

My Little Pony Role Playing Game

The My Little Pony Role Playing Game is a pen-and-paper adventure game. It works best with three to seven players. One of them acts as the Narrator, who tells the story and resolves disagreements between players. Each other player has a pony, whose breed and attributes are marked on their character sheet.

Attributes

Players can choose strengths and weaknesses for their ponies by giving them points in each of the three attributes listed below.

Happiness 😊 is a pony's emotional attribute. Its antithesis is Despair 😞.

Courage 🛡️ is a pony's physical attribute. Its antithesis is Fear 🗡️.

Love ❤️ is a pony's social attribute. Its antithesis is Bitterness 💔.

Unless noted otherwise in their breed, ponies begin play with 2 points each in 😊, 🛡️, and ❤️, and have 3 free points to distribute as desired.

Breeds

Each breed of pony has different strengths. Choose your breed from this list and note its quirks and special abilities on your character sheet.

Unicorn Pony

Appearance: Unicorn Ponies have a spiral horn in the center of their foreheads. They tend toward bold colors or high contrast combinations.

Magic: Unicorn Ponies begin play with two points in magic, the levitate spell, and a choice of one additional spell from the Magic section at the end of this booklet.

Earth Pony

Appearance: Earth Ponies have a special bond with nature. They tend toward earth tones or complementary color combinations.

Earth Bond: Earth Ponies gain strength from their connection with the land. They begin play with 3 🛡️ instead of 2.

Pegasus Pony

Appearance: Pegasus Ponies have feathered wings. They tend toward pastel tones or flamboyant color combinations.

Cloudwalk: Pegasus Ponies can fly, and can walk on clouds as if they were solid ground.

Moon Pony

Appearance: Moon Ponies have cat-like eyes, dragon wings and distinctively ribbed manes. They tend toward dark or pale colors, often with no contrast.

Moon's Curse: Though traditionally believed to be descended from dragons, many claim that Moon Ponies have Changeling blood, and shun them. Moon Ponies begin play with 1 ♥ instead of 2.

Moon's Blessing: Moon Ponies may cast the spell *Night* at will.

Cloudwalk: Moon Ponies can fly, and can walk on clouds as if they were solid ground.

Sea Pony

Appearance: Sea Ponies have fish-like tails and fins in place of legs and hooves. They tend toward ocean colors, often with a warm color for contrast.

Sing: Sea Ponies may cast the spell *Fascinate* at will.

Breathe Water: Sea Ponies may breathe in water as easily as they do in air.

Seabound: Sea Ponies cannot survive long out of water, and cannot walk on land.

Flutter Pony

Appearance: Flutter Ponies have gossamer butterfly wings in jewel-like colors. They tend toward pastels, but vibrant mane colors are common.

Cloudwalk: Flutter Ponies can fly, and can walk on clouds as if they were solid ground.

Fragile: Flutter Ponies begin play with 1 ♠ instead of 2.

Utter Flutter: Flutter Ponies may cast the spell *Gust* at will.

Alicorn Pony

Appearance: Alicorn Ponies have wings and a spiral horn, and can be found in any color pattern.

Cloudwalk: Alicorn Ponies can fly, and can walk on clouds as if they were solid ground.

Magic: Alicorn Ponies begin play with two points in magic, the levitate spell, and a choice of one additional spell from the Magic section at the end of this book.













Responsibility: As inheritors of so many pony talents, Alicorn Ponies often feel pressured to succeed. They begin play with 1 😊 instead of 2.







Maneuvers

When confronted with a problem, a pony may use any of her attributes to try and solve it. The player must describe how she wants to use the attribute to solve the problem, such as using Love ❤️ to solve a conflict between two friends by inviting them both to an event and letting them spend time together, or using Courage 🛡️ to lift a heavy object and clear the path. The player rolls a number of six-sided dice equal to her ❤️, 🛡️, or 😊, and every roll of four or higher is a success. A roll of six is a double success. The Narrator decides whether the suggested solution might work, and how many successes are needed to solve the problem. If the first attempt does not succeed, a new solution must be suggested before any more successes can be collected.




Characters may combine their efforts to solve a problem, and make their maneuver rolls together or separately. However, if any pony is using a different attribute than the others, they must explain their solution separately as well. Players may suggest solutions which conflict with each other; when this is the case, successes cancel each other out.


In some cases, ponies will encounter challenges which have a 😞, ✂️, or 💔 rating. These challenges may only be countered with the corresponding positive attribute. If a challenge has more than one of these, either opposing attribute may be used. To counter these challenges, dice are rolled just as in a normal challenge, but the Narrator rolls one six-sided die for each point of 😞, ✂️, or 💔 the challenge has. Each success on the Narrator's dice cancels one of the player's successes. Any leftover successes lower the challenge's attribute.


For example: Northern Lights faces a Windigo, which has  . Northern Lights has   , so she tells the Narrator that she is going to confess her love for Wind in His Mane and rolls three dice. She gets a 3, a 1, and a 6, for a total of 2 successes. The Windigo counters by reminding Wind in His Mane that Northern Lights' grandfather stole a family heirloom thirty years ago. It rolls  , and gets a 4 and a 2. Its 1 success cancels out one of Northern Lights' successes. The remaining success is subtracted from the Windigo's  , leaving it with . The next time it tries to counter a  maneuver, it will only have one  to counter with.


Challenges or enemies may also initiate a maneuver with their , , or , while ponies defend with their , , and . If a challenge or enemy loses all of its attribute points, the challenge is cleared. Ponies always get the first chance to maneuver.

Recovery

When ponies lose attribute points in an encounter, they regain them at a rate of one per hour. However, if any pony loses all of her points in one attribute, recovery becomes more difficult. To regain points, her friends must successfully maneuver with that attribute, accumulating at least the number of successes that the afflicted pony lost. If this does not happen within one hour, the pony instead gains , , or  in its place and begins a transformation into a Changeling.

A pony who loses all of her  becomes apathetic, and loses her ability to care about other people. She may succumb to feelings of jealousy or spite.

A pony who loses all her  can no longer fight, and collapses. She may fall into a deep sleep and become unwakeable.

A pony who loses all her  grows sorrowful and loses her faith in the world. She may lose sight of herself, causing her cutie mark to fade away.

If a pony loses all of her points in an attribute and is taken by the Changelings, her friends must embark on a quest to get her back. This quest must be specific to the pony in question and to the attribute lost, at the Narrator's direction.

Learning

As ponies use their skills, they gain attribute shards. Every time a pony uses a particular attribute to successfully solve a problem, she gains one shard in that attribute. When a pony collects six shards of any one type, she gains a point in that attribute, and her shards are reset to zero. The Narrator determines how many attribute shards to give out during an adventure.

If a pony seems to be lagging behind in her progress compared to her friends, the Narrator should allow that pony to be the focus of a personal quest. During this quest, her friends should encourage her use her own talents, rather than doing the work for her.

Currency

Bits are the currency of choice in Equestria. They are used to pay for goods and services, though barter is fairly common. A decent meal averages three bits.

Gems are occasionally used for trade as well, though their value is somewhat less than those of bits because they can be found fairly readily throughout Ponyland.





Enemies


Many creatures prowl the Everfree Forest, some of them dangerous and some benign. Here is a small sampling of them which the Narrator may use.




Note: When creating new creatures, be sure to assign them a special ability as well as attribute points.

Changelings: ✂ ✂ 💔 💔 Mimic - Imitate the physical appearance of one creature. ♥ maneuvers with fewer than 3 successes have no effect on Changelings.


Diamond Dogs: ✂ Dig - Dodge a maneuver by digging into the ground.

Windigoes:   Sap Courage - Each time  is rolled, Windigoes recover one .

Parasprites:  Eat - Parasprites will eat anything, but prefer actual food. Parasprites always swarm in groups of five or more.




Timber Wolves:   Howl - The howl of a Timber Wolf saps one  from each target who hears it. A pony may only be affected by Howl once per hour.

Magic

Unicorn and Alicorn Ponies have an additional attribute, Magic , which is used just like any other attribute. Some other creatures have magic as well.

Spells are a very personal thing for many Unicorn Ponies. Though many of them never develop their talents in this direction, every Unicorn has at least one specialty spell. Below is a sampling of spells which Unicorn Ponies have developed. Most of these can be found in common spellbooks throughout Equestria. Players may feel free to develop spells of their own, with the Narrator's assistance.

When a pony gains a point in magic, she always gains mastery of a new spell. She also gains strength in the spells she has previously mastered. Any pony with magic may attempt a spell she has not mastered, but the spell will not always work as expected.

Unlike the other attributes,  can be used up during a maneuver. The strength of a spell is normally determined by the number of successes on the caster's  roll, but when using magic against an opponent who has magic as well,  points may be drained.

A pony with magic decides how many points to use during the maneuver, then rolls that many six-sided dice. For every success, the spellcaster keeps those points after the maneuver. For any failures, she loses those points and must regain them one per hour.

If all of a pony's ✨ is used up, she may not cast spells until she has recovered.

Spells:

Animate - Cause an object to come alive and follow basic commands.

Blast - Use magic to perform a maneuver against another magic user.

Break - Break an object.

Cloudwalk - The subject can walk on clouds like a Pegasus Pony.

Counterspell - Defend yourself from enemy magic or break an enchantment.

Familiar - You have a wizard's familiar who can speak and assist you with tasks.

Fascinate - Targets become fascinated with the subject of the spell.

Find - Find a particular object or class of objects.

Fire - Create a flame that does your bidding.

Fly - You grow wings and may temporarily fly.

Grow - A plant, animal or object grows larger (may be reversed).

Gust - Manipulate wind.

Illusion - Change the appearance of an object, pony, or location.

Invisibility - Hide an object or creature from sight.

Levitate - Manipulate objects as if you had hands, but with greater reach.

Light - Create lights in any color or pattern.

Lightning - Create a bolt of lightning and direct it where you wish.

Night - Create darkness in an area or blind one creature.

Passwall - Walk through walls.

Shield - Make forcefields to protect a target or create a barrier.

Teleport - Transport the target a short distance.

Transmute - Turn the target into something else.

Water - Control or create water.

My Little Pony Character Sheet

Player: _____

Name: _____

Breed: _____

Gender: _____

Talent: _____

Mane

Color: _____

Style: _____

Tail

Color: _____

Style: _____

Coat: _____

Cutie Mark: _____

Other Markings: _____

Eyes: _____



Happiness 😊 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Lost: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Shards: ○ ○ ○ ○ ○ ○

Special Abilities: _____

Courage 🛡️ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Lost: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Shards: ○ ○ ○ ○ ○ ○

Spells: _____

Love ❤️ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Lost: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Shards: ○ ○ ○ ○ ○ ○

Magic ✨ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Spent: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Shards: ○ ○ ○ ○ ○ ○

