

Tails of Equestria Essentials

The Quick Guide to the official MLP:FIM role-playing game

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Part 1: Character Creation

Example Character sheets available at www.riverhorsegames.com

But each sheet consists primarily of:

- Pony Name
- Player Name
- Pony Type
- Level
- Element of Harmony
- Friendship Tokens
- Stamina (Max and current)
- Body, Mind, and Charm traits
- List of Talents (Cutie Mark default)
- List of Quirks (One default)
- Portrait and Cutie Mark

Quick Creation

- 1) Choose Pony Type (Earth pony, unicorn, or pegasus)
- 2) Level (Start at 1 usually)
- 3) Choose an Element of Harmony (Honesty/Laughter/Kindness/Generosity/Loyalty/Magic)
- 4) Body or Mind (pick one of these stats to make d4 and the other d8. If you are an Earth pony, increase your Body die by one level ie d4 -> d6 and d6 -> d8)
- 5) Charm (Set to d6 by default)
- 6) Stamina (add the max scores of your Body and Mind, 10 if Unicorn or Pegasus and 12 if Earth)
- 7) Pick your starting talent (D6). This is your Cutie Mark
- 8) Add your racial talent:
 - a) Earth Pony gets Stone Heart (D6, or D8 if Stone Heart is your CM)
 - b) Pegasus gets Fly (D6, or D8 if Fly is your CM)
 - c) Unicorn gets Telekinesis (D6, or D8 if Telekinesis is your CM)
- 9) Pick one Quirk, possibly more if DM allows
- 10) Draw a Portrait and a Cutie Mark (work on your art damnit)
- 11) Create your Pony Name (should reflect your CM)
- 12) Add Equipment (starting characters get 400 bits to buy from)
- 13) Add starting Friendship Tokens (1 for each player including yourself + GM at table)

Part 2: Pony Types

Earth ponies

Earth ponies are known for their strength and for being 'down to earth'. They grow most of the food eaten in Equestria. Connected to nature and in tune with the land, Earth ponies are a vital part of maintaining the order of the seasons. From ensuring the leaves fall to wrapping up winter, they work tirelessly to help keep Equestria in harmony. Many Earth ponies live in farms and rural communities, though that is not to say that they shy away from large cities like Manehattan and Fillydelphia. In fact, wherever you look in Equestria you will often find Earth ponies living there since their great endurance means they can thrive in what other ponies might call barren wastelands.

An Earth pony's stout heart allows them to withstand great hardship without slowing down, and means that they have a lot of love to give their friends. Earth pony characters are often the backbone of a group of ponies, being a rock that other ponies can lean on. Although sometimes they can be seen as a little 'rough around the edges', Pegasi and Unicorn agree that Earth ponies are some of the most dependable friends you can ask for.

Stout Heart (D6)

This talent upgrades a pony's Body trait, making it one level higher (d4->d6, d6->d8) and thereby increasing Stamina.

In addition, once per game session you can add your Stout Heart die to a test that uses the Body trait, representing the Earth pony putting in extra effort 'without losing heart'.

Unicorns

Mysterious and magical, Unicorns are easily distinguished from the other ponies of Equestria by the beautiful horn on their forehead. Although the horn can be used like an ordinary horn, its main use is the powerful magic that unicorns are famous for. Most Unicorns can use telekinesis, the ability to move objects with their minds, and some others can teleport, change objects into other objects, and blast powerful stun beams from their horns.

Very rarely, Unicorns earn a cutie mark that shows that their special talent is magic itself. While most Unicorns only know a little magic in relation to their cutie mark, these Unicorns know lots of magic and can become some of the most powerful magical creatures in Equestria.

Many Unicorns are very proud of their heritage, and are often seen as noble and majestic - or a little bit arrogant, depending on who you ask. Unicorns use their magic to protect the citizens of Equestria, and in their arts, and solve any problems that aren't solvable by mundane means.

Unicorn characters are very useful in a group of adventuring ponies, able to use their wits and magic to help with the trickiest of puzzles and problems. Many travelling Unicorn ponies focus on one of their magical abilities, but some learn many spells so that they can help their friends with any situation.

Telekinesis (D6)

This talent lets Unicorns move light objects around as their horn glows a colorful light that matches the selected object. It also allows the unicorn to light up dark places, and as it levels up can move heavier objects.

Pegasi

Pegasi are the winged cousins of Earth ponies and Unicorns, known for their aerial acrobatics and amazing agility. Originally a tribe of warrior ponies, the PEgasi are a great and noble races of ponies, now tasked with maintaining the weather of Equestria. Using their wings and their innate abilities, they can move clouds and create winds, which is how they have created Cloudsdale. Cloudsdale is the awesome home of many Pegasi high up in the sky. It's where they keep much of the machinery required to make snow and clouds.

Many Pegasi love sports and they have invented several that only Pegasi can compete in due to their flying abilities. This has earned Pegasi the reputation of being the most competitive of the pony races. But every Pegasus knows deep down that no competition is worth more than friends, and of course many Pegasi enjoy flying at for more leisurely pace. Pegasus characters can often find themselves helping their friends from above - their ability to fly can be very useful in lots of adventures, whether scouting for trouble or racing against the clock. They are very good at acting quickly, warning their friends of trouble, and when needed, diving into the fray from above.

A Pegasus can be a fast friend, and are often willing to throw themselves into the defense of their buddies. Earth ponies and Unicorns sometimes see Pegasi as a little rash, a little too eager to jump into action without thinking - which can cause problems if they do not understand all the facts.

Fly (d6)

This talent allows ponies to fly above the ground and look down from above, and also allows ponies to walk on and touch clouds. The higher the die, the faster/more skillful the flyer is.

Alicorns

Little is known about Alicorns as a race, except that they are very rare. Alicorn magic is not fully understood, but it is known that Alicorns have the magical powers of the Unicorns, the flying abilities of the Pegasi, and the strength of the good, true-hearted Earth ponies. It is for this reason that other types of ponies often turn to them to solve disputes between each other.

Unlike the other types, an Alicorn is not usually born as an Alicorn but earns the right to become one by displaying a great act that signifies their special powers. Little is known about how this happens, except that it is very rare and only happens when Equestria is in need of a new princess.

Although powerful and beautiful, Alicorns are just as sensitive as other ponies and often love to be treated like any other pony. Many find this hard, always wanting to show respect and politeness, which can mean that Alicorns may find it hard to find true friends. But with a little persistence they can form the strongest of bonds.

There are no Alicorn race by default.

Part 3: Elements of Harmony

At character creation, choose one of the six elements (Magic, Honesty, Loyalty, Generosity, Kindness, Laughter) that describes your ponies most shown / core virtue. You do not need to adhere to it at all times and in effect this has little gameplay mechanic, but it offers insight into their personality. You are also able to change your Element as you partake in adventures, representing a change in your character's journey.

Kindness

Ponies attached to this element are the sweetest, most gentle of creatures. Kindness can be tricky, and not every pony has the same opinion of what kindness means. These ponies need to be careful not to confuse kindness with being a pushover.

Color: Pink, Holder: Fluttershy

Generosity

Ponies attached to this Element have the biggest hearts and are always prepared to help out their friends and share all that they have with them. These ponies sometimes have to be careful of others that would take their generosity for granted, and can have a tough time figuring out who to give to when they can't give to everyone.

Color: Purple, Holder: Rarity

Laughter

Ponies attached to this Element are the funniest and most cheerful companions you can ever hope for - they always look at the bright side of things. Sometimes ponies that embrace the element of laughter can have trouble making sure everyone is enjoying their humor, since laughter is only great when everyone is laughing.

Color: Blue, Holder: Pinkie Pie

Loyalty

Ponies attached to this element are the most reliable of friends. They will never leave the side of a friend in need and never betray a promise made. A pony that is very loyal may be in trouble if they have given loyalty to the wrong pony, or when loyalties conflict.

Color: Red, Holder: Rainbow Dash

Honesty

Ponies attached to this Element can be trusted with your life. They can always speak their mind and never conceal the truth for any reason. Sometimes the truth can be a difficult thing to tell, and even more difficult to tell it without hurting anypony. These ponies understand that better than anyone else.

Color: Orange, Holder: Applejack

Magic

Ponies attached to this Element are sensitive to the most powerful of all Elements: the Magic of Friendship. Magic is the most difficult Element to use, and can only exist if the other Elements are present. These ponies have a difficult job balancing all of the other Elements of Harmony to keep friendship strong.

Color: Magenta, Holder: Twilight Sparkle

Part 4: Traits & Stamina

The three primary traits of the game are Body, Mind, and Charm, and can range anywhere from d4 (the weakest) to d20 (the strongest)

Body

How strong you are (how much weight you can lift and carry), how tough you are, how long you can keep running, how easy you can get sick, etc. Also ties to agility while moving, dodging things, balancing, so is useful either for competing in an obstacle course or a dance-off.

Small animals / ponies have d4-d6 on average. Grown up ponies have d8, d10, or even higher in the case of some. Other creatures have a high Body value like Minotaur, or Dragons that can go even higher.

Mind

How intelligent your pony is, how well you remember things, how good you are at studying or winning an argument. Useful for solving puzzles, speaking other languages, etc. Also a high Mind makes you less likely to panic or be overcome by sadness or fear. Can push yourself to keep going. It also ties into sensitivity, such as telling when others are upset, what they're thinking about, or guess what they're about to do.

Young ponies start with d4 or d6 in mind, and go on to d8 or d10 or even higher in the case of some studious ponies. Other creatures like Alicorns can have Mind scores higher than d20.

Charm

Ties into how pretty your pony is, but more so into their personality. How well you are liked and listened to by others, and how many want to be your friend. Charming ponies achieve this either through being nice, being manipulative, or even being scary. Useful for making friends and influencing others' opinions.

All ponies generally start with d6 in charm regardless of age, and can learn to increase it to d8 or d10 or even higher if they develop their personality / social skills.

Stamina

Your character's 'health' in ToE. Your maximum Stamina is always the combination of your highest rolls in Body and Mind added together (ie, d6 Body + d6 Mind = 12 Stamina).

You lose Stamina if you are hurt, or perform a task that leaves you very tired afterwards, but also if you become sad/confused or emotionally distraught. For example a long trek might cost you 2 Stamina.

If you get down to 0 or less, your pony faints or otherwise can't carry on (fluff depending on the situation, such as being taken prisoner or crashing out of fatigue). Collapsing leaves you vulnerable.

You can recover stamina by resting, eating good meals or drinks, or even by magic via potions or talents. The amount restored varies. A night's sleep out in the wild will get you 1 point of stamina, while resting in a comfy bed at an inn or home get you back 2. A good, filling meal will get you 1 point (cold hay or otherwise lackluster food won't do it).

Part 5: Friendship Tokens

Friendship Tokens are used to allow your pony to succeed on tasks you normally would not be able to and are represented by players coming together.

Your level 1 character starts with a number of Friendship Tokens equal to the number of players, including yourself and the GM. IE, a three player game with the GM would get you 4.

Using Tokens of Friendship

Friendship Tokens are used after you roll the die on a challenge or test and fail. Depending on the number you spend, you can achieve one of three effects.

1 Token: You can ignore the result, and roll the die again.

2 Tokens: You can ignore the result and roll a d20 instead of the original die (in the case of having rolled more than one on a challenge, replace the lowest level die)

3 Tokens: You pass the test or win the challenge automatically with no re-roll needed.

NOTE: Multiple players can put in Friendship Tokens towards the same challenge. If two players put in a friendship token apiece, then you achieve the same effect as if you had spent 3, and win the challenge automatically.

Earning Tokens of Friendship

You earn Tokens of Friendship through one of three means:

- 1) Leveling up will get you a number of Friendship Tokens equal to the number of players including yourself and the DM (ie, that same group of 3 players + GM mentioned earlier would obtain 4 tokens apiece on level up)
- 2) If your character behaves as a very, very good friend to another character and helps them with something meaningful, you gain a number of Friendship Tokens the GM deems acceptable (usually 1 except in the case of major incidents)
- 3) If your quirk holds you back from doing something important in-game, you receive a friendship token from the GM.
- 4) If new players join the campaign, in addition to them receiving their starting tokens, the original players all gain 1 new Friendship token from each new player added.

Part 6: Tests and Challenges

Obstacles that naturally occur in game to impede the players' progress.

Tests

A test is a roll made against a static check that depends on the difficulty of what that pony is trying to achieve. The number of the difficulty check (DC) ranges anywhere from 2 (the easiest) to 20 (the hardest), and whichever die the player rolls has to meet or exceed this number.

The die rolled by the player depends on what the test entails: dodging something would use Body, solving a puzzle Mind, convincing someone Charm, etc. The DC can also increase depending on situations like if your pony is tied up or distracted, etc.

As the minimum difficulty is 2, a 1 is ALWAYS a failure, or 'Bad Luck!' A 1 is bad enough that the GM can make up some extra bad effects when it occurs (such as taking extra stamina loss).

However, if the DC is met and exceeded by more than twice its score (ie, rolling an 8 to beat a DC 4), it is instead an 'Amazing success!', which the GM can have beneficial or cool effects occur instead.

Rolling using Traits / Talents

Usually when faced with a Test you use one of your traits that are most appropriate. However, if you possess a talent that ties into the test, you may roll both the Trait AND the Talent, and pick the higher of the two results.

For example, to buck down a door, you have Body (d6) and Bucking (d8). You roll a d6 + d8 together and pick the highest result. This same concept applies to using Mind + Keen Knowledge to research a subject.

Having multiple ponies roll to finish the same Test makes it easier. If you have each pony try one at a time, the GM looks at all their varying results and if enough pass he can determine how successful the group was. You can also have all the ponies take the test at once (such as moving a large table or something heavy using Body), and decrease the DC by 1 for each pony helping (or more if you think it is appropriate)

Exploding Hoof Technique

With any die, if you roll the HIGHEST number on that die, you may re-roll the die of the next level up and choose between the two results the highest number. If you, again, roll the highest number on that die, you may roll up the next level and so-forth until you reach d20. This allows a small chance of accomplishing even impossible tasks.

Ex: roll a d6 and get a 6. You roll a d8 and get an 8, allowing you to roll a d10. You get 5 on the d10, and use the 8 you rolled with the d8.

Difficulty Chart

Task	Difficulty	Task	Difficult
Very easy	2	Extremely hard	8
Easy	3	Unbelievably hard	9
Less Easy	4	Indescribably hard	10
Less Hard	5	Almost impossible	11
Hard	6	You've got to be kidding!	12
Very hard	7	Has anyone ever done this...?	13-20

Challenges

Unlike Tests that have static DC's to meet, in a challenge you are rolling off against another NPC's trait or talent, or possibly that of another player. These mostly follow the same rules as in the rolling for Tests, but the 'DC' is simply the roll achieved by the opponent / opponents. In the same case as before, if multiple ponies are rolling a challenge against a single opponent or multiple opponents, the teams' players all roll together and select the highest result among them.

Scuffles

The 'combat' of ToE, when Friendship is no longer Magic and ponies must confront each other in hooficuffs.

In one-on-one, scuffles are usually carried out using the Body trait and any suitable talent useful for the scuffle (like Bucking), but if you are carrying out the scuffle using spells you might use Mind instead. The two players roll off and after comparing their highest results between Trait and Talents, the loser takes Stamina loss equal to the winner's result. For example, if one pony rolled a d8 Body and got 7 vs another pony's d6 Body roll that got 6, the latter would take 7 stamina loss.

In team scuffles, groups that gang up have a higher chance of succeeding vs a single pony. They roll their dice together and pick the highest result to go against the lone pony's (or if they are also fighting a group, the group's collective result).

If four changelings rolled a 2, 3, 5, and 6 against a single pony that rolled 5, the latter would take 6 Stamina loss. However if those changelings lost and only got 2, 3, 4, 4 vs his 5, the 5 Stamina damage could be divided up among the other team as the single pony saw fit.

Ties can either be re-rolled to achieve a different result, or taken that the two ponies are too evenly matched for that round and neither takes Stamina loss. The GM may also rule instead that both characters take the tied-amount of Stamina loss. Stamina loss can be mitigated using armor / items you find in the Equipment section.

Some equipment / magic / conditions can also downgrade/upgrade a die by one or multiple levels, making you roll either the next die up or the next die down. If a d4 die is downgraded, the result must be re-rolled if it is successful. If a d20 is upgraded, it can be re-rolled if it fails.

Part 7: Talents and Quirks

Talents generally start at d4 when you first pick them, with the exception of your Cutie Mark talent which starts at d6. These talents can be acquired / advanced through leveling up.

Some talents are restricted depending on the pony type.

Talents

Cloud Wrangling - *Pegasi Only*

The ability to manage the weather of Equestria. Moving clouds, creating rain, snow, tornadoes, or even a storm. Clearing a single cloud might be DC 3, calming an entire storm (or making one) would be more like DC 10.

Pony of All Trades - *Earth Ponies Only*

A well rounded expertise. *ONCE per session*, whenever you take a test, you may roll this talent's die in addition to any other die and choose any results.

Creative Flair

Expertise in an artform or craft, special skills including but not limited to: Baking, Comedy, Drama, Fashion, Music, Painting, Sculpting, etc. When taking a *Mind* test, if you think the special skill would be helpful in the roll, add your Creative Flair dice to the roll. May take this talent more than once for different skills.

Forcefield - *Unicorns Only*

Can create a magical shield to protect others from harm, requiring concentration. Creating a forcefield around a small object would be DC 4, a pony or pony-sized object DC 6, an entire town would be 12 or higher. The forcefield lasts as long as the pony that created it concentrates on it, or until it is broken. The shields can be broken via a Body (or appropriate trait) test with a difficult equal to the number the pony rolled against to create it.

Fly - *Pegasi Only*

The ability to use flight. The higher it is, the better the flier. Feats / speed required set the Difficulty for tests involving this talent, or in challenges compared to the Fly talents of the opponent (d6 for an average Pegasus, d20 for a Wonderbolt).

Healing Touch

Once per game session, you can give a single pony a number of Stamina points equal to the score rolled with this talent (without going over max).

NOTE: In the game it says in the description 'some earth ponies' have this ability, but no such marker is made on the talent's header.

Keen Knowledge

Knowledge over a specific field that gives you an advantage to knowing / looking up information pertaining to it. Special skills like this include: art, biology, chemistry, geography, history, magic knowledge, math, physics, pony law, etc. If you take a *Mind* test, and you think your knowledge of this special skill will help, you can apply this talent to the Mind roll. May be chosen more than once for additional fields.

Locate - *Unicorns Only*

The ability to use your horn as a detector for certain objects beyond your five senses. Choose one item when first acquired (two if it is your CM), and add one each time you upgrade it. The difficulty of location will be depending on how distant, how rare, and how protected it is. Example items include fire, gems, metal, wood, water, etc.

Pony Sense

The ability to predict things coming at you before they happen. May be used an equal number as its max value in a game session, ie 4 times for a d4 and 10 times for a d10. The difficulty of sensing what is about to happen is depending on the GM and the situation, but can be used to prevent what otherwise might be surprises from catching you flat-footed. The GM may also choose to simply warn the player of events himself without them needing to roll.

Speak with Animals

The ability to speak with and understand animals. When first obtained, you may choose a type of animal to understand and add to that list with each die-level upgrade. Types include birds, fish, insects, mammals, mythical creatures, reptiles. Lets you use your Charm trait on animals to persuade them.

Special Skill

A physical (strength or athletic based) skill that you have trained in, including bucking, climbing, dancing, flying, juggling, jumping, running, sneaking, etc. Whenever you roll a *Body* or talent test, if you think your special skill applies, you may add this roll to the die rolls. May take this talent more than once to acquire different special skills.

Stout Heart - *Earth Ponies Only*

At the start of the game, you add one die level to your Body trait, and once per game session you may roll your Stout Heart talent towards any challenge or test using the Body Trait.

Stun Ray - *Unicorns only*

A powerful ray of magic rolled against an opponent's Body trait. The target loses a number of Stamina points equal to the amount you rolled if successful, but if you roll a 1, the Stun Ray backfires and you lose an amount of Stamina points equal to the opposing roll.

Telekinesis - *Unicorns only*

The ability to move objects around using magical levitation. The DC to lift and manipulate an object depend on both weight, and complexity of your actions. Levitation of a light object like a set of keys would be Difficult 3, unless you are doing very something complicated like using it to turn a lock in which case it might be 5 or 6. Moving a pony slowly through the air is DC 7, and a group of six ponies could be 13 or higher. It can also be used to generate light, creating the same amount as a lantern at D6 and growing brighter with higher rolls.

Teleport - *Unicorns only*

The ability to instantly teleport away in a flash of magic. Teleporting DC depends on the distance and the number of objects being warped. Yourself at a few feet at a time is DC 5, and every few feet adds an extra 1 difficulty to the roll. Failing a teleport means you teleport somewhere you didn't wish to.

The Stare

The ability to paralyze people by looking at them. Roll the Stare talent against their Mind trait, and if successful they are frozen and unable to do anything. On Amazing Success can be made to do commands. It only works for a short time, and only works against a target once per adventure (not session, adventure. Multiple sessions).

Quirks

You always start out with one main quirk and can, if it is appropriate to the story, add more when you level up depending on what happens on your adventure.

Allergy

Something you pick makes you sneeze/wheezy. Can be mitigated with ponybalm

Asthma

Your pony can have trouble breathing sometimes. Can be mitigated with ponybalm.

Blunt

You are honest, but sometimes too honest in ways that hurt others' feelings

Bossy

You often think you're the only one that should be making the decisions.

Fear

Pick something to be extremely frightened by. May be taken multiple times for different fears.

Forgetful

You often forget things important for the quest, have to write down a lot.

Mememememe!

Your pony craves the spotlight and dislikes when he/she is out of it. Quick to grab attention.

Messy

Don't mind the yuck and forget to wash it off sometimes, much the discomfort of others

Naive

Believe readily in many things, vulnerable to being taken advantage of or lied to.

Neat Freak

Cannot stand when things aren't neat, tidy, and perfect.

Needs Glasses

You need glasses in order to see right, unable to tell many ponies apart without them.

Ooooh... Shiny!

Your pony is easily overcome by greed for something. May be taken multiple times for each new obsession.

Overconfident

You are quick to assume you're the best and often take on any challenge, ready or not.

Short Attention Span

Easily distracted and hard to focus on one thing at a time when something new comes along.

Short Fuse

Your pony is short-tempered and more likely to get angry with others.

Super-Shy

Suffer from extreme shyness, easily pushed around / bullied and uncomfortable speaking in public / having the spotlight.

Too Silly

Often too ridiculous or silly to be taken seriously by others, can annoy many others with pranks/antics when they're trying to focus.

Part 8: Equipment and Money

Starting Money and Income

Your pony starts out with 400 bits in their coffers, and between adventures you can assume your pony works and earns 200 bits a month from their job, plus or minus a d20 roll. Can also find valuables / bits along the adventures themselves.

Sample items

Equipment Name	Cost	Description
Barding (light)	100	Light armor used to resist damage, while wearing this you take 1 less point of stamina loss from a physical source (to a minimum of 1). Interferes with flying and some magic, Fly and Telekinesis are downgraded while worn.
Barding (metal)	200	Heavy armor made of metal plates. Lost 2 less stamina points when taking Stamina loss (to a minimum of one). Incurs downgrades on Fly and Telekinesis due to its weight, as well as to the Body trait while running, jumping, or swimming rolls.
Book (common)	10	A common book is widely distributed, such as a history of Ponyville or Daring Do
Book (rare)	50	Might be very old or cover a specific subject. Can carry secrets.
Bucket	5	Useful for carrying things like milk or apples.
Cart	100	Used by ponies to carry lots of things at once.
Clock	10	Useful for telling the time.
Clothes (elegant)	100	A very elegant gown or dashing suit.
Clothes (simple)	20	Horseboots, raincoat, sunhat, functional clothing
Food (extravagant meal)	10	A feast for ponies, either a larger than usual meal or a fancy dish.
Food (simple meal)	3	Something normal like a pie or sandwich.

Food (snack)	1	An apple or quick bite.
Gems	20+	Useful for dressmaking (or eating) and vary in cost, 20 bits being the smallest on average.
Helmet	50	Take 1 less point of Stamina loss when taking it from a physical source (minimum 1). Partially covers ears/eyes, downgrade Mind trait when testing to spot/hear/observe.
Kit (Art Supplies)	30	Includes brushes, clay, canvas, etc. everything needed to create art. Upgrades your die when used to make a masterpiece.
Kit (Cleaning Supplies)	20	Includes mop, brush, soaps, scrubbers, etc to clean up mess. Upgrade your die when using to make something tidy.
Kit (Cooking)	25	Spices, bowls, and other tools used to make foodstuffs. Upgrade your die when creating food.
Kit (Disguise)	35	Glasses, fake mustache, anything else needed to change appearance. Upgrade your die when using to create a disguise for yourself/others.
Kit (Grooming)	15	Brushes, hoofcare tools, shampoos and lotions to keep a mane shiny and smooth. Upgrade your die when used to give others a makeover.
Kit (Hobby)	50	Lots of supplies for a specific hobby such as sewing, carpentry, etc. Upgrade your die when used to roll for a test including this hobby.
Kit (Joke)	20	Full of buzzers, whoopie cushions, and other jokes for fun-making. Upgrade your die when used for making a practical joke.
Kit (Party)	10	Streamers, balloons, party hats, everything needed for a party. Upgrade your die when used for making a celebration.
Kit (Scroll)	35	Inks, scrolls, and wax to create letters, do lists, or draw a map. Upgrade your die when used to create a letter / map / written work.
Ladder	25	Used to get up to the second story of a structure. Recommend having somepony else to steady it.
Lamp	10	Glass and metal lamp with oil flame to illuminate dark areas.

Musical Instrument	50+	Guitar, flute, trombone, piano, any musical instrument. Upgrade your die when creating a song.
Pole	3	A <i>ten-foot pole</i> . Extremely useful.
Ponybalm (5 uses)	25	Useful for soothing ponies' wounds and helping with allergies/asthma. When used, a pony gains 1 point of Stamina. Can only be used once per day.
Rope	5	A 50-foot length of rope used to climb down or up a sheer cliff, or tie up bad guys.
Saddlebags	25	Used for storing the other items on this list.
Shovel	20	A tool used for moving gravel/sand/other loose material.
Spade	20	A tool for digging into the ground with a sharp pointed end.
Telescope	50	Used to see things that are very far away.

Part 9: Levels and Leveling Up

After a series of sessions you complete an adventure, and at the end of the adventure you take down time at home to reflect on experience and increase your character's level. Levels 10 and higher are considered 'epic' characters to go on bigger adventures (all the Mane 6 are Level 10).

Level Up Steps

1) *Level*

Increase your level by 1 point.

2) *Traits*

Pick one of your three traits (Body/Mind/Charm) to increase by one die level.

d4 -> d6 -> d8 -> d10 -> d12 -> d20

NOTE: The game does not specify what happens if you level up a d20 die if you have one, but if Zecora's sheet is anything to go by, you may probably add a second die to the Trait roll starting with d4 and upgrading from there.

3) *Stamina*

If you picked Body or Mind in the previous step, add the max total rolls of your Body and Mind together to determine new Stamina.

4) *Friendship*

Add one token of friendship for each player that was in on the adventure, including yourself and the GM.

5) *Talents*

- a) First, upgrade all talents you used on the adventure by one die level.
- b) Then, upgrade a single unused talent by one level, or add a new talent at d4.

6) *Portrait*

Update the portrait to reflect anything new that changed on this last adventure, like a new item or manestyle

7) **Optional:** Quirks

If you and the GM both think it appropriate given what happened on the adventure, you may also add a new Quirk that you may have picked up.

Level 0: Fillies

You can play as Fillies under the following criteria:

1. Both Body and Mind are D4, Body at D6 if you're an Earth Pony
2. You only have 8 Stamina points, 10 if you're an Earth Pony
3. You have no Cutie Mark and therefore no starting talent yet.
4. Your starting racial (Stout Heart, Fly, Telekinesis) are at d4 instead of d6.

When you find your Cutie Mark, you may proceed to upgrade Body or Mind, increase the Stamina to normal levels, upgrade your racial talents, and pick your new CM Talent and fill in the Cutie Mark on your portrait.

Homebrew: Starting past Level 1

Unofficial rules on if you want to make a character that starts past Level 1

1) *Level*

Set to your desired starting level.

2) *Traits*

For each level above 1, increase a Trait one die level.

3) *Stamina*

After setting your traits, add Mind and Body together to get Stamina

4) *Friendship Tokens*

Same as starting with Level 1: One for each player including yourself + GM

5) *Talents*

For each level above 1:

- a) Increase up to **three** Talents as though you had used them on each adventure
- b) Increase a fourth talent, or add a new talent at d4

6) *Quirks*

Start with one like normal, but recommend every 5 levels adding a new quirk to show development

7) *Equipment*

Same as starting with Level 1: 400 bits