

# The Wasteland Survival Guide:

## Fallout Equestria PnP: Core Rule Book

2017 ALPHA PRE-RELEASE

This PDF is the Alpha Pre-Release of Dead Tree Studios' Core Rule Book. It is not the finished product and as such only contains the written rules and none of the art or lists present in the final release. The content is subject to change upon the official release.

# Copyright, Permissions, Thanks, and Credits

This section of the book is where we intend to put all of our nitty gritty boring legal stuff. Including Copyright.

Fallout Belongs to Bethesda  
My Little Pony Belongs to Hasbro  
Our Souls Belong to the Devil

Fallout: Equestria was written by Kkat

The Original Rule set was written by Kkat and Sunrise

The “Master List System” that this project uses was created by Zen Harmonics bringing together and using all the fantastic modifications by:

Shadysteps  
uSea  
Doubleclick  
Ulushia  
Madmodd

This project features heavily modified (or unmodified), lists, mechanics, items spells and more by those mentioned above. They are used with their permission, and our deepest gratitude.

Thanks, Guys!

**All the art done in these books was done by:**

L9OBL - <http://l9obl.deviantart.com/>  
Ty Trance - <http://acerome.deviantart.com/>  
Joe - <http://assassinbunny.deviantart.com/>  
Glacierfrostclaw - <http://ankokufang.deviantart.com/>

**We'd like to give special Thanks to:**

Aaron Ward  
AR Brony Radio  
Tyrone Jamal Dumas  
Alvcard  
Versal

and all our other Patreon Supporters

This is all place holder. Look, it's a thing! since this is a alpha pre-release A LOT of things are stripped down or are at their bare minimum and thats where place holders like this come into play. I suggest that, if you're reading this, you smile and chuckle a little, like you read something fun, and interesting. Then furrow your brow and say "oh" in a really serious manner. Don't let anyone know exactly what you're reading, but assure them that it's heart wrenchingly well written and some of the best literature you have ever seen. Do not allow them to see it because "profound art such as this would be wasted sorely on the likes of them". Finally, finish reading this section, shed a single heartfelt tear, and demand that they roll initiative.

Then, immediately go and donate to Dead Tree's Patreon:

<https://www.patreon.com/DeadTreeStudios> .

Follow them on Twitter: @ProjectDeadTree

Like them on Facebook:

<https://www.facebook.com/DeadTreeStudios/>

Visit their website:

[www.projectdeadtree.com](http://www.projectdeadtree.com)

and demand that all your friends do the same. Tell them that the fate of the (gaming) world as we know it is in apocalyptic distress and that doing all of that can help save the day.

We're not kidding. That last part is true. Help us defeat the evil Squizards of subpar gaming!

## Core Book Set

This book, *The Wasteland Survival Guide* is our core rule book. It is the cornerstone of this PnP system. It focuses on the mechanics of the game and uses a lot of jargon. As such, some readers may find it a little dry. The book has been organized with new players in mind, starting at what would generally be considered the first steps in learning the system and starting a game, and ending in the more advanced mechanics you need to know for gameplay. After your first read-through, we encourage use of this book as a reference while playing. This book, while being the only book you actually need to play, is only one in our core book set and we encourage players to check out the others.

These books include:

*DIARY OF A MARY SUE: A CHARACTER CREATION GUIDE*, which focuses on all the in depth character creation stuff, including character sheet walkthroughs and expanded race lore.

*THE OVERMARE: A GAME MASTER'S GUIDE*, which goes into everything a Game Master would need to run a game, including loot tables and NPC charts.

*HOOFTICUFFS: A MARTIAL ARTS GUIDE*, which expands on our Martial Arts lists and systems.

*THE LOCKED SAFE*, which is our system compendium. It contains all the expanded lists for items, spells, perks, and more.

*THE GUILDED CAGE: FALLOUT EQUESTRIA PNP BESTIARY* - this is our Bestiary with all our Mobs, Monsters, and Bosses, as well as a section on how to build your own.

After reading through all of our core books, if you have any questions, comments, queries, or insults, we encourage you to send them to [FoEDeadTree@gmail.com](mailto:FoEDeadTree@gmail.com). We'd love to hear what you have to say, and our editor in chief loves editing hate mail.



# INTRO

Welcome to the Fallout Equestria: PnP – a fun, post-apocalyptic tabletop role playing game! Created by Sunrise and Kkat, based off of the Fallout: Equestria fanfiction by Kkat, and consistently updated, modified, and expanded by the Fallout Equestria fandom, including us here at Dead Tree Studios. For a complete list of contributors, please see the Copyrights section at the beginning of the book.

For those not familiar with the Fallout: Equestria universe, here are a few things you'll need to know so that you may orient yourself.

Fallout: Equestria is a crossover fanfiction between My Little Pony: Friendship Is Magic and the Fallout universes and is mostly inspired by Fallout 3 and New Vegas. Fallout: Equestria takes place 200 years after the fall of Equestria, due to Megaspells (Magic Nukes) raining down on Equestria. This particular universe branches off from Season Two of My Little Pony: Friendship Is Magic, where Twilight never became an Alicorn, though the game still pulls much inspiration from later seasons of the show.

This fic, and others branching out within the universe, are generally used as a cornerstone in event timekeeping. Events may take place either before the beginning of the book, may be concurrent to the events in the story, or take place after the last chapter in the book, commonly referred to as being post-/after Sunshine and Rainbows (the title of the last chapter). Games whose setting takes place after Sunshine and Rainbows need to take in mind that most of the Radiation and Taint (but not the dangers!) have been removed from Equestria, and GMs should modify their storytelling accordingly.

This game allows players to experience stories and adventures in a post-apocalyptic wasteland, rife with dangers and surprises! Narrated by a Game Master, or GM, who creates the setting and story, and fueled by you and the other players' imaginations, the possibilities of storylines are endless!

Now, with the universe established, let's begin!



# TABLE OF CONTENTS

COPYRIGHT	II
INTRO	4
TABLE OF CONTENTS	5
CHAPTER 1: CHARACTER CREATION	6
S.P.E.C.I.A.L.s	7
Races, Languages & Cultures	8
Traits & Perks	13
Skills & Special Talents	13
Starting Caps & Gear	17
Character Advancement	18
Miscellaneous Bonuses	20
Virtue/Karma	21
Disposition	21
CHAPTER 2: GAMEPLAY	22
Dice Rolls	23
Item Condition, Degradation, & Repair	26
Combat	28
Attacking, Damage, & Death	34
Attack Modifiers	37
Martial Arts	39
Healing	40
Environmental and Other Hazards	41
CHAPTER 3: MODIFICATION, INVENTION, AND CRAFTING	42
CHAPTER 4: ALCHEMY AND CHEMISTRY	44
CHAPTER 5: SHAMANISM AND SPIRITS	48
CHAPTER 6: MAGIC	52
Flying Magic	53
Arcane Magic	55
APPENDICES	56
TL;DR	57



# Chapter 1: Character Creation

To begin play, you are going to need a few things: a 10-sided die, a percentile die, a blank character sheet (or one of the pre-generated ones included in the book/box), a pencil, and some friends to play with.

With that taken care of, onto the fun part!

Play styles can vary from group to group and GM to GM. However, gameplay is generally acted out by the players, who describe what actions they take, and use dice rolls to determine the success or feasibility of the action.

This book is our core rule book and contains all the rules, mechanics, and lists that a character or GM would need to play a game up to level 30, our max level. However, for more indepth information on GMing, character creation, our extended lists, and other non core rule related materials, we suggest you check out our other core rule books and expansion packs, a list of which may be found at the front of the book.



# S.P.E.C.I.A.L.s

S.P.E.C.I.A.L. is an acronym that abbreviates the core attributes: Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. A character has 40 points to distribute, at a 1-1 ratio, amongst their S.P.E.C.I.A.L.s, with caps at 10 (different races can go above or below this max). S.P.E.C.I.A.L.s cannot be brought below 3 at character creation, without using specific traits.

**STRENGTH**, strongly referred to as **STR**, determines just how much damage you do in close range combat, how much you can carry, and how much brute force you can exert on something (or someone). Carry weight starts at 25, with an extra 25 pounds per point of Strength above the first. Strength also affects weapon handling. If you are below the minimum Strength requirement for a weapon, you suffer a penalty on attack rolls when using the weapon (refer to the Locked Safe for more information). Battle Saddles can help compensate for a low Strength score with firearms. Strength governs the Thrown weapons, Melee and Battle Saddles skills, as well as Athletics.

**PERCEPTION**, seen as **PER**, affects how observant of your surroundings you are, and how adept you are at maintaining a healthy long distance relationship. Perception is a representation of the five senses: taste, touch, sight, smell, and hearing. A higher Perception score allows for a bigger bonus when using the aim action and governs the Magical Energy Weapons, Conventional Firearms, Explosives, and Battle Saddles skills, as well as Alchemy/Survivalism & Traps and Arcane Magic.

**ENDURANCE**, which withstands as **END**, is how much punishment your body and mind can withstand before shutting down. Endurance directly impacts Health, Potency, Strain, and all movement speeds. It's also useful in resistance to poison and magical radiation, as well as the body's natural healing rate and Stun Damage Threshold (DT). It governs the Unarmed, Battle Saddles, Alchemy/Survival & Traps, Flight magic, and Athletics skills.

**CHARISMA**, often expressed as **CHA**, is how you present yourself, how the world sees you, and, to a degree, a representation of your external attractiveness. Even the most depraved of ponies can be good lookin'. Charisma governs the social skills and is essential for bartering. It also directly affects Pegasi Trick Points, as well as a large number of socialite, teamwork, and Pegasus perks. Charisma also factors into how well you can resist attacks on the soul. It is the primary attribute for the Bluff & Intimidation, Negotiation & Seduction, Sleight of Hoof, Shamanism, and Flight Magic skills.

**INTELLIGENCE**, abbreviated as **INT**, is a numerical representation of both a pony's raw brainpower and general wisdom. While low Intelligence is often the result of brain trauma or a mutation of sorts, it can just as easily reflect a "dumb muscle" type character. For certain characters however, Intelligence can be a reflection of tribal wisdom or "street smarts". Intelligence is the governing attribute for most of the cerebral and highly technical skills, as well as the core stat for a Unicorn's Versatility. A higher Intelligence also means more skill points per level. Intelligence governs the Hacking & Matrix Tech, Alchemy/Survivalism and Traps, Medicine, Academics & Lore, and Magic skills.

**AGILITY**, quickly jotted as **AGI**, is how fast and nimble your character is, as well as their coordination. Agility determines the starting Action Points a character possesses. This amount can be raised with certain perks and traits, as well as boost Agility. It also determines a character's initiative score bonus, which can also be boosted by perks and traits. Agility is especially useful for Pegasi characters, as flight rank perks and higher ranked trick perks are based off Agility. Agility governs the Unarmed, Thrown, Melee, Firearms, Sneak, Sleight of Hoof, Pilot, and Athletics skills.

**LUCK**, or **LCK**, by chance, is luck. Whether it's finding a few caps on the ground, missing a bullet by a hair, or your enemies gun jamming, there is an unseen force that plays puppet-master with the lives of ponies. Luck is the key skill for gambling, as well as giving every skill a little boost. Luck also impacts your crit success and fail chance.



# Races, Languages & Cultures

Before the War, the land of Equestria and beyond was a massive world, home to various races and a myriad of cultures. Each of these had their own beliefs, values, traditions, and languages. After the war, a massive chunk of these were lost. By and large, language has survived, and while language can tell a lot about a culture and its people, it exists primarily as a means of communications. The five primary languages are: Common Equestrian, High/Old Equestrian, Zebrecian, Draconic, and Griffon. There are more languages and dialects, but these five were the most widely spoken languages before the world ended. Upon character creation, it is widely accepted that everyone can speak and read Common Equestrian. However, depending on your race and backstory, it is possible to speak a different language and know Common Equestrian as a second language (or not at all). Characters may also learn multiple languages throughout the game, via perks and exposure. Knowing additional languages can be beneficial, as some communities may not speak Common Equestrian, or it can make certain characters more willing to help you out or give you a better deal if you speak to them in their native tongue.

Before you can begin play, you must choose what race to play. The available races are:

- Earth Ponies,
- Pegasi
- Unicorns
- Zebras
- Griffons
- Dragons
- Alicorns
- Diamond Dogs
- Hellhounds
- Ghouls
- Youngsters

Ghouls and Youngsters aren't technically a race, so much as they're an applied template, but more on that later.

## Earth Pony

Earth ponies were one of the three main equine races in Equestria before the Megaspells fell, and were responsible for a large amount of the tech that Wastelanders currently use to kill one another. Earth Ponies are strong and hardy and have an innate knack for working with their hooves.

Earth ponies can select either a base perk or an Earth Pony perk for free at the beginning of character creation. This perk may have a level requirement no higher than level four and the Earth Pony must otherwise meet the perk's requirements.

In addition, an Earth Pony gains an extra perk equal to half their level (rounded up) when they reach levels 6, 11, 16, 21, and 26.

Earth ponies start play with a Cutie Mark and a Special Talent. Earth Ponies may invent schematics based on their Special Talent, substituting the Tagged skill associated with their Special Talent for the invention rolls. A character could create recipes using their Special Talent instead of the normal skill required, provided they are related in some way (i.e. a gun could be made with just Firearms skill without Mechanics).

Race S.P.E.C.I.A.L. Limits	
S	12
P	10
E	12
C	10
I	10
A	10
L	10



# Pegasus

Pegasi are the second of the pony races and the most militaristic of the three. Pegasi are fast and surprisingly sturdy on their light frames. Pegasi have wings and can fly. They begin with the perk Flight (rank 1) and can increase their flight capabilities with perks. Pegasi have Trick Points, may perform basic Pegasus Tricks, and can take Pegasus Trick perks. Tricks are essentially Pegasi magic, like cloud sculpting, contrails, and even the fabled Sonic Rainboom. For more information, see the Flying Magic section (page 53). Pegasi have a Cutie Mark and a Special Talent.

Race S.P.E.C.I.A.L. Limits	
S	10
P	10
E	10
C	10
I	10
A	12
L	10

# Unicorn

Unicorns are the final of the three Equestrian races. Unicorns are the most intelligent of the three races and were responsible for some of the most impressive arcano-tech in the Wastes, as well as the Megaspells that ended the world in the first place. Unicorns have a horn and can cast spells. Unicorns start with the additional statistics of Versatility, Potency and Strain. A Unicorn's Versatility is equal to their Intelligence divided by 2, rounded up, and they start play off with the two spells in the general spell school, as well as Versatility amount of spells from one spell school of choice, related to their talents. Players may generally pick a spell or two that is not a part of their chosen spell school, as long as it is directly related to their special talent. A Unicorn's Potency is equal to their Endurance divided by 2, rounded up. Finally, their starting Strain is equal to their  $[5 * (INT + END)]$ , and they gain strain equal to their  $[INT + END]$  each level. Unicorns have a Cutie Mark and a Special Talent and the magic they cast is usually related to their Special Talent.

Race S.P.E.C.I.A.L. Limits	
S	8
P	10
E	10
C	10
I	12
A	10
L	10

# Zebra

Long before the War, Zebras and ponykind lived in peace. However, due to propaganda and the results of the War, a rift was driven between the two. Zebras became feared, untrusted, and even hated in Equestria and vice-versa for ponykind in the Zebra Empire. After the Megaspells fell, most of the world put aside their differences in the name of survival. There are still some who hold onto their pre-war hatred, though they are few and far between.

Zebras can use Alchemy and may learn Zebra Shamanism if they have the Shaman or Tribal Shaman trait. Also, Zebras are able to create brews that physically alter a pony's biological chemistry and makeup. Zebras have a Glyph Mark and may have a Special Talent. They do not need to take perks to unlock higher Alchemy tiers and can acquire higher Alchemy ranks through quest perks, via learning and practice.

Race S.P.E.C.I.A.L. Limits	
S	11
P	11
E	11
C	10
I	10
A	11
L	10



# Griffon

Griffons come from the land of Griffonstone, a rocky and barren land without much vegetation. A good number left their home to live on the ground and amongst Pegasi, but others remained in their homelands. As such, many Griffons have taken up a craft to provide for themselves. During and after the War, Griffons fought for the highest bidder, with companies like the Talon mercenaries providing a Wasteland-wide service. Griffons adhere to a peculiar code of ethics, in that they will adopt any ethics... for the right price. The only sin is the disregard for a pre-established contract.

Griffons have wings and can fly, starting from level one with the Flight perk at rank two. Griffons have Trick Points and have a limited ability to perform Pegasus Tricks, but may not take expert Tricks. Normal Griffons are size 0.25, where Large Frame Griffons are size 0.75. They also possess natural talons, giving them a bonus to damage when using bare talons in Unarmed combat (+1d10). Griffons have hands that allow them to use items from inventory at half the normal Action Point cost. Griffons do not have a Cutie Mark, and, therefore, do not possess a Special Talent.

Race S.P.E.C.I.A.L. Limits	
S	10
P	12
E	10
C	10
I	10
A	10
L	10

# Dragon

Before the Megaspells fell, Dragons were one of the most feared races of Equestria. Possessing natural strength and resistances, Dragons were able to withstand almost anything the world threw at them, and Megaspells were no different. While many Dragons perished after the bombs fell, Dragons as a whole were able to survive and, in some cases, thrive in the Wasteland.

All Dragons are born attuned to a specific element, be it fire, frost, or lightning. A ghouled Dragon can select from a fourth element, radiation. Their claws are sharp and strong enough to burrow through soil and firm dirt, but with training can dig through materials like stone. In combat, these claws can tear through most lightly armored opponents. Born with scales, their bodies are able to naturally withstand more damage than an average Wastelander. Young Dragons start with the 'Small Frame' trait for free. They may breathe fire attuned to their element END/2 times per day with the same stats as a 'Flamer'. Even a young Dragon's scales are tough and thick, they begin with +2 Natural DT and DR 30% against elemental damage attuned to their element. Dragons may not take the 'Large Frame' trait. Dragons do not have a Cutie Mark, and, therefore, do not possess a Special Talent. They do, however, start with three Tagged skills and can access inventory for -10 AP.

Race S.P.E.C.I.A.L. Limits	
S	11
P	10
E	11
C	10
I	10
A	11
L	10

# Alicorn

Before the War, the Alicorn Sisters were responsible for moving the heavens each day. During the War, experiments and tests were performed to try and artificially create new Alicorns. Unfortunately, the world ended before this could be perfected, but there was one subject that survived. Known only as The Goddess, she was instrumental in creating the Dipped Alicorns, a hollow mockery of the original thing.

Alicorns have wings and can fly. Alicorns start with the flight aptitudes of Pegasi and the magical aptitudes of Unicorns. They begin with Versatility, Potency, Strain, and Trick Points, using the same formulas as their Pegasus and Unicorn counterparts. They may take Unicorn and Pegasus racial perks, cast spells, and perform Flight Tricks, but may not take Pegasus-only Pegasus Trick perks. Alicorns start with no Cutie Mark and only two Tagged skills. In games taking place after the fall of the Goddess, an Alicorn may discover, or rediscover, their Special Talent, gaining their Cutie Mark and associated Tagged skill. Players should work with their GM on when and how this may occur.



Due to the creation process, all Alicorns are extremely homogeneous. They are all female and roughly the same size. They must take the Large Frame and Radiation Child traits, excluding them from taking any other traits. They can take the negative trait Unity to take an Alicorn-only trait. Alicorns have three breeds, each with an associated spell. Blue Alicorns have the power of invisibility, Purple have the power of teleportation, and Green have telepathy. Green Alicorns can also combine their spellcasting with other Green Alicorns for greater effect, but at the cost of absolute concentration.

Race S.P.E.C.I.A.L. Limits	
S	13
P	10
E	12
C	8
I	10
A	9
L	10

Alicorns are required to fill their initial magical skill slots with their breed spell (first), Alicorn Shield, and Telekinesis. Only after these three spells have been taken may they take spells of their own choice. These three spells are considered to be Alicorn "Racial Spells". Alicorns have +1 bonus to Potency when casting their Alicorn Racial Spells. This can raise their effective Potency for those spells to a maximum of 11. Only after these three spells have been taken may they take spells, limited by Versatility, of their own choice. Also, all Alicorns are immune to Taint.

## Natural Born Alicorn

In contrast to their artificial predecessors, naturally-born Alicorns slowly rose into existence after the events of Sunshine and Rainbows.

Natural Born Alicorns share many of the same traits as their artificial cousins, save for a few. In addition to the bonuses Alicorns get at creation, Natural Borns have access to Earth Pony perks at half level. That is, if a Natural Born is level 6, they have access to racial Earth Pony perks 3 and below. Natural Borns are not homogeneous like their parents and are freely able to take traits. They are also able to take two general spells plus spells of the school of their choice, limited by Versatility, like Unicorns, and do not get the Alicorn racial spells for free. However, unlike their parents, they are not immune to Taint. They may choose to start play with or without a Cutie Mark, but should be limited to the events far after Sunshine and Rainbows.

Race S.P.E.C.I.A.L. Limits	
S	13
P	10
E	12
C	8
I	10
A	9
L	10

## Diamond Dog

Often referred to as Sand Dogs, Diamond Dogs are a race of highly intelligent dogs, capable of digging massive tunnels to mine gems. During the War, they were used to aid in the construction of cities and fortifications. Due to many construction hazards and mishaps, it became the norm to see a Diamond Dog with Cybernetic Implants to replace a lost limb or three, a sight that is still common after the War.

Dogs have paws and may access their inventory at half AP cost. Sand Dogs gain the Large Frame trait for free. They may also take Small Frame, gaining the benefits of both. Sand Dogs also have the option to take the cyborg trait for free, though this is not required. They also possess natural claws, giving them a +1d10 to damage, and have the 'Armor Piercing (Light)' special rule when using bare paws in unarmed combat. Sand Dogs start with rank 1 of 'Burrow'. All weapons and armor must be specially modified for Sand Dog use, characters may do so by adding the "Customized Grip" or "Custom Fit" mods to their weapons. Diamond Dogs and Sand Dogs do not have a Cutie Mark, and therefore do not possess a Special Talent.

Race S.P.E.C.I.A.L. Limits	
S	10
P	12
E	10
C	9
I	11
A	10
L	10



# Hellhound

Hellhounds were once Diamond Dogs who were exposed to small quantities of Taint for generations. This caused them to grow taller, stronger, and meaner. Hellhounds are known for having surly temperaments and claws that can tear through reinforced steel like tissue paper. They have the ability to burrow, but their claws are designed more for destruction than digging. Hellhound claws allow them to access their inventory at half AP cost. Hellhounds are monsters, and, as such, may only have 2 TAG skills. They gain the Size Matters trait for free and also possess natural claws, giving them a +1d10 to damage, and have the 'Armor Piercing (Light)' special rule when using bare paws in unarmed combat. Hellhounds start with rank 1 of 'Burrow' and all weapons and armors must be specially modified for Hellhound use. Characters may do so by adding the "Customized Grip" or "Custom Fit" mods to their weapons. Hellhounds do not have a Cutie Mark, and, therefore, do not possess a Special Talent.

## Race S.P.E.C.I.A.L. Limits

S	10
P	12
E	10
C	10
I	10
A	10
L	10

# Ghoul

Ghouls are poor, unfortunate souls who didn't have the good luck to die when the Megaspells fell. Due to either a genetic mutation, a predisposition to ghoulfication, or just plain coincidence, ghouls are the direct result of the necromantic radiation. In addition to your normal ghoul, there exist beings known colloquially as Canterlot Ghouls. Instead of passive exposure to radiation, these creatures were exposed to "Pink Cloud", a potion created to kill the Alicorn Sisters. These creatures are less pony and more abomination.

## Race S.P.E.C.I.A.L. Limits

S	10
P	10
E	10
C	9
I	10
A	10
L	10

Being necromantic in nature, Ghouls do not need to eat, nor do they sleep. Radiation heals them as per the Radiation Child perk, but reaching 1000 Rads will not kill them. Resistance to chems, means chems only carry part of the effects they normally do. They have a 50% resistance to poisons and 90% resistance to addiction, but drugs are only 1/4 as strong and last half the time.

Playing a Ghoul requires that you take the Ghoul Trait.

Any race may be a Ghoul, except for Dipped and Natural Born Alicorns.

To be a Canterlot Ghoul, you must have taken the Ghoul Trait first, then you may take the Canterlot Ghoul Trait.

# Youngster

Youngsters are the unfortunate children forced to adapt to a horrible world. Youngsters of races with a Special Talent may start without a Cutie Mark and discover it later, which allows them to max out their Special Talent at 120, instead of 115. Youngsters are small, weak, and born into a cruel unforgiving world, but, somehow, they survive. All characters who take the Youngster trait get the "Small Frame" Trait for free, no matter their race.

## Race S.P.E.C.I.A.L. Limits

S	5
P	10
E	9
C	10
I	10
A	9
L	12

Any race but Dipped Alicorn may take the Youngster Perk.  
May be combined with Ghoul.



# Perks & Traits

## Traits

Traits signify your character's background and upbringing, as well as their physiology and genetics. Traits are selected at the first level and usually come with drawbacks to balance out their power. All players start off with two traits and a background trait. If a player so decides, they can take a negative trait. While these are usually almost purely negative, they provide the ability for a player to take a third positive trait. A player can select from this list of traits below. Several races, like foals, start out with a 3rd trait, for free, at creation.

## Perks

Characters gain a perk at level 2 and each additional level, up to level 30. As previously stated, Earth Ponies start off with a perk at level 1 and gain an additional perk at 6, 11, 16, 21 and 26, and other races, like Pegasi, gain a predetermined perk at level one "for free". Perks have requirements, which must be met before taking the perk, including level requirements. Temporary enhancements or alterations (such as from drugs or spells) do not allow a character to take perks they would not normally qualify for. Temporary reductions (such as from poison or armor penalties) do not prevent a character from taking a perk, although a character cannot use perks they have but do not currently qualify for. Many perks have ranks. This means that the perk may be taken multiple times. Usually, these additional ranks may be taken at any level after the perk is gained, although some perks have separate level restrictions for additional ranks. Any such restrictions are listed in the perk's description. Additionally, some perks which have multiple ranks also come with a special benefit for taking all levels of the perk. This is called a Mastery benefit and is listed in the perk's description.

# Skills & Special Talents

## Skills

Skills are the second type of scores that make up the bulk of a character's abilities, and are far more specialized than S.P.E.C.I.A.L.s. There are 24 different Skills of 3 types: Combat, General, and Magic. Combat skills govern your proficiency with a given set of weapons, ranging from your bare hooves (or claws) to the fearsome Balefire Egg Launcher, and everything in-between. General skills are the most varied of the skills, but tend to make up 90% of non-combat rolls. General skills range from knowledge of survival, to mechanical systems, to general knowledge of the world. Magic skills are, by and large, locked to their specific race, although non-members can still take these skills. At that point, they simply become a second knowledge skill. There are stories of ponies able to use other races' magic, but that's just an old mare's tale. Right?

## Special Talents

A Special Talent is a physical manifestation of a pony's core ability. Special Talents give characters who have them an additional Tagged Skill. In addition, this skill can be raised to a maximum level of 115, instead of the normal 100. A Pony's Special talent is tied to their Cutie Mark, a symbolic image of their ability that appears on their flank, whereas Zebras receive a Glyph Mark, which functions like a Cutie Mark but usually appears much more abstract.

Foals do not usually start the game with a Special Talent. However, when a foal discovers their Talent for the first time, the skill cap is instead raised to 120. Dipped Alicorns may rediscover their Talent after the events of Sunshine and Rainbows, but otherwise do not have a Special Talent.



# Combat:

There are seven combat skills.

## UNARMED

Unarmed is combat using the character's innate or minimal weapons. Weapons that can be used with this are things like brass horseshoes.

Players start off with an Unarmed skill equal to:  $[END+AGI+(LCK/2)]$

## THROWN

Thrown applies to thrown weapons, such as throwing knives, tomahawks, and spears. It can also be used for throwing grenades, natural ranged weapons, and bows.

Players start off with a Thrown skill equal to:  $[STR+AGI+(LCK/2)]$

## MELEE

Melee applies to non projectile weapons, such as swords and baseball bats.

Players start off with a Melee skill equal to:  $[STR+AGI+(LCK/2)]$

## M.E.W. (MAGICAL ENERGY WEAPONS)

M.E.W. applies to projectile weapons that are powered by arcane technology. Examples are magical energy pistols and flamers.

Players start off with a M.E.W. skill equal to:  $[(PER*2)+(LCK/2)]$

## FIREARMS

Firearms applies to shooting. With guns. And bullets. Do you really need more explanation?

Players start off with a Firearms skill equal to:  $[PER+AGI+(LCK/2)]$

## EXPLOSIVES

Explosives applies to blowing stuff up. How obvious does this need to be?

Players start off with an Explosives skill equal to:  $[(PER*2)+(LCK/2)]$

## BATTLE SADDLES

Battle Saddles is for weapons mounted on a battle saddle. It allows a character to use more effectively large, otherwise unwieldy weapons. Battle Saddles also give a bonus (or rather, less of a detriment) to using other classes of weapons, when those weapons are put on the saddle.

Players start off with a Battle Saddles skill equal to:  $[PER+(2*END)+STR+(LCK/2)-10]$



# General:

General skills are all skills that are not directly combat related.

## BARTER

Barter is the ability to trade. A high barter skill allows the player to earn more caps for scavenged items, as well as to get good deals on purchases along with appraising items.

Players start off with a Barter skill equal to:  $[(CHA*2)+(LCK/2)]$

## ALCHEMY/SURVIVALISM & TRAPS

Alchemy is the skill of potions, where Survivalism & Traps is the ability to, survive in the wastes, from identifying plants to navigation, to hunting.

Players start off with an Alchemy/Survivalism & Traps skill equal to:  $[END+PER+(LCK/2)]$

## NEGOTIATION & SEDUCTION

Negotiation & Seduction is the skill of encouragement. It is also the skill of the bedroom. Use this skill wisely.

Players start off with a Negotiation & Seduction skill equal to:  $[(CHA*2)+(LCK/2)]$

## BLUFF & INTIMIDATION

Bluff & Intimidation is the player's ability to lie or intimidate their way out of a tough spot and tell if someone is lying themselves.

Players start off with a Bluff & Intimidation skill equal to:  $[(CHA*2)+(LCK/2)]$

## SNEAK

Sneak is the ability to move without being seen. Use this skill to infiltrate an enemy encampment or get up close and personal to people who would rather you not.

Players start off with a Sneak skill equal to:  $[(AGI*2)+(LCK/2)]$

## LOCKPICK

Lockpick is the ability to pick locks. Use of this skill can unlock (pun intended) a whole world of lore and loot for those willing to spend time with the screwdriver and bobby pins.

Players start off with a Lockpick skill equal to:  $[(PER*2)+(LCK/2)]$

## SLEIGHT OF HOOF

Sleight of Hoof is the ability to remove things without being noticed. Use this in combination with Sneak for Super-Sleuthing!

Players start off with a Sleight of Hoof skill equal to:  $[CHA+AGI+(LCK/2)]$

## HACKING AND MATRIX TECH

Hacking and Matrix Tech is the skill of the technophile. Use this skill for hacking into pre-war computer systems and for rebuilding and enhancing the arcano-technology of the world.

Players start off with a Hacking and Matrix Tech skill equal to:  $[(INT*2)+(LCK/2)]$

## CHEMISTRY

Chemistry is the ability to work with chemicals. Use this skill for creating chems and other useful items.

Players start off with a Chemistry skill equal to:  $[(INT*2)+(LCK/2)]$



## MEDICINE

Medicine is the ability to heal. All healing items rely on this skill for effectiveness, so it is certainly not one to neglect.

Players start off with a Medicine skill equal to:  $((INT*2)+(LCK/2))$

## ACADEMIC & LORE

Academics & Lore is the player's knowledge of life before and after the Megaspells. It allows the player to understand the world around them with more perspective. However a player must have this skill tagged to put Skill Points into it.

Players start off with an Academic & Lore skill equal to:  $[(INT*2)+(LCK/2)]$

## REPAIR & MECHANICS

Repair and Mechanics is the ability to repair mechanical items, as well as craft new ones.

Players start off with a Repair & Mechanics skill equal to:  $[(INT*2)+(LCK/2)]$

## GAMBLING

Gambling allows the player to use more than dumb luck to win at games of chance.

Players start off with a Gambling skill equal to:  $[(LCK*2)+3]$

## ATHLETICS

Athletics is the skill of the athlete. From, sports to gymnastics and everything inbetween. Players may use this skill in substitute for their Agility. Just because you're slow doesn't mean you aren't athletic.

Players start off with an Athletics skill equal to:  $[STR+AGI+END+(LCK/2)-5]$

## PROFESSION

The Profession skill allows the player to have a specialty beyond those skills previously listed. Use Professionalism to build a deeper character. The Profession skill does not have a set formula for starting skill level. It is up to the player and the GM to determine the formula using the appropriate S.P.E.C.I.A.L.s. The formula is generally expressed as  $[S1+S2+(LCK/2)]$ . Where S1 is the value of the first related S.P.E.C.I.A.L. and S2 is the value of the second related S.P.E.C.I.A.L.. S1 and S2 may be the same S.P.E.C.I.A.L.. If players are not interested in using the Profession skill for a specific specialty then they may use the formula  $[(CHA*2)+(LCK/2)]$

# Magic:

It's Magic! We don't have to explain squat!

## ARCANE MAGIC

Arcane Magic is the magic of the Unicorns. Can also apply to other magically-tuned races. Determines the character's magical ability level.

Players start off with an Arcane Magic skill equal to:  $[PER+INT+(LCK/2)]$

## FLIGHT MAGIC

Flight Magic is the magic of flight. Applies to Pegasi, Griffons, and other flying races. Determines the character's flying ability level.

Players start off with a Flight Magic skill equal to:  $[END+AGI+CHA+(LCK/2)]$

## SHAMANISM

Shamanism is magic beyond the horn. Applies mostly to Zebras, but also other non-arcane magic users. Determines the Shaman's ability to use spirit magic.

Players start off with a Shamanism skill equal to:  $[(CHA*2)+(LCK/2)]$



# Starting Caps & Equipment

## Starting Caps

Depending on the campaign, setting, and GM, it is possible for characters to start off at levels other than 1. Here is a list of the suggested amount of caps characters should start with, based on their level.

LEVEL 1: 300	LEVEL 11: 3,000	LEVEL 21: 12,000
LEVEL 2: 500	LEVEL 12: 3,500	LEVEL 22: 14,000
LEVEL 3: 700	LEVEL 13: 4,000	LEVEL 23: 16,000
LEVEL 4: 1,000	LEVEL 14: 4,500	LEVEL 24: 18,000
LEVEL 5: 1,300	LEVEL 15: 5,000	LEVEL 25: 20,000
LEVEL 6: 1,500	LEVEL 16: 6,000	LEVEL 26: 25,000
LEVEL 7: 1,700	LEVEL 17: 7,000	LEVEL 27: 30,000
LEVEL 8: 2,000	LEVEL 18: 8,000	LEVEL 28: 35,000
LEVEL 9: 2,300	LEVEL 19: 9,000	LEVEL 29: 40,000
LEVEL 10: 2,500	LEVEL 20: 10,000	LEVEL 30: 50,000

## Starting Equipment

A character's starting gear is often a reflection of themselves or their past. More often than not it was something that was given to them as a going-away gift or was something they saved their caps up to buy. Was the gear scavenged from the fallen or from pre-war buildings? Why go with just a mercs outfit instead of reinforced leather armor? Guns or swords?

All gear is bought at listed price from the Equipment List (barter/disposition has no effect one way or another). Any caps not spent are saved and brought into gameplay. Equipment is limited to tier 0 and 1 at character creation. At higher levels, characters start with more caps as well as higher tier items. This represents the time spent in the wastes and a character's grit, not to mention luck of having survived so long.



# Character Advancement

## Levels & Experience

As characters make their way through the Wasteland, surviving fights and horrors alike, they will find themselves gaining strength and new skills. When a character levels up, they gain a single perk, as well as skill points. Their Hit Points will increase and, if they use magic, their Strain will increase. Below is a chart of the Experience Points (XP) needed to advance to the next level.

LEVEL 1: ---	LEVEL 11: 55,000	LEVEL 21: 210,000
LEVEL 2: 1,000	LEVEL 12: 66,000	LEVEL 22: 231,000
LEVEL 3: 3,000	LEVEL 13: 78,000	LEVEL 23: 253,000
LEVEL 4: 6,000	LEVEL 14: 91,000	LEVEL 24: 276,000
LEVEL 5: 10,000	LEVEL 15: 105,000	LEVEL 25: 300,000
LEVEL 6: 15,000	LEVEL 16: 120,000	LEVEL 26: 325,000
LEVEL 7: 21,000	LEVEL 17: 136,000	LEVEL 27: 351,000
LEVEL 8: 28,000	LEVEL 18: 153,000	LEVEL 28: 378,000
LEVEL 9: 36,000	LEVEL 19: 171,000	LEVEL 29: 406,000
LEVEL 10: 45,000	LEVEL 20: 190,000	LEVEL 30: 435,000

Characters gain experience by defeating mobs, completing missions, and otherwise surviving everything the Wasteland (and the GM) has to throw at them.

## Improving S.P.E.C.I.A.L.s

It is also possible to improve S.P.E.C.I.A.L.s, either permanently through perks like Intense Training, or the more common temporary bonuses, such as items, chems, or perks and traits, like Touched by Luna, which are active during specific conditions. Bonuses gained through these means will affect all skills and stats that rely on the S.P.E.C.I.A.L. until the effect wears off or the item being actively used is no longer in use. Negative hits to the S.P.E.C.I.A.L. will also affect the dependent stats negatively.

## Improving Skills

Skill points increase as a character levels up. The number of skill points the character receives is equal to  $[10 + (\text{INT}/2)]$ . These can be increased or decreased by various perks and/or traits, like Skilled, for example. This is not rounded, so characters with odd scores in Intelligence will gain an extra Skill point on even levels. Temporary enhancements or reductions to Intelligence do not change their number of Skill points. Permanent changes to Intelligence, however, affect Skill points gained from previous levels. Some items can give a bonus or reduction to certain skills or Skill points. Skill points are distributed to the various skills the player wishes to increase or improve. Skill points are placed in the ranks column and raise the respective skill by 1.

As stated before, characters get two or three Tagged Skills, depending on their race. When a player chooses their Tagged Skills (including Cutie Mark skills), they immediately put 15 Tag points into the Tag Column giving them a free, permanent 15 point boost to that skill. Players may then choose to spend up to 15 Skill Points in the "Tag Ranks" column. Each Skill point spent in the "Tag Ranks" Column is worth two when calculating the skill's level (15 Tagged Ranks = 30 Points added to the Tagged Skill). On non Tagged skills and after the 15 Point Max is reached in the "Tag Ranks" column for Tagged Skills, players may put skill points into the "Ranks" column for a one to one boost in any skill they want. The exception being the Academics and Lore Skill, as that skill must be tagged for you to invest skill points in it. Regular and Tagged skills both max out at 100, with the exception of Cutie Mark Skills that max out at 115 or 120, depending on whether or not you have the Blank Flank Trait. Items and temporary bonuses may bring skills beyond their max.

For a more indepth explanation on how skill points and tagged points work, please refer to *Diary of a Mary Sue: A Character Creation Guide*, which addresses character creation with more detail.



# Improving Hit Points (HP)

HP increases as a character levels up, similar to Skill points. Each time your character gains a new level, they gain a number of additional Hit Points equal to their Endurance. Increases or decreases to Endurance will retroactively increase or decrease HP, respectively. Temporary alterations do affect Hit Points. Hit Points can also be increased by perks like Celestial Blessing or temporarily by chems, like Buck.

## Potency and Versatility

Potency (POT) is an Arcane Race's magical strength and equal to a character's  $[END/2]$ . Where Versatility (VER) governs a spellcaster's magical dexterity and is equal to a character's  $[INT/2]$ . Together these stats govern how powerful a spell can be, or how large of an area a spell will affect. However, every spell is cast differently, so there are no hard and fast rules for what Stat will do what in a spell. You might find that in one spell, POT determines damage and VER determines the number of targets, where the next spell might be the reverse. It all depends on what the spell tries to accomplish. To put it plainly, sometimes you need a hard push, and other times what you need is finesse.

## Trick Points and Strain

Pegasi, Alicorns, and Griffons gain a Trick Point each level. Arcane races and other Spellcasters gain additional Strain equal to their  $[INT+END]$  each level. Temporary enhancements and reductions to Intelligence or Endurance do alter a character's Strain. Permanent changes to these S.P.E.C.I.A.L.s will change Strain gained across all character levels. Strain is a spell caster's reserve of magical energy; it is used to pay the, for lack of a better word, strain cost of each spell. Trick points, much like Strain, represent a character's reserves of innate flying magic and are used to determine how many flying tricks the player can do.

Trick points and Strain replenish by resting or sleeping as outlined below:

### STRAIN RECOVERY

ACTIVITY: *Strain Recovered*

NORMAL: *5/Hour*

LIGHT: *10/Hour*

REST: *15/Hour*

SLEEP: *20/Hour*

### TRICK POINT RECOVERY

ACTIVITY: *TP Recovered*

GOOD SLEEP: *3/Hour*

LIGHT SLEEP: *1/Hour*



# Miscellaneous Bonuses

## Ministry Mare Statuettes

Ministry Mare statuettes are indestructible magic figurines which grant the holder a permanent boost of 1 to their Strength, Perception, Endurance, Charisma, Intelligence, or Agility, based on which of the 6 Ministry Mares the statuette is of. Given that there is no Ministry Mare Statuette for Luck, a character who possesses one of each of the 6 Ministry Mare Statuettes will gain the Quest Perk, *My Little Ponies*, which grants a permanent +1 bonus to luck.

There are only 7 of each Ministry Mare Statuette, totaling 42 Statuettes. A character possessing 2 or more of the same Statuette only gains the benefit of one Statuette at a time. Likewise, only one character may benefit from a Statuette at a time. Characters in possession of 2 or more different Statuettes will often find themselves being influenced as if by the Ministry Mares themselves. Characters will retain the benefit from a Ministry Mare Statuette until either they die, or they willingly give the Statuette away. The Statuettes may be stolen from a character's possession, but the bonuses cannot.

## Books

Specific pre-war books can grant a permanent bonus of 3 to the book's associated skill when read. It takes one week to read a book and, after the book has been read, the character cannot benefit from reading that copy again, or another copy of the same book. The only exception is if the character obtains both a Ministry of Image approved copy along with a Pre-Ministry copy, in which case, the character will gain 3 points from both books. There are two books which do not have Pre and post Ministry of Image versions. They are *The Principles of Proper Pony Speech* and *The Wasteland Survival Guide*.

## Magazines

Specific pre-war magazines grant a one-time bonus of 10 to their associated skill. It takes 12 hours to read a magazine and a character may reserve one magazine bonus per 2 points of Intelligence. The character may choose to apply their bonus after the skill roll has been made.

## Cybernetic Implants

Cybernetics are a pre-war technology that was designed to both restore a pony's quality of life, as well as improve it beyond their wildest dreams. Cybernetic Implants can grant a permanent bonus of 1 to a S.P.E.C.I.A.L. Clinics capable of performing cybersurgery are extremely rare and expensive. A character can only raise each S.P.E.C.I.A.L. once through these purchased implants and may only possess one such implant per two points of Endurance, unless the character has the Cyberpony perk. Every rank of the Cyberpony perk allows the character to possess one additional purchased implant in addition to other benefits. Bonuses gained from Cybernetic Implants can raise a S.P.E.C.I.A.L. above their racial max. A character may not benefit from both Cybernetic Implants and permanent Alchemical Enhancements. Cybernetic Implants can be disabled by anti-matrix grenades or similar weapons. Disabled implants can be reactivated at a cybersurgery-capable clinic, or by a toaster repair pony with the appropriate tools and skill in Hacking and Matrix technology.

Note: Any race can get Cybernetic Implants, but the mix of science and passive and active magic present in Cybernetics, more often than not, wreaks havoc on the innate magic present in most races. Amongst the playable races, only Earth Ponies and Diamond Dogs have a hardy and subtle enough magical nature to survive the extremely invasive level of alteration involved in becoming a (complete/pure) Cyberpony with their abilities intact. Cybernetic Implants may be used to justify relatively minor amounts of other cybernetics (such as a replaced hoof or single cybernetic eye) in characters from other races. Other races may still gain full cybernetics but require an Endurance of 8 for Arcane Magic Races (e.g. Unicorns) and an Endurance of 7 for non Arcane Magic Races (i.e. Pegasi). However, they immediately gain the quest perk "Of Mare and Machine".



# Alchemical Enhancements

Characters may seek out Alchemical Enhancements instead of cybernetics. Alchemical Enhancements do not enhance S.P.E.C.I.A.L.s or Skills like their technological counterparts. Rather, Alchemical recipes are designed to enhance a character's Statistics, such as AP, Environmental Resistances, Healing Rate, Limb Health, and Strain recovery. Similar to Cybernetics, a character may only take one Alchemical Enhancement per 2 points of Endurance. Due to the mysterious magical forces at work in Alchemical Enhancements, it is impossible for a character to take Alchemical Enhancements AND Cybernetic Implants. If a character tried to take both, at best, the second enhancement wouldn't function. At worst, the two magical energies would tear the character apart.

# Virtue and Karma

Virtue and Karma are two minor mechanics revolving around a character's... character. They are not crucial for game play but are crucial for character development.

Virtue is, in a sense, the core essence of a character's being, whereas Karma is a character's Good/Evil alignment from 100 (true paragon) to -100 (completely evil). Knowing a character's Virtue will help players make actions and tough decisions without breaking character, where knowing a character's karmic alignment may help with moral dilemmas (e.g., I could either pay for the thing, or I could steal it). A more in-depth explanation of Virtue and Karma is available in *Diary of a Mary Sue: A Character Creation Guide*.

# Disposition

Disposition is how the world sees you. It is a reflection of your deeds in the Wasteland, how you've interacted with locals and factions, and even, to an extent, the Virtue of one's soul. When you have a Karma score in line with a shopkeeper, or are part of a specific faction/group, or are even a (or not a) specific race, shopkeepers may feel inclined to give you a deal. This feeling of comradery (or racial bias, as can be the case) increases their disposition to you, which helps when you buy or sell. Towards a non-shopkeep type, it can determine if they give you more or less information, or if they even talk to you at all. They might even be inclined to give you purposefully wrong information if it could be the death of you, though that is an extreme case.



# Chapter 2: Gameplay



# Dice Rolls

Dice rolls are used in the system to give an element of chance to the game. They are primarily used in circumstances where a character can apply a skill, a S.P.E.C.I.A.L., or if multiple outcomes based on success or failure are possible. For example, trying to shoot a target (Firearms check), or reacting to an object about to hit you (AGI check). Increasing your skills and S.P.E.C.I.A.L.s reduces your chance of failure, indicating your character's growth and experience.

Fallout: Equestria uses a roll-under system, meaning, to pass a roll, you must either roll equal to or less than your target Skill / S.P.E.C.I.A.L. The only rolls which don't use this rule are Additive rolls, like Damage and Healing.

There are three main rolls you'll make in Fallout: Equestria - a S.P.E.C.I.A.L. roll, a skill roll, or an Additive roll (Damage, Healing, etc.). These break down into separate subsets of rolls, but, if you can master these, you'll be set.

S.P.E.C.I.A.L. and most Additive rolls use a 10 sided die/d10 roll, whereas skill rolls and most Addition/Elemental rolls use a percentile/d100 roll.

## S.P.E.C.I.A.L. Rolls

A S.P.E.C.I.A.L. roll references one of the S.P.E.C.I.A.L. statistics, whether it's a Strength check to push an object or a Charisma check to talk your way out of a restaurant bill. They can also be used when a skill roll would be too specific. A S.P.E.C.I.A.L. roll is a d10 roll, with the aim to roll on or under your S.P.E.C.I.A.L. stat. The one caveat to this is natural 1's and 10's. Barring very few rolls, a 1 is always a critical, or crit success, and a 10 is always a crit failure.

S.P.E.C.I.A.L. rolls may have a roll modifier attached to it, based on the ease or difficulty of the task at hand. A particularly large boulder might require a Strength Check at -2, whereas pinpointing the mysterious noise might require a Perception check at a +1.

Modifiers go from Very Easy (+3) to Very Hard (-3). Keep in mind however, no character may pass a S.P.E.C.I.A.L. roll for a S.P.E.C.I.A.L. that has been reduced to 0. Either through a roll modifier or other S.P.E.C.I.A.L. modifiers like Items and poisons.



# Skill Rolls

Skill rolls are similar to S.P.E.C.I.A.L. rolls, except that they use a d100 roll instead of a d10. 1 and 100 are still auto-hits and auto-misses, but they use crit hit and fail ranges as well. See Crits, Both Good and Bad (page 26) for more information. Skill rolls may also have modifiers, depending on the situation at hand.

These modifiers are:

**VERY EASY +30%:** These are trivial tasks either far beneath the character's ability or a task that has been made much easier by some other means. Examples would be locating an unfamiliar building with directions, repairing pre-war tech inside a Stable, or selling something to a merchant you already know for a higher price.

**EASY +20%:** An otherwise ordinary task made much easier. Examples include foraging for food in an old farm and tending to a wounded person in a hospital theatre.

**ORDINARY +10%:** This is a task that is commonplace for the character, something they do every day. Examples can be foraging or scavenging for food or operating self explanatory pre-war tech.

**DIFFICULT -10%:** This task is being hampered by some mitigating factor. Examples are: using poor tools to repair or construct something and trying to find your way through a forest with a poor trail.

**HARD -20%:** Attempting a feat beyond the character's capacity. Examples include operating pre-war tech with little to no knowledge of it, calming a feral creature, or performing feats of great acrobatics.

**VERY HARD -30%:** Not only are these tests far beyond the character's capacity, they are usually made worse by external circumstances. Examples can be operating complex pre-war tech in the dark, performing surgery in a sandstorm, or disassembling a prototype or otherwise unheard of firearm.

As GM, you can adjust these as you see fit to suit the situation to be higher or lower than you need.

Additionally, many challenges require a certain level of skill to even attempt. For example, a Mechanics of 25 is necessary in order to properly modify a weapon with a weapon mod. Likewise, terminals and locks are rated according to the base skill required to attempt to hack or pick them. Many tests which require specific skill levels can be repeatedly tried, although there is usually a cost or limitation on doing so. Most terminals will lock down and become unhackable after three failed attempts. Picking a lock also requires a screwdriver and a bobby pin, and each failure costs the character a bobby pin. Critical failure ends a character's ability to continue with repeatable tests -- the lock jams, the terminal goes into permanent lockdown, a part breaks, etc.

**VERY EASY:** 0 Skill requirement.

**EASY:** 25 Skill requirement.

**MODERATE:** 50 Skill requirement.

**HARD:** 75 Skill requirement.

**VERY HARD:** 100 Skill requirement.



# Degrees of Success/Failure

Degrees of Success/Failure are how well a character passes, or how badly they fail, a skill or S.P.E.C.I.A.L. check. To calculate Degrees of Success, you subtract your roll from your S.P.E.C.I.A.L. or Skill Stat (rolling a 3 with a Strength of 5 yields 2 Degrees of Success, where rolling a 36 with a Sneak of 60 yields 24 Degrees of Success). Degrees of Failure are calculated the same way, but by subtracting your Skill or S.P.E.C.I.A.L. from your roll. These are primarily used in opposed rolls but a GM may or may not have some extra surprises in store, depending on how many Degrees of Success or Failure a character has.

## Assisting

Outside of combat, a character may attempt to assist another character in making a skill check. However, characters may not assist other characters in targeting or attacking, even if combat has not begun. The assisting character must have a Skill level of at least 25 in the Skill and grants a +5 bonus to the primary character's roll for every full 25 levels the assisting character has in the skill. Normally, only one character may assist another. Too many voices tend to have lessened, or even detrimental, effects. It is up to the assisting character if they are going to give assistance; and up to the character receiving assistance whether or not they want to accept it.

In some circumstances, a character may attempt to assist another character in a skill roll for casting a spell, but only if the character possesses both the skill at 25 or higher and the spell at the level it is being cast at. Even then, the bonus from this assistance does not count towards degrees of success, but can only help avoiding failure.

## Skill Rolls Not Covered by a Specific Skill

In a situation where a proficiency roll is called for that is not clearly covered by one of the skills, the most appropriate skill is used. (For example, any character can know how to sing without spending points in any particular skill. But if a character is using a singing performance to attempt to influence NPCs, then a Negotiation and Seduction check would be appropriate.) Sometimes, more than one skill might seem appropriate. (For example, throwing a grenade can be either Explosives or Throwing.) In such cases, the GM should allow either to be used, but decide which is most applicable for the specific circumstance and give a penalty for using the less applicable skill.

In a situation where no skills are appropriate, then S.P.E.C.I.A.L. rolls are called on instead.

## Opposed Rolls

Opposed rolls are contested S.P.E.C.I.A.L. or Skill rolls between two characters, NPC's, etc. Two rolls are made and the character with the greater Degrees of Success wins the roll. In cases where pitting S.P.E.C.I.A.L. rolls against Skill rolls, the Skill roll's Degrees of Success is then divided by ten and rounded down (3.2 becomes 3, 5.8 becomes 5), as rolling up gives Skill rolls an unfair advantage. Opposed rolls are usually part of advanced combat actions, as well as competitions and other tests of skill where multiple players are pitted against each other. Examples of opposed rolls are sneaking past a guard, where the player rolls a Sneak roll and the guard rolls a Perception roll. The player in this example would need to roll a lower Sneak roll, divided by ten, than the guard's Perception. In the case of a tie between two characters in Opposed rolls, the defender always wins.

## Additive Rolls

Additive rolls are rolls that add the sum of a series of dice or a die and a formula. The most common Additive rolls you'll see are Damage and Healing. These rolls are always rolled on a d10 or series of different d10s. Occasionally, you may see effect duration rolls. These are also Additive rolls but aren't necessarily on a d10 (e.g. "X" spell duration is 2d4 hours).



# Crits, Both Good and Bad

Every creature, big and small, has an innate amount of luck. Nowhere is this better reflected than in a creature's critical range. A natural 1 will always net a critical success and a natural 10 or 100, depending on the type of roll, will always net a critical failure. "Natural" or "Nat" criticals are critical rolls achieved without any modifiers attached to it - essentially the dice roll 'as the dice lands'. A character's base critical window is equal to their [LCK+1]. Their critical fail window ranges from 94-100 with a Luck of 1. This window is decreased by 1 for every two points of Luck. When a critical attack is scored, a weapons attack does double damage, unless it has the magic quality, then damage is tripled. Outside of combat, a critical success implies a character passes with "Flying Colors," doing better than a normal success would generally net them. Critical fails, on the other hand, have a myriad of nasty negative effects, including weapons jamming or glitching, armor degrading, locks and terminals becoming unusable, or a character even tripping and falling on their own weapon. Long story short, the character fails in a spectacular way.

## MODIFIERS

Aside from increasing a character's luck, there are several factors which can increase or decrease a character's critical windows. Generally speaking, weapon modifications will usually impart +1 or +2 to the critical fail window. Several perks, such as Finesse, can increase a character's critical hit chance.

# Item Condition, Degradation, and Repair

Item Condition is the status of an item, be it a weapon, piece of armor, or other. Items fall into one of the following six states: Perfect, Good, Used, Heavily Used, Poor, and Broken. A perfect item is one that is straight out of the box. A good item is one that has been used and well loved but has been properly maintained. A used item has been maintained, but not quite properly. A heavily used item may have been maintained, once, twenty years ago. A poor item has not seen the loving hooves of a mechanic since it was created. A broken item is, well, broken. At this condition, it's better used to repair another item or salvage for scrap. An item's condition changes the statistics it provides, with all the listed values in the items list at "Good" condition. See the chart below for more information.

Condition	Damage Multiplier or Hit Modifier (GM Discretion)	DT	Value	Critical Chance Luck Modifier	Skill To Repair Up To This Level
Perfect - 120%	x 1.10 damage or +5 to hit	+2DT	120 %	+2 effective Luck	100
Good - 100%	No bonus or penalty	+0DT	100 %	+1 effective Luck	75
Used - 75%	x .90 damage or -5 to hit	-2DT	75 %	+0 effective Luck	50
Heavily Used - 50%	x .50 damage or -10 to hit	1/2DT	50 %	-1 effective Luck	25
Poor - 25%	x .33 damage or -15 to hit	1/3DT	25 %	-3 effective Luck	0

A weapon above 75% degrades at 1% per crit fail and at 5% on a crit fail with a missed Luck check. Armor degrades 1% each time damage gets through its DT and by 5% when hit with a critical that gets through the DT. This stacks each time DT is overcome by the damage dealt. That is, if your DT is 10, and an attack does 101 Damage, the armor goes down 10%.

You may break down an object with the following formula: condition at a number (i.e. 75% becomes 75), multiplied by skill. For example, you have a Varmint Rifle at 50% and a skill of 50%, you could break down the Varmint Rifle for 25% condition worth of parts (50 x 0.50 = 25%). You could then use the parts to improve a 60% Varmint Rifle to 85% (60% + 25% = 85%).



# Degradation & Repair

Item degradation is wear and tear on an item. It represents the beating an item takes throughout its "life". Degradation happens in one of two ways. The first is through time. Over time, metal items rust, items with wood parts will rot, copper corrodes, and things with arcano-tech pieces can burn out. However, spending an hour of maintenance every few days with an item will stave off the ravages of time. This can be something as simple as oiling and sharpening a knife to a diagnostic check of a magical energy weapon. Normally, a maintenance kit is required to provide the upkeep on an item, though several odds and ends and a repair check can make do in a pinch. The second way an item breaks down is due to critical fails. A critical fail for an item is much more than simply missing horribly. For an item, it is a catastrophic gun jam, a chip or crack in the side of a Melee weapon, a matrix surge in a MEW, or massive damage to a piece of armor. These are much more severe than simple rust and require one of three things: a repair check with appropriate materials and tools to fix the damage, an item repair kit which waves the need for technical knowledge, or the hasty consumption of a maintenance kit. However, maintenance kits and repair kits can only improve an item's value one step. You can only do so much with cookie cutter parts. To fully repair an item, a mechanic of sufficient skill must take either another item of the same kind or a myriad of raw materials. This takes time, but successful repair checks can greatly decrease this time.

# Scavenging and Looting

Scavenging is usually started by a player asking a GM if they can scavenge a site. It's usually something like an abandoned house or the wreck of a carriage/merchant stall. The player then rolls whatever Skill would be pertinent to what they are scavenging, or Perception and Luck for general smash and grab. For example, if looking for wild edibles and/or medicinal herbs, then a player would roll Alchemy/Survivalism & Traps. Or, if a player was rooting through a repair shop, they would roll Repair & Mechanics or Hacking & Matrix Tech, whichever the GM felt more appropriate.



# Combat

## Initiative and Combat Sequence

Combat is divided into turns (generally considered around six seconds long). During each turn, a character can take multiple actions by spending Action Points (AP). Each character has a number of Action Points equal to  $[55 + (AGI * 3)]$ . This bank of Action Points refreshes at the beginning of each turn.

Often, one or more combatants will initiate combat without the other side being fully prepared, such as in an ambush. In these cases, the combatant(s) initiating combat get a full turn of actions before their opponents can respond. After those actions are over, or when combat is initiated in a situation where all opponents are combat-ready, then initiative is rolled.

All combatants make an Initiative roll, which is  $[1d10 + ((AGI + PER) / 2)]$ . The combatant with the highest roll acts first, the combatant with the second highest roll acts second, and so forth, continuing until the combatant with the lowest Initiative roll has acted. At that point, the turn is over, every combatant's AP bank refreshes, and a new turn begins.

If combatants roll the same total Initiative, the one with the highest Perception acts first. If the combatants' Perceptions are identical, the one with the highest Luck acts first. If both are identical, they act simultaneously. The Game Master should keep track of the sequence of simultaneous actions. For example, if a character using an AP 20 weapon is going simultaneously with an enemy casting a 45 AP spell, and the character deals enough damage to kill the enemy in the first two attacks, then the enemy will die before she has had time to cast her spell. For ease of gameplay, a Game Master may opt to roll a single Initiative for all enemy combatants by using the average of their Agility scores.

## Basic Combat Actions

The most common combat actions are attacking and spellcasting. The AP costs for these actions depend on the weapon or spell being used, and are listed in the weapon's description. All spells have an AP cost of 25 for basic, 35 for advanced, and 45 for expert spells, with the exception of the two general spells Light and Telekinesis. It does not take any Action Points to cast these spells. Actions taken with Telekinesis (e.g. firing a gun or swinging a sword) still require the normal AP costs they would have without being wielded by Telekinesis, but the act of casting Telekinesis costs no AP.

Characters in combat will want to perform more complex and tactical actions than just attacking and spellcasting. These are divided into Movement Actions, Advanced Combat Actions, and S.P.E.C.I.A.L. actions. Following this is a list of other combat actions that a character may choose to take and their associated AP costs. With the exception of the Speed Burst perk, no effect or combination of effects can reduce any action's AP cost below 10 AP.



# Movement Actions

## MOVEMENT

Basic movement of up to half your  $[END+(AGI*2)]$ , in yards, costs 15 AP.

## CHARGING

It's possible to cover even more distance if you don't care about turning or dodging. When you Charge, you cover  $[END+(AGI*2)]$ , in yards, in a straight line per 10 AP spent, but you take 15 AP to safely slow down, as per Sprinting, and, until your next turn, anyone attacking you gets a +10% accuracy bonus per 10 AP you spent Charging. Instead of slowing down safely however, you can chose to barrel into an opponent for greater damage. For any Slam, Tackle, or Flying Tackle immediately preceded by one or more consecutive Charge movements, you may add your  $[END+(AGI*2)]$  as damage, provided that you moved at least one full Charge. However, you take half that amount of damage yourself. Barding protects against this damage. Charging is exhausting; the maximum number of successive Charges actions you can take is equal to your  $[(END/2)$ , rounded up]. Charge cannot be used for calculating overland travel times.

## CLIMBING

You can climb up to  $[(STR+END+AGI)/2]$ , in feet, for 30AP, assuming you can find places to grip. The GM may require an Agility or Survival roll to find purchase on trees, rocks, statues, and other objects not explicitly made for climbing.

## DROPPING (TAKING COVER)

You can drop to the ground (for instance, to take cover) for 10 AP, while crouching is free. Any cover bonus gained will be as specified by the GM.

## FLYING

If you are capable of flight, then you may perform aerial movement, charging, and sprinting actions. The AP cost for these maneuvers is identical to those for other characters, but your movement distance is multiplied by double your flight rank. Starting at flight rank 2, flying characters must spent 15 AP to slow down at the end of all flight movement actions if they intend to stop in one place.

## JUMPING

Small jumps can be made freely as part of movement, but a pony attempting to jump very high or very far spends 15 AP or adds 10 AP a movement action. The maximum height a pony can easily jump is  $[(STR+AGI)/2]$  in feet. For distance, a pony can leap  $[STR+AGI]$  in feet with Charging, adding a bonus equal to one quarter of the distance charged. Both of these can be bolstered by taking a temporary one point penalty to Endurance in order to add the END to the distance. The penalty goes away when you have time to rest, e.g. ten minutes of sitting still.

## SPRINTING

Flat-out movement costs 15 AP per  $[END+(AGI*2)]$  yards, plus 15 AP to slow down enough to take other actions. If you do not slow down by the end of your turn, you are still considered to be sprinting at the start of your next turn.

## STAND UP

Standing up from a crouch costs only 10 AP. If you were laying down, standing up costs 20 AP.

## SWIMMING

You can swim up to your  $[STR+END+AGI]$  in feet for 15 AP.



# Advanced Combat Actions

## Melee/Unarmed

### BREAK FREE

To break free of someone choking or pinning you, you must win an opposed STR test at a cost of 35 AP for you.

### BUCK

You turn and give your target a powerful kick with both rear hooves. This basic Unarmed attack costs triple your Unarmed weapon AP to perform and cannot be parried. This attack can benefit from any hoof-worn Unarmed weapon, so long as you are wearing the same weapon on both rear hooves. Roll at +15% accuracy, and, if successful, inflict double your normal Unarmed damage to the target. So long as the target is not more than one size larger than you, the target must make a successful END roll to avoid being knocked down, with a penalty of 1 for every 10 damage dealt. Whether successful or not, opponents gain a +10% accuracy bonus to strike you until your next turn for each time you buck.

### CATCH

A character may attempt to catch a flying or falling creature or object, so long as the character can move into the path of that creature or object. Catching is an action that combines a movement action with an Unarmed skill check for the cost of that movement action +5 AP. A character who does not wish to be caught may attempt to avoid the catch with an Agility check with a penalty equal to -1 for every degree of success by which the Unarmed skill check succeeded, to a maximum of -3. The effect of catching an object or creature depends on the circumstance and may require further rolls. Catching a grenade will stop the grenade's travel; catching a flying dragon isn't going to stop the dragon's flight.

### CHOKE

You may attempt to choke an opponent into unconsciousness. This maneuver is most easily performed on an opponent you are pinning. Otherwise, the initial attack requires an attack roll at a -30 and the opponent may attack or attempt to move while being choked. Opponents being choked suffer a penalty of 20 to all attack rolls. While choking an opponent, you may take no other actions except attempting basic move actions, requiring you to maneuver your opponent with you. Movement distances for both you and your opponent are reduced by half and move actions are contested with opposed Agility rolls. Successfully choking an opponent takes a number of turns equal to the opponent's Endurance. A unicorn with a skill of at least 25 in Medicine or Unarmed may attempt to perform a choke telekinetically on an opponent within line of sight and short range. The opponent gets the normal opposed roll for avoiding telekinesis. Telekinetic choking follows all the normal rules for choking except that movement actions are not reduced or opposed. The opponent may not use Break Free to break out of a telekinetic choke, but may break it by moving out of the unicorn's line of sight for a turn. A choked-out victim remains unconscious for ten minutes, after which they may make an Endurance roll to recover. If they fail, they may repeat this roll once per minute until they awaken.

### DISARM

This is a difficult close combat maneuver meant to relieve an opponent of their weapon. Roll a contest of your Melee or Unarmed skill at a -40% to Accuracy against the opponent's Melee skill. This can be improved by making it a precise strike. The AP cost is based on the weapon used.

### ESCAPE

A character who is being held, but not bound, choked, or pinned, can attempt to dislodge themselves from the hold. This attempt costs 20 AP and is a Strength or Agility check, opposed by their opponent's Strength check. If the opponent is attempting any other action (including being engaged in flight or other movement), the character gains a +2 bonus to the check. A character may attempt escape actions before their turn in the combat sequence by borrowing AP from their upcoming turn. However, doing so increases the cost to 25 AP.



## FLYING TACKLE

You leap at your opponent, attempting to knock them back, then pin them to the ground. This risky maneuver costs triple your Unarmed weapon AP to perform and cannot be parried. If successful, this attack deals normal damage, plus it knocks them back as with a Slam and allows you to pin them. You must succeed at an opposed [1d10+STR+AGI] test with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. So long as the target is not more than one size larger than you, if you beat your opponent's result, you knock your opponent to the ground and pin them. In addition, for every degree of success you achieve on the opposed roll, you deal 2 extra points of damage. If you fail any part of this attack, you take half normal unarmed damage and are automatically knocked down.

## PARRY

A parry is an attempt to deflect a close combat attack using a Melee weapon or Unarmed attack. Using the Melee skill, ranged weapons can be used to parry at a -20% to Accuracy. Roll Melee or Unarmed skill and compare your margin of success to your opponent's margin of success; defender wins on a tie unless the attacker got a critical success and the defender did not. You must have 15 AP remaining per opponent whose attacks you wish to parry.

## PIN

If your opponent is laying on the ground, you may attempt to pin them. You must succeed at a [1d10+STR+AGI] test at a +2 bonus, versus the target's opposed [1d10+STR+AGI] test. A pinned opponent cannot move and is at a 30% penalty to any action, other than breaking free. This maneuver costs 20 AP each turn you maintain it. Neither you nor your opponent can take a movement action during a pin.

## PRECISE STRIKE / PRECISE SHOT

You may spend up to your [PER\*3] AP making a carefully aimed strike, shot, or burst, gaining a +1% bonus to Accuracy per AP point spent. You may spend this AP at the end of one turn to apply to an attack at the beginning of your next turn, provided that attack is your first action on that turn. This action cannot be used for a "Wild" attack.

## SLAM

You slam your body into your target, sending the target flying. This basic Unarmed attack costs double your Unarmed weapon AP to perform and cannot be parried. The only unarmed weapons that can be used for this attack are helmets and body spikes. Otherwise, the AP and damage are based on a bare-bodied attack. If successful, this attack deals normal damage. Then, make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1 yard in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, they and the object take +1d10 damage per yard of remaining movement. Should the damage from knockback exceed the object's HP, the object breaks and the target continues moving whatever distance remains. If you fail any part of this attack, roll an Agility check to stay upright.

## TACKLE

You grapple a target to the ground. This basic Unarmed maneuver costs double your Unarmed weapon AP to perform and cannot be parried. If successful, this attack deals half normal damage. Then make a STR check opposed by your target's STR or AGI (defender's choice). So long as the target is not more than one size larger than you. If you beat your opponent's result, you knock your opponent to the ground and pin them. If you fail any part of this attack, roll an Agility check to stay upright.

## TRIP

Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. This counts as a Normal Action (15 AP) but does no damage. Roll [STR(or END for telekinetically wielded weapons)+1d10] versus your opponent's [AGI+1d10]. If your result is higher, your opponent is knocked down. If your target is flying, you may use a trip action to attempt to hit an opponent's wing to destabilize their flight, causing free-fall



## WILD SWING

If a character must use one or more move actions in order to be able to attack an opponent and is left without enough AP to attack, but they still have some AP left unspent, they may expend all remaining AP to make one Wild Swing attack with any readied Melee weapon or an Unarmed attack. This poorly aimed attack has a penalty of 1% Accuracy to hit for every point of AP that the character is short.

## Ranged

### ATTACKING FROM THE GROUND

For most beings, it is awkward to fight up close while lying down. While laying down and using ranged weapons at point blank range, the Accuracy bonus is negated and there is a 10% penalty to Accuracy. Using Melee weapons from the ground is a bit trickier and inflicts a 20% penalty to Accuracy, due to the awkward movements necessary (though perks can reduce this).

### BIPODS/TRIPODS/PINTLE MOUNTS

Long barreled weapons can be mounted on a bipod or tripod (with the Use Item action), which reduces Strength requirements by 4, as well as reduces Accuracy penalties by 5% at medium range and 10% at long or extreme range. Pintle mounts negate Strength requirements for a weapon while it is attached, but attaching and detaching weapons from such a mount is generally not a combat action unless the weapon or the mount was specifically designed for it. As they are generally low to the ground and not designed to rapidly shift aim, bipods negate the bonus for firing at point blank range and, instead, impose a 20% penalty to Accuracy. At GM discretion, tripods and weapons on pintle mounts may have a 10% penalty to accuracy applied if attacking from an awkward angle.

### BRACING

Resting a long barreled weapon on a suitable piece of terrain (a large rock, short wall or fence, etc.) reduces Strength requirements by 2. It also reduces accuracy penalties by 5% at medium range and 10% at long or extreme range. Weapons mounted on a Battle Saddle cannot normally be braced.

### BREACH LOCK

A character may expend an explosive and attempt to substitute Explosives for Lockpick in order to get past a lock. However, this has a good chance of damaging contents inside a locked container. The GM rolls for each item inside (excluding bottle caps or pre-war bits). On a roll less than or equal to the base damage of the explosive used (minus 5% for each degree of success the character had on her Explosive roll, and minus 5% for each rank the character has in Explodee McGee), the item takes damage. Hardy items, such as weapons and armor, suffer one degree of degradation. Others, such as ammunition or medical supplies, will be destroyed.

### BURST FIRE

Using an automatic weapon, you roll 3 attacks at -10% Accuracy to hit if you are under Strength for the weapon. This counts as a Normal Action.

### FULL AUTO

Using an automatic weapon, you roll a number of times equal to the weapon's Rate of Fire (ROF) and expend twice that many bullets. Each shot is at a  $[5 \times \text{ROF}]$  penalty to Accuracy, and, if you are under Strength for the weapon, there is an additional -10% Accuracy to hit for every roll. For every success, if the result is odd, one bullet hits, whereas, if the result is even, two bullets hit. This is the basic action attack for weapons with a Rate of Fire

### PRECISE SHOT

You may spend up to your  $[\text{PER} \times 3]$  making a carefully aimed strike, shot, or burst, gaining a +1% bonus to Accuracy per AP point spent. You may spend this AP at the end of one turn to apply to an attack at the beginning of your next turn, provided that attack is your first action on that turn. This action cannot be used for a "Wild" attack.



## SUPPRESSION FIRE

Instead of attacking a specific target, a weapon capable of performing a Full Auto attack can be used to attempt to pin opponents behind cover. Ammo is expended as normal for a Full Auto attack. In general, only one corner of a building or both sides of a small obstruction, like a cart, can be covered. Any opponent in the suppressed area who expends AP while at least partially exposed (e.g. returning fire or moving out of cover), is automatically attacked once (at normal Full Auto penalties) for every *15AP* they spend while not in full cover. These attacks are resolved exactly as if coming from an automatic weapon with RoF: 1. Obviously, once all bullets have either hit or missed, no further suppression can occur. Actions performed while exposed to suppression fire (including shooting back) are at a 10% penalty to Skill, since random fire is rather distracting.

## WILD SHOT

If a character using a ranged weapon takes one or more move actions in order to move into a position that provides a better percentage chance to hit and is left without enough AP to make the attack, but the character still has some AP left unspent, she may expend all remaining AP to make one Wild Shot attack. This poorly aimed attack has a penalty of 1% Accuracy to hit for every point of AP that the character is short.

# Special Actions

## ACTIVATE PIPBUCK FUNCTION

Characters who possess a PipBuck may activate special features of their PipBuck. Activating or deactivating the PipBuck's light, or accessing its functions like Automapping, costs *10 AP*. Activating the PipBuck's Stable-Tec Arcane Targeting System (S.A.T.S.) also costs *10 AP* and gives you access to penalty-reductions for part of the rest of your turn. Finally, accessing the PipBuck's Eye-Forward Sparkle (E.F.S.) grants the character an illusionary "heads up display" that allows a character to locate and assess targets. Activating E.F.S. costs *25 AP* but will last until turned off. Turning off E.F.S. is a *0 AP* action.

## DODGE

After other actions, you may dedicate any amount of your remaining AP to dodging. For every two AP spent, your opponents suffer a penalty of 1 to Melee and Unarmed attacks against you, as well as attacks made against you from long or extreme range, to a maximum penalty equal to your  $[AGI*3]$ . This effect lasts until your AP refreshes.

## GENERAL

A general action is any relatively simple action that doesn't fit into any of the other action types, such as opening a door or tying a rope, as well as skill-based action attempts such as hacking a terminal or picking a lock. A general action costs *25 AP* in combat and requires that the necessary equipment be already held by the pony attempting it. Inventions or equipment modifications may decrease the AP cost of specific general actions. For example: a quick-release harness may reduce the cost of detaching oneself from a wagon from *25 AP* to *10 AP*.

## REACT

Once a turn, you can choose to hold a single action in order to react to others. For instance, a guard might be staring out into the night, watching a lonely stretch of roadway. If the guard became aware of multiple enemies but didn't have a line of sight to them, they could chose to hold their action and attempt to react as enemies became visible while dashing from cover to cover. Changing what you are reacting to, or changing the react action, adds an extra *10 AP* to the action and a 10% penalty to Accuracy. Changing multiple times accrues cumulative penalties.

## RELOAD

This takes *10 AP* for single shot guns or guns with clips/drums/speed loaders or for battle saddles with a reloader lever. Revolvers, Bolt-Action, Lever-Action, and Pump-Action guns without speed loaders, and battle saddles without a reloader lever, take *20 AP* to reload.



## USE ITEMS

Using an item from your inventory, such as a healing potion or chem, costs *20 AP* if you have hands, the Tail Trick perk or telekinesis. Otherwise, it costs *30 AP*. Because they are hung to be readily available, using holstered items (usually weapons) costs *10 AP* less than the above cost. Masks, when worn, can be adjusted for use or disuse with a *10 AP* action. You must have a hand, mouth, or equivalent manipulator free to use this action.

## UNJAM OR DE-GLITCH A WEAPON

It costs *30 AP* to clear the jam or fix a glitched plasma or magical weapon. Until then, the weapon will not fire.

# Attacking, Damage, and Death

To attack an opponent, the character must make a skill roll using the appropriate skill for the weapon that the character is wielding. Attacks made without weapons use the Unarmed Skill. This roll is usually heavily modified by situational and attack modifiers. Modifiers can adjust the difficulty of a task beyond the normal limit of plus or minus 30%, up to a maximum of the character's Critical Failure rate or a minimum of the character's Critical Success rate.

In most cases, a failed attack roll simply means the character missed. However, degrees of failure become important if the character fails an Explosives check when lobbing an explosive or firing ordinance with an Area of Effect (AoE) value. Every degree of failure places the explosive one AoE value increment away from the intended target in a direction determined by the GM. Failed attacks with explosives may still wound or kill the target, and/or may hurt unintended targets.

Damage and other effects are usually resolved immediately after an attack is successful. However, the damage and effects of placed and thrown explosives are determined at the end of the turn in which they are used or triggered. Characters with react actions may attempt to disarm the explosive (in the case of a mine or other explosive trap), find cover, or escape the AoE.

If an attack is successful, the character must then determine the damage dealt. Weapons deal a base amount of damage plus a random additional amount. The base damage may be a static number, a number calculated by one of the character's S.P.E.C.I.A.L.S or other statistics, or both. For example: a pool cue has a base damage equal the character's Strength.

The random amount is generated by rolling a number of dice and adding the numbers rolled together. The number of dice rolled for each weapon is listed in the weapon's statistics on the equipment pages. Most ranged weapons use d10s which are represented in the weapon's listing as "+" marks. For example, a plasma pistol has a damage rating of 25++. This means that the weapon deals a base damage of 25 plus a randomized additional damage of 2d10.



# Types of Damage

Damage falls into three types; Lethal Damage, Nonlethal/Stun Damage, and, finally, Skill or S.P.E.C.I.A.L. Damage. Lethal Damage is the most straightforward and common. It is any kind of damage that does grievous bodily harm with an object. This could be anything from the humble rock to a .50 caliber round. Damage is the one time where higher numbers are better, as, the higher the points, the better a chance of punching through an opponent's Damage Threshold. Healing spells and items also function off this mechanic (higher numbers = better).

Both base and random damage values, as well as the enemy's effective DT value, may be modified by ammunition, S.P.E.C.I.A.L. properties, or other modifications.

The second type of damage is Nonlethal or Stun Damage. Nonlethal Damage is designed to batter the body without doing too much harm. This is more suited to padded or incapacitating weapons, like the taser or stun mode on the arcane blast. A large number of spells and chems also fall into this category. Nonlethal follows the same rule as above for rolls. If a character has their Nonlethal HP reduced to 0, they are unconscious, but not dying. They can wake up after a certain amount of time has passed and after a successful Endurance roll. However, a character who has had their Nonlethal HP reduced to -30 will also have their Lethal HP reduced to 0. For every 2 points past -30, Nonlethal HP shall be counted as 1 Lethal Damage and normal dying rules apply. Nonlethal HP is reset to full after a full night's sleep.

Illusionary Damage is another form of Nonlethal damage and works the same way as Stun damage. However, it can only render someone unconscious; it cannot affect their Lethal Damage in any way.

Skill/S.P.E.C.I.A.L. Damage is the third, and last, type of damage and is, by far, the most aggravating for a player to deal with. HP can be readily healed, but a drained or damaged S.P.E.C.I.A.L.? That takes time, or at least a powerful zebra potion. S.P.E.C.I.A.L. damage lasts until cured or 1 day per point of damage, depending on what caused the damage. Skill damage is similar to S.P.E.C.I.A.L. damage in that restoring the damage takes time. However, most Skill damage goes away much faster than S.P.E.C.I.A.L. damage, at a rate of 1 point per hour of light activity or 5 per hour of rest.

## Armor, Damage Threshold, and Damage Resistance

Armor is probably the most important thing to remember when going into combat, as armor gives the bonus stats of Damage Threshold (DT) and Damage Resistance (DR). Plain and simple, Damage Threshold is how much damage your armor negates, and Damage Resistance is how much damage you can shrug off because you or your armor are just that tough.

Damage Threshold is a subtractive stat, meaning that the total amount of Damage Threshold you have is subtracted from your incoming damage. That is, if you're taking 32 Damage and have 15 Damage Threshold, you now only take 17 Damage.

Damage Resistance is a percentile stat, meaning that whatever your total Damage Resistance is, it removes that percent of damage. For Damage Resistance, reduction is always calculated AFTER Damage Threshold (i.e., if you have 5 DR and the amount of damage you are taking after subtracting DT is 20, you now only take 19 Damage, as 1 is 5% of 20).

Damage Threshold and Damage Resistance reductions are applied to every hit, not every attack. So if you are hit 4 times, despite being attacked once, you apply your reductions 4 times (once to every hit). Examples of weapons with multiple hits per attack are burst weapons and Battle Saddles with weapons links.

Weapons which deal Damage, reduced by DT, but that also deal elemental damage that is reduced by elemental resistances, or poison that is negated by a successful poison resistance roll, apply their normal damage first. The elemental or poison damage is only applied if at least one point of normal damage is done first. Examples include enchanted weapons, such as the zebra rifle, or weapons enhanced by certain spirits or imbuing spells.



# Death

Characters with their Health at 0 or lower are considered unconscious and dying. A dying character will die in a number of turns equal to the character's Endurance, unless they receive medical aid that brings their Hit Points back above 0. Characters revived after having their health dropped past 0 will have their effective Endurance reduced by the number of turns they were unconscious, should their Hit Points fall below 0 again. This effect can be reversed with more intensive medical treatment and/or rest. Characters who have their health reduced past -20 or are reduced to ash or goo by a fatal critical success from a magical energy weapon, or "chunky salsa" from a killing critical by an explosive weapon, are simply dead and cannot be saved.

## Crippling Limbs and Hit Locations (Optional)

One of the primary values of making called shots is to attempt to cripple a limb. A character's horn or torso becomes crippled when they have taken damage equal to half of the character's full Hit Points, rounded down. Limbs become crippled when taking damage equal to one third of the characters full Hit Points, rounded down, and become severed when they receive damage equal to two thirds of the character's full Hit Points, rounded down. The amount of damage applied to limbs (including the head, but never the torso), for purposes of determining if a limb is crippled, may be modified by traits such as Large Frame or Small Frame.

Additionally, some groups may decide that they want to track where on the body each attack hits, using hit locations for all attacks, instead of just called shots. In that case, the following optional rule applies: when you have hit a target, reverse the numbers of your roll and consult the chart below to find where you have struck. Explosives deal half their damage (rounded up) to all limbs, making crippling very likely. Spells divide their damage evenly across all limbs.

### Non-Winged Opponents

01-10 - Head  
11-60 - Torso  
61-70 - Left Foreleg  
71-80 - Right Foreleg  
81-90 - Left Hind leg  
91-00 - Right Hind leg

### Winged Opponents

01-10 - Head  
11-40 - Torso  
41-50 - Left Foreleg  
51-60 - Right Foreleg  
61-70 - Left Hind leg  
71-80 - Right Hind leg  
81-90 - Left Wing  
91-00 - Right Wing

Crippled limbs give a penalty of 3 on all Strength and Endurance checks, and a -30 to all attack rolls with weapons using those limbs, as well as a corresponding drop in damage for Melee and Unarmed attacks. A crippled head gives a concussive -3 to all Perception rolls. A crippled torso increases all AP costs by 10. A crippled leg will severely impede movement, doubling move AP for each crippled leg. With three crippled legs, the victim will be stricken immobile. A crippled wing renders a character unable to fly. If crippled during flight, they enter free-fall.

Crippled limbs may be cured with the right medical spells or with a successful medicine check and the use of a Doctor's Bag. If a crippled limb is not treated, any further damage to that limb runs the risk of severing or destroying the limb entirely. Severed limbs can be re-attached with the right Medical spells shortly after dismemberment. Disintegrated or completely destroyed limbs cannot be replaced so easily. Needless to say, while most re-attached limbs regain full functionality, re-attaching a severed head will not bring a character back to life.

A tail may be targeted for circumstantial effects (such as disarming a character using Tail Trick), but attacks to the tail do not cause any loss of health and the tail is not a normal hit location.



# Attack Modifiers

Attack chance can be modified by numerous factors, including range, attempts to attack a specific part of the body (known as “called shots”), and size difference between attacker and target. While a form of skill roll modifier, they are different in that they are generally optional, specific, or combat orientated actions a character may take, where general skill roll modifiers are imposed by the GM to any skill roll based on the difficulty of the task presented. Below is a list of common attack modifiers.

## ATTACKING FROM THE GROUND

For most beings, it is awkward to fight up close while lying down. At point blank range, the accuracy bonus is negated and there is a 10% penalty to Accuracy if the attacker is lying down. Using Melee weapons from the ground is a bit trickier and inflicts a 20% penalty to Accuracy, due to the awkward movements necessary (though perks can reduce this).

## BIPODS/TRIPODS/PINTLE MOUNTS

Long barreled weapons can be mounted on a bipod or tripod (with the Use Item action), which reduces Strength requirements by 4, as well as reduces Accuracy penalties by 5% at medium range and 10% at long or extreme range. Pintle mounts negate Strength requirements for a weapon while it is attached, but attaching and detaching weapons from such a mount is generally not a combat action unless the weapon or the mount was specifically designed for it. As they are generally low to the ground and not designed to rapidly shift aim, bipods negate the bonus for firing at point blank range and instead impose a 20% penalty to Accuracy. At GM discretion, tripods and weapons on pintle mounts may have a 10% penalty to Accuracy applied if attacking from an awkward angle.

## BRACING

Resting a long barreled weapon on a suitable piece of terrain (a large rock, short wall or fence, etc.) reduces Strength requirements by 2. It also reduces accuracy penalties by 5% at medium range and 10% at long or extreme range. Weapons mounted on a Battle Saddle cannot normally be braced.

## CALLED SHOTS

Targeting specific locations on the body is named “Called Shots”. Whether your character calls out their desired target or keeps it to themselves is irrelevant. Targeting these locations specifically is optional and comes with a penalty to hit based on the target location. Successful called shots will do Crippling damage to the targeted limb equal to half the total damage, unless the weapon has Crippling Rules (Light, Medium, Heavy) attached to it. In this case, crippling damage follows the Crippling rule attached to the weapon. Called shots to the head do 1.5x normal damage. This stacks with Critical Success multipliers.

NOTE: If the character you call a shot on is wearing a helmet, the multiplier for called shots to the head is only 1.2x normal damage. And here you thought it only complimented your crayons.

Target Location	Penalty
Body	-10% Ranged / -5% Melee
Limb (Includes Tails)	-20% Ranged / -10% Melee
Head	-30% Ranged / -15% Melee
Specific Part (Crotch, Knee, Eye)	Imposes a 20% penalty in addition to the appropriate location penalty above

## COVER

Shooting a target in cover applies a penalty specified by the GM. This will generally be between -10% for sparse soft cover, like a dead bush, and -75% for near total cover, like firing through an arrow slit in a stone wall. Likewise, cover may protect against explosions, as if the character was +1 to +3 AoE values farther away from the center of the detonation.



## MULTIPLE WEAPONS

Attacking with two weapons at the same time (AP cost is that of the higher AP weapon) gives a 40% penalty to Accuracy if both are aimed at the same target, or 60% penalty if aiming at different targets. These penalties may be reduced by some perks. This penalty does not apply to weapons mounted in Battle Saddles. Some weapons carry additional penalties or simply cannot be multiple-wielded outside of a battle saddle. See the Heavy, Set, and Unwieldy S.P.E.C.I.A.L. qualities in the Tiered Weapons List for details.

## RANGE

Range	Distance	Accuracy Modifier
Touch	3 ft	Same penalties as Point Blank Range, but Target gains +20 to dodge
Point Blank	15 ft	+15% for Short Range weapons; -15% for Long Range and Battle Saddles
Short	50 ft.	+0%
Medium	150 ft.	-10% (-15% for Short Range weapons*)
Long	450 ft	-30% (-20% for Long Range weapons; no Short Range weapons**)
Extreme	+450 ft.	-40% (only weapons designated as Long Range**)

\*Thrown explosives and thrown weapons count as Short Range weapons

\*\*At GM discretion, a sufficiently large penalty may be applied to hit something beyond effective range.

## SIZE

If the attacker and defender are in different size categories, subtract the attacker's size category from the defender's and multiply the difference by 15% to get the bonus or penalty.

Size	Category
5	Enclave Thunderhead
4	Enclave Raptor or Ursa Major
3	Hydra; Ursa Minor; or huge, gigantic, terrifying, enormous, teeth-gnashing, sharp-scale-having, horn-wearing, smoke-snoring, could-eat-a-pony-in-one-bite, totally all grown-up Dragon
2	Tank, passenger skywagon, or young adult Dragon
1	Adult buffalo, Hellhound, Manticore, wagon, or young Dragon
0	Pony, zebra, Griffon, or very young Dragon
-1	Spritebot, Bloatsprite, or baby Dragon
-2	Bunny or other small creature

Shipboard beam cannons on Raptors and Thunderheads are generally size 1 or 2 for their own targeting.

## SNEAK ATTACK

A successfully sneaking character who attacks an unaware target gains a +30 bonus to the attack as well as a +20% chance of critical hit.

## STR REQUIREMENTS

Using weapons when you have less Strength than their minimum requirement inflicts a cumulative -5% to hit and +5 AP for each missing point of STR. Battle Saddles reduce these Strength requirements by 2.

## STABLE-TEC ARCANE TARGETING SPELL

While S.A.T.S. is active, your PipBuck negates up to 30% worth of penalizing attack modifiers. S.A.T.S. can only negate penalties; it cannot give a bonus.

## TARGET IS ON THE GROUND

Similarly, it is harder to defend when not on one's feet/hooves, which gives the attacker a +20% bonus to Accuracy.



## VISIBILITY

The exact penalties vary substantially from one situation to another. Such penalties should be assigned by the GM on a case-by-case basis. Common penalties range from -10% for minor difficulties to -50% Accuracy for a target that is completely invisible for any reason.

## UNBALANCED BATTLE SADDLE

If two weapons of dissimilar design (such as a minigun and a rocket launcher) are mounted in the same battle saddle, the wearer suffers a -10 penalty to Battle Saddles rolls.

# Critical Success or Failure in Combat

Any successful hit that rolls less than or equal to the attacker's Luck is a critical hit. This means that the attacker has struck a particularly devastating blow. For most weapons and spells, roll damage normally and multiply the resulting damage by 2. Magical Energy Weapons deal triple damage on a critical hit rather than double damage. If a laser or plasma Magical Energy Weapon deals enough damage on a critical hit to reduce the victim to 0 Hit Points or less, the target is disintegrated into glowing ash (if by laser) or melted into glowing goo (if by plasma). Likewise, a critical success with an explosive that reduces a victim to 0 Hit Points or less blows the target into pieces (or "chunky salsa"). Alternately, the GM may decide to supersede these rules if something more entertaining would make as much or more sense.

A sneaking character gains a +20% chance to critically hit an unaware target with her first attack. After the first attack, the target is considered aware. Sneaking characters are no longer considered sneaking after an attack unless their attacks are silent.

Any miss that rolls higher than  $[94 + (\text{Luck}/2), \text{rounded down}]$  is a Critical Failure. This means something bad happens. Typically this means either the gun jammed, glitched (for plasma and magical weapons), or the attacker injured themselves or an ally (GM's decision) at normal damage, but ultimately it is the GM's decision as to what happens.

Regardless of modifiers, a roll of 1 is always a Critical success and a roll of 100 (for skills) or 10 (for S.P.E.C.I.A.L. rolls) are always Critical Failures.

# Martial Arts

Dating back to before the War, traditional combat practices were made by the races of the world. These Martial Arts turned one's body into a deadly weapon. Being passed down and refined by practice made them widespread enough survive the end of the world, but legendary enough that those who are lucky to be able to receive training make their body into a well tuned (and deadly) machine.

Practitioners are usually focused on a particular set of skills or technique (Unarmed/weapon fighting, frontal conflict/attacking from shadows), giving them an edge over normal bare hoof brawling. Some of the more famous martial arts were Fallen Caesar and Doom Bunny, though they weren't the only ones to survive the apocalypse. The Martial Arts system in this game uses the traits and perks system to enhance Melee or Unarmed combat skills in very unique and different ways. Learning and improving your Martial Arts requires you to spend trait and perk slots during character creation and leveling up. Characters do not need to use a trait slot to learn a martial art. They may instead take "Trained by a Master of \_\_\_\_\_" (the first level of any particular martial art) as a perk instead. Though they do not receive the bonuses you get if you take it as a trait.



# Healing

Wounds recover at a natural rate of  $[1 + (\text{END}/3), \text{rounded up}]$  Hit Points per hour of sleep. This recovery speed can be doubled with successful medical aid. This healing will not restore a crippled limb.

Hit Points can be recovered much more quickly through the use of the right medical spells or through alchemical or magical healing items, such as healing potions, healing salve, and magical bandages. The base healing that these items provide is augmented by the Medicine skill of the character administering the healing item. For every 10 full points of Medicine the character has, these items heal an additional +1d10 Hit Points. For items which heal over time, this additional healing occurs 1d10 per turn, with any remaining healing occurring on the final turn. If using hit locations, unless otherwise noted, any item or effect which heals Hit Points also heals each damaged limb by that amount, divided by the character's total number of limbs. A successful Medicine check may be used to focus healing onto restoring a specific, single limb.

Magical energy damage, such as from magical energy weapons or some offensive spells, are extremely gruesome, warping the flesh so that it doesn't heal properly. Such wounds are harder to heal with magic spells and leave permanent scars. Limbs crippled with magical energy damage, which are healed through natural healing, healing potions, or regeneration, will be permanently debilitated, causing the character to suffer a penalty of 10 on Skill rolls for actions with that limb. Super Restoration Potions, the Bone Mending spell, and items imbued with Spirit of Life are capable of healing wounds from magical energy damage without scarring or lasting limb impairment.

A character may heal all stun damage with an hour of rest. Illusionary damage heals the moment the illusion spell ends. Normal healing methods do not heal illusionary damage, and only healing which can heal magical energy damage can heal Stun damage.

Example: Get Lost has a Medicine of 73. He succeeds on a Medicine skill check to apply a healing salve to an injured friend. Healing Salve normally heals a base of 4 points of damage per turn for five turns, and gives a penalty of 1 to Perception for 10 turns. On the first four turns, the salve will heal  $4 + 1\text{d}10$  damage, and, on the final turn, it will heal  $4 + 3\text{d}10$  damage.

Ghouls regenerate at a rate based on their radiation level. Every Hit Point regenerated reduces the ghoul's radiation level. If a ghoul is at full Hit Points, it continues to internally consume radiation at a rate equal to its regeneration rate per hour.

Example: After spending hours in the immediate vicinity of a venting Stable reactor, the ghoul Sweet Tooth has become a Glowing One, maxing out her radiation level at 1000. She regenerates 8 Hit Points a turn until she is fully healed, losing an equal number of Rads. After that, she will continue to lose Rads at the rate of 8 Rads an hour until she reaches 799 Rads, at which point her radiation loss will drop to 6 Rads an hour, and so on. Sweet Tooth is going to be a Glowing One for several days.



# Environmental and Other Hazards

There are many, many hazards in the Equestrian Wasteland. Your most common hazards include the following: Radiation, poison, Taint, fire, electricity, cold, rubble/unstable buildings, flora/fauna. Hazards can be completely dependent on the local environment, character action, and even GM mood.

Radiation is an intensity per exposure hazard, in which you take on the hazard in a series of exposures (e.g., 50 Rads/turn). Radiation resistance is a percent and is deducted from all incoming Rads and is generally rounded down (this means that a radiation resistance of 5 would turn your 50 Rads/turn into 48 Rads/turn, 10 would make it 45 Rads/turn, etc.). Effects from Radiation remain until the Rads level is reduced.

0-199	NO EFFECT	NO DAMAGE
200-399	MINOR RADIATION POISONING	-1 END
400-599	ADVANCED RADIATION POISONING	-2 END, -1 AGI
600-799	CRITICAL RADIATION POISONING	-3 END, -2 AGI, -1 STR
800-999	DEADLY RADIATION POISONING	-3 END, -2 AGI, -2 STR
1000+	FATAL RADIATION POISONING	DEATH

Elemental and poison resistances are a percentile roll, similar to addictions. So if you have a poison resistance of 10, you must roll a d100 and roll a 10 or lower to escape being poisoned, getting burned, etc.

Flora and fauna hazards are usually some form of enemy but can also extend to dangerous plants like Killing Joke, toxic berries, or even a pollen allergy.

Taint, or as it was known before the war, Impelled Metamorphosis Potion (I.M.P.), is a mutagenic agent that causes horrific mutations to anyone exposed to it. When used under controlled circumstances, it can create monsters like the Dipped Alicorns, but, for most of its victims, it simply horrifically disfigured them until they died of exposure. Taint requires an Endurance check to initially survive exposure and a Hard Luck check to determine whether or not it will have disastrous side effects. More in-depth rules on Hazards including ones not addressed in this book are covered in *The Overmare: Game Master's Guide*.



# Chapter 3: Modifications, Invention, and Crafting



# Modification

Modifications, or mods, come in all different shapes and sizes. From adding a scope to a gun to adding sophisticated pre-war tech to armor, mods allow for amazing flexibility in items. Modifications fall into 3 broad categories: Weapon Mods, Armor Mods, and Inventions.

## Weapons Mods

Weapon Mods are mods that enhance weapons. They are usually locked to a weapon, but there are general mods that “all” weapons can take, like a folding stock on a firearm. Mods either come in a fixed price or a variable rate, reflecting the rarity of the weapon or the complexity of the mod. However, unless otherwise noted, this only goes off the weapon’s base price. So, say you want to give a .357 Magnum, which has a base rate of 250 caps, a short barrel. You would pay 83 caps, since that is 1/3 of the base price of the gun.

## Armor Mods

Armor mods are very similar to weapon mods with only a few differences. Barring a select few mods, all armor mods are universal. This gives a lot of customization in what you want to equip your character in. A select few armor mods can also be added to clothing and the reinforcement kit can turn clothing into light armor. From there, the sky (and your wallet) is the limit! There is a subset of mods in this category that apply specifically to headwear.

# Inventions and Crafting

## Crafting

Crafting is the ability to make relatively common items, like ammo, mods, and basic armor. Players can roll the most appropriate skill to try and make these items when they have gathered the appropriate materials.

## Inventions

Inventions allow the player to create non common items. Inventions require a schematic, but Earth ponies may roll their Cutie Mark skill to craft items related to their Special Talent, instead of their Repair and Mechanics skill. They come in 3 tiers - level 1, level 2, and level 3. Something simple would fall under a level 1 schematic, like a variant type of ammo for a weapon or a hoof-friendly multi-tool. Level 2 items are reserved for bigger projects, like a water purifier or a basic helmet package. Level 3 is the least limited type of schematic. With a level 3, your imagination is your only limit. At this rank, you can build entirely new weapons or armor, or even customize a vehicle... or build one of your very own. For more information on vehicles, see the vehicles guidebook. It requires skills, tools, materials, and time to create your schematic, but, once you’ve built your first one, you can create them from there on without rebuying a schematic.



# Chapter 4: Alchemy and Chemistry



# So You Wanna Be an Alchemist?

Alchemy is a more natural style of magic application, usually passed down in a tribe from one alchemist to another. Alchemy uses the innate power contained in herbs, roots, and other things to create everything from basic potions, to healing wounds, to a mystical brew that can bring someone back from the dead. While non-Tribals having access to this art isn't unheard of, it is fairly uncommon.

Common recipes, the simplest uses of Alchemy, may be crafted by any character who possesses the prerequisite skills. These recipes are open to all but Dipped Alicorns, as they have no connection to the land, and range from simple healing potions to things such as homebrewed anti-venom. All Zebras start out with the ability to make common and uncommon brews. Tribals (with the Tribal background) also start with the same ability. Non-Tribals (or Tribals lacking the Tribal-background) only have the ability to make common recipes, but can learn the art of Alchemy as they go. However, Tribals are the only known people who are able to craft the highest tier of alchemical recipes, as the magic needed to create them is intrinsic to their race.

Alchemy requires that the character possess the appropriate skill prerequisites and ingredients. The character must then make a successful Alchemy/Survivalism and Traps roll. Most of the higher tier alchemical recipes are rare and require the character to obtain the recipe.

All uses of Alchemy require an appropriate cooking area, such as a camp fire, hot plate, or similar source of heat, in addition to any other materials. Most Alchemy requires special herbs, referred to in game mechanics as green, red, and blue herbs. More advanced brews require varied components, but will always require at least one of the 3 herbs. These herbs may be found in the Equestrian Wasteland with a successful Alchemy/Survivalism and Traps roll. The GM may apply a difficulty modifier to this roll, based on the how rare the herbs are in the area. Most outdoor or natural underground areas have at least a minor chance of finding herbs. Most indoor areas do not.



# But I'm Not a Fan of All That Mystic Mumbo-Jumbo, I Wanna Use SCIENCE!!

Score well on your C.A.T. (Cutie Mark Aptitude Test)? Have a very demanding Unicorn or neighponese parents? Wanna learn to blow stuff up?! Welcome to Chemistry 101.

Chemistry is the scientific study of the way elements and compounds interact with one another and other elements and/or compounds. Although Alchemy is a powerful skill and can create some interesting and wondrous effects, Chemistry is a much easier skill to learn and can produce similar, if not more powerful, products. Throughout the Wastes, and in old hubs of pre-war learning, there are memory orbs and manuals detailing the whats and hows of chemicals and their interactions with one another. Though all chemistry sets come with common chemical recipes, and the more advanced ones coming with all the uncommon, more recipes exist in the Wastes. Keep your eyes open!

Chemistry works similarly to Alchemy in that the character needs to possess the appropriate skill prerequisites and ingredients. The character must then make a successful Skill roll. Depending on the item being manufactured, this is either a Chemistry roll, for things like Buck or Hydra, or a Medicine roll, for things like healing potions and magical bandages. Chemicals are created by characters using a chemistry set. Doing so requires that the character possess the chem's recipe, ingredients, and makes a successful Skill check.

## Chems and Addiction

Chem (a truncation of "chemical") is post-apocalyptic slang for "drug". A chem is any chemical, medicinal or otherwise, used to cause changes in a person's behavior or biological systems. The chems of the Equestrian Wasteland alter a character's S.P.E.C.I.A.L.s and/or other statistics for a limited time. Chems are divided into two subtypes: addictive and non-addictive.

Each addictive chem has a chance of causing the character to become addicted with every use. Repeat uses back-to-back will add an additional 10% chance to a maximum of an additional 30%. A character with chem addiction will suffer withdrawal symptoms when the chem wears off, resulting in lowered stats, unless the character continues to take the drug.

Drugs in the Equestrian Wasteland are partially magical, and addiction is particularly insidious. While on the drug, the character's stats are returned to normal, then beneficial effects of the drug are applied. Each time an addicted character uses the drug, they must make the addiction roll again. Each successful addiction roll adds another stackable level of the addiction's penalties. This is referred to as a Cumulative Effect, and written as "C" next to chems with this addiction effect. Addiction also installs in the character a psychological drive to continue using the drug. GMs may call for an addicted character to make an Endurance roll to fight off these urges. This roll is at a penalty of 1 if the character is presented with either a good excuse or an open opportunity to take the chem, and a penalty of 3 if both apply. Addiction penalties cannot reduce a S.P.E.C.I.A.L. below 1. This is known as a Psychological Effect, and is written as "Ps".

Addiction may be cured. However, those doctors in the Wasteland who have the capacity to cure chem addiction are extremely rare. The treatment takes the better part of a day, if not longer, and is usually extremely expensive.

Chems and healing items generally do not have a weight, or at least one worth noting (it's magical, okay?). As such, characters are able to carry any amount of healing items and chems they so desire. If a character or GM wishes to add more of a challenge to the game, they may place a 1lb weight on healing items and chems.







# Chapter 5: Shamanism

Shamanism is the Tribal Magic of summoning spirits to perform a wide variety of magical tasks, from imbuing weapons and equipment with their power, to giving you or your allies a temporary enhancement or boon, to even encouraging the land and its residents to help you. Shamanism is a very powerful and versatile magic, able to be used for almost any task imaginable. However, it is very niche in that it can only be used by tribal races with a deep connection to their particular breed of Spirits. Shamans have the additional statistic of Spirit Affinity, or SA for short  $[(CHA/2), \text{rounded up}]$ , for use in bartering with or binding Spirits. This stat is much like a S.P.E.C.I.A.L. and is used in Shamanism rolls against Spirits.

Only Shamans may summon Spirits. To become a Shaman, a character must be a tribal race (e.g. Zebra) and have the Shaman or Tribal Shaman Trait.



# Spirits

Spirits are enigmatic beings which only Tribals have come close to understanding. Even these races have very different views on the nature and ways of spirits, as do many individual Shamans. No one knows exactly what spirits are or where they come from. The spirits themselves aren't giving out their secrets (and the few who do probably shouldn't be trusted).

All spirits have a Spirit Power rating which determines not only how difficult the spirit is to barter with or bind, but also how powerful its spirit powers are and how impressive the spirit's favors can be. Spirits have powers related to their nature. This can include both the specific nature of the spirit and the spirit's general subtype, if any. The most feared spirit powers are attacks on the soul, spirit powers which can alter or damage the very nature of a creature. (Example: a Spirit of Chaos has the ability to turn a victim's virtue into an opposing vice, also known as "discording" the victim.) Attacks on the soul are resisted by the target making a successful opposed Charisma or will power check  $\left[\frac{((\text{INT}+\text{CHA}+\text{END}))/2}{2.5}\right]$  rounded down).

Spirits are often classified by subtypes, usually of a type of element or energy. Multiple examples of each subtype exist. For example, Spirits of Rage and Spirits of Passion are both types of fire spirits. A spirit's subtype is usually listed in parenthesis after the name of the spirit. The list of spirits below gives examples of the most common and familiar spirit types. GMs are encouraged to expand this list for their own games as seen fit.

Example: Thunderbird Screams-Through-Modems wants to summon an electrical spirit to aid her, but the only lightning subtype spirit on the list is the Spirit of Storms, whose nature isn't appropriate to the favor she desires. Since this is a spirit she wants to summon often, Thunderbird's player and his GM work up a new electrical spirit using spirits like the Spirit of Storms as a general guideline.

Spirits often augment things of their nature, feed off them, or both. For example: a Wendigo, a very powerful Spirit of Hatred (cold), feeds off of the hatred of nearby creatures while using its powers to cause a blizzard. A spirit's feeding can be countered, and the spirit driven away, by poisoning its meal with something of an opposing nature. While it might not be helpful against actual ghosts, many a Spirit of Fear has found its meal ruined by laughter.

Spirits interact with the world either by manifesting, inhabiting, or infusing. A manifested spirit has created a physical form of their own. While this form cannot be killed, the spirit is limited to the form's abilities without the aid of spirit powers. Example: Discord's form as a draconequus. Spirits always manifest when summoned, and Shamans cannot summon inhabiting or infused spirits, although they may attempt to bind them.

An inhabiting spirit is a spirit which has attached itself to a host. A spirit may only inhabit a creature through invitation -- either a literal invitation, or because the creature is in a state befitting the spirit's nature. While inhabiting a creature, the spirit has no overt control over its host, but it can augment any aspects of its host's psychology or nature that are in tune with the spirit, as well as affect physical changes. For example: Cherry Pie becomes so angry at Biscuit that he is fleetingly open to inhabitation by a Spirit of Rage, a sort of fire spirit. Cherry Pie briefly changes color, his mane and tail igniting, before his rage burns out and the spirit is ejected. Only the most powerful spirits are capable of true possession and control of a host, and only after draining the host's Charisma or Will to 0, through attacks to the soul.

Spirits who have infused themselves into a type of object gain limited control over those objects. They can form bodies out of that type of object and can repair or reconfigure the objects within their bodies, to the natural limit of those objects. This spirit body can be destroyed, but this does not truly harm the spirit, and the spirit can reform the body from its nearby remains or similar objects. For example, Zara fights off a number of Timberwolves, a type of infused nature spirit. She is soon alarmed to witness the individual bits of wood reform into a much bigger Timberwolf, pulling branches and trees from the nearby forest to build the new body.

Spirits are effectively immortal. They cannot be killed, only driven away or imprisoned. A shaman's binding ability is the single most effective tool against a dangerous spirit.



# Summoning Spirits

To summon a spirit, Shamans must roll a Shamanism skill check, and have a SA equal to or greater than the SP of the summoned Spirit. Spirits with a higher SP than the summoning Shaman's SA will break free of the Shaman's control and do as they please. The various shamanistic races have their own sets of spirits which have their own special abilities and are summoned for different reasons. For example Zebras summon spirits to enchant items to give them varying effects based on the spirit summoned.

## KNOWN SPIRIT TYPES:

Spirit of Rage (Flame)	Spirit of Wind (Air)
Spirit of Hatred (Cold)	Spirit of Memories
Spirit of Hope (Light)	Spirit of Generosity
Spirit of Storms (Lightning)	Spirit of Kindness
Spirit of Nature (Poisons)	Spirit of Honesty
Spirit of Friendship (Magic)	Spirit of Laughter
Spirit of Jealousy (Darkness)	Spirit of Loyalty
Spirit of Riddles	Spirit of Fear
Spirit of Whispers	Spirit of Cruelty
Spirit of Machines	Spirit of Emptiness
Spirit of Life (Healing)	Spirit of Discord (Chaos)
Spirit of Waves (Water)	

## Zebra Spirit Favors

Zebras who have summoned a spirit may enchant items with effects attuned to that spirit's nature by offering the spirit a payment, usually in gems. It is up to the spirit to set their price, but the higher the quality of the gem(s) offered, the more inclined the spirit will be to accept the Shaman's initial offer. Each weapon in a Battle Saddle must be enchanted separately, even when linked. Bullets may be enchanted just like a weapon, but for a lower cost. Enchanting a magazine of ammunition costs one-third the cost of enchanting a weapon (rounded up), due to their expendable nature. Loose ammunition, such as revolver bullets or shotgun shells, are enchanted in groups of  $[3+CHA]$  rounds. A Shaman requires the Advanced Shamanism perk in order to enchant MEW ammunition. In addition, when enchanting ammunition rather than weapons, the spirit's functional Spirit Power (SP) is considered to be 2 higher, as spirits find it much easier to enchant multiple small items. Mines, missiles, and grenades may also be likewise enchanted, but at half the cost of the normal weapon enchantment (rounded up). For weapons using burst or full auto attacks, damage from spirits are applied per bullet that hits (see the "full auto" advanced combat action for more information on calculating RoF damage). Effects with are resisted by Charisma or Will require only one Resistance roll per attack.







# Chapter 6: Magic



# Flying Magic

In addition to the ability to fly in defiance of the laws of physics, the innate magic of the flying races shows itself in their ability to perform special flight and weather-related tricks. These are called Pegasus Tricks, for Pegasi are the most innately skilled and versatile performers of this kind of magic. Pegasus Tricks rely on physical grace and deftness as well as self-confidence and bravado, making Charisma and Agility the most vital S.P.E.C.I.A.L.s to an aerial performer. More powerful fliers are capable of greater feats; many Pegasus Tricks have effects based on Flight Rank.

Most Pegasus Tricks are divided into three broad categories: basic, advanced and expert. Pegasi, Griffons, and Alicorns all begin the game with the ability to perform basic Pegasus Tricks, but only Pegasi are capable of taking the perks that open up the wide range of advanced and expert Pegasus Tricks.

When a character has the ability to perform a given level of Pegasus Tricks, that character may perform all of the tricks listed for that category and may learn new unique tricks from characters willing to teach them. In addition, expert performers of Pegasus Tricks may also spend perks to learn individual Wonderbolt Maneuvers, the most powerful and formidable Pegasus Tricks.

A Pegasus with an appropriate Special Talent may invent new Pegasus Tricks related to that talent. Perfecting a new Pegasus Maneuver works much like inventing, with the Pegasus using their Special Talent skill. The Pegasus must have the required level of skill in their Special Talent skill (50 for Basic, 75 for Advanced, 100 for Expert), and must succeed on a hard skill check.

New Pegasus Tricks take a long time to perfect. Each attempt requires one week of practice per level of the trick, with at least an hour per level of the trick spent each day practicing. If the Pegasus fails, the practice time is wasted, but the Pegasus may try again. Critical success allows the character to succeed with only two days practice per level, while critical failure results in a crippling accident while practicing (often with associated falling damage).

Example: Thundering Dash has "Pegasus-fighting" (aerial dogfighting) as his Special Talent, with Battle Saddles as the associated Tag skill. Thundering Dash wants to perfect a new Pegasus Trick which uses the backlash of an intentionally-failed Sonic Rainboom to stun flying pursuers while hurling him behind them for attacks, which would gain the sneak attack bonus. After several days of working with Thundering Dash's player, the GM settles on acceptable mechanics and decides that this is an expert-level Pegasus Trick. Thundering Dash has a Battle Saddles of 88, so he is skilled enough to try to perfect this new trick. Thundering Dash spends the next three weeks in-game practicing his new trick in his off-time. At the end of this time, he makes a Battle Saddles roll. The roll's difficulty is Hard, so he has a -20, meaning he needs to roll a 68 or lower. Unfortunately, Thundering Dash rolls a 72, so he doesn't quite have all the kinks worked out of his "Thundering Reversal" yet.

Pegasus, Griffon, and Alicorn characters have a statistic that other characters do not: Trick Points (TP). Characters of these races begin the game with a number of Trick Points equal to their  $\lceil ((AGI+CHA)/2) \rceil$  and gain an additional Trick Point every level. A character's number of TP can be increased through increasing one of the associated S.P.E.C.I.A.L.s or through the Extra Tricks perk.

Performing a Pegasus Trick normally requires spending the appropriate number of Trick Points as well as any time, AP or skill rolls called for by the trick. Some Pegasus Tricks have large AP costs, far in excess of what a character will have per turn. In such cases, the character must dedicate herself to the trick, spending AP towards it across multiple turns. If the character spends AP on any other action before the trick is complete, or the character's efforts are interrupted by other events (including taking damage from a critical hit or crippling attack), the trick fails and the AP spent is lost. Most Pegasus Tricks which call for large expenditures of AP or long amounts of time can have their efforts split between multiple characters who can perform the trick.



Pegasus Tricks cost between 0 and 5 Trick Points, except for Wonderbolt Maneuvers which cost 10. Some Pegasus Tricks have additional TP costs to maintain or based on size of effect. However, Pegasus, Griffon and Alicorn characters may push themselves beyond their normal limits, performing Pegasus Tricks that they do not have the Trick Points for. Doing so causes the character  $[10+1d10]$  Stun damage per TP of the Pegasus Trick. This damage is mitigated by the character's DT against Stun, but is not reduced by normal DT or DR. Pegasus Tricks which with a TP cost of 0 can be used as often as the character wishes and never cause Stun Damage.

Pegasus, Griffon, and Alicorn characters regain 3 TP after each hour of good sleep, or 1 TP each hour of sleep if they are sleeping in an environment not conducive to rest (such as in a small, moving vehicle or in open ruins, punctuated by the sounds of not-so-distant gunfire).

Under normal conditions, an individual Pegasi can utilize Pegasus Tricks to maintain control over the natural weather in a small area (such as a town or continuously over a group of travelers), by spending four hours manipulating the local weather. This time is reduced by one hour for every Flight Rank above the first, to a minimum of one hour.

Teams of Pegasi can manipulate or alter the weather over a large region. This is normally a four-hour task, but the Weather Team Captain can reduce this time in half with a successful Flight Magic skill roll. The difficulty of this skill roll is based on the severity of the weather being altered. In extreme weather conditions, all members of the weather team will be called on to make a hard Flight Magic skill roll (such as in a severe thunderstorm) or very hard Flight Magic skill roll (such as in a hurricane) every hour to continue. Each Pegasus gains a +10 bonus to that role for every Flight Rank after the first. Critical failure often results in severe injury.



# Arcane Magic

What is Unicorn magic? Why does it differ from Shamanism or any other magic? Well, there are two reasons. The first is that, while the three tribes (Unicorn, Pegasi, Earth Pony) all have magic that is internal and intrinsic to themselves, unicorns are able to more readily and more diversely conjure and express this magic. Yes, Pegasi and Earth Ponies have visible, and often tangible, effects from their internal magic, but few things are more visible and visceral than a blast of elemental energy from a horn. Secondly, Unicorn magic differs from Shamanism, because Shamanism borrows its power mostly from spirits, while Unicorn magic is drawn from the individual. The closest Unicorns have gotten to shamanistic spells were cheap imitations. Lastly, while all Pegasi can fly and all Earth Ponies have some connection to the land, Unicorn Spells are divided into spell sets. There are nine spell sets: General, Defense, Illusion, Imbuing, Manipulative, Medical, Offense, Perception, and Augmentation. All Unicorns gain the two spells in the General set for free (unless they have the trait One Trick Pony). There is also a tenth spell set, but it's use is heavily frowned upon by mere mortals, and information about it is only available in the fabled Black Book.

Arcane Magic requires an Arcane Magic skill check to cast, with the exception of simple applications of the Light or Telekinesis spells. Arcane Magic has a scaling AP cost, due to the difficulty and time required to cast more powerful versions of spells. Basic spells cost 25 AP, Advanced cost 35 AP, and Expert cost 45 AP.

Note: some spells have effects that specify willing or unwilling targets. Things which do not possess consciousness, such as normal plants and inanimate objects, are neither willing nor unwilling. Robots and objects affected by *Come to Life* which have slipped free of the spellcaster's control are considered conscious.

All spells have set Strain costs, based on the type and difficulty of the spell being cast. These costs draw from the caster's Strain pool. Short of a critical failure, failing to cast a Basic spell will not draw from the caster's Strain pool, however failing an Advanced or Expert spell will still cost the spell's Strain.

With the exception of healing spells, a beneficial spell cannot be cast on the same target multiple times for stacking or cumulative enhancements. For example, a target cannot benefit from multiple castings of *Alter Physiology*, or benefit from being part of multiple *Bulwark of Friendship* circles, or gain stacking bonuses from several castings of *Soft Light*.



# Appendices



# TL;DR

This section exists as a recap. Made it through the book but have no clue what you just read? Then welcome to the Too Long; Didn't Read. This section is a quick breakdown and recap of the entire book with a lot of the jargon stripped out.

Firstly, you will need to come up with a character, race, S.P.E.C.I.A.L.s, and concept. Concept, in this case, is your two Tagged skills and Cutie Mark Skill. The Cutie Mark Skill, or CMS, is special, like a Cutie Mark, because it represents something the character is intrinsically good at. Therefore, the CMS maxes out at 115, instead of 100. S.P.E.C.I.A.L.s stands for Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. All attributes start at 5, and you have 5 points to spend. You can also lower a skill to 3 (or to 1, with a few select traits). If starting at level 1, the character starts off with 300 caps. Everything in the items list is bought at cost.

Have all that? Jolly good. Next, you will need to pick your starting traits and any racial perks or abilities. For example, Earth Ponies get a free perk at level 1, up to level 4. Ok, now with a character, race, traits, skills, and equipment all sorted out onto your sheet, you need a long and elaborate backstory.

You should see the look on your face.

Now for a quick break down of the game mechanics. Basically, everything breaks down into either a S.P.E.C.I.A.L. check or a Skill check. S.P.E.C.I.A.L. checks are made with a d10 and Skill checks are made with a d100. To pass a check, you must roll either the equivalent to that S.P.E.C.I.A.L. or Skill's level or lower. That is, to pass a Perception check with a PER of 7, one must roll a 7 or lower. To pass a Firearms check with a Firearms Skill of 45, one must roll a 45 or lower.

Now, for opposing rolls, the character with the highest Degree of Success wins. Degrees of Success are defined as how many points you rolled under your check (e.g., rolling a 23 with a Firearms of 45 is equivalent to 22 Degrees of Success). So let's say two characters had a shooting match. Player 1 rolled a 23 out of 45 while Player 2 rolled a 60 out of 70. Player 1 would win the match because he has more Degrees of Success than Player 2.

But what about Skills versus S.P.E.C.I.A.L. rolls, you say? Well, in that case, the Skill roll's Degree of Success is divided by 10 and rounded down to the whole number (22 Degrees becomes 2.2 Degrees, which becomes 2 Degrees against a S.P.E.C.I.A.L. roll). These numbers are never rolled up to the next highest integer. They are always rolled down (e.g., 38 Degrees becomes 3.8 Degrees, which is rounded down to 3 Degrees versus a S.P.E.C.I.A.L.), as rounding up gives the Skill roll an unfair advantage against the S.P.E.C.I.A.L. roll.

I and the character I'm up against just tied our opposing rolls... What do? Well that's easy. The rule of thumb is that the defender always wins. So, if you are trying to sneak past someone, you would get spotted; if they are actively seeking you, you remain hidden; you challenge a friend to a competition, you lose; etc.

Now, with those things all set, you are ready to go. Grab your dice, and good luck. It's a Wasteland out there.