

## Chapter 2

# Creating Your Pony Character





# Creating your Pony Character

In this chapter you'll find out how to create your pony character.

## What you need

- **A blank Pony Sheet.** Ask a grown-up to photocopy the Pony Sheets at the back of this book (page 152), or to download and print off a sheet from [www.riverhorsegames.com](http://www.riverhorsegames.com).

Pads of Pony Sheets can also be purchased from River Horse—in which case you can choose a sheet for an Earth pony, a Pegasus pony or a Unicorn pony, or use a completely blank Pony Sheet if you want to draw your own pony without help.

- **A pencil and eraser.**

The 'Pony Sheet' form includes the following sections:

- Header:** 'Pony' logo and 'Pony SHEET' title.
- Formal Fields:** Pony Name, Player Name, Pony Type, Level, Element of Harmony.
- Characteristics:** Stamina, Mac, Current.
- Body:** A large box for drawing the pony's body.
- Mind:** A box for drawing the pony's face.
- Charm:** A box for drawing the pony's mane and tail.
- Talents:** A box for listing talents.
- Quirks:** A box for listing quirks.
- Cutie Mark:** A box for drawing the pony's cutie mark.

## CREATE YOUR PONY

To create your pony, complete each instruction in the order listed below.

### 1) Choose Pony Type

Do you want to play as an Earth pony, a Unicorn, or a Pegasus? If you've chosen a certain type of Pony Sheet, you've already made your choice!

See pages 20-30 to find out about each type of pony in more detail.

*An Earth pony is strong and brave!*



*A pegasus can fly!*



*A Unicorn can use magic!*





## 2) Level

Everypony normally starts at Level 1—the level of young ponies that have just earned their cutie mark—so write 1 for your pony's Level on your Pony Sheet.

## 3) Element of Harmony

There are six Elements of Harmony in Equestria. You can choose an element for your pony as part of character creation. Will your pony be kind like Fluttershy, honest like Applejack, generous like Rarity, loyal like Rainbow Dash, funny like Pinkie Pie, or clever like Twilight Sparkle?

The Elements of Harmony are:

**HONESTY**



**LAUGHTER**



**LOYALTY**



**KINDNESS**

**GENEROSITY**

**MAGIC**

Choose one and write it in the Element of Harmony line of your Pony Sheet.

You'll find more about the Elements of Harmony on pages 32-37.







#### 4) Body and Mind

Is your pony going to be strong and brave, resolute and good at stuff like running, climbing, and lifting heavy things? Or do you want your pony to be brainy, and better at thinking, learning, and solving puzzles?



##### Strong

If you want your pony to be strong, write **D6** in the **BODY** box of your Pony Sheet (or **D8** if your pony is an Earth pony!) and **D4** in the **MIND** box.



##### Brainy

If you want your pony to be brainy, write **D6** in the **MIND** box of your Pony Sheet and **D4** in the **BODY** box (or **D6** if your pony is an Earth pony!).

#### 5) Charm

The Charm score shows how nice, polite, pretty or handsome, gentle, and charming your pony is. Your pony uses Charm to make friends with other ponies and creatures.

Everypony starts with a Charm of D6—write **D6** in the **Charm** box of your Pony Sheet.



#### 6) Stamina

The Stamina score shows you how tough your pony is.

Everypony starts with a number of Stamina points (see pages 42-43).

- If your pony is a Unicorn or a Pegasus, write **10** in the **Maximum Stamina** box.
- If your pony is an Earth pony, write **12** in the **Maximum Stamina** box.

During the game, when things go wrong, your pony might lose Stamina points, but it's easy to gain them back through rest and healing. If your pony ever reaches zero Stamina points, he or she is too tired to carry on, and must stop and rest to recover.





## 7) Talents

Now you must decide what your pony's best Talent is going to be.

Keep in mind that the Talent you choose will be pictured on your pony by his or her Cutie Mark, and will influence the life of your pony and possibly your pony's name too—this is a very important choice!

Pick a Talent from the ones listed on pages 66-70, or you can make up one of your own with the help of the gamemaster.

When you gain this Talent, it has a score of D6. Write the Talent's name on the **Cutie Mark** line in the Talents box on your Pony Sheet, and write **D6** next to the Talent.



### Earth pony

If your pony is an Earth pony, he or she also gets the Stout Heart talent (see page 69). Write **Stout Heart D6** on the second line in the Talents box on your Pony Sheet.

If you have already given your pony the Stout Heart talent, increase the score of this talent to **Stout Heart D8**.



### Unicorn

If your pony is a Unicorn, he or she also gets the Telekinesis Magical talent (see page 70). Write **Telekinesis D6** on the second line in the **Talents** box on your Pony Sheet.

If you have already given your pony the Telekinesis talent, increase the score of this talent to **Telekinesis D8**.



### Pegasus

If your pony is a Pegasus, he or she also gets the Fly Talent (see page 67). Write **Fly D6** on the second line in the Talents box on your Pony Sheet.

If you have already given your pony the Fly Talent, increase the score of this Talent to **Fly D8**.





## 8) Quirks

You must now pick a Quirk for your pony. Quirks make your pony stand out from the herd, and more fun to play.

Is your pony sometimes too easy to scare like Fluttershy? Or is he or she a bit too fond of gems like Spike?

A Quirk could be something your pony is afraid of, or something he or she finds extremely difficult to do or truly dislikes.

You can pick a Quirk from the ones listed on pages 72-73, or you can make up one of your own with the help of the gamemaster.

Write down the name of your Quirk on the first line of the **Quirks** box on your Pony Sheet.



## 9) Portrait and Cutie Mark

It's time to draw your pony in the portrait box of your Pony Sheet.

You also need to draw your cutie mark in the Cutie Mark box on your Pony Sheet—remember that your cutie mark should have something to do with your main Talent.

If you have chosen a Talent from the list on pages 66-70, you can copy the cutie mark shown next to that Talent, or you can make up your own cutie mark.



## 10) Pony Name

Now you must name your pony. Your pony's name might have something to do with the Talent you have chosen, or the way you look or behave.

For example, Emily decides to name her Unicorn (shown here on the left) 'Firebrand,' because she is both fiery-tempered and talented at making amazing fireworks!

## 11) Equipment

Finally, decide what items you want your pony to carry. Your pony starts off with 400 bits. Look at Chapter 10—Equipment and Money—to decide what you're going to spend your money on. If there's something you want to buy that's not listed there, ask the gamemaster if he or she can let you buy the item you want, and how much it will cost.



## TOKENS OF FRIENDSHIP

Your level 1 pony character starts with 1 Token of Friendship per player in the group, including the gamemaster. So, if it's just you and the gamemaster, you start with 2 tokens, but if it's you and two other friends starting to play together as a group, then everypony will start with 4 Tokens of Friendship!

Friendship is probably the most valuable of your abilities—Tokens of Friendship allow you and your friends to get out of trouble—but once you use them, they are gone for good. See pages 44-49 for more information about Tokens of Friendship.

Of course, you can always gain more Tokens of Friendship during your adventures in Equestria.

To keep track of how many Tokens of Friendship you have, you can write it down on your Pony Sheet, or you can use some small object as Tokens of Friendship—buttons, beads, shells, or pebbles for example. You can also purchase River Horse's very own Tokens of Friendship.







# PoNY SHEET

Pony Name: .....

Player Name: .....

Pony Type: .....

Level: .....

Element of Harmony: .....

FRIENDSHIP

STAMiNA:

MAX

CURRENT

BODY

MiND

CHARM

TALENTS

CM: .....

T: .....

T: .....

T: .....

T: .....

PORTRAiT

QUIRKS

MAIN: .....

Q: .....

Q: .....

Q: .....

CUTiE MARK