial parade accoutrements, so the following is a simple list of some items that characters may find useful. These items follow the same guidelines as in the *Savage Worlds Core Rules*

Bit & Rope

A comfortable bit attached to a loop of rope. This allows a pony to tie off and drag or lift objects easily. It provides +1 to Strength rolls when dragging or lifting something.

Cart

A small wooden cart that can be towed using a harness. The cart reduces a pony's Pace by half, but it allows them to carry up to 1000 pounds of equipment or materials. Pegasi can fly and tow the cart behind them, which floats as if it were still on the ground.

Ceremonial Armor

Unknown of outside of the Royal Guards, this armor is elegant and made for style rather than functionality. It provides an Armor bonus of +3, but is heavy and incurs a -1 penalty to Agility rolls as well as skills associated with Agility.

Clothing

Ponies occasionally wear different types of clothing, typically only on special occasions or when it is necessary for safety or comfort. Clothing can range from cloaks and wraps to keep warm in the cold or opulent costumes made to wear at fashion shows and parties. Proper clothing gives the wearer a +1 to rolls for resisting the effects of weather and temperature relevant to the clothing.

Foul Weather Gear

More cumbersome and uncomfortable than most clothing, Foul Weather Gear is clothing made for extreme environments, such as heavy canvas mackintosh coats or fur-lined cloaks. Proper Foul Weather Gear provides a +2 to the wearer for resisting the effects of weather and temperature relevant to the clothing, but incurs a -1 penalty to all Agility rolls and rolls made with Agility-based skills, as it is usually bulky and uncomfortable.

Harness

A large harness made from wood, leather, and brass. A harness allows ponies to easily pull things such as carts and plows, provides +1 to Strength rolls when dragging or lifting something. A Harness also incurs a -1 penalty to all Agility rolls and rolls made with Agility-based skills, as it is usually bulky and uncomfortable.

Horseshoes

While many ponies wear horseshoes for practical or fashionable purposes, it is

perfectly possible to go without them. Ponies with Horseshoes can more easily run over rough ground without stumbling or hurting themselves. A pony with horseshoes acts as if they are using a weapon with Str + d4 damage, mostly for the purpose of breaking objects or barriers. In addition, you gain a +1 to all rolls against Bumps and Bruises.

Pack Saddle

Ponies typically need to carry a variety of goods, and a Pack Saddle is a saddle with two or more bags that let a pony carry various loose items.



Chapter Six

Combat And Situational Rules



The rules for combat and situational rules are mostly unchanged from the *Savage Worlds Core Rules*, but actual violent conflict in *My Little Pony* is both rare and discouraged. Tasks should be completed and challenges overcome through teamwork, cooperation, and most importantly, friendship. As a general rule, a group of characters receives only the minimum 1 Experience point at the end of any session in which they resorted to violence, no matter the outcome of their actions. If they failed to fully achieve their objectives, the GM might even decide that they should receive no Experience points.

Contests of Will

As an alternative to combat, in *My Little Pony* you are encouraged to use the modified rules for tests of will presented here. This system of ‘contests of will’ allows for a more theatrical presentation of conflict that lets characters defeat monsters and other antagonists with teamwork and skill rather than violence. You may use this in addition to normal tests of will, which can often be combined to ‘set up’ a contest of will on a later turn.

All creatures (Wild Cards, player characters, extras, etc) have a Willpower score, which acts as a sort of alternative to Toughness for contests tests of will. You can make a contest of will ‘attack’ as normal using several different skills against a target’s opposed roll

(as per the *Savage Worlds Core Rules*), which are listed here:

“Attack” Skill

Provoke
Speech
Swagger
Manners
Grace

Resisted By...

Spirit
Smarts
Strength
Smarts
Agility

Each of these skills can be used to intimidate, unnerve, or otherwise reduce a creature’s willingness to continue to oppose you. The character making the roll should either justify or act out how they are implementing the test of will to affect their target. The roll is opposed by the target’s trait listed above, but **the target of the contest of will does not roll their Wild die (if any) with their resisted roll.**

Example: Rainbow Dash faces a dreaded Manticore, and attempts to distract and dishearten it with a show of her supreme agility and grace. She rolls Grace and beats the Manticore's Agility roll, and also exceeds its Willpower. The show is successful, and the foul creature is frustrated and confused at its failure to catch the rainbow blur zipping around its head!

The GM can opt to apply modifiers to these rolls based on the situation, though each character's Charisma is typically added to their opposed roll. If you successfully beat the target in the opposed roll, compare your result against the target's Willpower. If you match or exceed it, the target has been brought down a notch by your show of will and is Shaken. If the target is already Shaken and you roll a successful contest of will against it, it does not suffer a wound. Instead, it suffers a Daunt, which is treated similarly to a Wound. The GM may also rule that certain tests of will are ineffective against certain creatures (living Slimes do not react to Speech as they are of limited intelligence), and some of the listings for monsters in the last chapter of this book specify certain kinds of tests of will that are ineffective against certain creatures. A raise against an Extra causes them to automatically suffer a Daunt, which immediately incapacitates them (they are out of the fight for reasons specific to the Daunt that took them out). For each raise against a Wild Card, roll an additional d6 and add it to the roll's total when comparing it against their Willpower (these dice can Ace as well).

Daunts

Each character and creature has a maximum number of Daunts: Extras can sustain a single Daunt, while Wild Cards can sustain three Daunts (the fourth Daunt puts them at Incapacitated). Each Daunt adds a cumulative -1 penalty to all Trait rolls (like Wound penalties affecting Pace and Trait rolls) and to your Willpower score. Each time a Wild Card

recovers from Shaken and rolls at least one raise, they automatically lose a Daunt if they have any.

Characters who are Incapacitated from Daunts either flee from their antagonist or simply give up; either way they are out of the current encounter as if they had been Incapacitated by Wounds. Outside of combat and initiative order, characters lose Daunts with a short rest at a rate of one per hour.

Mounted Combat

When engaging in physical combat, pony characters are treated as a normal character and not a mount (despite being a horse). Ponies may Charge as if they were the mount.

Fear

Fear works slightly differently than in the *Savage Worlds Core Rules*. Use the Courage skill in place of Guts in all instances when dealing with Fear.

Fear/Nausea

The effects of Fear/Nausea work the same as in the *Savage Worlds Core Rules*, except that a character who is already Shaken and fails their Courage roll against Fear/Nausea receives a Daunt in addition to the -1 penalty.

Terror

The effects of Terror work the same as in the *Savage Worlds Core Rules*, except that a character who fails their Courage roll against Terror receives a Daunt in addition to rolling on the Fright Table.

Hazards


The rules for Hazards are unchanged from the *Savage Worlds Core Rules* with the exception of those presented below.

Drowning

Since there is no Swimming skill, make all Swim checks as if the pony character was untrained in Swimming.

Chapter Seven

Arcane Background



The rules for magic, powers, and the Arcane Background are more the less the same as in the *Savage World Core Rules*, except that the primary skill used is Knowledge (Magic).

Arcane Background

Arcane Skill: Knowledge (Magic)

Power Points: 4 + Smarts (increase your Power Points as your Smarts goes up)

Starting Powers: 1 + half of Knowledge (Magic)

Unicorns can cast a variety of spells using their horn as a focus. Most unicorns learn only a handful of spells that they utilize in their day-to-day lives as no more than useful tools. Some, however, work to better their skills and learn more about magic itself. The Royal University in Canterlot specializes in training unicorns to expand their magical potentials, and is the best source of recorded magical knowledge and research in Equestria.

Backlash: When you roll a 1 on your Knowledge (Magic) die when using a power that costs more than 1 power point to use (regardless of your Wild Die), the spell fails and you are automatically Shaken. If you are

already Shaken, you suffer a Daunt instead of a Wound.

Powers

Listed here are all the spells available to those with an Arcane Background, and are otherwise functionally identical to powers in the *Savage Worlds Core Rules*.

Spellbooks

Many spells are recorded in books for later use and reference, and these spellbooks allow ponies with the Arcane Background to use powers they do not already have.

A spellbook can contain any number of powers that can be used by any pony or creature with the Arcane Background edge. You can use a power from a book that is of a higher rank than your character: for each rank above your own that the recorded power is, add a -4 penalty to your Knowledge (Magic) roll to successfully cast the power. You still pay all power points necessary for the power, plus an additional 2 power points for using it

out of a book. To use a spellbook, you must have some way to clearly read it while casting (such as having it on a pedestal or table) and you must remain in place while using the power.

Spellbooks are valuable and rare, and are usually only held in important libraries, such as the one in the Royal University in Canterlot.

Novice Powers

Aid/Hinder

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

Trappings: Glowing pale blue (Aid) or red (Hinder) aura around recipient

This spell either raises (Aid) or lowers (Hinder) one of the target's traits by one die type. This spell cannot drop the trait below d4, but it can raise it over d12 (each step over d12 adds +1 to the trait total). On a raise, the trait can be raised or dropped by two die levels. If you are trying to lower a trait, the Knowledge (Magic) roll is opposed against the target's Spirit. No trait can be affected by this spell more than once at a time.

Animal Friend

Power Points: Special

Range: Smarts x 100"

Duration: 10 minutes

Trappings: Pale green aura around the caster's horn

Animal Friend lets you both communicate with and control an animal for a short period of time. The animal must be real and mundane (non-magical). The animal will answer your questions and perform basic, non-dangerous tasks that you request of it. This spell's cost is 3 plus twice its Size for animals with a Size greater than 0. The animal will not do anything it would not normally do and cannot

be ordered to do harm to any other living thing, directly or indirectly.

Earth Travel

Power Points: 3

Range: Smarts x 2

Duration: 3 (1/Round)

Trappings: Dissolving into the ground and reappearing elsewhere

Earth Travel allows a unicorn to meld into the bare ground and either remain melded or appear in another spot within range on each turn that the spell lasts (you may make a combination of moving or hiding over the duration of the spell). If the ground is disturbed while you are melded, you reappear unharmed instantly on the surface above where you were hidden.

Fresh Air/Air Envelope

Power Points: 1/4

Range: Large Burst Template centered on you

Duration: 5 (1/Round) / 1 day

Trappings: Sweet-smelling breeze blowing in a sphere around you

Fresh Air creates a zone of pleasant, clear air around the caster upon being used. Any smoke or other airborne pollutants are instantly removed from a sphere around you, and as long as the spell is maintained the bubble of air will not mix with anything outside of the spell's radius. As Air Envelope, the spell works in the same fashion, but costs 4 power points and lasts for a whole day. Air Envelope can be used underwater and even in the vacuum of space to create breathable air for the target, and can be cast on both the caster and other ponies.

Heal

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Touching the target with your horn



Heal repairs physical damage or sickness sustained within the last hour of in-game time on either the caster or another creature. For Wild Cards, each use of Healing removes a Wound from the target or two on a raise. The roll suffers a penalty equal to the target's wound penalty (on top of your own). Heal can also cure poison and disease within the same timeframe.

Infravision

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/Round) or 1 hour (1/hour)

Trappings: Eyes glowing slightly red while in effect

Infravision allows the caster to see in the infrared light spectrum, effectively allowing them to see in the dark. Living creatures and surrounding terrain within the spell's radius appear as a light mauve color, even in pitch black. While the spell is in effect, you can ignore penalties for darkness within the radius.

Lay of the Land

Power Points: 1

Range: Self

Duration: Instant

Trappings: Faint green glow in a circle around the caster

This spell allows you to find out basic information about your surroundings. Upon casting this spell, you are immediately able to discern any two of the following things (or three on a raise): direction of north, time of day, nearest source of water, nearest source of food, or direction of nearest wild animal.

Light

Power Points: 1

Range: Self

Duration: 10 minutes (1/minute)

Trappings: Horn glowing brightly with warm light

This spell causes the caster's horn to glow brightly, illuminating an area equal to a Large Bust Template with an equivalent amount of light as a bright torch. With a raise on the Knowledge (Magic) roll, recover any power points spent casting this spell.

Locate Object

Power Points: 1

Range: Smarts x 100"

Duration: Instant

Trappings: Slight glitter effect around the caster's horn

Locate Object allows the caster to learn the precise location of a single non-living object that they know about within the spell's radius. The caster must have had extended contact with the object (study, physical contact) within the last month and they must know what it looks like. On a successful roll, the object appears to glow through any intervening barriers in the caster's vision for a few seconds.

Magic Box

Power Points: 2

Range: Self

Duration: Instant

Trappings: Burst of blue light from the targeted container

Magic Pouch is a common spell among Unicorns, as it has a variety of practical uses. On a successful roll, the caster designates a single small bag, container, purse, or other similar container. That container now contains a single small non-living, non-magical object of no more than a few ounces in weight that the caster selects. The object continues to exist for an hour after being summoned. Common choices are things like needles, scissors, glasses, magnifying glasses, or other small tools or implements.

Magic Trick

Power Points: 0-1 or 3

Range: Touch

Duration: 10 minutes (1/minute) or Permanent

Trappings: Target sparkles and glows faintly pink

This spell is the most common utilized by unicorns in Equestria for its wide variety of uses. Magic Trick does not cost any Power Points if you are successful in casting it. You cannot fail in casting it: failure of the Knowledge (Magic) roll only means that it costs a power point. Magic Trick allows you to: levitate and move small objects weighing less than a pound, create harmless sensory effects (flashes of light, sounds, scents), color

or clean/soil objects such as cloth or paint, or make a small object disappear for a few seconds (sleight of hand). The spell can have other effects with the GM's permission, and if you spend 3 Power Points on the effect it is permanent until dispelled.

Minor Wondrous Item

Power Points: 4

Range: Self

Duration: 1 day

Trappings: Burst of silver light around the caster

This spell creates a magical item from thin air that persists for a single day, at which point it vanishes in a flash of silver light. Each of the objects counts as a magical effect, and can be detected with Sense Magic, changed by Spellhack, etc. With a successful roll, choose one of the following items to summon:

Spellglue: Summons a small glass vial full of viscous, purple glue. There is enough glue for a total of a square foot of adhesive. It can glue any two solid surfaces together for the duration of the spell, and can support a weight of Smarts x 50 lbs of weight or force.

Invisible Ink: Summons a single ink pot filled with what looks like opaque pink ink. The ink is only visible to the caster, who can write with it on almost any surface. The caster may also write the full name of any pony next to any note or letter written in the ink, and the named pony can read the invisible ink.

Convenience Stick: Summons a nondescript wooden dowel about 6 inches in length. Any creature or pony can touch the dowel and expend a power point in order to change it into any similarly sized and shaped object made out of any common material such as a key, paintbrush, pencil, knife, or whistle. It can be transformed into a key for a specific non-magical lock by making a successful Smarts – 2 roll when transforming it. If the roll fails, you must spend another power point and attempt to transform it again.

Send Thoughts

Power Points: 1



Range: Visual

Duration: 3 (1/Round)

Trappings: No visible effect, target feels a slight chill

Send Thoughts allows you to communicate silently and telepathically with a single creature that understands your language that you can see. The target can respond back telepathically, and each round you maintain the spell allows for a few lines of dialogue. You and the target each hear each other's voices as if you were whispering in each other's ears.

Sense/Conceal Magic

Power Points: 2

Range: Sight

Duration: 3 (1/Round) or 1 hour (1/hour)

Trappings: Glowing circle flashing around the caster

This spell allows the caster to sense invisible or magically concealed creatures and objects or magical effects within sight. As Conceal Magic, this spell can magically conceal the magical nature of a single creature, object, or

effect. The duration for concealment is 1 hour per point spent to maintain the effect. Those who wish to see through Conceal Magic using Sense Magic roll an opposed Knowledge (Magic) roll against your Knowledge (Magic). The detecting character can only attempt one Sense Magic roll per fresh casting of your spell.

Shape Nature

Power Points: 1

Range: Smarts x 2

Duration: Instant

Trappings: Multicolored glow from the caster's horn

When you first choose this power, choose one of the four 'elements' to control with this spell: Air, Earth, Plant, or Water. You can take this power multiple times, each time picking a different 'element'. You can now perform basic tricks with this 'element':

Air: You can create small currents of air to blow out candles, fan flames, or blow flags and drapes dramatically. You can cool your body or others in stifling heat (+1 to a single



Fatigue roll caused by heat).

Earth: You can open 1 cubic yard-sized holes in soft earth (or half that size in stone) and create sprays of sand or earth that may grant you a +1 in Trick rolls.

Plant: You can restore wilted plants and cause flowers and other pleasant flora to sprout in small clumps.

Water: You can conjure up a quart of water somewhere within line of sight (not inside something like a living creature) or purify a gallon of water to make it fresh and drinkable.

Telekinesis

Power Points: 4

Range: Smarts

Duration: 3 (1/Round)

Trappings: Shimmering, purple concentric rings spinning around the caster's horn
This spell allows you to move a single object with your mind with a weight of 10 pounds times your Spirit die type, or 50 pounds times your Spirit die type on a raise. Unwilling targets being lifted can resist with an immediate opposed Spirit roll. If successful, they are unmoved. The target may also attempt to grab on to something with an opposed Strength roll against the caster's Knowledge (Magic) skill to avoid being moved.

Turn Harm

Power Points: 2

Range: Touch

Duration: 3 (1/Round)

Trappings: Faint swirling gust of wind around the recipient that occasionally sparkles
Turn Harm creates a magical shield against harmful physical effects, and causes a -2 penalty against all effects (attacks and whatnot) targeting your Evade, or -4 on a raise. Incoming missiles and attacks are harmlessly redirected away from your body or the body of the recipient.

Seasoned Powers

Becalm/Befuddle

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Faint golden glow around target
This spell remotely affects the target's perception and senses, and can be used to either clear or cloud their mind. As Becalm, on a successful roll the target receives a +1 to all Tests of Will (and +1 to rolls to recover from being Shaken on a raise) for the duration of the spell. As Befuddle, the target receives a -1 penalty to all Tests of Will (and -1 to rolls to recover from being Shaken on a raise) for the duration of the spell.

Change Shape

Power Points: Special

Range: Self

Duration: 1 minute (1/minute)

Trappings: Bright glow and transformation
Change Shape allows you to magically transform yourself into a mundane animal for a short period of time. You can only transform into animals of the appropriate rank, and the cost in power points is dependent on the animal as well.

Shape Change Table

| Cost | Rank | Animal Types |
|------|----------|-------------------|
| 3 | Novice | Hawk, rabbit, cat |
| 4 | Seasoned | Dog, wolf, deer |
| 5 | Veteran | Lion, tiger, Pony |
| 6 | Heroic | Bear, crocodile |

While transformed, any equipment you were carrying is assumed into your form and returns to you when you change back to normal. You retain your own Smarts and Spirit, and take on the animal's Strength and Agility, and you take the higher of your or the animal's Vigor. You cannot speak or use powers (but you can maintain powers previously activated) and you can perform basic physical tasks (using a few



limited skills chosen by the GM) as if you were untrained.

Cloudwalk

Power Points: 2

Range: Touch

Duration: 1 day (2/day)

Trappings: Swirling clouds and yellow glowing from the caster's horn

This spell allows non-Pegasus ponies to walk on clouds as if they were solid ground for the duration of the spell. Treat clouds as clear terrain.

Commune from Afar

Power Points: 3

Range: 1 mile x Smarts

Duration: 3 (1/round)

Trappings: Cloud of smoke that forms into the shape of the creature being communicated with

Commune from Afar allows the caster to communicate with another creature or pony at a great distance. The spell creates a cloud of smoke that forms into the other creature that the caster is communicating with, and at the

same time a similar form of the caster appears to the recipient of this spell. For the duration of the spell, the two can speak and see each other clearly.

Dowsing

Power Points: 1

Range: 5' x Smarts

Duration: 3 (1/round)

Trappings: Glowing orb of white light around caster's horn

Dowsing allows a unicorn to magically locate certain substances that exist in large enough concentrations. Before you cast this spell, name a substance or material. On a success, you know the location of each concentration of that substance or material of at least a cubic foot or more within the spell's radius for its duration. On a raise, the radius increases to 10 x Smarts and you can locate concentrations as small as a few cubic inches in total volume.

Featherfall

Power Points: 3

Range: Touch

Duration: 1 hour (3/hour)

Trappings: A burst of floating, glowing purple feathers around the recipient
The recipient of this spell is not made lighter, but if they should ever fall they fall as if they were a feather. The effect of this is that while the spell is in effect, the target takes no damage from falling and can easily land after falling any distance.

Illusion

Power Points: 4

Range: Smarts

Duration: 1 minute (4/minute)

Trappings: A faint greenish glow for a few seconds

This spell creates an illusion that affects all of the senses and is no larger than a small burst template. The illusion can be over an area (such as an illusionary pit or wall) or over an object or character (an illusionary disguise or covering). All who see the illusion have to make an opposed Intuition roll against your Knowledge (Magic) or believe it is real. Interaction with the illusion physically allows for an additional opposed Intuition roll +4 against your Knowledge (Magic) to spot if it is fake or not. Creatures that believe the illusion is real treat it as if it were real but cannot be harmed by it in any way.

Inspire/Remove Courage

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Touching the target with your horn

Inspire Courage allows you to aid those who are panicking or disheartened, and bolsters their confidence and morale. Inspire Courage removes a Daunt from a Wild Card or two on a raise. The roll suffers a penalty equal to the target's Daunt penalty (on top of your own). Any target that has had this spell used successfully on them receives a +1 to their Willpower for the next 10 minutes. No creature can have a Willpower bonus of more than +2 from this spell at any time.

As Remove Courage, this spell costs an additional 1 power point and lets you make an opposed Knowledge (Magic) against the target's Spirit. On a success the target is Shaken, and the target receives a Daunt on a raise.

Invisibility

Power Points: 5

Range: Self

Duration: 3 (1/round)

Trappings: A brief silvery flash around your outline

Being Invisible has many advantages, and renders you almost totally invisible (as well as anything you are wearing or carrying). With a success, you are transparent but a faint outline is still visible. Characters that have reason to do so can make a Notice roll at -4 to spot you. Once spotted, other characters or creatures have a -4 to all rolls to affect you (attacks and whatnot). On a raise you are totally invisible and the penalty to spot or hit you increases to -6. When moving while invisible, you must make Prowl rolls to avoid making noise as you move: a failure results in those around you being able to make Notice rolls as above.

Jaunt

Power Points: 3

Range: Sight

Duration: Instant

Trappings: A flash of bright white light and a slight percussive wave radiating out from where you stood

Jaunt lets you teleport instantly to a clear and open spot that you can see, which counts as movement for the round. You cannot enter into an area you cannot clearly see or a solid object, even if you tried. Enemies adjacent to you when you reappear do not get free attacks against you.

Magical Lock

Power Points: 2

Range: Touch

Duration: 1 hour

Trappings: Glowing silver lock around the targeted container or door
Magical Lock creates a phantasmal lock on a door, container, or other similar object. The lock is appropriate to the targeted object and appears as if it was built into it. The lock can only be opened by the caster, and has a Toughness of 10 for the purpose of resisting damage.

Speed

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Blurred motion that trails white sparkles

Speed increases the target's movement speed for a short period of time, allowing them to run and fly faster than normal as they become a blur to onlookers. With a success, the target's Pace is doubled; on a raise running becomes a free action, ignoring the normal -2 running penalty.

Thought Painting

Power Points: 3

Range: Self

Duration: Special

Trappings: Paint appearing in thin air as if brushed onto an invisible floating canvas
Thought Painting is a strange spell that lets the caster create a visual representation of thoughts in thin air. On a successful roll, the target can touch another creature (requiring a touch roll if the target is hostile). Over the next minute, a small painting of the target's thoughts appears next to the caster in the air. If the target is cooperative, they can mentally designate what the painting will be (such as making a painting of somepony that they saw or a different vision). If the caster selects an object, the painting will be of the last living creature to touch the object. The painting is realistic and appears only as floating pigment. It can be touched to a blank canvas or paper to preserve it and is otherwise non-magical. If left alone, it will disappear after an hour. For each die rank of Knowledge (Painting) the caster has, the cost of this spell is reduced by 1 point (minimum of 1) and the size of the painted image increases in size and detail.



Undo Magic

Power Points: Special

Range: Smarts

Duration: Instant

Trappings: Crackling bolts of pale blue light shot towards the target from the tip of the caster's horn

Undo Magic allows you to disrupt and negate spells and magical effects, but has no effect on innate magical abilities such as a dragon's breath. It can be used on a power already in effect or as it's being used. To use the latter, you must be on Hold and interrupt the target's action as usual. The roll is an opposed Knowledge (Magic) roll against the Knowledge (Magic) of the target power's caster. If you are successful, the power is negated or removed.

The cost of Undo Magic is one more power point than the cost of the spell being interrupted or negated. If you are on Hold and do not have enough power points to use this spell against a particular power, you cannot use Undo Magic in that instance (but you may continue to Hold in order to wait for another opportunity).

Wall

Power Points: 1/section

Range: Smarts

Duration: 3 (1 per section, per round)

Trappings: A wall of shimmering, transparent force

Wall creates a solid, immobile wall of force with an innate Toughness of 10. Every power point spent creates a 1" wide section of wall that is as thin as a sheet of window glass: while you define the placement of each section, each section must be connected to at least one other section after the first.

Each section of wall can be destroyed with an attack, and physical attacks hit automatically (ranged attacks must roll to hit as normal), but raises on the attack roll do not grant bonus damage. The wall sections can be climbed with a Strength roll at -2. The wall is not airtight or soundproof, but will prevent any

physical object from passing through it. When destroyed, it shatters like glass and quickly sublimates into water vapor.

Wondrous Item

Power Points: 5

Range: Self

Duration: 1 day

Trappings: Burst of gold light around the caster

This spell creates a magical item from thin air that persists for a single day, at which point it vanishes in a flash of gold light. Each of the objects counts as a magical effect, and can be detected with Sense Magic, changed by Spellhack, etc. With a successful roll, choose one of the following items to summon:

Breaching Chalk: Summons a small stick of ordinary-looking white chalk. When the chalk is used to draw a closed shape on any non-living surface (such as a wall or rock face), if the thickness of the surface is equal to or less than the caster's Smarts x 2 in inches, creatures friendly to the caster may step through the shape as if it were an open doorway. If the surface is too thick, the wall remains solid and impassable. This can be used to jump through walls and into adjacent rooms or through doors. These 'breaches' last until the chalk lines are broken or the summoned chalk disappears.

Wonderbar: Summons a 3"x3" bar of steel with a length in feet of up to the caster's Smarts. The Wonderbar is as light as a feather and is basically unbreakable. It can be used to block doors, used to lie across pits and chasms, support larger objects, and so on. It can support almost any amount of weight and is not prone to bending or warping.

Bottled Cloud: Summons a glass decanter filled with steam. When opened, the bottled cloud flows outward and expands to a large burst template in size. The cloud persists for the duration of the spell, can be blown by the wind, and line of sight is blocked through the cloud. As soon as the bottle is stoppered, the cloud vanishes and magically reappears inside the bottle.



Veteran Powers

Animate Object

Power Points: 3

Range: Smarts

Duration: 1 minute (3/minute)

Trappings: Flash of golden light around target object

Animate Object causes an inanimate object to spring to life and obey the caster's orders. The object can be no heavier than 5 pounds times your Smarts, and must be non-magical and non-living. The animated object sprouts magical arms and legs, and can perform a single task given to it by the caster. The object will follow the caster's order as literally as possible, and will continue to carry out the action until dismissed or until the duration of the spell runs out, at which point the object falls to the ground and returns to normal. Animated objects cannot be tasked to attack or harm living creatures, directly or indirectly.

Gossamer Wings

Power Points: 5

Range: Touch

Duration: 1 day

Trappings: Swirling vortex of purple energy around the target

This spell gives the target a set of fully functional wings, resembling that of a butterfly but made from transparent gossamer, which catches the light of the sun. The target gains the Wings edge for the duration of the spell, but their Pace does not increase. The wings are very delicate, and any time they are exposed to intense heat or other extremes, or you are hit by an attack, you must make a successful Spirit roll at -2 or the wings disintegrate.

Gremlins

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Barely visible sparkle around affected object

Gremlins affects a single object or machine that has at least a few moving parts or components, such as a sewing machine, door hinge, clock, etc. On a successful roll, the object or machine is immediately rendered

inoperable because of loose screws, bent needles, or other internal jams and problems and will require several hours of work to fix. On a raise, the object simply falls apart and is useless. Gremlins can be used on magical objects such as Magic Locks.

Group Invisibility

Power Points: 4

Range: Smarts

Duration: 3 (1/round)

Trappings: A brief silvery shimmer around each target's body

Group Invisibility works in the same way as Invisibility, except that it affects as many targets as you choose (including yourself) within a radius equal to your Smarts.

Impart Magic

Power Points: 5

Range: Touch

Duration: 1 hour

Trappings: Swirling vortex of white ribbons around the target, target temporarily gains a clear crystal Unicorn horn

Impart Magic allows a Unicorn to briefly grant another non-Unicorn pony magical abilities.

The roll is made at -2 because of the inherent difficulty of the spell. On a success, the target gains the use of a single Novice spell (or Seasoned spell on a raise) that the caster knows, as well as enough power points to cast it at its base cost one time. The target uses the caster's Knowledge (Magic) when casting the spell, and loses the power, horn, and power points at the end of this spell's duration. Any one pony cannot have more than one spell as a result of Impart Magic at a time.

Instill Life

Power Points: 2

Range: Touch

Duration: Instant

Trappings: Glowing flower petals swirling around the caster and motes of rainbow-hued light

This spell charges the target with live energy, and any area of open ground you touch with it instantly becomes filled with flowers and fresh vegetation. Instill Life also restores life to dead trees and withered plants, and can also cause plants to instantly grow larger and faster based on the caster's whims. For example, you can cast this on a tree to cause its roots to grow and form a bridge over a river, or cause a group of trees to suddenly bloom and bear ripe fruit.

Levitate

Power Points: 3/6

Range: Touch

Duration: 3 (1/round)

Trappings: Swirling pale purple bubble forming around the recipient of the spell
Levitate allows the recipient of the spell to float in a controlled fashion through the air as if they weighed no more than a soap bubble. The recipient can fly at their basic Pace with a Climb rate of half that number, or double their Pace by spending twice as many power points when casting the spell instead.

Magic Missile

Power Points: 1-6

Range: 12/24/48

Duration: Instant

Trappings: Flashing bolts of elemental energy (fire, lightning, etc)

Magic Missile is an offensive attack power, though no attack roll is needed: the missiles unerringly strike the target and deal 2d6 damage. You can cast up to 3 missiles at once by spending one power point for each missile, and each missile can target a different target if the caster wishes (does not incur attack penalties). You may also pay an additional power point for each missile to increase the damage of each missile to 3d6, so firing 3 missiles of 3d6 damage costs 6 power points.

Major Wondrous Item

Power Points: 6

Range: Self

Duration: 1 day





Trappings: Burst of silver and gold light around the caster

This spell creates a magical item from thin air that persists for a single day, at which point it vanishes in a flash of silver and gold light. Each of the objects counts as a magical effect, and can be detected with Sense Magic, changed by Spellhack, etc. With a successful roll, choose one of the following items to summon:

Feather Boat: Summons a small, white feather. When placed in water, the feather becomes a white wooden boat large enough to hold about 6 ponies. It is made in the shape of a large swan and has a single hull, sail, and steering rudder. It can be changed back into a feather by the caster by purposely touching it and saying 'return'.

Folding Hole: Summons what appears to be a 5 foot-wide circular sheet of heavy black felt. When laid completely flat on a mostly flat surface, it becomes a similarly-sized hole leading into a 5 foot cubed pocket dimension that can (uncomfortably) hold a single pony or other objects. When rolled up, the space

disappears and everything inside is frozen in time until the hole is reopened. If unrolled on a ceiling, objects will fall to the ground when the hole is reopened. If the spell duration runs out while items are still inside the hole, they immediately reappear in the nearest open space.

Magic Carpet: Summons a small tasseled carpet of whatever color and make the caster desires. When standing on the carpet, ponies can fly with a flying Pace of 8, and they cannot sprint while flying. The carpet can hold a single pony or similarly sized object, and continues to fly as long as the spell endures.

Part Water

Power Points: 4

Range: Smarts x 5"

Duration: 10 minutes (1/two minutes)

Trappings: Churning and bubbling of the affected water before separation.

This spell is cast by the caster touching their horn with a body of water, which quickly parts down to the riverbed or ocean floor to allow access for ponies to walk on. The area opened

in the water is rectangular and about 5 feet wide with a length equal to the range of this spell. When the spell's duration ends, the water snaps closed and returns to normal.

Restore

Power Points: 10/20

Range: Touch

Duration: Instant

Trappings: Touching the target with your horn

This spell restores wounds that are more than an hour old and requires 10 power points; though Restore works in the same way as the Novice Heal spell. Restore can also neutralize poison and disease after the first 10 minutes have passed.

Restore can also heal permanent injuries (and can remove the Lame Hindrance). This requires a Knowledge (Magic) roll at -4, one hour of preparation and casting time, and 20 power points. Only one casting is allowed per injury—if it fails, the injury really is permanent.

Sonic Blast

Power Points: 4

Range: 12/24/48

Duration: Instant

Trappings: A loud sonic boom and concussive wave radiating from the caster's horn

Sonic Blast creates a blast of concussive force that can shock and stun those in its range and damage or shatter objects. It is an offensive attack power, but can be used against inanimate objects as well. The target of Sonic Blast must make a Vigor roll or be shaken, and the roll is at -2 on a raise. Against inanimate objects, no attack roll is necessary and Sonic Blast deals 4d6 blunt damage.

Spellhack

Power Points: 5

Range: Smarts x 2

Duration: Instant

Trappings: Zigzagging bolts of blue and yellow lightning leaping from the caster's horn to the affected area

A modification of the Undo Magic spell, Spellhack lets you manipulate and reshape already existing magical effects or spells such as Illusion or Shapechange. Make an opposed Knowledge (Magic) roll against that of the targeted spell's caster: on a success, you can change any of the conditions of the spell or simply remove it with a raise. For example, using Spellhack on an existing temporary or permanent illusion would let you change the nature of the illusion or remove it entirely if you rolled a raise. Spellhack can be used as a spell is being cast, as with Undo Magic.

Teleport

Power Points: 6

Range: Special

Duration: Instant

Trappings: A flash of bright blue light and a slight percussive wave radiating out from where you stood

Teleport is a more powerful version of Jaunt, and it allows you to teleport instantly to any place you can see or any place you have been before. If you wish to teleport to a spot you cannot currently see, make a Smarts roll at -2 or -4 if it is an unknown area you have never seen before. On a failure, you are Shaken and you do not teleport anywhere. You can bring other creatures with you by simply touching them when you teleport, but each additional 'passenger' requires the expenditure of 2 more power points. Teleport can send you up to a number of miles equal to your Smarts.

Heroic Powers

Control Weather

Power Points: 6

Range: Special

Duration: 3 (2/round)

Trappings: A beam of bright light shot into the sky from the caster's horn

Control Weather allows the caster to dramatically and suddenly change the weather

to create rainstorms, blizzards, hailstorms, or even bright sunny conditions. The affected area is one mile in all directions from the caster and lasts as long as the spell is maintained, upon which point the weather returns to normal.

Farseeing

Power Points: 4

Range: Special

Duration: 1 (2/round)

Trappings: A floating mirror surrounded by wisps of cloud that floats in front of the caster. Farseeing lets the caster peer into a distant locale and both see and hear what is going on. Farseeing has a normal range of the caster's Smarts x 10 miles, but with a raise it can see anywhere in the world. The spell creates a floating mirror through which the caster can see to the chosen location which does not have to be somewhere the caster has been to; it simply has to be a place that they know about specifically and can describe. The caster can see through the mirror and hear as if they were there, but they cannot cast spells through the

mirror or otherwise affect the area through the mirror. Those in the area can detect the Farseeing with Sense Magic or the Second Sight edge.

Haste

Power Points: 4

Range: Touch

Duration: 3 (2/round)

Trappings: Blurred motion, rainbow-hued outline

Haste allows the target to move at almost twice as fast as normal, making them little more than a glowing blur to onlookers. The target has two actions per round instead of one (at no multi-action penalty). On a raise, the target can also discard and redraw any initiative cards of 8 or lower.

Lunar Passage

Power Points: 20 / 50

Range: Special

Duration: Instant

Trappings: Swirling white motes of light around the caster followed by a massive



shockwave of white light and force
This spell is a very powerful version of Teleport, and requires incredible skill and concentration to accomplish. The Knowledge (Magic) roll is made at -4 and on a failure, the caster is immediately Shaken. Lunar Passage can only be used once on each full moon, which must be clearly visible overhead without intervening walls or clouds. If the roll is successful, the caster or target is immediately teleported onto the surface of the moon to the closest point to the planet. You can bring other creatures with you by simply touching them when you teleport, but each additional 'passenger' requires the expenditure of 5 more power points. Those going to the moon should also cast Air Envelope so that they can breathe upon reaching the moon, as well!
Legend tells that this spell can be used while on the moon itself, to travel to other planets in the heavens. Such a spell would be the most difficult magical feat ever attempted, with the Knowledge (Magic) roll being made at -8 and requiring 50 power points.

Imbue

Power Points: 4
Range: Touch
Duration: 3 (1/round)
Trappings: A golden halo of radiance around the recipient's body
Imbue fills the target with warm, radiant power that allows them to overcome almost any challenge facing them. The target gains a +2 to their Charisma on tests of will and a +2 to their Willpower. In addition, the target gains a +2 to all Courage rolls and they may spend a benny once per round in order to remove a Daunt. On a raise, these bonuses increase to +3.

Magic Castle

Power Points: 8
Range: Smarts
Duration: Special
Trappings: A magical doorway suddenly appearing in space near the caster

Magic Castle is a powerful spell and requires an immense amount of concentration. The Knowledge (Magic) roll is at -2.
This spell creates a free-standing doorway out of thin air that allows passage only to the caster and anypony friendly to the caster. The doorway persists as long as the spell duration lasts. It leads to a relatively small castle floating in space in some alternate dimension, with a single large great hall adjoined with several estate rooms and towers. The castle is fully stocked with food and things such as furniture, linen, hot water, and other amenities. The castle has no exterior doors or windows, and cannot be exited save for the magic door. It can be used to relax and rest, and each hour in the castle that passes only represents a round in the real world. The castle persists for 1 day for those on the inside (24 rounds in the real world) before disappearing again, at which points its occupants are immediately put back where the door was situated.

Phantasmal Chariot

Power Points: 6
Range: Self
Duration: 6 hours (1/hour)
Trappings: A gilded chariot appearing in a burst of sunrays and sparkling motes of multicolored light
Phantasmal Chariot is a powerful spell and requires an immense amount of concentration. The Knowledge (Magic) roll is at -2.
This spell summons a magical chariot large enough to hold four ponies, drawn by four phantasmal Pegasus ponies made from what looks like pure crystal. It can fly at a flying Pace of 20 (plus the normal 2d6 when 'sprinting') while carrying a full load and requires a 'driver' to lead the chariot. When the spell duration runs out, the chariot simply vanishes into a puff of clouds.

Prophecy

Power Points: 10
Range: Special
Duration: Instant



Trappings: Glowing purple eyes and spinning concentric circles orbiting around the caster's horn

Prophecy is a powerful spell that lets the caster peer into the future for a few moments, though what they see is unpredictable. Prophecy can only be cast once under each full moon, and the Knowledge (Magic) roll is at -4. On a failure, the caster is immediately Shaken. Prophecy allows the caster to see forward in time a number of years equal to their Knowledge (Magic) x 10, and the vision lasts for 1 minute or 10 minutes on a raise. The nature of the vision is up to the GM, but the caster can specify that they are looking for certain information (who will the ruler of Equestria be in 100 years, for example). The vision has no sound and is likely to be disjointed and cryptic, so it will require some interpretation.

Timestop

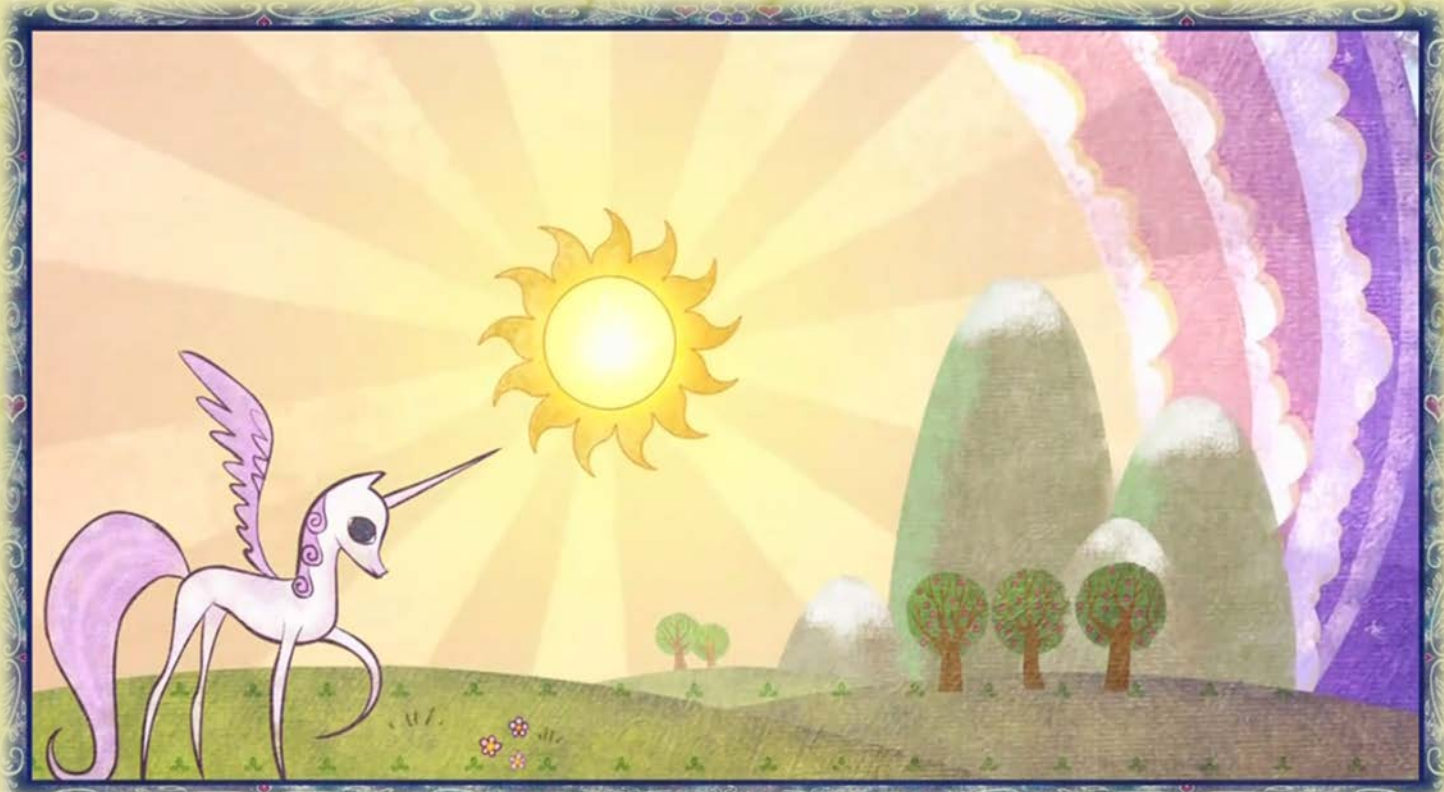
Power Points: 10

Range: Touch

Duration: Special


Trappings: Sudden slowing of time around the affected target

Timestop is one of the most powerful spells known in Equestria, and only a handful are able to comprehend it, let alone cast it. The Knowledge (Magic) roll is made at -4 and on a failure, the caster is immediately Shaken. When cast, time crawls to a halt around the recipient of the spell, except for the recipient itself. The target of Timestop is then allowed to take two full turns outside of the normal initiative order (if any) that can be used to do anything. Any normal actions or effects on the 'frozen' outside world are possible, though they do not come into effect until time resumes. For example: shattering a glass window while time is stopped would have no visible effect during the duration of the spell, but when time resumes the window will instantly shatter.



Chapter Eight

Feats of Daring and Strength



While Unicorns are magical by nature, Earth and Pegasus ponies each have their own inherent qualities and strengths that can be called on to perform seemingly miraculous feats and tricks. Feats of Daring and Feats of Strength are Background Edges available to Pegasus and Earth ponies only, respectively, and give your character the ability to call upon a handful of useful powers. Some feats require an amount of interpretation by the GM, depending on the situation.

Upon first choosing either Feats of Daring or Feats of Strength, a character gains one Feat for each rank they have attained, selecting one of each rank. For example, a Novice character selecting Feats of Strength would choose a single Feat of Strength from the Novice Feats of Strength list, while a Seasoned character taking the Edge would choose both a Novice and Seasoned Feat of Strength. When a character attains a new rank, they choose a new Feat from the new rank to instantly learn. You can take additional Edges to gain access to more Feats, and unlike most Background Edges both Feat Edges can be chosen after character creation.

A character can only use one Feat of each rank once per game session and only once per turn; each additional use of a Feat at that rank during the game session requires you to spend

a benny before using and/or rolling for the Feat. For example: a character can normally use one Novice Feat per game session. To perform another Novice Feat (either the same one or another known Feat from the character's list of available Feats), they must spend a benny to attempt it. A pony must know the Feat (i.e. have chosen it when they took the Feat Edge or through the Additional Feat Edge) in order to use it.

Novice Feats of Daring

Arrow Flight

You can activate this Feat as a Free Action, which lasts for a number of rounds equal to your Vigor die type. For the duration of this effect, your flying Pace is triple your normal Pace, and you roll 3D6 instead of 2D6 when

‘sprinting’. If you already move triple your base Pace when flying, you may fly at quadruple your base Pace with Arrow Flight. If you want to turn more than 45° in a single move, you must make a Racing check or be unable to turn and must travel straight at full speed due to your momentum.

Birdsong

For a single round, you may communicate with birds using simple commands or questions, such as “fly away” or “follow me”. Birds will obey you to the best of their abilities, but cannot be commanded to harm themselves or others, either directly or indirectly.

Dazzling Display

You can activate this Feat as a Free Action. Until the end of the scene, when you are flying you can create a harmless visual effect that trails behind you, such as glittering ice crystals, rainbows, or contrails.

Fabricate Cloud

As an action, you can create a single cloud the size of a Large Burst Template in front of you that blocks line of sight by flapping your wings. You may also make an immediate Agility roll; if you are successful, you can create a raincloud instead that immediately begins raining or a snow cloud on a raise. The cloud persists until the end of the scene and can be shifted by the wind.

Move the Winds

As an Action, you can flap your wings to create a strong, steady stream of wind or a single powerful burst of wind the size of the Cone Template.

Owl Flight

You can activate this Feat as a Free Action, which lasts for a number of rounds equal to your Vigor die type. While it is in effect, you receive +2 to all Prowl checks to avoid being heard while flying.

Seasoned Feats of Daring

Amazing Display

You can activate this Feat as a Free Action. Until the end of the scene, when you are flying you can create an impressive visual effect that trails behind you, such as colored smoke, multicolored lights, or shockwaves.

Driftcloud

As an action, you can create a single cloud the size of a Medium Burst Template centered on you that moves with you. While you are inside the cloud, those around you will subconsciously ignore the cloud’s presence and forget ever having seeing it. Others must make an immediate opposed Notice roll against your Prowl when you first come within eyeshot in order to be aware of the cloud’s presence. You remain ‘invisible’ as long as you remain inside the cloud and take no direct action such as touching another pony, speaking, or picking up a large object that others can see. You cannot ‘sprint’ while inside the cloud and move half your Pace, which can be dispelled as a Free Action and lasts for 5 minutes.

Falling Leaf Maneuver

You can activate this Feat as a Free Action, which lasts for a number of rounds equal to your Vigor die type. Make an immediate Racing check: for the duration of this effect, while flying you can turn up to 90° while flying at any speed as long as you move at least 2” between turns on a success or 135° and 1” on a raise.

Manipulate Weather

Make a Smarts check: as an action, you can change the weather within a circular area with a radius of 20” around you on a success or 40” on a raise. You can make the sky clear or create overcast, rainclouds, snow, or hail within the area. This effect lasts for 1 hour or 6 hours on a raise.



Sculpt Cloud

You may use this Feat on a single attempt at cloud sculpting, which requires a Craft (Cloudsculpting) roll and allows you to make a single object out of pure cloud. The attempt takes time based on how large the object is: 5 minutes for a small object (box, statue, key), 10 minutes for a medium object (chair, table, door), and 15 minutes for a large object (small bridge, small building, wall). The creation time is reduced to 1/2/3 rounds on a raise. Objects last for 1 hour on a success, 1 day on a raise, and are permanent on 2 raises. Cloudsculpted objects are insubstantial to non-Pegasus ponies and those without the Cloudwalk spell, and require clouds as a raw material to work with.

Whirlwind

As an action, you can call up a whirlwind the size of a Large Burst Template within visual range. The whirlwind moves 10" each round for a number of rounds equal to your Agility die type in a single direction before dissipating, and characters must make an Agility check at -2 to avoid being pulled into it.

if the template crosses them. Those sucked into the whirlwind are automatically Shaken and can only make another Agility -2 check on their turn while inside the whirlwind in order to be thrown clear (1d6" in a random direction). The whirlwind can suck in objects, damage buildings and trees, and have other effect at the GM's discretion.

Veteran Feats of Daring

Awe-Inspiring Display

You can activate this Feat as a Free Action. Until the end of the scene, when you are flying you can create several impressive visual effects that trail behind you such as flames, glowing clouds of light, and skywriting, which gives you +1 to all Contests of Will while flying.

Cloud Form

You can activate this Feat as an action, at which point you become a puff of faint white cloud the size of a Small Burst Template. You can do nothing but move (but you can still see and hear as normal) with a Pace of 6 and

cannot sprint, though you can drift through the air as if you were flying. You cannot be hurt or dissipated, can seep through cracks and small openings, and remain a cloud for 5 minutes or until you wish to return to normal. When you return to normal, if there is not enough room for your body, you reappear in the nearest open space.

Comet Flight

You can activate this Feat as a Free Action, which lasts for a number of rounds equal to your Vigor die type. For the duration of this effect, your flying Pace is quadruple your normal Pace, and you roll 4D6 instead of 2D6 when 'sprinting'. If you already move triple your base Pace when flying, you may fly at five times your base Pace with Comet Flight. If you want to turn more than 45° in a single move, you must make a Racing check or be unable to turn and must travel straight at full speed due to your momentum.

Listen to the Wind

You may activate this Feat as a Free Action, which lets you listen for 5 minutes. By listening to a burst of wind, you can hear what has been said by other characters who spoke while in the presence of the same breeze. For example, two characters speaking in any amount of moving air can have their conversation eavesdropped on by a pony with this Feat who is downwind of them. The 'recording' is carried by the wind for 1 minute and goes as far as the wind is blown.

Skybridge

You may use this Feat on a single attempt at making a Skybridge, which requires a Craft (Cloudsculpting) roll and allows you to make a floating bridge out of a rainbow. On a success, you create a curved, two-dimensional rainbow bridge that is 100 feet long and solid to all allies, or 200 feet on a raise. The bridge is large enough for two ponies to walk side-by-side, and lasts for 1 hour or 1 day on a raise.

Sonic Boom

As an action, you can create a blast of concussive force that can shock and stun those in its range and damage or shatter objects. It is an offensive attack, but can be used against inanimate objects as well. The target of Sonic Boom must make a Vigor roll or be shaken, and the roll is at -2 on a raise. Against inanimate objects, no attack roll is necessary and Sonic Boom deals 4d6 blunt damage.

Heroic Feats of Daring

Cloak of Wind and Sky

As an action, you can summon the Cloak onto you. It is a cloak made of cloud and ice crystals that lasts for 1 hour, and can be given to others to wear as a piece of clothing. You can only ever have one Cloak in existence at one time. While wearing the cloak, you or other allies get +1 Evade and +1 Toughness, and any Pegasus pony wearing it also gets +1 Willpower.

Cloud Gate

You may activate this Feat without an action, as soon as you enter a cloud. On your next turn, you may disappear and reappear inside any other cloud within visual range.

Epic Display

You can activate this Feat as a Free Action. Until the end of the scene, when you are flying you can create any visual effect you wish, which gives you +2 to all Contests of Will while flying.

Outside the Hourglass

You may activate this Feat as a Free Action, at the end of any round in which you are still flying. Take another full turn after this one. You cannot use this Feat more than once per game session.

Sculpt Living Cloud

You may use this Feat on a single attempt at cloud sculpting, which requires a Craft (Cloudsculpting) roll at -2 and allows you to

make a single animated creature out of pure cloud. The attempt takes time based on how large the creature is: 5 minutes for a small creature (hawk, rabbit, cat), 10 minutes for a medium object (dog, wolf, deer), and 15 minutes for a large creature (pony, lion, tiger). The creation time is reduced to 1/2/3 rounds on a raise. Creatures last for 10 minutes on a success or 1 hour on a raise. The creature appears to be made out of cloud, but is otherwise real and will follow your orders. Created creatures cannot use magic.

Weather Control

As an action, make a Smarts check; you may dramatically and suddenly change the weather to create rainstorms, blizzards, hailstorms, or even bright sunny conditions. The affected area is one mile in all directions from you, and lasts for 1 hour on a success and 1 day on a raise, upon which point the weather returns to normal.

Novice Feats of Strength

Animal Ken

You may activate this Feat as a Free Action. Make an opposed Spirit roll against a single animal that can hear you. If successful, you may give an animal a direct, one-word command that they must follow, such as “Shoo!” or “Drop!”.

Equine Strength

You may activate this Feat as a Free Action. When you use this Feat, immediately increase your Strength, Agility, or Vigor by one die type for the remainder of the turn.

Inner Harmony

You may activate this Feat as a Free Action. If you have the Embodiment of Harmony Feat and have already spent it this session, you may use it again on any applicable roll this turn.

Simple Ingenuity

You may use this Feat on a single attempt to



create a specialized tool, which requires a Smarts check. On a success and with the proper materials available, you can either modify or create a simple tool or device for a specific purpose in about 10 minutes. It can have one or two moving parts and can be improvised from other materials or tools. The exact nature of the tool or device is up to the GM and based on the situation.

Stoic Will

You may activate this Feat as a Free Action. For the remainder of the turn, you may ignore the effects of one of your Hindrances. As an alternative, you may make an immediate Spirit check at -2: on a success, an ally nearby can ignore one of their Hindrances until the end of their next turn.

Unstoppable

As an action that occupies your entire turn, you can perform a single act of incredible physical power or resilience, such as breaking through a wooden wall, fording a river, or something else appropriate to the situation. No roll is necessary. The GM decides based on the situation, but it should be something that is normally very hard to do.

Seasoned Feats of Strength

Inspire Strength

You may activate this Feat as a Free Action. Until the end of your next turn, gain a +2 to your Courage checks. In addition, all allies that can see you when you use this Feat gain +2 to their Courage rolls until the end of their next turn.

Masterstroke

You may activate this Feat as a Free Action before making any single Craft attempt or Knowledge roll that is not untrained. You gain +4 to the check. You cannot use this Feat more than once per game session.

Sense the Unnatural

You may activate this Feat as a Free Action to attempt and see through magical disguises or illusions. Make an immediate Intuition roll against the caster's Knowledge (Magic). If you are successful, you can recognize magical disguises or illusions around you for the remainder of the scene.

Tireless Endurance

You may activate this Feat as a Free Action. For the remainder of the turn, ignore all penalties from wounds or fatigue.

Uncommon Ingenuity

You may use this Feat on a single attempt to create a specialized tool or device, which requires a Smarts check at -1. On a success and with the proper materials available, you can either modify or create a more complex tool or device for a specific purpose in about 20 minutes. It can have several moving parts and can be improvised from other materials or tools. The exact nature of the tool or device is up to the GM and based on the situation.

Unwavering Truth

You may activate this Feat as a Free Action immediately upon being targeted in a test of will. For the current check and until the end of the scene, you may ignore the Charisma bonus of your opponents in tests of will.

Veteran Feats of Strength

Miraculous Display

As an action that occupies your entire turn, you can perform a single act of unheard of physical power or resilience, such as lifting a massive iron gate, leaping across a chasm, or something else appropriate to the situation. No roll is necessary. The GM decides based on the situation, but it should be something that is normally almost impossible to do.

No Secrets

You may activate this Feat as a Free Action at any time before someone speaks. You receive a +4 bonus to rolls made in order to determine if the speaker is being deceptive or is outright lying.

Not To Be

You may activate this Feat as a Free Action immediately after the GM rolls a single die roll and announces the result. The GM must re-roll the check and take the lower of the two results instead.

Pushing the Limit

You may activate this Feat as a Free Action. Make an immediate Vigor roll. On a success, you may take an additional full action this turn without multi-action penalties. You cannot use this Feat more than once per game session.

Rare Ingenuity

You may use this Feat on a single attempt to create a specialized tool or device, which requires a Smarts check at -2. On a success and with the proper materials available, you can either modify or create a complex tool or device for a specific purpose in about 30 minutes. It can have many moving parts and can be improvised from other materials or tools. The exact nature of the tool or device is up to the GM and based on the situation.

Shrug It Off

As an action, you may remove a single wound or daunt that you sustained during the current scene. You cannot use this Feat more than once per scene.

Heroic Feats of Strength

Break the Hourglass

You may activate this Feat as a Free Action, at the end of any round in which you remain conscious. Re-take the entire turn, and ignore everything that happened previously. This

applies to all other characters or creatures involved in the turn. You cannot use this Feat more than once per game session.

Deny Magic

You may activate this Feat as a Free Action in response to any spell or magical effect being cast or used that targets or affects you. The spell or effect automatically fails and is ignored (Power Points are still spent).

Equine Resplendence

As an action, you can activate this Feat. For the remainder of the scene, you gain +2 to your Charisma, and +1 to Toughness and Willpower. You cannot use this Feat more than once per game session.

Legendary Ingenuity

You may use this Feat on a single attempt to create a specialized machine, which requires a Smarts check at -4. On a success and with the proper materials available, you can create an extremely complex device for a specific purpose. It takes a week to create or 4 days on a raise. The exact nature of the device is up to the GM and based on the situation, but it can be just about anything short of a modern electronic device or something else blatantly anachronistic. Examples might include a differential engine, water clock, or typewriter.

Piercing Gaze

You may activate this Feat as a Free Action and ask any target that can see and hear you a simple, single sentence long yes-or-no question. The target will be forced to answer truthfully to the extent of their knowledge.


Unfetter

When you first take this Feat, you may remove any or all of your Hindrances permanently. You may activate this Feat as a Free Action, and for the rest of the scene you gain +2 to your Willpower. You cannot gain this bonus more than once at a time.

Chapter Nine

Heroes, Personalities, and Savage Foes

This final section deals with the valiant heroes, personalities, and savage foes of Equestria. Each follows the standard rules for monsters and characters in the *Savage Worlds Core Rules*.

Creatures and characters marked with the  symbol are Wild Cards, and follow all the standard rules presented in the *Savage Worlds Core Rules*. The GM should feel free to include any animals from the *Core Rules*, giving them skills and a Willpower score appropriate to the setting of *My Little Pony*.

Personalities of Equestria



Applejack

Applejack lives at the Sweet Apple Acres farm outside of Ponyville. She is an honest, dependable Earth pony with a Texan drawl and kind heart.

Applejack can be routinely seen with Twilight Sparkle and her friends.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6

Skills: Courage d8, Dodge d4, Fighting d4, Intuition d6, Knowledge (Farming) d4,

Leadership d4, Nature d6, Provoke d4, Racing d8, Sport d6, Swagger d6

Charisma: 0

Pace: 8 **Evade:** 4 **Toughness:** 5 **Willpower:** 6

Hindrances: Heroic, Stubborn

Edges: Hometown (Ponyville), Embodiment of Harmony (Honesty), Strong Back, Iron Pony, Feats of Strength

Feats: Unstoppable, Unwavering Truth



Princess Celestia

Princess Celestia has been the ruler of Equestria for over 1000 years, and she is beloved by her subjects as a loving and fair monarch. She is the center of society in the land and she is the one who makes the sun rise and set each day. Her sister is Princess Luna,

who controls the moon and the course of the night. She is usually accompanied by 2-4 Royal Guard or Hussars, who accompany her purely for ceremonial reasons.

Attributes: Agility d10, Smarts d12+4, Spirit d12+2, Strength d8, Vigor d12

Skills: Courage d12+4, Crafting (Art) d10, Dodge d10, Fighting d6, Grace d12+1, Intuition d10, Knowledge (Magic) d12+4, Knowledge (History) d10, Knowledge (Astrology) d10, Knowledge (Academics) d12, Knowledge (General) d12+1, Leadership d12+1, Manners d10, Nature d8, Notice d8, Racing d8, Speech d10, Vogue d12

Charisma: +10

Pace: 8 **Evade:** 7 **Toughness:** 10 **Willpower:** 12

Hindrances: Pacifist

Edges: Arcane Background, Wings, Charming, Elegant, Noble, Royal, Quick Reflexes, Inspiring, Embodiment of Harmony (All), Spirit of Harmony, Rapid Recharge, Improved Rapid Recharge, Contingency, Improved Contingency, Peacemaker, Strong Willed, Empathy, Living Legend, Shield of Fate, Improved Shield of Fate, Exemplar of Harmony

Spells: Princess Celestia can use any spell, and can probably invent new ones on the spot

Feats: She can use any Feat of Daring or Strength

Power Points: 100

Special Abilities: Princess Celestia can spend 5 power points once each turn as a free action to remove one Wound or Daunt from herself



Derpy Hooves

A resident of Ponyville, Derpy is a Pegasus pony who is currently between jobs as a mail carrier and furniture mover. She is a bit wall-eyed and clumsy, but otherwise well meaning and is frequently seen at Pinkie Pie's parties.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d4

Skills: Courage d8, Dodge d8, Intuition d4, Knowledge (Mail) d8, Manners d4, Racing d6, Sport d4

Charisma: +0

Pace: 10 **Evade:** 6 **Toughness:** 4 **Willpower:** 6

Hindrances: Three Left Legs, Minor Quirk
Edges: Hometown (Ponyville), Wings, Fleet-of-Hoof



Fluttershy

Fluttershy is a Pegasus pony who lives in her own cottage outside of town with her many animal friends. Her quiet and shy demeanor hides a kind,

indomitable spirit with a love for nature.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Courage d4, Grace d4, Knowledge (Animals) d6, Knowledge (Music) d6, Knowledge (Sewing) d8, Manners d4, Nature d10, Notice d4, Speech d6, Swagger d8

Charisma: +0

Pace: 8 **Evade:** 2 **Toughness:** 4 **Willpower:** 4

Hindrances: Nervous Nellie, Cautious, Pacifist

Edges: Hometown (Ponyville), Wings, Embodiment of Harmony (Kindness), Strong Willed, One With Nature



Princess Luna

Princess Luna is Celestia's younger sister, who was given control of the moon and rule over the night. Her jealousy and resentment over Equestria's reverence for her sister's day turned her into the twisted Nightmare Moon, and after a great struggle she was banished to the Moon for a thousand years by the Elements of Harmony. She was later defeated by Twilight Sparkle, and having been forgiven returned to her place as ruler of the night sky.

Attributes: Agility d12, Smarts d12+2, Spirit d12+2, Strength d10, Vigor d10

Skills: Courage d12, Dodge d12, Fighting d10, Grace d8, Intuition d10, Knowledge (Magic) d12+4, Knowledge (History) d8, Knowledge (Astrology) d12+2, Knowledge (General) d10, Leadership d6, Manners d6, Nature d12+2, Notice d12+1, Provoke d12+2, Prowl d12+6, Racing d10, Speech d12+1, Swagger d12+6

Charisma: +6

Pace: 8 **Evade:** 8 **Toughness:** 9 **Willpower:** 8

Hindrances: Arrogant, Overconfident
Edges: Arcane Background, Wings, Charming, Elegant, Noble, Royal, Level-Headed, Quick Reflexes, Rapid Recharge, Improved Rapid Recharge, Contingency, Improved Contingency, Strong Willed, Absorb Magic, Second Sight, Shield of Fate, Improved Shield of Fate

Spells: Princess Luna can use any spell, and can probably invent new ones on the spot

Feats: Luna can use any Feat or Daring or Strength

Power Points: 80

Special Abilities: Princess Luna can spend 5 power points once each turn as a free action to remove one Wound or Daunt from herself



Pinkie Pie

Pinkie Pie is a hyperactive Earth pony and resident of Ponyville, who works at the Cake family bakery. While she is quite boisterous and

random at times, she is also a constant source of good cheer and laughter, and seems possessed of unexplainable luck and perception.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d4, Vigor d8

Skills: Courage d8, Crafting (Baking) d8, Intuition d10, Knowledge (General) d4, Leadership d6, Manners d4, Nature d6, Notice d4, Speech d6

Charisma: +2

Pace: 8 **Evade:** 2 **Toughness:** 6 **Willpower:** 6

Hindrances: Major Delusion, Quirk, Weird Magnet

Edges: Hometown (Ponyville), Level-Headed, Embodiment of Harmony (Laughter), Patterns in Chaos, Vocation (Baking), Friendship is Magic



Rainbow Dash

Rainbow Dash is a Pegasus pony who lives in a cloud estate in the air over Ponyville and is part of the local

Weather Patrol. She is one of the best fliers in

Equestria, and is not afraid to advertise that fact. Highly athletic and competitive, she is nevertheless the most loyal friend a pony could have.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Courage d6, Dodge d6, Grace d4, Leadership d4, Nature d4, Notice d4, Provoke d4, Prowl d4, Racing d10, Sport d6, Swagger d6

Charisma: +0

Pace: 10 **Evade:** 5 **Toughness:** 4 **Willpower:** 5

Hindrances: Arrogant, Overconfident, Stubborn

Edges: Hometown (Cloudsdale), Wings, Embodiment of Harmony (Loyalty), Fleet-of-Hoof, Iron Pony, Top Gun, Feats of Daring

Feats: Arrow Flight, Amazing Display



Rarity

Rarity is a unicorn who runs a fashion boutique in Ponyville. Her life revolves around fashion and high society, and

her designs have been praised by famous designers across Equestria. Despite being quite vain and proud, she shows a selfless sense of generosity for her friends even at great personal cost.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Courage d4, Crafting (Sewing) d8, Grace d8, Intuition d4, Knowledge (Fashion) d6, Knowledge (Magic) d4, Manners d4, Speech d6, Vogue d8

Charisma: +3

Pace: 8 **Evade:** 2 **Toughness:** 4 **Willpower:** 4

Hindrances: Perfectionist, Well I Never

Edges: Hometown (Ponyville), Arcane Background, Charming, Embodiment of Harmony (Generosity), Elegant, Socialite

Spells: Dowsing, Magic Box, Magic Trick

Power Points: 12



Spike

Spike is a baby dragon who is in the service of Princess Celestia. He accompanies Twilight Sparkle and acts as a courier between her and the Princess, and typically serves as Twilight's reluctant guinea pig for her to practice magic on.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Courage d4, Intuition d6, Knowledge (Magic) d4, Manners d6, Speech d6

Charisma: +1

Pace: 6 **Evade:** 2 **Toughness:** 4 **Willpower:** 4

Special Abilities: Spike can breathe mystic fire on a piece of paper, reforming it directly in front of Princess Celestia and vice versa.



"The Great and Powerful" Trixie

Trixie is a traveling unicorn magician famous for making grandiose claims about the extent of her powers; she claims to be the most powerful unicorn in Equestria and to have defeated an Ursa Major. She travels from town to town, putting on shows and attempting to goad locals into challenging her.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Courage d6, Grace d4, Intuition d4, Knowledge (Magic) d8, Notice d4, Provoke d10, Speech d8

Charisma: +2

Pace: 8 **Evade:** 2 **Toughness:** 4 **Willpower:** 6

Hindrances: Major Gilded Lilly, Overconfident

Edges: Charming, Arcane Background, Strong-Willed, Elegant

Spells: Aid/Hinder, Light, Magic Trick, Sense/Conceal Magic, Telekinesis

Power Points: 14



Twilight Sparkle

Twilight Sparkle is a unicorn and prize pupil of Princess Celestia, under whom she

studies at the Royal University.

She is exceptionally gifted with magic, and led her friends in defeating Nightmare Moon and restoring order to Equestria. She now resides in the Ponyville Library.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Courage d6, Intuition d6, Knowledge (Magic) d10, Knowledge (History) d4, Knowledge (Academics) d8, Leadership d6, Manners d4, Nature d4, Notice d4

Charisma: +1

Pace: 8 **Evade:** 2 **Toughness:** 5 **Willpower:** 5

Hindrances: Cautious, Minor Quirk

Edges: Canterlot, Arcane Background, Embodiment of Harmony (Magic), Scholar (Magic and Academics), New Power

Spells: Aid/Hinder, Minor Wondrous Item, Sense/Conceal Magic, Light, Magic Trick, Telekinesis, Jaunt

Power Points: 14

Special Abilities: Twilight has studied magic extensively, and suffers only a -2 penalty when using spellbooks of a higher rank than her own.



Zecora

Zecora is a zebra who resides in the Everfree Forest, which is far away from her homeland. Initially distrusted and feared by the residents of Ponyville, she has since become friends with Twilight Sparkle and the rest of the town. Zecora is highly knowledgeable about plants and potion making, as well as many folk remedies for various obscure ailments.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Courage d4, Crafting (Potions) d8, Dodge d4, Intuition d6, Knowledge (Botany) d8, Nature d8, Notice d6

Charisma: +0

Pace: 8 **Evade:** 4 **Toughness:** 5 **Willpower:** 4

Hindrances: Outsider, Minor Quirk

Edges: Lucky, Lighthoof, Vocation (Potions)

Citizens of Equestria

Courtier (Earth)

The court of Princess Celestia is filled with various courtiers, who gossip and fawn over the royal family constantly as well as appear at major functions and day-to-day activities in Canterlot. Presented here is a typical Earth pony courtier.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Courage d4, Grace d6, Knowledge (Court Politics) d8, Manners d8, Notice d6, Provoke d6, Speech d6, Vogue d8

Pace: 8 **Evade:** 2 **Toughness:** 5 **Willpower:** 4

Earth Pony

Earth ponies make up the backbone of Equestria and can be found in every position in society. Presented here are examples of a young and mature Earth pony.

• Young Earth Pony

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Dodge d4, Knowledge (Academics) d6, Notice d4, Prowl d4, Sport d6

Pace: 8 **Evade:** 4 **Toughness:** 5 **Willpower:** 2

• Mature Earth Pony

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Courage d4, Craft (Any) d8, Dodge d4, Intuition d6, Knowledge (General) d6, Notice d4, Speech d4

Pace: 8 **Evade:** 4 **Toughness:** 5 **Willpower:** 4

Pegasus Pony (Young, Mature)

Pegasi typically have very specific roles in society, and more commonly live in cities such as Cloudsdale. Presented here are examples of a young and mature Pegasus pony.

• Young Pegasus Pony

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Dodge d4, Grace d4, Knowledge (Academics) d6, Racing d6, Sport d4

Pace: 8 **Evade:** 4 **Toughness:** 3

Willpower: 2

Special Abilities: Wings

• Mature Pegasus Pony

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Courage d4, Dodge d4, Grace d4, Knowledge (Weather) d6, Notice d6, Racing d8, Swagger d4

Pace: 8 **Evade:** 4 **Toughness:** 4

Willpower: 4

Special Abilities: Wings



Royal Guard

The Equestrian Royal Guard is a small but highly trained unit of unicorns tasked with accompanying Princess Celestia and acting as guards for her safety (though the position is mostly ceremonial).

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Courage d8, Dodge d10, Fighting d8, Grace d6, Knowledge (Magic) d8, Knowledge (Protocol) d10, Leadership d6, Manners d8, Notice d10, Speech d4, Swagger d8

Pace: 8 **Evade:** 7 **Toughness:** 9 **Willpower:** 6

Spells: Aid/Hinder, Sense/Conceal Magic, Heal, Light, Wall, Undo Magic, Jaunt, Speed, Magic Missile

Power Points: 20

Special Abilities: Royal Guard are especially watchful and can act within a split second of spotting danger. They can discard and redraw any initiative card of 9 or less. At all times, they have Wall and Undo Magic set as Contingencies to ward off possible threats. They wear ceremonial armor and are shod with steel shoes.



Royal Hussar

The Royal Hussars are a unit consisting entirely of pegasi who are tasked with accompanying Princess Celestia and pulling her royal chariots. They also act as couriers and parade leaders, despite their military name.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skill: Courage d8, Dodge d10, Fighting d6, Grace d8, Knowledge (Protocol) d8, Leadership d4, Manners d8, Notice d8, Racing d12, Speech d6, Swagger d8

Pace: 8 **Evade:** 7 **Toughness:** 8 **Willpower:** 6

Special Abilities: Wings. Hussars wear ceremonial armor and are shod with steel shoes. Hussars within 2" of the Princess may make a Dodge roll and if successful they can take any attack targeting the Princess as an immediate interrupt.

Unicorn Pony (Young, Mature)

Unicorns are born with a horn that allows them to channel magical energy, giving them highly useful and specialized skills in Equestria. Presented here are examples of a young and mature Unicorn pony.

- **Young Unicorn Pony**

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Grace d6, Knowledge (Academics) d4, Knowledge (Magic) d6, Speech d4, Sport d4

Pace: 8 **Evade:** 2 **Toughness:** 5

Willpower: 2

Special Abilities: Arcane Background

Spells: Magic Trick

Power Points: 10

- **Mature Unicorn Pony**

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Courage d4, Grace d6, Intuition d4, Knowledge (Magic) d6, Manners d4, Notice d6, Speech d6

Pace: 8 **Evade:** 2 **Toughness:** 5

Willpower: 4

Special Abilities: Arcane Background

Spells: Light, Magic Trick, Shape Nature (Any)

Power Points: 12

Savage Foes of Equestria



Beholder

Beholders are cruel and unpleasant creatures that are thankfully rarely seen outside of the deepest mountain caves. They are roughly spherical and covered in tough reddish hide, with eight eye-stalks like those of snails sprouting from the top of their body, each with a large and multicolored eye. The front of their body features a single gigantic yellow eye and huge mouth filled with pointy teeth. They hover a few feet off the ground using magic and can float around at a fairly slow speed. They are typically found alone, and wish to be left as such so that they can focus on their magical research.

Abilities: Agility d8, Smarts d12+1, Spirit d10, Strength d6, Vigor d10

Skills: Courage d10, Dodge d8, Intuition d10, Knowledge (Magic) d12+1, Notice d12, Provoke d6, Prowl d8, Speech d10, Swagger d12

Pace: 5 **Evade:** 6 **Toughness:** 13 **Willpower:** 8

Special Abilities: Scaly Hide (+4 Armor), Fear -2, Size +2. Each Beholder has eight eye-stalks, each of which can cast a different spell of Novice, Seasoned, or Veteran rank. They can cast one eye-stalk spell per round as a free action that incurs no multi-action penalty.

Spells: Beholders know one spell for each eye-stalk and an additional 4 of Veteran or lower rank.

Power Points: 35



Chimera

Chimeras are strange hybrid creatures that resemble a large lion with the head of a goat sprouting from the center of their back and a large snake for a tail. They live in lonely mountain passes and have an instinctual hatred of Pegasus ponies. They are, however, quick to flee from impressive shows of flying from Pegasus ponies and will run away to hide and recuperate.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12, Vigor d10

Skills: Courage d8, Dodge d8, Fighting d10, Notice d8, Prowl d6, Swagger d12

Pace: 7 **Evade:** 6 **Toughness:** 10 **Willpower:** 6

Special Abilities: Thick Hide (+1 Armor), Size +2, Fear -2. Chimeras can attack with multiple heads and can make two attacks per round with no penalty. Their bite and claws deal Str + d6 damage. Chimeras can breathe fire using the cone template, and all targets in the blast can make Agility rolls at -2 to avoid it. The breath attack does 2d8 damage, and a Chimera cannot attack twice in the same round as one in which they use a breath attack.



Cockatrice

Cockatrices are small but powerful creatures that can turn living beings into stone with their gaze. They resemble a small winged lizard with the head of a rooster and typically hide from passing creatures unless provoked by something crossing into their territory.

Attributes: Agility d8, Smarts d8 (A), Spirit d12, Strength d4, Vigor d6

Skills: Courage d6, Dodge d6, Fighting d6, Notice d8, Prowl d10, Swagger d12

Pace: 5 **Evade:** 5 **Toughness:** 7 **Willpower:** 6

Special Abilities: Scaly Hide (+4 Armor), Small Size -2, Fear -1. The Cockatrice can use its stoning power on any creature that it makes eye contact with. Targets can succeed on a Courage roll to close their eyes and avoid this attack, but act as if blind (-4 to all rolls) while doing so. If the Cockatrice does lock eyes with the target, the target must make an opposed Spirit roll or be Shaken and unable to move for the remainder of that round. On each round after that, if they are Shaken at the end of their turn they are turned to stone and Incapacitated. The Cockatrice can reverse its own stoning effect if need be.

Diamond Dog

Diamond Dogs are horrid, partially humanoid doglike creatures that can run on all fours or lope with their longer front legs like a gorilla.

They resemble mutated bulldogs, with massive front legs ending in clawed feet and crooked, ugly heads with bulging yellow eyes. They are obsessed with the possession of gemstones and crystal, and spend much of their time mining for riches. They hide underground in complex tunnel networks and emerge in small packs to capture slaves and steal gemstones from other sources, as they will prefer to scavenge or steal to doing actual work.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Courage d4, Dodge d6, Fighting d8, Knowledge (Geology) d6, Notice d10, Prowl d8, Swagger d8

Pace: 8 **Evade:** 5 **Toughness:** 7 **Willpower:** 4

Special Abilities: Size +1, Fear -1, Can burrow at their Pace. Diamond Dogs can attack with a single claw or bite attack per turn, which deals Str + d6 damage. They receive a +2 to all Grapple checks.



Dragon

Dragons are ancient and proud creatures from far beyond Equestria, though they do occasionally appear inside its borders. They are not normally hostile, as they prefer to be left alone and the lives of ponies are of little concern to them. Dragons spend much of their time either sleeping or admiring their treasure hordes, which they guard jealously from anyone who might take it (especially other dragons). On top of being able to breathe fire and smoke and fly on massive scaly wings, they are potent spellcasters and know much in terms of magic.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+8, Vigor d12

Skills: Courage d12+2, Dodge d4, Fighting d10, Grace d8, Intuition d8, Knowledge (Magic) d12+1, Knowledge (History) d10, Knowledge (Astrology) d8, Nature d10, Notice d12, Racing d10, Swagger d12+6

Pace: 8 **Evade:** 4 **Toughness:** 20 **Willpower:** 9

Special Abilities: Scaly Hide (+4 Armor), Size +8, Fear -2, Flying pace of 24" with a

Climb of 6". Dragons do not suffer a wound from being Shaken twice, draw two initiative cards and take the better of the pair, and have claws and teeth that do Str + d8 damage.

Dragons can breathe fire with the cone template, and all targets in the cone must make an Agility -2 roll or be hit for 2d10 damage, but cannot breathe fire on the same turn as they make a claw attack. Dragons can also sweep their tail at all targets in a 3" long by 6" wide square behind them, which is a standard Fighting attack that deals Str damage.

Spells: Dragons can use any spell of Veteran or lower rank

Power Points: 50

Faerie Unicorn

The Faeries are a strange race of pony-like creatures, though even fully grown they are no bigger than an average pony. They are thin with mother-of-pearl manes and long, pointed horns that resemble melted wax. Their eyes are solid silver and they have a pair of butterfly-like gossamer wings that sparkle in low light. They love playing mean tricks on ponies that pass through their forest domains and are quick to give bad advice to those who naively ask.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Courage d4, Dodge d8, Grace d10, Intuition d8, Knowledge (Magic) d8, Knowledge (Faerie Lore) d12, Nature d12+1, Notice d10, Prowl d12, Racing d10, Speech d8

Pace: 8 **Evade:** 6 **Toughness:** 3 **Willpower:** 4

Special Abilities: Size -1, Flying pace of 18" with a climb of 6". Faerie Unicorns will flee at the first sign of actual danger, but will mercilessly prank and annoy outsiders in their domains. They have several spell-like abilities which are mechanically the same as spells but require no roll or expenditure of power points. Their spell-like abilities are: Animal Friend, Earth Travel, Sense/Conceal Magic, Shape Nature (Plants), Magic Trick, Change Shape, Illusion, Invisibility, and Jaunt.



Griffin

Griffins are large hybrid beasts, resembling a lion with the front legs, head, and wings of an eagle. Griffins are born with a natural talent and love of flying, and are proud creatures that do not take kindly to insult, real or perceived. They live in the mountains bordering Equestria and maintain an indifferent attitude towards its pony inhabitants.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Courage d8, Dodge d10, Fighting d8, Grace d6, Nature d6, Notice d12+1, Provoke d10, Prowl d8, Racing d12, Swagger d10

Pace: 10 **Evade:** 7 **Toughness:** 8 **Willpower:** 6

Special Abilities: Size +2, Fear, Flying pace of 24" with a climb of 10". As an attack, Griffins can emit a piercing shriek that causes all enemies that can hear it to make a Vigor roll or be Shaken. They can make one or two claw attacks per round with no penalties that does Str + d6 damage.



Hydra

Hydra are gargantuan monsters with 4 long-necked reptilian heads, each with sharp teeth and menacing visages. They walk on four legs and somewhat resemble a dragon, though they lack the grace and presence of those creatures. Hydras live in dark caves and noxious swamps, and have incredible regenerative powers. They can re-grow a lost head or limb within seconds of losing it.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12+4

Skills: Courage d8, Dodge d6, Fighting d12, Notice d10, Prowl d8, Swagger d12

Pace: 6 **Evade:** 5 **Toughness:** 18 **Willpower:** 6

Special Abilities: Scaly Hide (+4 Armor), Size +6, Fear -2. Hydra can make 4 separate bite attacks per round, each of which deals Str + d8 damage. At the end of each round, Hydras remove one wound, and if incapacitated by wounds they make a Vigor

roll at -2 each turn. If successful, they heal a wound and regain consciousness.



Manticore

Manticores are terrifying hybrid beasts, resembling gigantic lions with huge bat wings and a scorpion tail. They are highly territorial and aggressive, and are unafraid to defend their lairs from any intruders. While thankfully rare, they are considered to be one of the more dangerous wild creatures known.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Courage d10, Dodge d8, Fighting d12, Notice d8, Prowl d8, Swagger d12

Pace: 6 **Evade:** 6 **Toughness:** 7 **Willpower:** 6

Special Abilities: Thick Hide (+1 Armor), Size +2, Fear -2, Flying pace of 18" with a climb of 6". Manticores can make a single claw or bite attack that does Str + d8 damage, or one tail whip attack as a standard Fighting attack that does Str + d4 damage. Targets hit by their tail attack must make a Vigor roll at -2 to avoid the poison. If they fail, the poison takes hold and they are immediately Shaken. At the beginning of each of their turns they must make this roll again or be Shaken (can cause wounds). The poison lasts until cured.



Nightmare

Nightmares are considered to be a myth by most, but myth says that they are the ghosts of ponies who haunt the living for a specific purpose. Nightmares resemble spectral black ponies with manes and tails made of flame and glowing red eyes. While each Nightmare will have its own purpose, they are terrifying to all who see them.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Courage d6, Fighting d6, Knowledge (Past Life) d12, Notice d10, Prowl d12+2, Swagger d10

Pace: 6 **Evade:** 2 **Toughness:** 5 **Willpower:** 5

Special Abilities: Fear -2, Can only be harmed by magical attacks.



Nightmare Moon

Nightmare Moon is the form that Princess Luna took when she originally defied Princess Celestia's rule. She was defeated by the Elements of Harmony in Celestia's possession, and later again by Twilight Sparkle and her friends. Her powers are formidable, but her Achilles' heel are the Elements, which are antithetical to her powers.

Attributes: Agility d12, Smarts d12+2, Spirit d12+2, Strength d10, Vigor d10

Skills: Courage d12, Dodge d12, Fighting d10, Grace d8, Intuition d10, Knowledge (Magic) d12+4, Knowledge (History) d8, Knowledge (Astrology) d12+2, Knowledge (General) d10, Leadership d6, Manners d6, Nature d12+2, Notice d12+1, Provoke d12+2, Prowl d12+6, Racing d10, Speech d12+1, Swagger d12+6

Charisma: +6

Pace: 8 **Evade:** 8 **Toughness:** 9 **Willpower:** 8

Hindrances: Arrogant, Overconfident

Edges: Arcane Background, Wings, Charming, Elegant, Noble, Royal, Level-Headed, Quick Reflexes, Rapid Recharge, Improved Rapid Recharge, Contingency, Improved Contingency, Strong Willed, Absorb Magic, Second Sight, Shield of Fate, Improved Shield of Fate

Spells: Princess Luna can use any spell, and can probably invent new ones on the spot

Power Points: 80

Special Abilities: Nightmare moon can spend 5 power points once each turn as a free action to remove one Wound or Daunt from herself



Roc

The Roc is a gigantic raptor with a massive wingspan, sporting golden feathers and massive razor claws capable of snatching up an entire steer in one foot. While they once preyed upon animals such as cows, they have long been kept out of Equestria by Celestia's magic.

Attributes: Agility d12, Smarts d8 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Courage d8, Dodge d4, Fighting d10, Grace d10, Notice d12+2, Prowl d10, Racing d10, Swagger d12

Pace: 12 **Evade:** 4 **Toughness:** 14

Willpower: 6

Special Abilities: Size +6, Fear -2. Rocs have a Flying pace of 36" and a climb of 12".

Slime

Slimes are partially sentient and resemble a large slick of greenish jelly that can ooze and move on its own. Inhabiting deep caves and stinking bogs, they slither and quietly envelope their prey for digestion. While rare, they pose a serious threat because of their size and corrosive slimy bodies.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12+4, Vigor d12 + 2

Skills: Notice d8, Prowl d10

Pace: 4 **Evade:** 2 **Toughness:** 15 **Willpower:** 2

Special Abilities: Gelatinous Form +4, Size +4, Fear.

Slimes are not affected by tests of will and regenerate one wound at the beginning of each of their turns. They cover an area roughly 50 square feet in size and can make a Strength attack against any enemy within reach.

Enemies hit by this attack are held in place and must make successful Vigor rolls at the beginning of each of their turns to escape before being smothered. Slimes can move through even tiny cracks with ease.



Ursa

Ursa are gargantuan creatures that resemble terrestrial bears, but who are also transparent and made of what looks like night sky, complete with glowing constellations. They spend most of their time hibernating, though they can be roused from their slumber fairly easily (they will not appreciate the disturbance). They are the largest creatures known in Equestria.

Attributes: Agility d6, Smarts d6 (A), Spirit d12+2, Strength d12 + 10, Vigor d12+6

Skills: Courage d6, Fighting d12+8, Notice d8, Swagger d12+8

Pace: 8 **Evade:** 8 **Toughness:** 27 **Willpower:** 5

Special Abilities: Made from star-stuff (+8 Armor), Size +10, Fear -4. Ursa can make one claw or bite attack each round, which targets an area about 25 feet square and attacks all within for Str + d12 damage. They are so large that they receive a +2 on all tests of will, as they can safely ignore most threats.

Will-o-Wisp

Will-o-Wisps are strange, hypnotic dancing lights that appear in deep caves, swamps, and forests at night. While apparently not sentient, they seem to be curious about outsiders and will defend themselves with powerful magic if necessary. Otherwise, they are content to watch other creatures from a distance and withdraw if they are followed, leading many to believe that they are attempting to lead them off into the wild to become lost.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d8

Skills: Dodge d12, Nature d8, Notice d10, Prowl d12+2

Pace: 4 **Evade:** 8 **Toughness:** 6 **Willpower:** 2

Special Abilities: Wisps are ethereal and can only be harmed by magical attacks.

Spells: Will-o-Wisps can cast spells of Seasoned or lower

Power Points: 15

Witch Tree

Witch Trees are animated husks of dead trees that will harass unwitting passer-bys. Their dead branches have twisted into claws and their gnarled trunks now sport grinning, leering, evil faces. Animated by evil magic, they will simply attack anypony that gets too close, but will wait and remain disguised as normal trees until the target is in striking distance.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Prowl d8

Pace: - **Evade:** 2 **Toughness:** 10 **Willpower:** 2

Special Abilities: Size +4, Fear.



Witch Trees can make two attacks per round (without penalty) with their branches, and may replace one of these attacks with a root bind attack. The branch attack is a simple Fighting attack that does Str + d4 damage and can hit any target within a Large Burst Template centered on themselves. The root bind attack causes the target to have to make an Agility roll or be held in place by twisted roots. Each turn afterwards, they can make another Agility roll at -2 to escape.

The Savage World of



Portrait

Name _____
 Pony Breed _____
 Experience _____
 Description _____



Cutie Mark

| | | | | |
|----------|-----------|------|-------|--|
| Agility | Charisma | Mod. | _____ | Sundries _____ _____ _____ _____ |
| Smarts | Pace | Mod. | _____ | |
| Spirit | Evade | Mod. | _____ | |
| Strength | Toughness | Mod. | _____ | |
| Vigor | Willpower | Mod. | _____ | |

Skills

Hindrances

Edges

Notes

Wounds

-1
-2
-3

Daunts -1 -2 -3 Inc. -2 -1 Fatigue

Power Points _____ out of _____

Spell / Rank

Cost

Range

Duration

Effect

| | | | | |
|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

Feats of _____

Rank

Action

Effect

| | | | |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

