NEO PEGASUS

A Cyberpunk Pony TTRPG
Core Player Book

Your OC

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Shadowrun Third Edition is the basis for rolling dice and target numbers.

D&D Fifth Edition for combat and simplicity.

Borderlands inspired all the weapons, shields, and weapon attachments.

Nighthaze TTRPG inspired most of the skills and ammo.

The main inspiration for the character sheet, a few traits and perks is the DeadTree FoE system.

Cyberspace combat is inspired by the hacking mini-game in E.Y.E.

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Introduction

The Neo Pegasus game system is made to bring you a Cyberpunk focused My Little Pony gaming experience. This book's goal is to provide rules on how to play and how to create a character. While this game takes inspiration from other Cyberpunk systems this one attempts to keep it simple while still allowing players a great deal of freedom.

This book will assume that the reader has played at least one TTRPG and will not repeat table manners, how to role-play, or what "1d6" means. Do keep in mind that this book will use the term "Everypony" or "Anypony" which will refer to all races and not just ponies. If something just applies to ponies it will explain that.

While Neo Pegasus has it's own version of Cyberpunk Equestria you may easily repurpose Neo Pegasus for any Cyberpony focused world.

Next to photos, paragraphs, rules, items and abilities may have a name inbetween round brackets like this; (Partycannon). This is the credit for the writing or drawing and will hyperlink to all the Community Credits which is the list of all the people who helped with this project. If you wish to submit your idea you can do so in the NEO Pegasus Discord server or on 4chan if there is a thread currently up. If you submit your idea on 4chan without a name it will simply read (Anon). It is far more likely for us to see the Discord suggestions.

(Asbestosman)

The World   (Click here to skip!)

If you are not using your own, then the world of Neo Pegasus is Las Pegasus 2,000 moons in the future. This future of Equestria is filled with flying cars, holographic ads playing on the side of skyscrapers, and all run by Mega Corporations. In between the huge cities lay miles of deserts and broken promises.

The World will be slightly expanded in the GMs book. Unlike with Fallout and My Little Pony mixed, Cyberpunk and My Little Pony mixed doesn't have a set fandom world to point at and that is beyond the scope of this system to create an iconic

world. Instead the goal here is to give some ideas for how a theoretical Cyberpunk Pony world would operate and give the readers ideas for aligning with factions while giving game masters something to play with.

Mega Corporations

The Celestial Corporation: Started under Princess Celestia and is the most prevalent in Equestria. Its focus is ruling, keeping order, progressing technology, and having an overabundance of bits. There are six branches of Celestial Corp. Magic, Generosity, Loyalty, Kindness, Honesty, and Laughter. Together they are known as the Wings of Harmony. While Celestial Corp is the most powerful, the constant infighting between the Wings allow the rest to rise and get large victories over the huge threat.

Celestial is the highest power which not only moves the sun and the moon but is in charge of the courts and justice. At the top of power they are usually so disconnected that it's never a fair ruling.

Magic: The Magic Wing's goal is advancing technology and magic. Often, they push the bounds of what's legal to achieve their ends.

Generosity: The Generosity Wing focused on documentation and holograms. Their items expensive, taking advantage of poor business strategies.

Loyalty: The Loyalty Wing focuses on vehicles and thrusters. Selling their wares to underground buyers.

Kindness: The Kindness Wing in charge of health facilities. Equally putting each pony that goes through it into the red.

Honesty: The Honesty Wing is the entire food industry. Lying and cheating their customers.

Laughter: The Laughter Wing focuses on recreational drugs, events, and announcements. Usually beating or threatening ponies to get their way.

Twin Works: The Changeling Corporation has an underground pony trafficking ring. Selling slaves and prostitution.

Golden Kings: the Dragon Corporation which happens to be the biggest donator to the Celestial Corp. The biggest penny pinchers in Equestria but also has the biggest piggybank to pull from, owning all the banks.

Minor Corporations
FlimFloom Industries: Owned by Flim and sells cheap knock offs of popular items.

StarTricks: Unknown owner. Sells strong but unstable magic items usually only one use.

Lunar Blight: Unknown owner. Only has cybernetics, sometimes the only one of its kind. They don't seem to be made anymore but there are some rarely found in circulation.

i Qaluit: A corporation from the north that focuses on preservation of foods and environments.

Game Concepts

Starting with arguably the most important part, rolling dice. The only dice the player will use is a d6, the more you have the better.

Rolling Dice

The gamemaster will ask the player to roll dice when faced with a challenge. The GM will tell the player the *target number* then the player will roll the correct amount of dice. The dice are NOT added together, each die that scores equal to or greater than the target number is a *success*. The more successes the better the outcome.

Example
Disk is rolling three dice against the target number '4'.
The die results in a '2, 3, and a 5'.
The '5' exceed the target number and gives Disk 1 success

Target Number – *Also Known as "Target Rating"*

The gamemaster determines the target number by the difficulty of the challenge. The target number CANNOT go below 2, therefor if a player rolls a 1 then it is always a failure. 4 is an average difficulty while 10 is pretty difficult.

Rule of 6 – *Also Known as "Exploding Dice"*

If the target number is above a 6 then after the player rolls their dice they will pick up all 6s and re-roll them, adding the new number to the original 6. The Rule of 6 does not apply to Initiative rolls. If a dice has succeeded the Test there is no reason to keep rolling that dice.

Example
Disk is rolling five dice against the target number '9'.

The die results in '3, 3, 5, 6, and 6'.
Disk picks up the two 6s and discards the rest, they failed her.
Disk re-rolls the two 6s and results in '1 and 3'.
Disk's results are now '7 and 9'.
Disk has 1 success with the 9.

Rule of 1
If the player does not roll a number equal to or higher than the target number it is a failure. If the player gets a failure and one of the die faces revealed a 1 then it is a critical failure. If ALL dice are 1 then it's a catastrophic failure.

Modifiers
There are only two types of modifiers for dice rolls. The first modifies how many dice the player rolls. The player's character might have a +2 in stealth and when they sneak they will roll an extra two dice.
The second modifies the target number. The lights might have turned off and suddenly the character can't see well, modifying the target number increasing the difficulty.

0 Skill
If the gamemaster asks you to make a Test with a Skill you have a 0 in, you instead roll the parent Attribute of that Skill. The Target Number is the same but it now requires 2 successes instead of 1 to complete the task.

Tests
There are two types of tests; Success Test, and Opposed Test.

Success Test

A Success Test is the most common test. The player will roll die equal to their appropriate Attribute or Skill Rating of their character. If at least one dice rolled equal or over the target number the character succeeded.

Opposed Test

An Opposed Test happens when a character is in conflict with another. When making an Opposed Test both characters roll a number of dice equal to the appropriate Attribute or Skill rating. The target number can be different for the two characters. The character with the greater number of successes achieves their goal. In the event of a tie the defender wins or nothing happens.

Example
Disk and her bartender are doing a hoof wrestle.
Disk has 3 Strength while the bartender has 4.
Disk rolls a '2, 3, and 4' against her target number of 4.
The bartender rolls a '2, 2, 3, and 5' against the target number of 3.
The bartender overpowers Disk with 2 successes over Disk's 1.

In cases of Stealth, instead of attempting the greater amount of successes you may want to have the winner the pony with the highest roll. In situations where a pony has 0 Skill then their highest roll is the second highest roll instead.

Heat

Every mission illegal or otherwise comes with Heat. Each player in the party will have their own Heat but sometimes the gamemaster will add all of the player's Heat together for Party Heat. Heat, simply put, is infamy.

When the clock hits midnight, everypony's Heat goes down by 1. You may also remove Heat by spending currency, sometimes a fixer may request a job and the payout is a removal of Heat instead.

Robbing a gas station	1 Heat
Blowing up a building	3 Heat
Killing law enforcement	6 Heat

At 10 Heat an automatic warrant will be sent out for your arrest and an attempt from law enforcement will be made if seen. At 20 a bounty will be put on your head and will continue to increase as your Heat rises. At 30 Heat everypony on the streets of Neo Pegasus will know your description and will be advised to run.

The gamemaster may wish to use the system with the party as a whole. Usually multiplying 10, 20, and 30 by the amount of players and if their Party Heat surpasses one then that effect happens for the whole party.

Sound

Everything makes sound, from breathing lightly to a rocket exploding. While something might do more damage it might attract some ponies who can take a lot more hits. Players should keep in mind the sound they are putting out, they might be able to easily wipe out a whole building but all that gunfire might just invite a lot of company. Stealth certainly has its place.

0 Sound	Cannot be heard	**6 Sound**	Normal gun fire
1 Sound	Pen dropping	**7 Sound**	Car honk
2 Sound	Pony walking	**8 Sound**	Explosion
3 Sound	Talking	**9 Sound**	Two explosions
4 Sound	Pony running	**10 Sound**	Ground trembling
5 Sound	Shouting	**11 Sound**	Nuclear blast

0-5 sounds may respectfully stay within the same building, 6-11 easily escape your current building and will almost instantly alert law enforcement depending on the area.

(Optional Rule) Some players may choose to abuse the options given and make weaponry busted beyond belief. This book does not see this as a bad thing but we feel things need to be balanced. If a weapon deals over double its base Damage then increase its Sound by 2. This rule can be modified by the game master to scale as long as that is communicated with the players.

Cyberspace

Every building has something known as a Cyberspace which can be accessed by having a Port and plugging into wires connected to the building. While in Cyberspace the pony's body lays limp while their mind travels in this separate space. The interpretation of how somepony moves through Cyberspace is confusing and has many interpretations but what matters is the end result, the purpose of entering Cyberspace.

While in Cyberspace you may easily hack into the buildings cameras, security systems, power, and sometimes more depending on the building. While some buildings may not have the budget, you will find AIs throughout your journeys into Cyberspace that protect said systems. Other times buildings may have Cyberspace protections that prevent ponies from entering Cyberspace unless using a specific set of wires often found in important parts of the building.

If you see other ponies or AIs that are in Cyberspace and it result of a fight please refer to CyberCombat.

Karma (Optional Rule)

Karma is given out by gamemasters to players for acts of kindness, generosity, loyalty, honesty, or laughter. Karma starts at 0. Players may spend Karma before rolling their dice for a test. The amount of Karma spent is equal to the bonus amount of dice that you roll on the test. The player may not spend more than the related Attribute or Skill being used.

<div align="center">

Example
Disk is about to make a Success Test using Strength.
Before she rolls the dice she decides to spend Karma.
She only has 3 Strength so she can only spend up to 3 Karma.
Disk uses 3 Karma so she is now rolling six dice instead of three.

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Making a Cyber Pony

Character Sheet can be found HERE.

This chapter will go over everything the player needs for creating a character and how to use the Google Sheets Character Sheet.

In order to edit the Character Sheet you have to be signed into a google account then go up to the top left, there you will find 'file'. A dropdown will appear and you will click 'Make a copy', name it anything you want. Now you can change numbers around and edit cells.

Unless you are adept with Google Sheets it is best that you do not edit any of the dark or dark grey cells as they usually have code that will automate a lot of the values. The light grey and white cells are for you to change and edit. While these pages might seem intimidating at first, it will be explained here.

Sometimes a perk or trait will ask you to change the 'code' of a cell. In order to do so you click on the cell it's referring to and at the top left it will have the code. The picture below will show where it is. Make the changes accordingly.
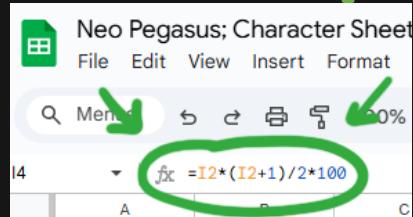
Identity

First is the *Identity* of your character. These options will have less of a mechanical impact on the game but a large impact on role-play. Examples being racism for other races, a gang that all only have green manes, and stallions expected to be whores.

The choices that will have a real impact on gameplay here is Race, Age, and Cutie Mark.

Races have a special tree of Perks, Traits, and Origins to pick from alongside special abilities.

There are three types of ages, Young (5-18), Adult (19-50), Senior (51-99). Young is it's own Origin while Adults and Seniors will be able to pick theirs. Senior's will start with more ranks to spend but will have less Total HP.

If you are playing a Senior then you will be required to change code.
L3 of Core will be Total Hit Points. The code is
" =ROUNDUP(5+((B16*12)/3)+(3*12))" change it to " =ROUNDUP(2+((B16*12)/3)+(3*12))".
Also, in Skills, Perks, & Traits F26 will be Total Ranks Available. The code is
" =15+(2*cc_Level)" Please change it to " =18+(2*cc_Level) "

Cutie Mark's will be associated with a skill which will double the for that skill.

Attributes

Attributes are the core stats of your character which determine what your character is good and bad at. The Attributes are Body, Mind, Swiftness, Appeal, Soul, and Willpower.

You have up to 20 points to distribute into the Attributes, you can NOT go under 1 base in any Attribute. Each Attribute has a max of 6 base, however you're Race might change the max of one Attribute. If any Attribute goes to 0 then your character will be unconscious until the Attribute has returned to at least 1. Attributes go up by 1 every hour until reaching it's total.

Body
Body determines your Carry Weight and how many Cybernetics you may have. This Attribute is your physical might.

Mind
Mind helps with Concentration. This Attribute is your alertness and intelligence.

Swiftness
Swiftness determines your Initiative Dice and Movement Speeds. This Attribute is your speed and dexterity.

Appeal
Appeal is your ability to speak to others along with your looks and natural charisma.

Soul

Soul determines race specific abilities like Magic or Flight. This Attribute is your connection to your inner self.

Willpower
Willpower makes up your Hit Points, your recovery, and improves Magic and Flight. This Attribute is how much determination you have.

Skills
There are twenty-three skills that are each unique. Skills are mostly for rolling dice and will not have an impact on the rest of your stats. At Level 1 you start with 17 Ranks to spend. You gain 2 more Ranks to spend every level.

Each Skill has a parent Attribute which determines the Soft Cap for the skill. Each 1 point put under Ranks will result in 1 Rank Spent until you pass the Soft Cap. After passing the Soft Cap each point will now count as 2 Ranks Spent.

Example
Disk has 3 in Body Attribute and Disk wants to increase Strength.
Disk put 3 points into Ranks for Strength, resulting in 3 Total Ranks Spent.
Disk changes her mind and replaces the 3 with a 4.
Resulting in 5 Total Ranks Spent.

Below are examples of what the skills are used for.

Strength *Parent: Body*
Strength is used when lifting or pushing something heavy.

Melee *Parent: Body*
Melee is for throwing hooves or slicing ponies open with a melee weapon.

Big Weapons *Parent: Body*
Big Weapons are used for larger than average weaponry.

Hack *Parent: Mind*
Hacking is using an interface to change or alter a piece of technology. Opening doors, looking through cameras, and turning off turrets.

Medicine *Parent: Mind*
Medicine is used for healing yourself and others with items. Stop bleeding and determining illness.

Perception *Parent: Mind*
How aware you are of things around you. Perception are your senses.

Repair, Build *Parent: Mind*
Repair and Build is used to fix something that is broken or create something new with materials.

Tech *Parent: Mind*
A catch all term. Tech is used when determining what function something has. Or used when wearing some Cybernetics.

Lore *Parent: Mind*
Lore is used when you want the gamemaster to explain how your character remembers or figures out about something related to the past.

Lock Tech *Parent: Swiftness*
Lock Tech is similar to hacking but for physical objects, not using an interface. Usually more useful in lower tech environments.

Small Weapons *Parent: Swiftness*
For using normal weapons that aren't large or melee.

Pilot *Parent: Swiftness*
Piloting is used for driving and operating a vehicle. If you do not have at least 1 point in Pilot then you do not know how to drive.

Slight of Hoof *Parent: Swiftness*
SoH is used when attempting to steal something from another without them noticing.

Stealth *Parent: Swiftness*
Usually used in Opposed Tests against another character's Perception Skill. If you win the test then you can sneak past them unspotted.

Thrown *Parent: Swiftness*
Thrown is for throwing grenades and equipment to others.

Barter *Parent: Appeal*
Barter is for getting better prices on purchases.

Calm *Parent: Appeal*
Calm is used when attempting to wind down a situation, trying to come to some sort of deal or arrangement. May also be used for seduction.

Threat *Parent: Appeal*
Threat is for threatening others in an attempt for intimidation.

Arcane Magic *Parent: Soul*
Arcane Magic is only for races that can use Magic. It is used when casting spells.

Flight Magic *Parent: Soul*
Flight Magic is only for races that can use Flight. It is used for doing difficult maneuvers or using Flight Tricks.

Job *Parent: Soul*
Job is up to the player and can be renamed if the player chooses too. Mostly it is referring to your origin but if another Skill can be rolled instead, then roll the other Skill and not this one.

Endurance *Parent: Willpower*
Endurance is used when your body takes a lot of damage or you are fighting off a chemical or sickness.

Recovery *Parent: Willpower*
Recovery is usually not rolled but is the only Skill that effects other stats. Those stats are Rested Heal and FP & Strain Recovery.

Race

There are many races that your character will be able to become. Many races will change the maximum amount of points you can put into an Attribute. Each race comes with special tree of traits and perks that is unique to that race. Sometimes the race you pick will allow you to use special abilities that no other race is able to use. This book comes with the base races you are able to play but more may be added in future books or possible homebrews.

EarthPony

EarthPonies are the most common but usually the most overlooked race. Usually met with a lot of prejudice from the other races for their inability to contribute

much to society. They usually find work in construction or lower end corporation jobs, sometimes having to find work with more criminal organizations.

EarthPonies can have a max of 8 in the Body Attribute alongside one extra trait (3 traits, or 4 traits and 1 negative trait). EarthPonies stick together and you will often find comfort or be able to be more open around other EarthPonies.

Pegasus

Pegasi are the second most common race with the ability to fly. While a Unicorn may roll an eye in your presence, you are far more liked than the alternative. You have far more speed and dexterity than most ponies and are able to travel much faster than others. Pegasi are highly useful in the rescue and on the grounds teams alongside the weather operations.

Pegasi can have a max of 8 in the Swiftness Attribute alongside the ability to fly and use Flight Points.

Unicorn

Unicorns have the most responsibility of any race, the expectation of how you should act is more than any other race. Some ponies being exiled from jobs for just the way they acted. Unicorns have access to magic and precise abilities to improve Equestria. If remained undetected a Unicorn may provide an excellent fixer or party member for their Intel.

Unicorns can have a max of 8 in the Soul Attribute alongside the ability to use Magic that requires Strain.

Bat Pony

A strange race that appeared more and more as the years progressed was that of Bat Ponies. While similar to Pegasi, the Bat Ponies are often banned from most

places of work other than bars and of course illegal activity. Their leathery wings allow for a stealthier approach. While not an illegal race they might find it very difficult to work with higher end ponies.

Bat Ponies gain 1 Permanent in the Stealth Skill and the Appeal Attribute alongside the ability to fly and use Flight Points. They however, receive a -1 to the Mind Attribute when it is the day time unless they are deep underground or in a blackout room.

Changeling

Being a Changeling in the city is illegal and is hated by all races. They are excellent spies however and able to trick most technology that isn't high tier security. While they are very versatile they also require the most effort to simply live.

Changelings can have a max of 7 in the Appeal Attribute with the ability to fly and use magic depending on the form they take. They are able to turn into any pony with an action as long as they have that pony's Character Chip. You start with one Character Chip of your choosing. You lose your illusion when your Hit Points become 0 or lower. Changelings do NOT have Cutie Marks.

Dragon

Dragons are often feared, even if you are playing a baby one. You are very noticeable in public and are easily recognizable even in heavily populated areas. The Dragon's greed is an addiction and you find it hard to spend money. They are feared for a reason however.

Dragons can have a max of 7 in Willpower, start with a Permanent 1 to the Threat Skill, and have double the starting currency. However you are easily identified and you gain double the Heat. Dragons do NOT have Cutie Marks.

SnowPony (Anon)

From the northern lands, the SnowPonies are very similar to Earth Ponies but adjusted to the colder climates and the loneliness of snow. Some travel away from their tribes to attempt preservation of wildernesses.

SnowPonies can have a max of 7 in Body and Soul Attributes but a max of 5 in Appeal. They receive half damage from Frost (Round down) while taking double from Flame damage. SnowPonies are able to determine vague future events through watching the stars using Soul.

Origins

Origins are the character's background which will help ground them in the setting. Origins will also give small benefits to the character. You may be treated differently on what your Origin is.

Some campaigns may have the player's Origin determine the job they work while others will start the campaign after they got laid off from their jobs. It is up to you

and the gamemaster to communicate and discuss what would work best for the campaign and your character.

CyberSurgeon
Removing a pony's leg in a back alley or in a clean hospital to reattach something metal, you are a CyberSurgeon. Gain the Cyber Doc perk. Gain 1 Permanent to Barter or the Medicine Skill then gain 1 Permanent to the Tech Skill.

Doctor
From removing stray bullets to telling the patient's family there was nothing you could do, you are a Doctor. You have seen a lot and Willpower tests relating to gore or body deformities have 2 less to the Target Rating. You might recognize ponies in the medical field. Gain 1 Permanent to the Medicine Skill.

Drug Peddler
Moving pharmaceuticals in unmarked vehicles and grey bags, you are a Drug Peddler. It's quite easy for you to tell if a pony is an undercover cop. Gain 1 Permanent to the Medicine and Stealth Skills.

Fire Rescue
You shoot water at fire, you are a Fire Rescue. -2 Target Number when the test involves not being able to breath. Gain 1 Permanent in the Strength and Endurance Skills.

Fixer – *GMs approval*
From keeping your employers happy to finding the right ponies for the job, you are a Fixer. You have criminal connections who always need something done. Gain 1 Permanent to Barter and Calm Skills.

Full Time Guard

You stand around looking intimidating with large guns, you are a Full Time Guard. You have an unbroken threatening aura. Gain 1 Permanent in the Big Weapons and Threat Skills.

Gun Peddler

You carry creates full of weapons in your vehicle and don't plan on using them, you are a Gun Peddler. You are able to determine the power and what ammo the gun takes by looking at them. Gain 1 Permanent to Big Weapons or Small Weapons. Gain 1 Permanent to the Barter Skill.

Juggler

Things go up then come down, then go up, then down, you are a Juggler. You may use the Thrown skill to attempt to catch a thrown weapon targeting you once per round. If you win the opposed test you take no damage and you collect the item. Gain 2 Permanent in the Thrown Skill.

Lock Maintenance Worker

You carry around a huge ring of keys and a crowbar, you are a Lock Maintenance Worker. You open locks in half the time. Gain 1 Permanent in LockTech and Melee Skills.

Marketer

You enjoy seeing green arrow go up but you hate it when it goes down, you are a Marketer. Other Marketers are easily noticeable, both you and them have an unspoken understanding between one another. Gain 2 Permanent to the Barter Skill.

Mechanic

From fixing broken machines to carrying around greasy tools, you are a Mechanic. You gain easier access to restricted areas but will be watched. Gain 1 Permanent to the Repair, Build and Tech Skills.

Part Time Guard

From patrolling empty locations to sleeping in front of grocery stores, you are a Part Time Guard. You cannot get distracted or tired while watching or scoping out a territory. Gain 1 Permanent in the Small Weapons and Perception Skills.

Performer

Be it a dancer, radio host, or actor, you are a Performer. You have a small but loyal audience who are easily persuaded. Gain 1 Permanent in Calm and Job Skills.

Pilot Racing

You like turning left but not right, you are a Pilot Racer. You can go twice the speed of the vehicle max but taking corners require a Pilot Success Test. Gain 2 Permanent to Pilot.

Refugee

You were forced to move into the city, you are a Refugee. You leave a longer impact on those you talk with for better or worse. You are able to easily recall interesting locations, ponies, and imagery. Gain 1 Permanent to the Perception Skill.

Sex Worker

You like making uncomfortable scenes while making Bit Coin, you are a Sex Worker. Your charm will always work no matter their sexual interest (still doesn't work on turrets). Gain 1 Permanent in the Calm and Recovery Skills.

Taxi Driver

You drive to cope with your chronic insomnia and loneliness, you are a Taxi Driver. Ponies hardly notice your presence and will talk freely about private matters. Gain 1 Permanent to Stealth and Pilot Skills.

Teacher
You enjoy inspiring the younger generation with little pay, you are a Teacher. You can read twice as fast. Gain 1 Permanent in the Lore and Job Skills.

University Student
Exhausted from overwork and paperwork with a promising future, you are a University Student. You gain an extra Perk of your choice at Level 10. Gain 1 Permanent to Lore and any other Skill of your choice.

Wastelander
With a big iron and the ability to fix a toaster, you are a Wastelander. You are able to reload all Small Weapons with a Free Action instead of a Bonus Action. Gain 1 Permanent in Endurance and the Small Weapons Skills.

Restricted Origins
Restricted Origins are locked behind a prerequisite that must be met in order to take the Origin. The prerequisite will be next to the name in italics.

Construction Worker – *Earth Pony*
With lots of heavy lifting and jackhammering, you are a Construction Worker. You are not bothered by loud noises. Gain 1 Permanent to Strength and Repair, Build.

Food Industry – *Earth Pony*
Food is harder to come by than ever with no plants but thankfully there are other means to make food, you are in the Food Industry. You are not easily bothered by

chemicals, having a -2 Target Rating when resisting the chemicals. Gain 1 Permanent to Job and Endurance.

Party Pony – *Earth Pony, GMs approval*
Hiya! So, want to be a Party Pony huh? It's super awesome! As long as the joke is good you can make anypony laugh, even if they're really mean. I mean... It can be sort of difficult being taken seriously a lot of times but who needs seriousness when you got laughter! Also rules be damned, why not have 2 Origins instead of 1 boring Origin? This one HAS to be the second one though, none of those other LAME Origins.

Racer – *Pegasus*
You stress your wings to the limits, you are a Racer. Your Fly Speed is doubled. Gain 2 Permanent in Flight Magic.
J11 in Core on the Google Sheets is Fly Speed. The code is currently:
" =ROUND(10+(10*B13)+J12-IF(H13="Medium",10,IF(H13="Heavy",20,0))) " Change it to:
" =ROUND(2*(10+(10*B13)+J12)-IF(H13="Medium",10,IF(H13="Heavy",20,0))) "

Weather Factory – *Pegasus*
It's easy to misjudge that floating city, you work at the Weather Factory. You are insanely good at disposing of corpses usually only leaving color behind. Gain 1 Permanent to Threat and Stealth.

Scientist – *Unicorn*
Ever wondered why anything happens? You know because you are a Scientist. Gain 1 Permanent to the Mind Attribute with the Lore and Tech Skills as well.

Magician – *Unicorn*

After endless nights of reading mysterious texts you found on the public web you have finally become a Magician. You are able to tell how much Strain another pony that uses Magic has. Gain 2 Permanent to Arcane Magic.

Bat of the Night – *Bat Pony*
You like making trades with your body usually resulting in a large wallet, you are a Bat of the Night. Anypony that falls for you can easily become manipulated. Gain 1 Permanent to Calm and Pilot.

Organ Trader – *Bat Pony*
Many ponies may like replacing parts with steel but you like the fleshy bits, you are an Organ Trader. With a Medicine Success Test you may harvest organs minutes after somepony's death. Gain 1 Permanent to Barter and Medicine.

Pony-napper – *Changeling*
Ssssome poniess won't be misssed, you are a Pony-napper. You can get rewards from the hive for knocking out or drugging ponies, leaving them there for a squad to pick them up. Gain 2 Permanent in Stealth.

Spy – *Changeling*
Poniess are sso eassy to trick, you are a Sspy. You start with 3 Character Chips instead of 1. Gain 1 Permanent in Stealth and Calm.

Hiveling – *Changeling*
It'ss important protecting the hive, you are a Hiveling. You're mind has a direct link to your section of the hive which usually has between 5-15 Changelings that you can share a hive mind with. Gain 1 Permanent to Stealth and Job.

Banker – *Dragon*

After spending all day counting Bit Coin you simply wish it was all yours, you are a Banker. You can instantly tell around the price of any item with a proper Barter Success Test. Gain 2 Permanent to Barter.

Low Level Crime Boss – *Dragon*
You decided to start your own clan, you are a Low Level Crime Boss. You have one pony of any playable race in your clan that acts like a sidekick, the gamemaster will determine their stats. Your clan can get more members overtime gaining more Heat. Gain 1 Permanent to Threat.

Astrologer – *SnowPony*
You researched the stars and what they might mean, you are an Astrologer. You can always sense the stars despite the building overhead or the light pollution. Gain 2 Permanent in Perception.

Long Journey – *SnowPony*
It can be hard to know where you are going in a snow storm, you are on a Long Journey. You are able to know exactly where to go in confusing areas. Gain 1 Permanent to Endurance and Recovery.

Young – *Age 5-18*
You aren't quite old enough for a past, you are Young. Food, Drinks, Entertainment, Hotels, and many more things are half priced for foals. Gain 1 Permanent to any one Skill. If your race has a Cutie Mark then you do not have one yet but can gain one by the player and gamemaster planning it. You are not allowed into bars, sex shops, or any other inappropriate places for foals depending on the legality of the location.

Traits

Traits are picked at character creation and will change how your character is played. Traits will make your character stand out from other ponies and maximize your effectiveness while Negative Traits will hinder the character.

You may pick 2 Traits or pick 3 Traits and 1 Negative Trait unless you're Race says otherwise.

Positive Traits

For traits that positively affect your character.

2077
Wake the fuck up samurai. Something is in that head with you and it might just know how to help. The gamemaster chooses an AI or somepony's consciousness to be planted in your head.

Bebop
See you later space cowpony. Half the Target Rating of all Slight of Hoof tests (round up) however all fails with Slight of Hoof tests are considered catastrophic failures.

BladeTrotter
You look lonely, I can fix that. You look like a good Pony Joe. You are a bioengineered pony and you have a serial number instead of a name. You are unable to reproduce but you do not bleed out during combat, simply lying unconscious until waking.

Complementary Mark
What's better than one Cutie Mark? You had a birth defect, being born with a Cutie Mark anywhere on your body but only on one side. You gained your other Mark

when you found your special talent. Mark two skills as having a Cutie Mark instead of just one.

Controlled Explosive
BOOM! When you throw or use a weapon that has Area of Effect, your allies and you are not harmed by damage.

Dredd
He is the law! The first time per session your health goes to or below 0 then pop back up to 2 HP.

E.Y.E
This is full auto, and this is fuller auto. Weird, unusual, and odd things happen around you. You can choose to live past your death but at the cost of a -1 to all your Attributes.

FRIEND GEAR SOLID
YOU CAN'T HEAR THE WORDS, I SAY! Decrease all sound you make by 1. Decrease Target Ratings for Stealth by 3 if you are inside of a box.

G-String – *Cannot use magic*
Completely and totally underrated. You can now cast the [Levitation](#) spell. Use Soul instead of Arcane Magic for Levitation tests.

Health Flower
A pre-hardmode accessory. You automatically consume the most expensive healing item you have on you when your Health reaches or gets below 0. You still get the -1 to all Attributes every time you faint. This trait only triggers once per round.

Hotline Pegasus
Riiiinnnngg, Riiinnnnngg. You may temporarily remove all of your Heat for some time by switching to a new animal mask. This trait does not work past 35 Heat.

Kind
What is this place filled with so many wonders? You can understand any animal and be able to communicate with them using your own language.

Marecanicus
From the moment I understood the weakness of my flesh, it disgusted me. Double you're Max Cyber Capacity.
E27 is Max Cyber Capacity. This is the code:
" =ROUNDUP(1+((cc_Body*cc_Level)/2)) " Change it to:
" =ROUNDUP(1+(cc_Body*cc_Level)) "

Mare & Hunger
When you delved too deep. Whenever you drop to 0 HP or bellow instead, flip a coin, if you guessed correctly the damage is negated. This works only when above 0 HP.

METAL GEAR FRIENDSHIP
Snowpity machines son. Increase your armor by 2 for all ranged attacks to you if you are wielding a melee weapon.

Money Shot
Gun Lust. The shot using the last of your ammo in the clip does double damage. This trait does not trigger if the shot using the last of your ammo in the clip is the first shot of the clip.

NetTrotter

Jacking in. You may enter Cyberspace with an action, no wires needed.

Neuromancer
Console Cowpony. You are unable to enter Cyberspace but half all Target Ratings when hacking (round up).

Pony in the Shell
2501. Your consciousness may be retrieved when you die and could be placed in a robot or console.

Psycho – *Under 3 Mind*
THE MEAT CUPCAKES! Every hit with a melee weapon increases your melee damage by 1 as long as the target is alive. All increases to your melee damage is removed at the end of every session or after your HP becomes lower than 1.

RoboPone
You are under arrest. You are made aware of crime that is committed while you are in the same building. You deal an extra 1 point of damage to every criminal who has not paid for their crimes.

Savings Account
You can apply for a Golden Kings credit card. Have an additional 700 Bit Coin as your starting currency. This trait applies after the Dragon race bonus.

Stable Experiments Lain
And you don't seem to understand~. Once per session you may completely re-roll your dice for a test that you failed or tied on. Once per session the gamemaster can ask you to completely re-roll your dice for a test you failed, passed, or tied on. The gamemaster may not request a re-roll for dice that you re-rolled using this trait.

Stable's Edge

Sounds of running. You are capable of climbing almost any surface and anything that counts as [rough terrain](#) is considered normal terrain for you, including clouds if you are a flyer.

Strange Days

Like your making love with your eyes, ok? You are able to read the surface thoughts of anypony with cybernetics. The thoughts are all combined into one word and given to you by the gm. Examples are: Greed, Lust, Anger, Happy, and Entertainment.

Stray

Meow! You have a cat. Give kitty a name and a treat! Your cat has 2 Stealth and Slight of Hoof. You may not understand it but it understands you. You don't find it strange when your cat shows up next session good as new despite being blown up last time.

Vapor Wave

A statue's head lay above an ocean reflecting the sunrise. Gain 2 Permanent to the Calm and Job Skills. You can rest while flying, running, or driving.

Restricted Traits

For traits that are restricted behind Race, Origin, or by at least two other means.

Jumpstart – *Earth Pony*

Listen to that engine burn. When picking Perks you may pick Perks that are 1 level higher. For instance if you are Level 4 you may pick a Level 5 Perk and below instead.

Steel Wings – *Pegasus*
Some are seeking glory, And others are after fame. Double your Max Flight Points.
M9 is " =ROUNDUP((B13+B15+B16+12)/2) "
Change it to " =ROUNDUP(B13+B15+B16+12) "

Horn Battery – *Unicorn*
Claw, Hologram, Claw, Steam Barrier. Double your Max Strain
M12 is " =ROUNDUP((B15+B16+12)/2) "
Change it to " =ROUNDUP(B15+B16+12) "

Memory Hole – *Unicorn*
Clown Town. Start with an extra two spells.

Dark Eyes – *Bat Pony*
There is something in those eyes. You can see in darkness as though it was perfectly lit. However you suffer a +2 Target Rating to all Tests that involve vision when there is a bright light around you.

Nightcall – *Bat Pony*
There's something inside you, it's hard to explain. If it is night you may completely ignore one source of damage per session.

Witch Time – *Bat Pony*
Gun shoes. On your turn as a Bonus Action you may attempt to call out exactly how much damage you will take before getting to your next turn. If you were correct, you ignore all of the damage but still gain any negative effects.

Chameleon Mirror – *Changeling*
Jake, get out of there! After getting caught you may attempt a Test of the gamemaster's choosing to mirror your catcher. If you succeeded, then the pony

will wrongly think you are a mirror and move on. You have a short time until they realize their mistake, taking longer the less Mind they have.

AC Unit – *Dragon*
Ah, that feels nice. Lose 3 Heat at the end of each day instead of 1.

Heat Fan – *Dragon*
Celestia be my guide. If you are at or over 20 Heat then roll an additional die for all Tests.

Wings – *Dragon*
Flap, Flap, Flap. You gain wings and are able to fly using your Fly Speed. You CANNOT use Flight Magic nor Flight Tricks however.

Komrads – *SnowPony* (Anon)
You cannot die yet, friend! Gain +1 temporary bonus to Body and Willpower for the remainder of the day when reviving an ally. Can only be activated once per day.

Vision Quest – *SnowPony* (Anon)
The waves of memories echo around you. Once per session you may experience one memory of a knocked out pony. You make a Soul test for finding a specific memory.

Party Sense – *Party Pony*
Back for more eh? What, you want to double down? *She smiles with a wide grin.* Well, well, well. Wouldn't it be awesome if you can do something impossible? Something like randomly showing up on top of buildings, or maybe even pulling something out of thin air? Well, as long as the thing you pull out doesn't have anything to do with eating, drinking, shooting, hitting, or driving then I'm sure it's fine. The "GameMaster" thinks they are the big boss, probably because they are. If

you try doing something silly and the gamemaster says no then it doesn't happen. Anyway, thanks for reading and picking this great Trait!

Negative Traits

For Traits that negatively affect your character, allowing for one more Positive Trait.

Broken Horn – *Able to use Magic*
Crackle! You can only have a maximum of 3 spells outside of the Known Spells.

Clumsy Augment
Oops, sorry, my bad, whoa, how did that happen, was that me? You cannot be sneaky to save your life, increase all Target Numbers for Sneak Tests by 4.

Cyber Allergies
I don't like metal in my blood. Your Cyber Capacity is at 0 and cannot be changed by anything else.

Drive
He is so me. You have a deep unmoving love for vehicles. Whenever you harm a vehicle in any way take 1 damage directly to your health. You become easily distracted and trusting when discussing vehicles.

Loud Drunk
Everything you do at least makes 1 Sound. Increase all Sound you make by 1.

Missing Textures
Ragdoll SFX plays. -1 Permanent to the Mind attribute and Perception Skill.

New Friend – *The player playing does not know about the elements of harmony.*

You sometimes say "hands" instead of "hooves" or "everybody" instead of "everypony." Everypony was new at one point, no reason to punish them more.

System Shock
Ponykind will run and whimper, praying for her to end their pathetic existence. An evil AI has it out for your character.

Unlucky Cyber Horseshoe
It's upside down. If you roll a critical failure it becomes a catastrophic failure.

Well Known
You have a minimum of 10 Heat at all time.

Perks
Perks are similar to Traits but taken at every level instead of at character creation. Perks will improve your character or give them special abilities. Whenever you level up. When picking a Perk you may pick one that is your Level or below,

__Level 1_____

Bigger Health Bar
Tankier than ever. Gain +5 Max HP
L3 code: " =ROUNDUP(5+((B16*12)/3)+(3*12)) "
Change it to: " =ROUNDUP(10+((B16*12)/3)+(3*12)) "

Cleaner
Here is my bucket and here is my mop. Cleaning up crime scenes take half as long, along with disposing of corpses, washing out blood, and getting rid of the fresh gore scent.

Cyber Back

What am I, a pack mule? Gain +50 additional Max Carry Weight

FI code on Inventory page: " =50+(15*cc_Body) "

Change it to: " =100+(15*cc_Body) "

Ex Bouncer

Go in. You may skip the line outside of clubs, cutting straight to the bouncer.

Fast Healer

Whenever you are healed, heal 1 more health.

Oil Changer

The icon of doom. Your Repair, Build Skill is increased by 2 when using the Skill on a vehicle.

Simple Improvement

For when there is nothing else to take. Increase any of your Skills by 1 Permanent. You may take this Perk any number of times.

Synth Jam

Music so loud you feel your eardrums. You are able to hear clearly within loud rooms.

Throw Everything

Don't need that, don't need this. You can use anything as a thrown weapon. It has the same stats as a Rock but it's damage is equal to it's weight.

__Level 2_____

20% Cooler (Anon)
When wearing Sunglasses, gain 1 temporary to Calm and Threat. If you fail a Calm or Threat test while wearing Sunglasses they break.

Blade Dancer
Increase the Damage by 1 of all Melee weapons.

Equestria Roullete
When Reloading you may choose how many bullets you put into the gun up to the gun's Clip Size

Heavily Armored
Increase your Armor's Target Number by 1 if the Armor is Heavy.

Shotgun BBQ
When firing a gun and the target is within 2 Spaces the weapon deals 2 extra Damage.

__Level 3_____

Cleaner
Decrease the Target Number of Stealth tests when disposing of bodies by 2.

Crit Master
When Critting with an Honesty weapon remove a limb from the target of your choosing between Hoof, Horn, Wings, and Eye.

MindMap
Perfectly recall the layout of anything as long as you have been there.

Silent Takedown
Killing enemies have 0 Sound.

__Level 4_____

Echo Mind
You are able to recall any conversation you have had since gaining this perk.

Longer Clock
Double you're Willpower for the purposes of the death clock when falling to or below 0 Health.

Sniper Coffee
When firing a gun and the target is more than 50 Spaces away from you the weapon deals 5 extra Damage.

Status Haver
You are unable to have more than 1 Status Effect. If you get multiple at the same time than pick one of the selection.

__Level 5_____

Cyber Therapy – *At least 5 CC Usage*
Decrease your Cyber Capacity Usage by 5.

Driving Fast
Decrease the Target Number for Overdriving by 2.

Hare Fur
Double the Recharge of Hare Shields you have equipped during your turn.

Overkill
After you kill a target the next attack deals an extra 4 Damage.

Prayer (Anon)
When spending karma to roll an extra dice you may change a '5' to a '6' and will explode if able, you may do this equal to the number of karma spent before rolling for this test. Additionally, the lowest roll you made is always considered a '2' on rolls that you spent karma on.

_Level 6_____

Fire Tongue
If you successfully threatened a pony they will fight with you in the next combat for the first round before baling or turning to fight your group. Assuming that the threatened pony follows the group.

Gas Mask
When damaged with a Chemical Damage Type you receive only half damage (round up).

Laugh, Ponyacci, Laugh
All Laughter Wing Brand items, weapons, shields, armors, so on and so forth are considered Legal and nopony will bat an eye when bringing a Laughter Nuke inside a closet.

Targeting Laser
As a bonus action point at a target and you're party can see their outline for 5 minutes. The outline can be seen through walls, while outlined ignore cover.

Pointing to a new target removes the outline from the last target and moves it to the new one.

__Level 7_____

Chameleon – *Does NOT have Loud Drunk*
Any Sound you make that is below 3 it does 0 instead.

Pickpocket Ammo
As a Bonus Action you make take the target's currently equipped gun's clip, stealing all of the ammo currently in the gun. The Target must be within 1 Space. The test is an Opposed Test with the Target using Swiftness while you use Slight of Hoof.

Scholar
Gain 3 to the Lore Skill.

Silver Tongue
Before rolling a Calm or Threat test you may automatically succeed twice per session as long as the Target Number is or below 10.

__Level 8_____

Armored Sleeper
You sleep with your Armor on. Increase your Rested Heal by your Armor's Target Number.
In Core, M3's code: " ='Skills, Perks, & Traits'!C25+(B16+I2) "
Replace it with: " ='Skills, Perks, & Traits'!C25+(B16+I2) + H12 "

Barter King

All Weapons, Armors, Shields, Cybernetics, and Vehicles cost 10 Bit Coin less.

Dead Drop
Targets you knocked out or killed are not seen by any technology such as cameras or turrets.

Leech
Heal 1d6 when killing a target three times per session. You choose when to activate this perk as long as the conditions are met.

__Level 9_____

Lightning Hooves
Increase your Movement Speed by 10.

Moon Charm
Increase your Armor's Target Number by 2 when it is night .

Thunderclap (Anon)
All Sound made with melee weapons are increased by 2. Increase your melee weapon's damage by half the weapon's Sound (Round Up).

Wisdom in a Bottle – *GMs approval*
Instantly level up when selecting this perk.

__Level 10_____

Heavy Weapons Guy
Increase Big Weapons by 2. If you were healed this round increase Damage dealt with Big Weapons by 6.

MEDIC!
Increase your Medicine Skill by 2. Using healing items can be done with a Bonus Action instead of an Action.

Recoil Dampener
Decrease all Guns Sound by 1 when shot.

Respec
When taking this perk you may re-allocate your Base Attributes and Ranks for all Skills.

__Level 11_____

Cyber Catfishing
Once per session you may choose to bail out of Cyberspace for no Action and without losing any health.

Great Pony
Gain double Karma. When picking up this Perk, reset your Heat back to 0.

Juggler
You may throw 2 Thrown Weapons instead of 1 with your Action.

Opening Act (Anon)
During the first round of combat you go first no matter where your turn is in the round. This perk does not work if there was a surprise round. If two ponies have Opening Act then result it as a tie.

__Level 12_____

Crush, Kill, Destroy, Swag
When destroying anything the Target Number is halved (Round Up.) Gain 2 in the Threat Skill.

Cyber Doc – *Job 6 and Cyber Therapy required*
You may use the Job Skill to attach Cybernetics to anypony. If you gain this perk from a trait increase your Job Skill by 3.

Hard Cap
Increase the Soft Cap of a Skill by 3. If it is a Cutie Mark Skill then increase it by 6 instead.

Inspire Greatness
As an Action you may 'Inspire Greatness' which will restore a target at 0 or less health to their maximum. This has 1 Range. Can only be used once per session.

__Level 13_____

Attribute Addition
Increase 1 Attribute by 1.

The Only Thing They Fear (Anon)
When party heat is 20 or higher, opponents in opposed tests require double the Target Number to succeed.

__Level 14_____

Bug Expert

When speaking to a Changeling you are able to determine they are one even if disguised.

Quick Hack
Using the Hack Skill is now a Bonus Action.

Sniper Nest – *Sniper Coffee*
If your target is over 120 Spaces away deal double damage.

__Level 15_____

Attachment Master
All attachments for Weapons and Vehicles cost half as much (round up).

Hollow Signature
Half all Heat received. Reset back to 0 Heat when selecting this Perk.

__Level 16_____

4ᵗʰ Geometry
Increase your Armor's Target Number by 5 until the next round if you took an Action to Dash on your turn.

Kos Child
The Parasite will not kill the player and is allowed to be removed at any time. The Parasite deals an increased 10 Damage.

__Level 17_____

Tactical Stealth

After killing a target you may instantly make a Stealth test for free. Increase your Stealth by 3 for this specific test.

__Level 18_____

Character Development
Remove a Negative Trait. If you do not have a Negative Trait, gain 1 Trait.

Death Override
When health reaches 0 you do not fall down but still have your Action, Bonus Action, and Movement. The death clock still ticks down as normal.

__Level 19_____

Quantum Phase
Once per session at any time during a turn you may choose to be un-targetable by anyone (including yourself) until next round on that's target turn.

__Level 20_____

Tired of Damage
All Damage received is halved (Round up.)

Restricted Perks
Perks that are restricted by Race or Traits.

__Earth Pony_____

Decent Improvement – *Level 2*
Increase 1 skill by 2. You may choose this perk any number of times.

Earth Pony Brands – *Level 6*
Increase your damage with Honesty Wing and Laughter Wing weapons by 4. Also increase Honesty Wing and Laughter Wing shield's Recharge by 2.

__Pegasi_____

Natural Flyer – *Level 3*
Increase your Flight Magic Skill by 3.

Pegasi Brands – *Level 6*
Increase your damage with Loyalty Wing and Kindness Wing weapons by 4. Also increase Loyalty Wing and Kindness Wing armor's Target Number by 1.

__Unicorn_____

Talented Horn – *Level 3*
Increase your Arcane Magic Skill by 3.

Unicorn Brands – *Level 6*
Increase your damage with Magic Wing and Generosity Wing weapons by 4. Also increase Magic Wing and Generosity Wing shield's Recharge by 2.

__Bat Pony_____

Mango – *Level 1*
Roll 1 extra dice on the next test after eating a Mango.

Stealth Flyer – *Level 6*
Flying makes 0 Sound. Also decrease all Flight Tricks Sound by 2.

__Changeling_____

Changeling Brand – *Level 6*
Increase your damage with Twin Works weapons by 4. Also increase Twin Works shield's Recharge by 2.

True Changeling – *Level 16*
You may change into a pony without their Character Chip.

__Dragon_____

Karma Cooler – *Level 1*
You may use 1 Karma to remove 1 Heat.

Dragon Brand – *Level 6*
Increase your damage with Golden Kings weapons by 4. Also increase Golden Kings shield's Recharge by 2.

Debt Collector – *Level 8*
Call in a favor from your parents. Can only be used once.

Chemical Dragon – *Level 10, NOT Flame Dragon, NOT Magic Dragon, NOT Shock Dragon*
As a Bonus Action you may imbue your weapon with chemicals for the rest of your turn. The weapon deals Chemical Damage and overwrites everything else.

Flame Dragon – *Level 10, NOT Chemical Dragon, NOT Magic Dragon, NOT Shock Dragon*
As a Bonus Action you may imbue your weapon with fire for the rest of your turn. The weapon deals Flame Damage and overwrites everything else.

Magic Dragon – *Level 10, NOT Chemical Dragon, NOT Flame Dragon, NOT Shock Dragon*
As a Bonus Action you may imbue your weapon with magic for the rest of your turn. The weapon deals Magic Damage and overwrites everything else.

Shock Dragon – *Level 10, NOT Chemical Dragon, NOT Flame Dragon, NOT Magic Dragon*
As a Bonus Action you may imbue your weapon with shock for the rest of your turn. The weapon deals Shock Damage and overwrites everything else.

__SnowPony_______

Feesh – *Level 1* (Anon)
Roll 1 extra dice on the next test after eating a Fish. You roll 200 extra dice on your next test if you eat Le Fishe instead.

Borderline Luddite – *Level 5 and 0 CC Usage* (Anon)
Roll 1 extra dice on Melee, Big Weapons, Thrown, and Small Weapons tests for each Cybernetic the target has installed.

__Young_______

Play Dead – *Level 3*
Once per session you may drop and pretend to be dead when getting hurt, no test needed. You may pretend to be dead for as long as you want.

__Senior_______

Nostalgia – *Level 1*
Increase the Lore Skill by 3.

Retirement – *Level 7*

When picking this Perk instantly gain 400 Bit Coin.

__Party Sense_____

Laughtracting – *Level 1*
Without any Action you may attempt to make a joke with a target, if the game master laughs or think it's funny that target loses their Bonus Action for their upcoming turn.

The 4th Cyber Wall – *Level 4*
Your character is aware of the game being played. Once per session you may cyber beg the game master to help you out in some way.

The Funny – *Level 10*
For every Laughter Wing Brand item and attachment you have equipped increase your Damage by 2.

Crowd Performance – *Level 17*
Whenever you attack with your Action you may choose 2 targets instead of 1. Same roll for both, if one misses they both miss. If you are using a gun the bullet splits mid-air to hit both targets.

Starting Equipment
Your gear is bought using your starting currency which can be found below. Spend Bit Coin equal to the cost of anything you purchase and add that item to your Inventory. Barter does not apply here. Any leftover Bits will end up in your characters inventory.

You may attach any attachment bought at character creation to a weapon without the Repair, Build Skill.

At Levels 1-5 the players can purchase *Common* weapons, armor, and shields.
6-10 they can purchase up to *Uncommon* weapons, armor, cybernetics, and shields.
11-15 they can purchase up to *Rare* weapons, armor, and shields.
16-20 they can purchase up to *Legendary* weapons, armor, and shields.

Starting Currency
How much money you start with relative to your level.

Level 1	500	Level 11	2500
Level 2	700	Level 12	2700
Level 3	900	Level 13	2900
Level 4	1100	Level 14	3100
Level 5	1300	Level 15	3300
Level 6	1500	Level 16	3500
Level 7	1700	Level 17	3700
Level 8	1900	Level 18	3900
Level 9	2100	Level 19	4100
Level 10	2300	Level 20	4300

Weapons

Weapons are physical objects your character uses to harm others. Most weapons will use the Melee, Big Weapons, Small Weapons, or Thrown Skills but there can be weapons assigned to other Skills.

You may buy or possibly find attachments for weapons. It requires a Repair, Build skill to apply them yourself or you may pay somepony else to do it. You may not

remove the attachment without ruining it, making a worthless piece of scrap in the process.

Each Weapon has a list of statistics which will be explained below.

Damage: How much damage the weapon deals to an opponent when shot, thrown, or sliced. Sometimes the number may be added together with an Attribute which will increase the damage.

Range: Range will tell you how far the weapon will be able to fire without penalty. Melee is unable to reach outside of its range.

Skill: Skill will tell you which Skill to roll when using the weapon.

Conceal: Conceal will give you the Target Number of hiding the weapon on your character.

Ammo: If the weapon is a gun then Ammo will tell you what type of ammunition the gun is able to use.

Clip: If the weapon uses Ammo then Clip will tell you the max amount of bullets you can have in your gun.

Damage Type: Damage Type is determined by Ammo for guns but will be said for Melee and Thrown. Damage Type is expanded further HERE.

Area of Effect: Usually found in bombs, AoE is how big the radius of effect is for the weapon.

Cost: How much the weapon costs at base value.

Legality: If the weapon is legal or not.

Sound: How much the sound the weapon makes. Sound can be seen HERE.

Brand: Will inform you the brand of the weapon. Each brand is related to the corporation that made them and will give it unique abilities. The weapons are separated by Brands.

Rarity: Show how common a weapon is to come by and if the player is able to buy it at character creation.

Notes: Additional details or abilities that the weapon may have.

Melee & Thrown

__Flim Floom_____

Flim Floom melee and thrown weapons are known to be cheap and break easily. With a Critical Failure the weapon breaks, on a Catastrophic Failure the weapon breaks beyond repair. While wielding a Flim Floom melee or thrown weapon you may choose to break your weapon before you roll the Test for double damage.

Bat
Damage: 4 + (Body), Range: 1 Space, Skill: Melee
Conceal: 5, Cost: 175, Legality: Legal, Rarity: Uncommon, Weight: 8
Damage Type: Kinetic, Sound: 4

Club
Damage: 1 + (Body/2), Range: 1 Space, Skill: Melee

Conceal: 6, Cost: 20, Legality: Legal, Rarity: Common, Weight: 10
Damage Type: Kinetic, Sound: 3

Crowbar
Damage: 2 + (Body*4), Range: 1 Space, Skill: Melee
Conceal: 5, Cost: 700, Legality: Legal, Rarity: Rare, Weight: 10
Damage Type: Kinetic, Sound: 4

Frying Pan
Damage: 19, Range: 1 Space, Skill: Melee
Conceal: 4, Cost: 700, Legality: Legal, Rarity: Rare, Weight: 10
Damage Type: Kinetic, Sound: 6
Notes: This

Knife
Damage: 1 + (Swiftness/2), Range: 1 Space, Skill: Melee
Conceal: 4, Cost: 20, Legality: Legal, Rarity: Common, Weight: 6
Damage Type: Kinetic, Sound: 3

Radio
Damage: 8 + (Swiftness), Range: Body + 10 Spaces, Skill: Thrown
Conceal: 4, Cost: 12, Legality: Legal, Rarity: Uncommon, Weight: 3
Damage Type: Shock, Sound: 5

Rebar Club
Damage: (Body*2), Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 200, Legality: Legal, Rarity: Uncommon, Weight: 40
Damage Type: Kinetic, Sound: 5

Rock

Damage: 1 + (Swiftness/2), Range: Body + 8 Spaces, Skill: Thrown
Conceal: 3, Cost: 5, Legality: Legal, Rarity: Common, Weight: 1
Damage Type: Kinetic, Sound: 3

Stop Sign

Damage: 23 + (Body*2), Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 1,000, Legality: Legal, Rarity: Legendary, Weight: 20
Damage Type: Kinetic, Sound: 6
Note: Target has 0 Movement Speed and Fly Speed on their next turn when hit with this weapon.

Toilet Seat

Damage: 27 + (Swiftness), Range: Body + 5 Spaces, Skill: Thrown
Conceal: 6, Cost: 85, Legality: Legal, Rarity: Legendary, Weight: 10
Damage Type: Chemical, Sound: 5

Used Needle

Damage: 1 + (Medicine), Range: Body + 8 Spaces, Skill: Thrown
Conceal: 3, Cost: 8, Legality: Illegal, Rarity: Common, Weight: 1
Damage Type: Chemical, Sound: 2

__StarTricks_____

Like everything they make, these are unstable melee and thrown weapons. Upon dealing damage to any target the weapon will break. Nothing bad or inconvenient happens when rolling a Critical or Catastrophic Failure with these weapons.

Darkmoon Staff

Damage: 20, Range: 1 Space, Skill: Melee

Conceal: 8, Cost: 300, Legality: Illegal, Rarity: Uncommon, Weight: 6
Damage Type: Magic, Sound: 5
Note: The staff creates an AoE of 20 Spaces around itself of dim star like lights.
Increase the Damage of all spells by 1 while wielding this weapon.

Electric Cane
Damage: 5, Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 150, Legality: Illegal, Rarity: Common, Weight: 8
Damage Type: Shock, Sound: 4
Note: While wielding this weapon: Nothing bad or inconvenient happens when
rolling a Critical or Catastrophic Failure with spells.

Smoke Bomb Prototype
Damage: 1d6, Range: Body + 8 Space, Skill: Thrown
Conceal: 5, Cost: 60, Legality: Illegal, Rarity: Common, Weight: 0.5
Damage Type: Chemical, Sound: 6, Area of Effect: 2
Note: Anypony in the Area of Effect must roll an Endurance Test against the Target
Number of 5. If failed they are blinded for one round.

Sun Slayer
Damage: 200, Range: Arcane Magic + 20 Spaces, Skill: Thrown
Conceal: 8, Cost: 5,000, Legality: Illegal, Rarity: Legendary, Weight: 30
Damage Type: Magic, Sound: 9
Note: You immediately die after attacking with this weapon. Creates an AoE of 30
Spaces that deals 50 Magic Damage after being thorwn.

The Great Beyond
Damage: 30, Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 900, Legality: Illegal, Rarity: Rare, Weight: 12

Damage Type: Magic, <u>Sound:</u> 6
<u>Note:</u> You may re-roll a failed Arcane Magic test once per session while wielding this weapon. Spells deal an extra 5 Damage while wielding this weapon.

__Magic Wing_____

Magic melee and thrown always does Magic for the Damage Type. You may use the Arcane Magic Skill instead of Melee or Thrown for these weapons.

Magic Dagger

<u>Damage:</u> 8 + (Arcane Magic), <u>Range:</u> Arcane Magic + 4 Space, <u>Skill:</u> Thrown
<u>Conceal:</u> 3, <u>Cost:</u> 650, <u>Legality:</u> Illegal, <u>Rarity:</u> Uncommon, <u>Weight:</u> 2
<u>Sound:</u> 5
<u>Note:</u> This weapon disappears after being thrown and reappears back in the user's grasp at the start of the user's turn.

Nebula Chain

<u>Damage:</u> (Arcane Magic*4), <u>Range:</u> Arcane Magic + 6 Space, <u>Skill:</u> Melee
<u>Conceal:</u> 8, <u>Cost:</u> 1,500, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 30
<u>Sound:</u> 7
<u>Note:</u> This weapon creates an AoE of 10 Spaces that deals 8 Magic Damage at the target after a successful attack on the target.

Nebula Hoof

<u>Damage:</u> (Arcane Magic*5), <u>Range:</u> Arcane Magic + 10 Space, <u>Skill:</u> Thrown
<u>Conceal:</u> 6, <u>Cost:</u> 1,650, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 20
<u>Sound:</u> 7
<u>Note:</u> This weapon shoots a ball of plasma instead of the weapon being thrown. Decrease the target number for hitting targets by 5. This weapon costs 1 Strain to be used.

Umbrella

Damage: 6, Range: 1 Space, Skill: Melee
Conceal: 12, Cost: 700, Legality: Illegal, Rarity: Uncommon, Weight: 25
Sound: 4
Note: You may use an action to employ or unemploy the Umbrella. If employed then your movement is now 0 but you now gain 10 Total points to your shield.

Void Spark

Damage: (1d6*5), Range: 2 Space, Skill: Melee
Conceal: 10, Cost: 3,000, Legality: Illegal, Rarity: Legendary, Weight: -20
Sound: 8
Note: On hit, if you roll a "1" on Damage then the target is teleported anywhere else in the world and might forget all their memories.

__Generosity Wing_____

Generosity melee and thrown weapons are spectacular, usually causing illusion based fireworks on hit or twirling flames. Increase your armor by 2 when wielding a Generosity weapon but you will more likely be targeted.

Blazing Star

Damage: 1 + (Appeal/2), Range: Swiftness + 5 Spaces, Skill: Thrown
Conceal: 3, Cost: 5, Legality: Illegal, Rarity: Common, Weight: 0.5
Damage Type: Flame, Sound: 5

EXTREME Tri Bladed Rocket Blade

Damage: 13*3, Range: 1 Space, Skill: Melee
Conceal: 16, Cost: 2,500, Legality: Legal, Rarity: Rare, Weight: 35
Damage Type: Kinetic, Sound: 7

Note: This weapon has three blades which may each be attached with different Blade Attachments. You may trade in the Tri Bladed Rocket Blade for a 700 Bit Coin discount when purchasing this weapon.

Shock Grenade
Damage: 30, Range: Appeal + 10 Spaces, Skill: Thrown
Conceal: 4, Cost: 35, Legality: Legal, Rarity: Uncommon, Weight: 1
Damage Type: Shock, Sound: 5, Area of Effect: 8
Note: This weapon does 0 Damage to health always but deals damage to Shields normally. Hare Shields hit by this weapon stops regenerating shield until the start of the owner's turn, then returns functionality.

Sparkle Spinner Dispenser
Damage: 22, Range: Appeal + 10 Spaces, Skill: Thrown
Conceal: 9, Cost: 1,500, Legality: Illegal, Rarity: Rare, Weight: 6
Damage Type: Shock, Sound: 6
Note: This weapon is a box that dispenses Sparkle Spinners infinitely but they disintegrate past five minutes if not used.

Super Nova
Damage: 30, Range: 25 Spaces, Skill: Thrown
Conceal: 9, Cost: 100, Legality: Illegal, Rarity: Legendary, Weight: 6
Damage Type: Kinetic, Sound: 8, Area of Effect: 15
Note: Causes the Deaf Status Effect on enemies hit by this weapon until the start of the weapon's owner's next turn.

Tri Bladed Rocket Blade
Damage: 13, Range: 1 Space, Skill: Melee
Conceal: 12, Cost: 700, Legality: Legal, Rarity: Uncommon, Weight: 25

Damage Type: Kinetic, Sound: 6
Note: Two of the blades are holograms and do nothing.

Vile Lash

Damage: 1d6 + 1, Range: Arcane Magic + 2 Space, Skill: Melee
Conceal: 4, Cost: 250, Legality: Illegal, Rarity: Common, Weight: 2
Sound: 6
Note: This weapon may be used as a rope.

Wave Pounder

Damage: 4, Range: Swiftness + 5 Spaces, Skill: Thrown
Conceal: 9, Cost: 20, Legality: Illegal, Rarity: Common, Weight: 2
Damage Type: Kinetic, Sound: 6, Area of Effect: 5
Note: This weapon causes the ground in the AoE to be Rough Terrain until getting back to the owner's turn next turn.

__Loyalty Wing_____

After attacking with a Loyalty melee or thrown weapon you can immediately do it again for free. You have to do this directly after or be unable to attack again.

Heart Rate

Damage: (Swiftness*3), Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 1,300, Legality: Illegal, Rarity: Rare, Weight: 15
Damage Type: Kinetic, Sound: 6
Note: Target rolls Calm after being damaged by this weapon with a Target Number of 5, if they fail they take an extra 1d6 damage.

Light Speed

Damage: 5, Range: 1 Spaces, Skill: Melee

Conceal: 12, Cost: 2,500, Legality: Illegal, Rarity: Legendary, Weight: 6
Damage Type: Kinetic, Sound: 8
Note: You may attack again with this weapon for free immediately after hitting a target but must be the same target and this may be done until you miss. Increase target's Target Number to hit by 1 every time you attack again with this weapon, this resets when your turn ends.

Rabbit's Foot
Damage: 10, Range: 4 + Swiftness Spaces, Skill: Thrown
Conceal: 4, Cost: 10, Legality: Illegal, Rarity: Uncommon, Weight: 1
Damage Type: Kinetic, Sound: 3

Rapid Stabber
Damage: 6 + (Swiftness), Range: 1 Space, Skill: Melee
Conceal: 5, Cost: 600, Legality: Illegal, Rarity: Uncommon, Weight: 8
Damage Type: Kinetic, Sound: 3

The Slicer
Damage: 1d6 + (Swiftness/2), Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 250, Legality: Illegal, Rarity: Common, Weight: 4
Damage Type: Kinetic, Sound: 4

__Kindness Wing_____
Kindness weapons are unable to kill ponies, only knocking them out. Injuries caused by these weapons are unable to be back traced and you will not be reported to the cyberpolice. Your Heat will not increase by hurting ponies with these weapons.

CWNBTS

Damage: 3 + (Medicine*2), Range: 1 Space, Skill: Melee
Conceal: 3, Cost: 400, Legality: Legal, Rarity: Uncommon, Weight: 5
Damage Type: Kinetic, Sound: 3

Safety Knife

Damage: 1 + (Medicine), Range: 1 Space, Skill: Melee
Conceal: 2, Cost: 80, Legality: Legal, Rarity: Common, Weight: 1
Damage Type: Kinetic, Sound: 1

Stethoscope

Damage: (Medicine*5), Range: 10 Space, Skill: Thrown
Conceal: 6, Cost: 25, Legality: Illegal, Rarity: Rare, Weight: 5
Damage Type: Chemical, Sound: 4

X-Ray Machine

Damage: 25 + (Medicine), Range: 2 Spaces, Skill: Melee
Conceal: 8, Cost: 1,800, Legality: Illegal, Rarity: Legendary, Weight: 20
Damage Type: Shock, Sound: 8
Note: Half target's Target Number for everypony until the start of your next turn upon hitting them.

__Honesty Wing_____

While wielding these weapons if you lie they will zap you into dropping the weapon. If you attack with an Honesty weapon and get 3 successes then you deal double damage for that attack. This is known as a 'Crit'.

Blackjack

Damage: 12, Range: 1 Space, Skill: Melee
Conceal: 3, Cost: 600, Legality: Legal, Rarity: Uncommon, Weight: 5

Damage Type: Kinetic, Sound: 6

Bowie Knife
Damage: 10 + (Body*3), Range: 10 Space, Skill: Thrown
Conceal: 4, Cost: 25, Legality: Illegal, Rarity: Rare, Weight: 4
Damage Type: Kinetic, Sound: 4

Brass Horseshoe
Damage: (Body), Range: 1 Space, Skill: Melee
Conceal: 2, Cost: 120, Legality: Legal, Rarity: Common, Weight: 2
Damage Type: Kinetic, Sound: 2

Broken Bottle
Damage: 25 + 1d6, Range: 1 Spaces, Skill: Melee
Conceal: 4, Cost: 1,800, Legality: Illegal, Rarity: Legendary, Weight: 10
Damage Type: Shock, Sound: 5
Notes: After hitting a target with this weapon the target immediately passes out if their Health is below 75% of their Total Hit Points.

Hatchet
Damage: 3, Range: 1 Space, Skill: Melee
Conceal: 4, Cost: 150, Legality: Legal, Rarity: Common, Weight: 3
Damage Type: Kinetic, Sound: 2

Tomahawk
Damage: 3 + (Body*2), Range: 1 Space/7 Spaces, Skill: Melee/Thrown
Conceal: 5, Cost: 500, Legality: Legal, Rarity: Uncommon, Weight: 7
Damage Type: Kinetic, Sound: 4
Note: May be retrieved easily and without penalty.

__Laughter Wing_____

Laughter's melee and thrown weapons have guns attached to them and require ammo to use them for each attack. You have to reload melee to use them again if you run out in your clip, thrown you do not.

Apache Revolver
Damage: 8, Range: 1 Space, Skill: Melee
Conceal: 3, Cost: 300, Legality: Legal, Rarity: Common, Weight: 3
Ammo: Standard Rounds, Clip: 6, Sound: 5

GunLance
Damage: 19 + 1d6, Range: 3 Spaces, Skill: Melee
Conceal: 7, Cost: 1,400, Legality: Illegal, Rarity: Rare, Weight: 12
Ammo: Standard Rounds and Shock Rounds, Clip: 4, Sound: 6
Note: Increase your Armor's Target Number by 3 while wielding this weapon.

Kopia Pothaka
Damage: 12 + 1d6, Range: 1 Space, Skill: Melee
Conceal: 5, Cost: 800, Legality: Illegal, Rarity: Uncommon, Weight: 6
Ammo: Standard Rounds and Bean Bag Rounds, Clip: 4, Sound: 6

Morning Blast
Damage: 5d6, Range: 2 Spaces, Skill: Melee
Conceal: 8, Cost: 700, Legality: Illegal, Rarity: Uncommon, Weight: 6
Ammo: Standard Rounds, Clip: 3, Sound: 7

Poivriere Pepperbox
Damage: 30 – (Appeal), Range: 2 Spaces, Skill: Melee

Conceal: 7, Cost: 2,000, Legality: Illegal, Rarity: Rare, Weight: 12
Ammo: Standard Rounds, Clip: 9, Sound: 8
Note: This weapon uses 9 bullets per attack.

The GunBlade

Damage: 40, Range: 3 Spaces, Skill: Melee
Conceal: 12, Cost: 2,500, Legality: Illegal, Rarity: Legendary, Weight: 20
Ammo: Takes all Ammo, Clip: 6, Sound: 8
Note: It's a gun that's also a sword. It doesn't need a special ability to make it cool.

Yellow Celica

Damage: 5 + (Swiftness/3), Range: 2 Spaces, Skill: Melee
Conceal: 6, Cost: 400, Legality: Legal, Rarity: Common, Weight: 4
Ammo: Standard Rounds and Heavy Rounds, Clip: 2, Sound: 6
Note: This weapon uses 2 bullets per attack.

__Twin Works_____

The Melee weapons may change size with a bonus action, switching between Long (gain 1 Range), Medium (gain 1 Damage), or Short (Conceal is now 4). Thrown can switch between Sharp (gain 1 Damage) or Shock (changing Damage Type to Shock).

Bone Blade

Damage: 10 + (Swiftness*3), Range: 10 Space, Skill: Thrown
Conceal: 3, Cost: 25, Legality: Illegal, Rarity: Rare, Weight: 1
Damage Type: Kinetic, Sound: 3
Note: Sharp increases Damage by 4 instead of 1.

Boom Hammer

Damage: 12, Range: 1 Space, Skill: Melee
Conceal: 10, Cost: 700, Legality: Legal, Rarity: Uncommon, Weight: 7
Damage Type: Kinetic, Sound: 7, Area of Effect: 3
Note: Medium size increases Damage by 4 instead of 1.

Chikage

Damage: 17, Range: 1 Spaces, Skill: Melee
Conceal: 7, Cost: 1,200, Legality: Illegal, Rarity: Rare, Weight: 12
Damage Type: Kinetic, Sound: 5
Note: Before making an attack you may deal 7 extra Damage at the cost of 1 Damage directly to your Health.

Grave Blade

Damage: 9 + (Swiftness), Range: 2 Space, Skill: Melee
Conceal: 10, Cost: 650, Legality: Legal, Rarity: Uncommon, Weight: 9
Damage Type: Kinetic, Sound: 4
Note: You may make another move after for free if you changed with weapon's size.

Hunting Axe

Damage: 4, Range: 1 Space, Skill: Melee
Conceal: 6, Cost: 200, Legality: Illegal, Rarity: Common, Weight: 4
Damage Type: Kinetic, Sound: 3
Note: You may change this weapon's size for free if you attack with it.

Saw Cleaver

Damage: 5, Range: 1 Space, Skill: Melee
Conceal: 6, Cost: 300, Legality: Illegal, Rarity: Common, Weight: 3

Damage Type: Kinetic, Sound: 3
Note: The Damage of this weapon is increased by 1 for this turn if you changed the size of this weapon.

The Parasite

Damage: 25 + (Mind*2), Range: 4 Spaces, Skill: Melee
Conceal: -, Cost: 3,000, Legality: Controlled, Rarity: Legendary, Weight: 0
Damage Type: Magic, Sound: 2
Notes: The Parasite cannot be removed you may however, use other weapons while this is equipped just not at the same time. Adds 1 to Mind and Appeal while subtracts 1 to Appeal while this weapon is equipped. The fungal cancer will take over the body in days, the body might be dead but nopony can tell a difference except the mushrooms.

__Golden Kings_____

As long as your opponent has Bit Coin in their bank, you take 1 Bit Coin from them for each 1 Damage done. The Bit Coin is inserted into the weapon and you may cash it out at the bank. Thrown weapons come with a separate card that holds the Bit Coins collected from the thrown weapon. This ability doesn't work on non-alive objects like training dummies or turrets.

Ante Up!

Damage: 10 + (Barter*2), Range: 1 Spaces, Skill: Melee
Conceal: 7, Cost: 1,500, Legality: Illegal, Rarity: Rare, Weight: 12
Damage Type: Shock, Sound: 5
Note: Receive double the Bit Coin from the damage you deal but decrease your armor's Target Number by 2.

Debt Collector

Damage: 2 + Barter, Range: 1 Space, Skill: Melee

Conceal: 8, Cost: 200, Legality: Illegal, Rarity: Common, Weight: 20
Damage Type: Kinetic, Sound: 4
Note: You receive Bit Coin even if your alive opponent is in debt, adding more to their debt.

Roulette Wheel

Damage: 1d6, Range: Willpower + 5 Spaces, Skill: Thrown
Conceal: 10, Cost: 100, Legality: Illegal, Rarity: Legendary, Weight: 5
Damage Type: Kinetic, Sound: 7
Notes: Before attacking say a number between 1 and 6. If that number was rolled on the damage dice then deal 60 Damage instead.

The Credit Card

Damage: 10 + Barter, Range: 1 Space, Skill: Melee
Conceal: 8, Cost: 600, Legality: Controlled, Rarity: Uncommon, Weight: 30
Damage Type: Kinetic, Sound: 5
Note: The katana increases blade length. For every 100 Bits in the sword's bank increase Conceal and Range by 1.

__Celestial Corp_____

Celestial weapons are known to be the most powerful and cannot be stolen. They will dig into your blood and if it does not match its owner then the weapon will be unable to throw or swing.

Star Bringer

Damage: 50, Range: 1 Space, Skill: Melee
Conceal: 25, Cost: 10,000, Legality: Illegal, Rarity: Legendary, Weight: 35
Damage Type: Magic, Sound: 6

Melee Attachments

Attachments for melee are small benefits for your weapon by replacing the hilt or the blade of the weapon. You may only have 1 attachment of hilt and Blade.

__Hilt_____

The Hilt is also known as the handle of the melee weapon. It is the part of the weapon you hold onto with mouth, hooves, or hands.

Flim Floom: Increase the weapon's weight by 5. Equip this weapon for free at the start of combat.
Cost: 10

StarTricks: You may attack the same opponent again, for free, on a Critical Failure or Catastrophic Failure. Only triggers once per attack and does not remove the negative of said failure.
Cost: 80

Magic Wing: Subtract your Arcane Magic Skill to the Conceal of the weapon.
Cost: 40

Generosity Wing: Decrease the weapon's Sound by 1.
Cost: 60

Loyalty Wing: If anyone leaves your Range for this weapon you may immediately attack them like a normal attack action with this weapon.
Cost: 100

Kindness Wing: Increase your armor by 2 against Thrown and Melee attacks.
Cost: 80

Honesty Wing: If you get 3 successes with an attack for this weapon you may attack with this weapon again for free. This does not work with free attacks, only attacks that spent an action to use.
Cost: 1,000

Laughter Wing: You may attach a Gun Attachment Grip to this weapon.
Cost: 60

Twin Works: You may attach 2 blade attachments to this weapon instead of just 1.
Cost: 100

Golden Kings: Attached to the hilt is a small slot machine. Use a bonus action to insert a Bit Coin and pull the lever. When you do so roll 3d6, if two of those numbers match double your damage with this weapon for the turn, if three match then triple your damage with this weapon for the turn. You lose the Bit Coin.
Cost: 300

Celestial Corp: Your weapon explodes after your death, dealing (10*Your level) damage with an Area of Effect of 2. This emits a Sound of 6.
Cost: 500

i Qaluit: Decrease the Target Number of the target by 1 if they have at least one Cybernetic installed.
Cost: 80

__Blade_____

Flim Floom: Increase the damage of the weapon by 1 and increase the weight of the weapon by 5.
Cost: 25

StarTricks: Every time your weapon would break, it explodes instead and deals 1d6 Magic damage to the user but reforms immediately after.
Cost: 200

Magic Wing: Your weapon now does the Magic damage type. If your weapon already does the Magic damage type, double your damage instead.
Cost: 300

Generosity Wing: Apply the silence status to anypony who you hit with this blade for one round.
Cost: 100

Loyalty Wing: The target you hurt with this blade cannot attack another pony on their upcoming turn.
Cost: 85

Kindness Wing: This blade cannot kill anypony.
Cost: 25

Honesty Wing: Lower the Target Rating for hitting with this weapon by 1.
Cost: 200

Laughter Wing: You may attach a Gun Attachment Barrel or Scope to this blade.
Cost: 60

Twin Works: You may change size of the blade with a bonus action, switching between Long (gain 1 Range), Medium (gain 1 Damage), or Short (decrease Conceal by 1). This stacks with Twin Works melee weapons.
Cost: 200

Golden Kings: The blade is now made out solid gold which increases it's Damage by 4 but increases the Weight by 10.
Cost: 150

Celestial Corp: This blade overwrites all modification. Does 0 Damage to innocents.
Cost: 800

i Qaluit: Your weapon now does the Frost damage type. If your weapon already does the Frost damage type, double your damage instead.
Cost: 250

Thrown Attachments

Thrown attachments are little benefits that you put on each individual thrown weapon. You may only have 1 attachment for each weapon.

Flim Floom: Increase Damage by 1.
Cost: 0.5

StarTricks: Explode on breaking. The explosion has an Area of Effect of 2 and a Sound of 4 with 2d6 damage.
Cost: 6

Magic Wing: Add your Arcane Magic skill to the weapon's damage.
Cost: 2

Generosity Wing: Decrease Sound by 2.
Cost: 1

Loyalty Wing: Once per turn you may double your movement after hitting with this weapon. All movements that takes half movement to do now does 1/4th movement instead for this turn.
Cost: 4

Kindness Wing: This weapon cannot kill anypony.
Cost: 0.5

Honesty Wing: Lower the Target Rating for hitting with this weapon by 2.
Cost: 4

Laughter Wing: You may attach a Melee Weapon Blade onto this weapon.
Cost: 50

Twin Works: You may switch the Damage Type of this weapon with a bonus action. This switches all of your thrown weapons with this attachment.
Cost: 3

Golden Kings: You can easily find this weapon after throwing it. You have a 100% chance of finding this weapon after use.
Cost: 2,000

Celestial Corp: Disintegrates after use, leaving no trace.
Cost: 10

i Qaluit: Increase the damage of this weapon by your Soul Attribute.
Cost: 5

The Guns
__Flim Floom_____

Flim Floom guns are known to be cheap and break easily. With a Critical Failure the weapon breaks, on a Catastrophic Failure the weapon breaks beyond repair.

Duct Tape Pistol of Wonders

<u>Damage:</u> 3, <u>Range:</u> 20 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 4, <u>Cost:</u> 20, <u>Legality:</u> Illegal, <u>Rarity:</u> Common, <u>Weight:</u> 4
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 6, <u>Sound:</u> 7

Nailgun Express

<u>Damage:</u> 12 + (Strength), <u>Range:</u> 40 Spaces, <u>Skill:</u> Big Weapons
<u>Conceal:</u> 12, <u>Cost:</u> 900, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 10
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 20, <u>Sound:</u> 7

One-Shot Wonder

<u>Damage:</u> 50, <u>Range:</u> 40 Spaces, <u>Skill:</u> Big Weapons
<u>Conceal:</u> 12, <u>Cost:</u> 1,500, <u>Legality:</u> Illegal, <u>Rarity:</u> Legendary, <u>Weight:</u> 20
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 1, <u>Sound:</u> 9
<u>Notes:</u> This weapon breaks instantly after shooting. Also it takes a Action to reload this weapon instead of a Bonus Action.

Pipe Dream

<u>Damage:</u> 10, <u>Range:</u> 30 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 5, <u>Cost:</u> 400, <u>Legality:</u> Illegal, <u>Rarity:</u> Uncommon, <u>Weight:</u> 4
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 10, <u>Sound:</u> 7

__StarTricks_____

Like everything they make, these are unstable guns. Nothing bad or inconvenient happens when rolling a Critical or Catastrophic Failure with these weapons. Reloading with StarTricks weapons cost an Action, not a Bonus Action.

Cyclops

Damage: 6, Range: 60 Spaces, Skill: Small Weapons
Conceal: 10, Cost: 80, Legality: Illegal, Rarity: Common, Weight: 20
Ammo: Standard Rounds and Signal Shot, Clip: 1, Sound: 8

Snallygaster

Damage: 16, Range: 80 Spaces, Skill: Small Weapons
Conceal: 11, Cost: 700, Legality: Illegal, Rarity: Uncommon, Weight: 20
Ammo: Standard Rounds, Shock Rounds, and Signal Shot Clip: 1, Sound: 8

Splinter Cat

Damage: 26, Range: 120 Spaces, Skill: Small Weapons
Conceal: 12, Cost: 1,600, Legality: Illegal, Rarity: Rare, Weight: 20
Ammo: Heavy Rounds, Shock Rounds, and Signal Shot Clip: 1, Sound: 8

Thestral

Damage: 60, Range: 180 Spaces, Skill: Small Weapons
Conceal: 13, Cost: 2,800, Legality: Illegal, Rarity: Legendary, Weight: 20
Ammo: Heavy Rounds, Shock Rounds, and Signal Shot Clip: 1, Sound: 9
Notes: When hitting a target with this weapon they are *marked* until removed.
When anypony damages the marked target they deal double damage and the mark
is removed.

__Magic Wing_____

Magic Wing guns always does Magic for the Damage Type. You may use the Arcane
Magic Skill instead of the weapon's Skill for these weapons.

Dune

<u>Damage:</u> 17, <u>Range:</u> 35 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 6, <u>Cost:</u> 1,500, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 8
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 6, <u>Sound:</u> 7

Life of Pi

<u>Damage:</u> 10, <u>Range:</u> 30 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 5, <u>Cost:</u> 600, <u>Legality:</u> Illegal, <u>Rarity:</u> Uncommon, <u>Weight:</u> 7
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 4, <u>Sound:</u> 6

The Night Circus

<u>Damage:</u> 40, <u>Range:</u> 35 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 4, <u>Cost:</u> 3,000, <u>Legality:</u> Illegal, <u>Rarity:</u> Legendary, <u>Weight:</u> 8
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 10, <u>Sound:</u> 4
<u>Notes:</u> Can only be used at night.

To Kill a Mocking Bird

<u>Damage:</u> 3, <u>Range:</u> 25 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 4, <u>Cost:</u> 50, <u>Legality:</u> Illegal, <u>Rarity:</u> Common, <u>Weight:</u> 5
<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 8, <u>Sound:</u> 6
<u>Notes:</u> Increase the Damage by 1 if the target is not your race.

__Generosity Wing_____

All Generosity Wing guns emit 0 Sound. You may use the Appeal Attribute instead
of the weapon's Skill.

Golden Eye

<u>Damage:</u> 2, <u>Range:</u> 18 Spaces, <u>Skill:</u> Small Weapons
<u>Conceal:</u> 2, <u>Cost:</u> 40, <u>Legality:</u> Illegal, <u>Rarity:</u> Common, <u>Weight:</u> 3
<u>Ammo:</u> Standard Rounds, Shock Rounds, and Peppershot, <u>Clip:</u> 6

Notes: This weapon deals an additional 4 damage for the first and surprise round of combat.

Operation Blackout
Damage: 20, Range: 10 Spaces, Skill: Small Weapons
Conceal: 2, Cost: 1,800, Legality: Illegal, Rarity: Rare, Weight: 5
Ammo: Standard Rounds, and Peppershot Clip: 6
Notes: This weapon deals an additional 8 damage if you are in a room that has no lights on.

The Big Score
Damage: 8, Range: 20 Spaces, Skill: Small Weapons
Conceal: 2, Cost: 500, Legality: Illegal, Rarity: Uncommon, Weight: 2
Ammo: Standard Rounds, and Shock Rounds, Clip: 4
Notes: This weapon deals an additional 6 damage for the first and surprise round of combat.

The Crown Jewels Job
Damage: 35, Range: 20 Spaces, Skill: Small Weapons
Conceal: 2, Cost: 3,000, Legality: Illegal, Rarity: Legendary, Weight: 4
Ammo: Standard Rounds, Heavy Shot, Shock Rounds, and Signal Shot Clip: 6
Notes: This gun deals double damage if the target is unaware that you are there.

__Loyalty Wing_____
Reloading is free for Loyalty Wing guns. All clips are considered infinite for this corporation.

Daytona 5,000
Damage: 2 + (Swiftness/2), Range: 15 Spaces, Skill: Small Weapons

Conceal: 6, Cost: 60, Legality: Illegal, Rarity: Common, Weight: 5
Ammo: Standard Rounds and Bean Bag Rounds, Sound: 7

Knight's Choice
Damage: 20, Range: 60 Spaces, Skill: Small Weapons
Conceal: 6, Cost: 2,000, Legality: Illegal, Rarity: Rare, Weight: 8
Ammo: Standard Rounds, and Peppershot, Sound: 7

Preakness Stakes
Damage: 12, Range: 25 Spaces, Skill: Small Weapons
Conceal: 2, Cost: 700, Legality: Illegal, Rarity: Uncommon, Weight: 6
Ammo: Standard Rounds, and Shock Rounds, Sound: 6

Sovereignty
Damage: 35, Range: 25 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 3,000, Legality: Illegal, Rarity: Legendary, Weight: 8
Ammo: Standard Rounds, and Heavy Rounds, Sound: 4
Notes: Double your Movement and Fly Speeds when firing this weapon for the remainder of this turn.

__Kindness Wing_____
Kingness Wing guns heal instead of dealing damage, this healing goes through shields and heals anypony it hits.

Chariot
Damage: 2, Range: 20 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 80, Legality: Legal, Rarity: Common, Weight: 4
Ammo: Standard Rounds and Heavy Rounds, Clip: 4, Sound: 5

HAY

Damage: 20, Range: 40 Spaces, Skill: Big Weapons

Conceal: 10, Cost: 2,000, Legality: Legal, Rarity: Legendary, Weight: 10

Ammo: Rockets and Heat Rockets, Clip: 2, Sound: 7, AoE: 5

Notes: You choose which targets get hit by this weapon if they are in range of the Area of Effect.

Mane Medical

Damage: 14, Range: 35 Spaces, Skill: Small Weapons

Conceal: 4, Cost: 1,650, Legality: Legal, Rarity: Rare, Weight: 8

Ammo: Standard Rounds and Heavy Rounds, Clip: 6, Sound: 5

StableCare

Damage: 5, Range: 30 Spaces, Skill: Small Weapons

Conceal: 4, Cost: 700, Legality: Legal, Rarity: Uncommon, Weight: 6

Ammo: Standard Rounds and Heavy Rounds, Clip: 4, Sound: 5

__Honesty Wing_____

While wielding these weapons if you lie they will zap you into dropping the weapon. If you attack with an Honesty weapon and get 3 successes then you deal double damage for that attack. This is known as a 'Crit'.

Bonfire

Damage: 10, Range: 30 Spaces, Skill: Small Weapons

Conceal: 8, Cost: 900, Legality: Illegal, Rarity: Uncommon, Weight: 6

Ammo: Standard Rounds and Bean Bag Rounds, Clip: 4, Sound: 8

Notes: This weapon deals Flame damage and cannot be changed.

Buck Dealer

Damage: 20, Range: 35 Spaces, Skill: Big Weapons
Conceal: 8, Cost: 1,900, Legality: Illegal, Rarity: Rare, Weight: 12
Ammo: Heavy Rounds, Clip: 6, Sound: 8
Notes: The Crit is 4 times damage instead of 2 with this weapon.

Deadwood

Damage: 4, Range: 25 Spaces, Skill: Small Weapons
Conceal: 5, Cost: 80, Legality: Illegal, Rarity: Common, Weight: 4
Ammo: Standard Rounds and Heavy Rounds, Clip: 6, Sound: 8

Hells Whisper

Damage: 30, Range: 35 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 3,000, Legality: Illegal, Rarity: Legendary, Weight: 8
Ammo: Standard Rounds and Heavy Rounds, Clip: 6, Sound: 8
Notes: There is no Crit with this weapon, instead; multiply how many success you get on the test by the damage of this weapon.

__Laughter Wing_____

All ammo shot from Laughter Wing guns are considered Heat Ammo. Ignoring cover and a -2 for the Target Number. This effect does not stack if you are using actual Heat Ammo. These guns will automatically aim at the nearest pony (including allies.)

Accordion Karaoke

Damage: 35, Range: 35 Spaces, Skill: Big Weapons
Conceal: 10, Cost: 2,400, Legality: Legal, Rarity: Legendary, Weight: 35
Ammo: Standard Rounds, Clip: 20, Sound: 10
Notes: Play a real life instrument to your party, the game master decides what buffs you and your party gain for the rest of combat. The song you played may not be played again for this benefit.

Dance Contest

<u>Damage:</u> 30, <u>Range:</u> 40 Spaces, <u>Skill:</u> Big Weapons

<u>Conceal:</u> 200, <u>Cost:</u> 2,000, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 60

<u>Ammo:</u> Standard Rounds, <u>Clip:</u> 1, <u>Sound:</u> 9, <u>AoE:</u> 25

<u>Notes:</u> This weapon does not deal damage on impact. The Area of Effect will last 5 turns, while in the Area everypony must use all of their Movement to dance on their turn or get hurt by this weapon's Damage.

Happy Birthday Polka

<u>Damage:</u> 1d6 + 2, <u>Range:</u> 30 Spaces, <u>Skill:</u> Big Weapons

<u>Conceal:</u> 6, <u>Cost:</u> Your Age, <u>Legality:</u> Illegal, <u>Rarity:</u> Common, <u>Weight:</u> 35

<u>Ammo:</u> Bean Bag Rounds and Rocket, <u>Clip:</u> 300, <u>Sound:</u> 8

Trivial Punch

<u>Damage:</u> (1d6)*2 + 3, <u>Range:</u> 30 Spaces, <u>Skill:</u> Big Weapons

<u>Conceal:</u> 7, <u>Cost:</u> 600, <u>Legality:</u> Illegal, <u>Rarity:</u> Uncommon, <u>Weight:</u> 20

<u>Ammo:</u> Heavy Rounds, Shock Rounds, and SignalShot, <u>Clip:</u> 4, <u>Sound:</u> 6

<u>Notes:</u> When you have this weapon equipped it may ask you a random trivia questions, if you answer incorrectly or not in the time frame you get punched, losing your Action.

__Twin Works_____

Twin Works guns can take ANY ammo type.

Beetles

<u>Damage:</u> 20, <u>Range:</u> 35 Spaces, <u>Skill:</u> Big Weapons

<u>Conceal:</u> 6, <u>Cost:</u> 1,500, <u>Legality:</u> Illegal, <u>Rarity:</u> Rare, <u>Weight:</u> 15

<u>Clip:</u> 6, <u>Sound:</u> 7

Notes: Increase your Armor's Target Number by 2 while this weapon is equipped.

Centipede
Damage: 35, Range: 35 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 2,700, Legality: Illegal, Rarity: Legendary, Weight: 8
Clip: 10, Sound: 6
Notes: Multiply the Ammo's benefits by 6.

Cricket
Damage: 2, Range: 20 Spaces, Skill: Small Weapons
Conceal: 6, Cost: 100, Legality: Illegal, Rarity: Common, Weight: 4
Clip: 4, Sound: 9

Termites
Damage: 10, Range: 20 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 600, Legality: Illegal, Rarity: Uncommon, Weight: 6
Clip: 10, Sound: 4
Notes: This gun may easily tear through cheap walls, creating a walkway for ponies. One shot will do this.

__Golden Kings_____
As long as your opponent has Bit Coin in their bank, you take 1 Bit Coin from them for each 1 Damage done. The Bit Coin is inserted into the weapon and you may cash it out at the bank. This ability doesn't work on non-alive objects like training dummies or turrets.

Betting
Damage: 0, Range: 40 Spaces, Skill: Small Weapons
Conceal: 6, Cost: 3,000, Legality: Illegal, Rarity: Legendary, Weight: 10

Ammo: Standard Rounds, Clip: 6, Sound: 6
Notes: To increase the Damage of this weapon you insert 100 Bit Coin to increase it by 1. This gun gives you 200 Bit Coin per 1 Damage done as per Golden Kings rules. The weapon's Damage returns to 0 after firing.

Bluffing Fallacy

Damage: 4 + 1d6 + 5 + 1 + (Something), Range: 40 Spaces, Skill: Small Weapons
Conceal: 6, Cost: 1,500, Legality: Illegal, Rarity: Rare, Weight: 8
Ammo: Standard Rounds, Clip: 6, Sound: 7
Notes: You may bluff the damage of this weapon, if you are caught going over 21 damage you lose 10 Bit Coin, if you are caught going under 16 you gain 20 Bit Coin. In both cases it must be the gamemaster to call out the player not other players.

Gambling Machine Gun

Damage: 2 + 2, Range: 30 Spaces, Skill: Big Weapons
Conceal: 10, Cost: 70, Legality: Illegal, Rarity: Common, Weight: 20
Ammo: Standard Rounds and Bean Bag Rounds, Clip: 12, Sound: 7
Notes: Spends 2 bullets per attack, not 1.

The Strip

Damage: 5 + 5, Range: 30 Spaces, Skill: Small Weapons
Conceal: 7, Cost: 700, Legality: Illegal, Rarity: Uncommon, Weight: 10
Ammo: Standard Rounds, Clip: 6, Sound: 6

_Celestial Corp_____

Celestial Corp guns will be unable to fire unless their alive owner discharges the weapon.

Pistol

Damage: 3, Range: 25 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 50, Legality: Controlled, Rarity: Common, Weight: 4
Ammo: Standard Rounds and Heavy Rounds, Clip: 6, Sound: 7

Revolver
Damage: 60, Range: 40 Spaces, Skill: Small Weapons
Conceal: 4, Cost: 10,000, Legality: Controlled, Rarity: Legendary, Weight: 8
Ammo: Standard Rounds and Heavy Rounds, Clip: 6, Sound: 8

Gun Attachments

__Grip_____

Flim Floom: Decrease Clip size by 1 but increase Damage by 1.
Cost: 40

StarTricks: Reloads are free but when you reload, roll a 1d6. If the result was a 1 or a 2 then it jams and requires a Bonus Action Reload to fix. Do not roll the 1d6 on Reload with the Bonus Action.
Cost: 35

Magic Wing: You may use the Arcane Magic Skill instead of the weapon's Skill.
Cost: 80

Generosity Wing: Decrease Conceal by 2.
Cost: 100

Loyalty Wing: You may draw this weapon for free at the start of combat.
Cost: 66

Kindness Wing: This weapon cannot hurt anypony other than your target when taking a shot. The shot may still miss.
Cost: 30

Honesty Wing: If you take a shot with this weapon and miss you automatically reload for free.
Cost: 70

Laughter Wing: You may attach a Melee Weapon Hilt Attachment onto this Grip.
Cost: 60

Twin Works: You may switch ammo type for this weapon for free. The clip stays the same and does not count as a reload.
Cost: 80

Golden Kings: Increase Clip size by 3.
Cost: 60

Celestial Corp: Increase both Sound and Damage by 2.
Cost: 200

i Qaluit: Decrease Clip size by 2 but increase Damage by 4.
Cost: 180

__Barrel_____

Flim Floom: Increase Sound and Damage by 1.
Cost: 40

StarTricks: You may choose to throw this weapon, dealing 30 damage with an Area of Effect of 4. This completely destroys the weapon, emitting a Sound of 8. Skill is Thrown for using this specific attack.
Cost: 500

Magic Wing: The Damage Type for this weapon is now Magic.
Cost: 80

Generosity Wing: Decrease Sound by 2.
Cost: 100

Loyalty Wing: This weapon fires an additional bullet from your clip, adding the ammo benefit again.
Cost: 120

Kindness Wing: This weapon will be unable to kill anypony.
Cost: 30

Honesty Wing: If you get 3 successes with an attack for this weapon you may attack with this weapon again for free. This does not work with free attacks, only attacks that spent an action to use.
Cost: 1,000

Laughter Wing: You may attach a Thrown or Melee Weapon Blade Attachment to this weapon.
Cost: 60

Twin Works: Decrease Conceal by 1 and add your Appeal Attribute to the gun's Damage.
Cost: 100

Golden Kings: The gun's Damage Type is Flame.
Cost: 150

Celestial Corp: Your bullets curve around innocent ponies and obstacles but does not track like heat bullets. Target Number does not increase because of cover or obstacles in the way.
Cost: 300

i Qaluit: The Damage Type of this weapon is now Frost.
Cost: 70

__Scope_____

Flim Floom: Increase Range by 3.
Cost: 60

StarTricks: Increase Range by 50 for one attack. The scope has to be repaired after.
Cost: 150

Magic Wing: Increase Range by 20 if this weapon's Damage Type is Magic.
Cost: 300

Generosity Wing: Decrease Sound by 1.
Cost: 40

Loyalty Wing: Decrease Range by 5 but increase Damage by 5.
Cost: 100

Kindness Wing: You can see heat signatures through walls while looking through this scope.
Cost: 400

Honesty Wing: Increase Range by 10.
Cost: 100

Laughter Wing: You may attach a Thrown or Melee Weapon Blade Attachment to this weapon.
Cost: 60

Twin Works: As a Bonus Action you may switch the property of this scope. Sharp-Shooter (Gain 5 Range.) or Blunt Force Trauma (Gain 3 Damage.)
Cost: 160

Golden Kings: You are able to see how much money a pony has in the bank by looking at them through this scope.
Cost: 50

Celestial Corp: Gain 100 Range.
Cost: 2,000

i Qaluit: No additions to the target's Target Rating from weather, low light, or any kind of smoke.
Cost: 100

Ammo

Ammo is required for firing guns. Depending on the ammo used the damage or aspects of the attack may change.

Standard Rounds

<u>Cost:</u> 0.5, <u>Legality:</u> Controlled, <u>Damage Type:</u> Kinetic, <u>Weight:</u> 0

<u>Notes:</u> A normal round that does nothing special.

Heavy Rounds

<u>Cost:</u> 2, <u>Legality:</u> Illegal, <u>Damage Type:</u> Kinetic, <u>Weight:</u> 0.5

<u>Notes:</u> A slightly heavier version of the Standard Round. Adds +3 Damage to the weapon.

Shock Rounds

<u>Cost:</u> 1, <u>Legality:</u> Illegal, <u>Damage Type:</u> Shock, <u>Weight:</u> 0

<u>Notes:</u> A round injected with lightning.

Bean Bag Rounds

<u>Cost:</u> 1, <u>Legality:</u> Legal, <u>Damage Type:</u> Kinetic, <u>Weight:</u> 0

<u>Notes:</u> A round that deals 2 less damage to targets and cannot kill them.

Peppershot

<u>Cost:</u> 1, <u>Legality:</u> Illegal, <u>Damage Type:</u> Chemical, <u>Weight:</u> 0

<u>Notes:</u> A special round filled with a unique chemical.

Signal Shot

<u>Cost:</u> 5, <u>Legality:</u> Illegal, <u>Damage Type:</u> N/A, <u>Weight:</u> 0

<u>Notes:</u> This round deals no damage but transmits a signal that allows remote hacking or tracking. The round sticks to the target on a hit.

Rocket

<u>Cost:</u> 5, <u>Legality:</u> Illegal, <u>Damage Type:</u> Kinetic, <u>Weight:</u> 2

<u>Notes:</u> Creates an Area of Effect of 10 at the target, increases the Sound of the weapon being used by 3.

Heat Rocket
Cost: 20, Legality: Illegal, Damage Type: Kinetic, Weight: 2
Notes: Creates an Area of Effect of 5 at the target, increases the Sound of the weapon being used by 3. Decreases target's Target Number by 2 and ignores cover.

Armor

Armor is what determines the Target Rating in order to hit you with an attack. The negatives to your speed is automatically decreased in the character sheet when selecting Medium or Heavy under Armor Type.

Light: Your Sound in Light Armor and no Armor is 2.

Medium: Your Sound in Medium Armor is 3, also decreases your Movement Speed by 5 and Fly Speed by 10.

Heavy: Your Sound in Heavy Armor is 4, also decreases your Movement Speed by 10 and Fly Speed by 20.

__Flim Floom_____
Flim Flooms armors have an increased Sound of 1.

Foam and Duct Tape
Target Rating: 5, Conceal: 8, Cost: 300
Legality: Legal, Rarity: Rare, Weight: 8
Type: Light
Notes: Increase your Swiftness Attribute by 1 while wearing this armor.

Pallet Protector
Target Rating: 5, Conceal: 10, Cost: 100
Legality: Legal, Rarity: Uncommon, Weight: 25
Type: Heavy

Plastic King
Target Rating: 8, Conceal: 18, Cost: 1,000
Legality: Legal, Rarity: Legendary, Weight: 10
Type: Medium
Notes: Incases the wearer in plastic, chemicals have no effect against the wearer, removing all benefits from the chemical damage type.

Pots and Pans
Target Rating: 3, Conceal: 14, Cost: 20
Legality: Legal, Rarity: Common, Weight: 20
Type: Heavy
Notes: Increase your Sound again by 1.

__StarTricks_____
Decrease Target Number by 1 for all Arcane Magic tests while wearing StarTricks armor.

Bullet Catch
Target Rating 5, Conceal: 8, Cost: 60
Legality: Legal, Rarity: Common, Weight: 15
Type: Medium

Damage Avoider

Target Rating: 7, Conceal: 10, Cost: 200
Legality: Legal, Rarity: Uncommon, Weight: 25
Type: Heavy

Harm Stopper
Target Rating: 12, Conceal: 18, Cost: 2,000
Legality: Controlled, Rarity: Legendary, Weight: 30
Type: Heavy
Notes: Once per session completely ignore one source of damage for a turn.

Injury Limiter
Target Rating: 9, Conceal: 8, Cost: 450
Legality: Legal, Rarity: Rare, Weight: 15
Type: Medium

__Magic Wing_____
Increase your Max Strain by 5 when wearing Magic Wing armor.
M12 code: " =ROUNDUP((B15+B16+12)/2) "
Change it to: " =ROUNDUP(5 + (B15+B16+12)/2) "

Invisible Stallion
Target Rating: 4, Conceal: 5, Cost: 100
Legality: Illegal, Rarity: Common, Weight: 20
Type: Light
Notes: Decrease your Sound by 1.

Player Piano
Target Rating: 9, Conceal: 18, Cost: 1,000
Legality: Illegal, Rarity: Legendary, Weight: 20
Type: Light

Notes: As a bonus action, once per session you may disable all electronics, turrets, cameras, etc. for 1 turn in an Area of Effect of 20 Spaces centered on the wearer.

The Long Trot
Target Rating: 8, Conceal: 8, Cost: 400
Legality: Legal, Rarity: Rare, Weight: 12
Type: Light
Notes: Increase your Movement Speed by 5 Spaces.

The Star Dog
Target Rating: 6, Conceal: 8, Cost: 200
Legality: Legal, Rarity: Uncommon, Weight: 10
Type: Light
Notes: Increase your Lore by 1 for each animal companion you have in the party.

__Generosity Wing_____
Decrease all Sound you make by 1 while wearing Generosity Wing armor.

Acran Max
Target Rating: 5, Conceal: 10, Cost: 250
Legality: Legal, Rarity: Uncommon, Weight: 8
Type: Light
Notes: Increase the Appeal Attribute by 1.

Jenny Couture
Target Rating: 6 + (Appeal), Conceal: 18, Cost: 2,000
Legality: Legal, Rarity: Legendary, Weight: 20
Type: Medium

Notes: At the start of combat this armor projects three unique holograms of the wearer's choice. The holograms hover around the player and protects the user from damage. Each hologram has 1 Health, the same Armor Target Number as the wielder and disappears after death, a pony cannot target the wearer until all holograms are removed. In the case of AoE the user is safe but all the holograms die.

Keline Mara
Target Rating: 8, Conceal: 8, Cost: 600
Legality: Legal, Rarity: Rare, Weight: 10
Type: Light
Notes: You may roll Appeal instead of Stealth for Stealth tests.

Live and Let Die
Target Rating: 3, Conceal: 5, Cost: 60
Legality: Legal, Rarity: Common, Weight: 10
Type: Light
Notes: The first round of combat, deal 1 additional Damage with your attack.

__Loyalty Wing_____
Add half your Swiftness Attribute (rounded down) to your armor's Target Rating while wearing Loyalty Wing armor.

24 Hours of Le Stallions
Target Rating: 2 + (Pilot)/2, Conceal: 3, Cost: 100
Legality: Legal, Rarity: Common, Weight: 10
Type: Light

Baja 2,000

Target Rating: 6 + Pilot, Conceal: 8, Cost: 1,850
Legality: Legal, Rarity: Legendary, Weight: 10
Type: Light
Notes: Other than weapons and ammunition take 0 Kinetic damage.

Goodworth Festival of Speed
Target Rating: 4 + (Pilot)/2, Conceal: 4, Cost: 300
Legality: Legal, Rarity: Uncommon, Weight: 8
Type: Light

Isle of Stallion TT
Target Rating: 8, Conceal: 6, Cost: 500
Legality: Legal, Rarity: Rare, Weight: 10
Type: Light
Notes: Increase Pilot by 2.

__Kindness Wing_____

Receive half damage (rounded up) against Area of Attack Damage while wearing
Kindness Wing armor.

Fentanyl
Target Rating: 15, Conceal: 20, Cost: 3,000
Legality: Controlled, Rarity: Legendary, Weight: 40
Type: Heavy
Notes: You can't feel pain while wearing this for better and worse.

Ibuprofen
Target Rating: 8, Conceal: 10, Cost: 400
Legality: Legal, Rarity: Uncommon, Weight: 25

Type: Heavy

Indomethacin
Target Rating: 10, Conceal: 15, Cost: 600
Legality: Legal, Rarity: Rare, Weight: 30
Type: Heavy

Prednisone
Target Rating: 5, Conceal: 10, Cost: 130
Legality: Legal, Rarity: Common, Weight: 20
Type: Heavy
Notes: Increase your Medicine Skill by 1.

__Honesty Wing_____
When getting hit with double damage only receive 1.5 times damage instead
(rounded up.)

Apple Bandanna
Target Rating: 4, Conceal: 6, Cost: 60
Legality: Legal, Rarity: Common, Weight: 8
Type: Medium
Notes: Decrease Tech Skill by 1.

Boots with Spinning Stars
Target Rating: 15, Conceal: 20, Cost: 2,000
Legality: Controlled, Rarity: Legendary, Weight: 15
Type: Medium
Notes: All of your Melee attacks deal an extra 10 Kinetic Damage while wearing this
armor.

Leather Belt
Target Rating: 8, Conceal: 15, Cost: 500
Legality: Legal, Rarity: Rare, Weight: 15
Type: Medium

Wide-Brimmed Hat
Target Rating: 6, Conceal: 10, Cost: 280
Legality: Legal, Rarity: Uncommon, Weight: 10
Type: Light

__Laughter Wing__
All Laughter Wing armor's Target Number are determined at the start of Combat. Roll a 1d6 and that is your Target Number for the whole Combat. The Rule of 6 applies.

Clown Makeup
Conceal: 50, Cost: 2,000
Legality: Controlled, Rarity: Legendary, Weight: 1
Type: Light
Notes: This armor may be worn with any other armor and add the Target Number's together for your Target Number.

Huge Shoes
Conceal: 20, Cost: 200
Legality: Legal, Rarity: Uncommon, Weight: 10
Type: Light
Notes: Decrease your Movement Speed by 5 spaces and increase your sound by 1. However roll an additional 1d6 and add it together for this armor's Target Number.

Party Hats
Conceal: 10, Cost: 45
Legality: Legal, Rarity: Common, Weight: 5
Type: Light

Rainbow Wig
Conceal: 30, Cost: 400
Legality: Legal, Rarity: Rare, Weight: 5
Type: Light
Notes: 1, 3, and 6 when rolled on the dice for determining the Target Number is considered a 6 and will be exploded as per the Rule of 6.

__Twin Works_____
Twin Works armors can have the appearance of any clothing or armor. Requires a Repair, Build Skill test at the Target Rating of the armor's Target Rating to change its appearance.

Assassin Bug
Target Rating: 18, Conceal: 3, Cost: 4,000
Legality: Illegal, Rarity: Legendary, Weight: 25
Type: Heavy
Notes: You instantly die if your health reaches 0 or lower while wearing this armor but every time you deal damage to a target they take 1 damage at the end of their turn, this effect stacks and only goes away with medical attention.

Cicada
Target Rating: 10, Conceal: 3, Cost: 850
Legality: Illegal, Rarity: Rare, Weight: 25

Type: Heavy
Notes: Increase all Sound you make by 1 during the night.

Firefly
Target Rating: 8, Conceal: 10, Cost: 450
Legality: Illegal, Rarity: Uncommon, Weight: 15
Type: Medium
Notes: You admit a small light, allowing you to see in a AoE of 5 spaces around you.
This cannot be turned off.

Ladybug
Target Rating: 8, Conceal: 3, Cost: 150
Legality: Illegal, Rarity: Common, Weight: 25
Type: Heavy
Notes: Increase your Sound by 1.

__Golden Kings_____
Decrease Target Number by 1 for all Barter tests while wearing Golden Kings
armor.

Capital Assets
Target Rating: 5 + (Barter), Conceal: 10, Cost: 600
Legality: Legal, Rarity: Rare, Weight: 15
Type: Medium

Coin
Target Rating: 8 + (Barter), Conceal: 10, Cost: 1,500
Legality: Legal, Rarity: Legendary, Weight: 15
Type: Medium

Notes: Pay 50 Bit Coin to re-roll any Barter Test.

Mortgage
Target Rating: 6, Conceal: 10, Cost: 250
Legality: Legal, Rarity: Uncommon, Weight: 15
Type: Medium

Union
Target Rating: 4, Conceal: 6, Cost: 60
Legality: Legal, Rarity: Common, Weight: 20
Type: Medium

_Celestial Corp_____
Celestial Corp armor can only be removed by the user.

Guardian
Target Rating: 10, Conceal: 14, Cost: 500
Legality: Controlled, Rarity: Common, Weight: 30
Type: Heavy
Notes: Decrease your Stealth Skill by 2.

Panoply
Target Rating: 23, Conceal: 30, Cost: 6,000
Legality: Illegal, Rarity: Legendary, Weight: 15
Type: Heavy
Notes: You cannot Stealth.

Shields

Shields act like temporary health, dealing damage first to your shield then your health. There are four types of shields with different recharge rates. Shields may not charge over the shield hp unless otherwise stated.

Keep in mind that a *turn* is were individuals use their Action, Bonus Action, and Movement. A *round* is everyone's turn and goes to a new one after the last pony in turn order finishes their turn.

Shields only recharge when the user's health is above 0. If the wearer's health is 0 or below 0 than the shield does NOT recharge.

Feline: These shields recharges at the start of your turn.

Mice: This type of shield recharges at the end of your turn. The <u>notes</u> that this shield has only applies when the shield is empty.

Hare: This shield recharges EVERY turn.

Tortoise: These shields recharges on all odd rounds at the start of your turn (round 1, round 3, round 5~)

__Flim Floom_____
While you have a Flim Floom shield equipped -1 to the Endurance and Recovery Skills.

Blue Octagon
<u>Shield Total</u>: 4, <u>Recharge</u>: 4, <u>Cost</u>: 140
<u>Shield Type</u>: Feline, <u>Rarity</u>: Uncommon, <u>Weight</u>: 6

Orange Decagon
Shield Total: 8, Recharge: 8, Cost: 280
Shield Type: Feline, Rarity: Rare, Weight: 7

White Hexagon
Shield Total: 2, Recharge: 2, Cost: 10
Shield Type: Feline, Rarity: Common, Weight: 5

Yellow Dodecagon
Shield Total: 12, Recharge: 12, Cost: 850
Shield Type: Feline, Rarity: Legendary, Weight: 8
Notes: Ignore Flim Floom's negative -1 to Endurance and Recovery.

__StarTricks_____
As a Bonus Action you may choose to *wind up* the shield, refilling your shield from its Recharge stat.

Crank
Shield Total: 8, Recharge: 6, Cost: 210
Shield Type: Feline, Rarity: Uncommon, Weight: 5
Note: Increase Arcane Magic by 1.

Loader
Shield Total: 12, Recharge: 8, Cost: 400
Shield Type: Feline, Rarity: Rare, Weight: 7
Note: You may wind up this shield past the Shield Total. Any extra shield past the total is removed at the start of your turn.

Overfiller
Shield Total: 4, Recharge: 2, Cost: 60
Shield Type: Feline, Rarity: Common, Weight: 5
Note: You may wind up this shield past the Shield Total. Any extra shield past the total is removed at the start of your turn.

Prime
Shield Total: 40, Recharge: 15, Cost: 1,000
Shield Type: Feline, Rarity: Legendary, Weight: 7
Notes: You may Wind Up this shield for double the Recharge if you use an Action to Wind Up.

__Magic Wing_____
The Magic Damage Type does not skip Magic Wing shields.

Enchantess
Shield Total: 30, Recharge: 27, Cost: 1,000
Shield Type: Tortoise, Rarity: Legendary, Weight: 9
Notes: When you cast a spell on your turn Recharge this shield 10 points.

Magic Tank
Shield Total: 5, Recharge: 4, Cost: 140
Shield Type: Tortoise, Rarity: Common, Weight: 8

Mysticism
Shield Total: 9, Recharge: 4, Cost: 400
Shield Type: Hare, Rarity: Rare, Weight: 7

Special Charm

Shield Total: 12, Recharge: 11, Cost: 280
Shield Type: Tortoise, Rarity: Uncommon, Weight: 8

__Generosity Wing_____
After the shield reaches 0 hp it shatters into illusion fireworks creating a Sound
of 7. You may, for free, make a Stealth Skill test immediately after.

Blouse
Shield Total: 5, Recharge: 5, Cost: 350
Shield Type: Hare, Rarity: Uncommon, Weight: 5

Dress
Shield Total: 12, Recharge: 6, Cost: 3,000
Shield Type: Hare, Rarity: Legendary, Weight: 9
Notes: Once per turn you may make a Stealth test immediately after using an
Action to attack with a weapon.

Jewelry
Shield Total: 12, Recharge: 6, Cost: 680
Shield Type: Feline, Rarity: Rare, Weight: 4
Notes: Recharge this shield once per round whenever this shield reaches 0.

Laundry
Shield Total: 1, Recharge: 1, Cost: 50
Shield Type: Feline, Rarity: Common, Weight: 3

__Loyalty Wing_____
All Loyalty Wing shields recharge to full when recharging.

Cheetah
Shield Total: 12 + (Swiftness), Cost: 1,000
Shield Type: Hare, Rarity: Legendary, Weight: 9
Notes: Increase your Swiftness by 1 while wearing this shield.

Golden Eagle
Shield Total: 12, Cost: 520
Shield Type: Hare, Rarity: Rare, Weight: 4

Greyhound
Shield Total: 7, Cost: 280
Shield Type: Hare, Rarity: Uncommon, Weight: 5

Mini Lop
Shield Total: 2, Cost: 65
Shield Type: Hare, Rarity: Common, Weight: 4

__Kindness Wing_____
Kindness Wing shields are always considered empty. Recharge for these shields instead heal your hp.

Charger
Recharge: 1 + (Medicine/2), Cost: 100
Shield Type: Feline, Rarity: Common, Weight: 7

Mending
Recharge: 2 + (Medicine), Cost: 300
Shield Type: Feline, Rarity: Uncommon, Weight: 8

Recovery
Recharge: 6 + (Medicine), Cost: 600
Shield Type: Feline, Rarity: Rare, Weight: 10

Regenerate
Recharge: 8 + (Medicine*2), Cost: 1,500
Shield Type: Feline, Rarity: Legendary, Weight: 14
Notes: Ignore any damage you take that is or below 6.

__Honesty Wing_____
Shock Damage Type does normal damage to Honesty Wing shields. NOT double.

Dreamcatcher
Shield Total: 8, Recharge: 8, Cost: 630
Shield Type: Feline, Rarity: Rare, Weight: 5
Notes: You no longer need to sleep and can't feel tired while wearing this shield. If you haven't slept in the past 24 hours than deal an extra 8 Damage with all weapons.

Horse Shoe
Shield Total: 1, Recharge: 1, Cost: 60
Shield Type: Mice, Rarity: Common, Weight: 5
Notes: Deal an extra 2 Damage with Melee and Thrown Weapons.

Reins
Shield Total: 1, Recharge: 1, Cost: 900
Shield Type: Mice, Rarity: Legendary, Weight: 8
Notes: You can't be targeted for an attack. This Shield may only be damaged by a hostile target.

Saddle
Shield Total: 4, Recharge: 4, Cost: 280
Shield Type: Mice, Rarity: Uncommon, Weight: 8
Notes: Increase Movement Speed and Fly Speed by 5 and deal 5 extra Damage with all weapons.

__Laughter Wing_____
Laughter Wing shields explode when shield hp reaches 0, dealing (5*your level) kinetic damage with an Area of Effect of 4, emitting a Sound of 6. This explosion does not damage you.

Blue Rocket
Shield Total: 8, Recharge: 6, Cost: 280
Shield Type: Feline, Rarity: Uncommon, Weight: 10
Notes: Increase the AoE of the shield's explosion by 4 (now 8.)

Orange Dazzler
Shield Total: 12, Recharge: 8, Cost: 700
Shield Type: Feline, Rarity: Rare, Weight: 12
Notes: Your shield's explosive triggers at the end of every turn this shield has no health.

White Sparkler
Shield Total: 4, Recharge: 3, Cost: 70
Shield Type: Tortoise, Rarity: Common, Weight: 8

Yellow Comet
Shield Total: 4, Recharge: 4, Cost: 2,000

Shield Type: Mice, Rarity: Legendary, Weight: 16
Notes: You may use your Thrown Skill as a Bonus Action to throw a comet at a target. The comet deals 30 Magic Damage.

__Twin Works_____
The shields may change forms with a bonus action, switching between Armored (gain 1 to your Armor Target Number), Quiet (-1 Sound for movement), or Shielded (Shield Total increased by 2).

Brown Recluse
Shield Total: 15, Recharge: 8, Cost: 2,000
Shield Type: Hare, Rarity: Legendary, Weight: 2
Notes: Enemy targets you hurt CANNOT heal their Hit Points for the next hour.

Huntsman Spider
Shield Total: 12, Recharge: 12, Cost: 650
Shield Type: Mice, Rarity: Rare, Weight: 4
Notes: Increase your Movement Speed and Fly Speed by 20.

Trapdoor Spider
Shield Total: 12, Recharge: 9, Cost: 280
Shield Type: Tortoise, Rarity: Uncommon, Weight: 1
Notes: If you did not move last round you deal an extra 6 Damage on all attacks.

Wolf Spider
Shield Total: 2, Recharge: 2, Cost: 55
Shield Type: Feline, Rarity: Common, Weight: 2
Notes: If you changed this shield on this turn you may increase Fly Speed or Movement Speed by 3 for the remainder of it.

__Golden Kings_____

This shield is immune to Flame Damage Type, taking no damage.

Croesus
Shield Total: 12, Recharge: 8, Cost: 620
Shield Type: Feline, Rarity: Rare, Weight: 10
Notes: Increase your Barter Skill by 4.

Ivan the Terrible
Shield Total: 6, Recharge: 6, Cost: 320
Shield Type: Feline, Rarity: Uncommon, Weight: 8

Midas
Shield Total: 30, Recharge: (Barter*3), Cost: 4,000
Shield Type: Tortoise, Rarity: Legendary, Weight: 20
Notes: When killing a target with a Melee weapon you instantly gain ALL Bit Coin
they possess.

Robert the Bruce
Shield Total: 4, Recharge: 2, Cost: 70
Shield Type: Feline, Rarity: Common, Weight: 5

__Celestial Corp_____

Celestial Corp shields recharge every time they receive damage to their health.

Coil
Shield Total: 3, Recharge: 1, Cost: 250
Shield Type: Hare, Rarity: Common, Weight: 10

Spring
Shield Total: 40, Recharge: 20, Cost: 10,000
Shield Type: Feline, Rarity: Legendary, Weight: 20

Combat

This chapter will cover the basics of combat. Combat follows most other systems, staying closer to D&D Fifth Edition. You have an Action, Bonus Action, and Movement every turn. You may use your Action to perform one Bonus Action.

A round of combat is 3 seconds long.

Action

Apply Item: Use an item you have out.

Fire Weapon: Shoot your gun one time, spending the ammo and dealing damage if you hit.

Melee Attack: Swinging your melee, dealing damage if you hit.

Stabilize: Stop a pony from bleeding out.

Throw Weapon: Throwing your weapon, removing it from your inventory and dealing damage if it hits.

Use Skill: You may spend an action to use any of your skills.

Dash: Double your max Movement Speed and Fly Speed for the rest of this turn.

__Bonus Action_____

Command Summon (Command Ally): Inform your summon on what to do during it's turn. Usually this is attack, defend, or run.

Delay Action: You may save an action for another turn but you must specify what must happen for you to use your action. If that does not happen then you lose your action. Cannot use this if you do not have an action when your turn ends.

Drop Object: I don't want to play with you anymore.

Draw Weapon: Pull out a weapon if not already equipped.

Pull Out Item: Bring an item out of your inventory or pick up a nearby item.

Reload Weapon: Removing the clip and placing a new clip in. Resetting your current ammo to the max clip size.

__Movement_____

Drop: You may spend all of your movement to plop down on the ground. Increasing your armor by 2 for ranged weapons, decreasing it by 2 for melee weapons.

Get Up: Spend all of your movement to get off the floor.

Move: Move up to your movement speed or flight speed if you have flight.
To specify.
Using a Move, you pick to fly up to your fly speed OR move up your movement speed.
You do NOT do both.

Sneak Around: Move up to your movement or flight speed if you have flight but each space takes double the movement. Decrease the Sound of your character by 2.

Take Cover: Spend half of your movement to take cover. When behind cover you gain 2 armor against ranged attacks from the other side of the cover. You also take half damage (rounding up) from Area of Effect damage from that angle.

Initiative

At the start of combat all players will roll their initiative dice. Unlike most other rolls you will add the d6s together, making your initiative, the pony with the highest initiative goes first while the worse goes last. On a tie the pony with the most Swiftness goes first, if still a tie, a coin flip with the player that has the most Willpower choosing their pick.

SURPRISE! If one party gets the drop on another then everypony rolls initiative and follow it but the party that got surprised has their turns skipped until the second round of combat.

Spaces

Each square or hexagon is known as a Space. Your movement is how many spaces you are able to move. The player is able to move diagonally as 1 space.

Area of Effect:
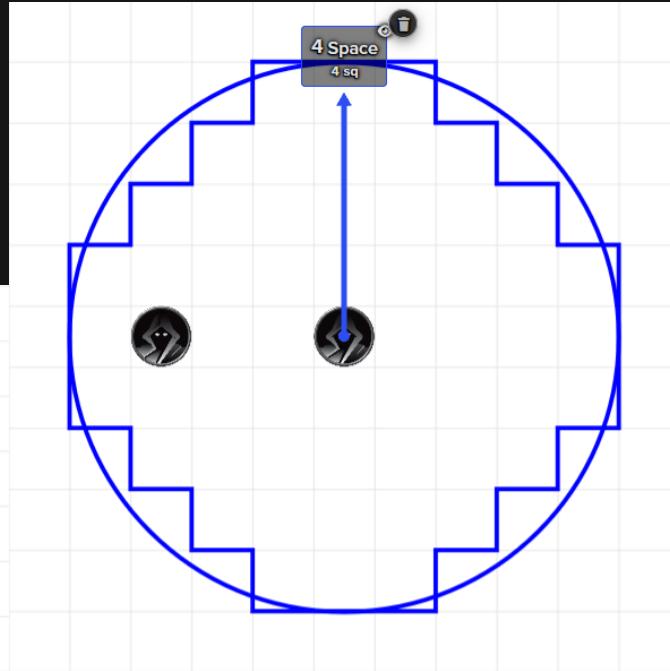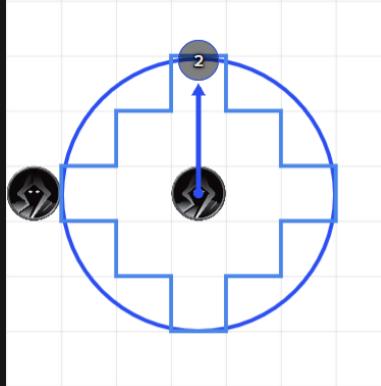
It hits everything in the radius at full damage unless they are behind cover.

Range: If your opponent is equal to or less than your range you are able to attack them with no penalty. If they are outside of your range you may still make the attempt but the target number increases for every 1 space they are outside of your range.

Rough Terrain: Sometimes an area will be difficult to get through. It will cost double the movement it normally would to move through these spaces. All clouds are considered rough terrain.

Damage Type

Every time somepony receives damage it has a damage type along with it. If it does not say what damage then it deals Kinetic damage.

Kinetic: Your standard damage, usually damaging the pony by a high impact object. Kinetic has no special properties and simply does the damage.

Shock: Special damage, hurting others with electricity. Shock deals double damage to shields and technology but also does damage to all ponies in water when shooting the soaked floor. This has an area of effect of 5.

Example of Shock and Water
Disk deal 20 damage with her Shock gun
There are two enemies standing close to each other in a small pool.
Disk shoots the water in-between them.
Both receive 20 damage.

Flame: Special damage, through the fire and the flames. Flame deals double damage to the actual health of your enemy. If the enemy is covered in oil then it deals four times the damage to their health.

Magic: Special damage that skips the shield and directly hurts their health.

Chemical: When using this Damage Type the Target Number for succeeding is halved (round up.)

Frost: Special damage that incases ponies in blocks of ice instead of killing them. Frost deals double damage to a target if they have at least one cybernetic.

Weapons CANNOT do multiple Damage Types, only one. If a weapon has more than one then follow the Damage Type priority of Brand, Attachment, Ammo, and Weapon. You are not allowed to put on an attachment to a weapon with a Damage Type change if there is already an attachment on the weapon that changes the Damage Type.

Status Effects

Status Effects are ailments given to characters usually by hitting them with a special bullet or attack.

Blinded: When blinded you are unable to see anything, having to rely on touch and sound instead. Increases all Target Numbers that rely on sight by 5.

Deaf: You are unable to hear anything while deaf. Increase all Target Numbers that rely on sound by 5.

Silence: While silenced you are unable to make any sound with your mouth.

Sneak Attack

Some players or enemies may choose to have a sneaky approach when it comes to combat. While in Stealth and an enemy target does not spot you and you decide to attack said enemy than you perform a Sneak Attack.

When performing a Sneak Attack it only requires rolling half the target's Target Number (Round Up) in order to successfully hit. After performing this attack, failure or not, you are no longer in Stealth. You may only make one Sneak Attack per turn.

Note: when sneaking in front of a pony they roll Perception for free.

Falling

Sometimes during your journey or a guard patrolling near a cliff find themselves falling from a great height.

Every 6 Spaces that a player falls is 3 Kinetic Damage, it hurts the shield first, than the target's health. When beginning to fall ALL creatures have a turn in which

they are suspended in the air and about to drop, if they are unable to move to a grounded area on their turn they will begin falling 6 Spaces per turn.

This goes without saying but just to be clear you may not use Movement Speed while in the air.

Death

When your character reaches 0 or below health they do not die, not yet. Your character stays alive for (Willpower*rounds), this is called "bleeding out". If the character is not stabilized or healed then the countdown is removed for your character's death.

Character's that were hit to 0 or below health with a weapon that cannot kill, it will knock them out. They are unable to use Actions, Bonus Actions, and Movement and cannot be woken up for at least an hour.

Your character cannot use any Action, Bonus Action, Free Actions, or Movement during the bleed out status.

Damaging a pony bleeding out will decrease their Willpower for the purposes of their death clock.

If a character is healed up to at least 1 health then they are able to use their turn normally when it comes around to them. They have a -1 to all Attributes which stacks if they were downed multiple times. The negatives to your Attributes are removed after a long rest.

Limb Removal

Your character might start to lose things as they continually gets themselves into trouble.

The game master may choose to remove a limb from a player when the character's health hits 0 and they have at least 10 Heat. They may choose to do this by rolling a dice or deciding that it would make for an interesting story beat.

When removing a limb, decrease the Body Attribute by 1. If the removed limb is not frozen quickly then it will be unable to be reattached. Remove the decrease to the Body Attribute if you get a replacement limb.

CyberSpace Combat

Similar to normal combat, CyberSpace Combat takes 3 seconds per round. CS Combat starts with the characters and attack programs rolling [initiative](). On each turn you have 1 action. List of actions are:

Attack: Roll your Hack Skill, if it equals or exceeds the targets CyberSpace Defense then deal damage equal to your CyberSpace Attack to the target's CyberSpace Health.

Mask: Decrease target's Attack by half your Hack Skill (round down.)

Scan: Decrease target's Defense by your Hack Skill.

Shield: Increase your Defense by your Hack Skill.

Overflow: Increase your Attack by your Hack Skill but decrease your Defense by half your Hack Skill (round down.)

If you are jacked out of CyberSpace during CS Combat or lose the combat then receive (8*your level) magic damage.

CyberSpace Health is equal to your Mind and Willpower Attribute added together. You lose the combat and are forcefully ejected from Cyberspace if this reaches 0. Goes up to full after finishing a combat.

CyberSpace Defense is made from Appeal and Willpower Attribute. CyberSpace Attack is equal to Mind plus Soul Attributes.

Magic

Magic is an important part of Equestria yet less than a third of Equestria's population is able to use it. Only ponies with horns are able to harness the power of Magic. Spells are able to be stored in certain objects and able to be used under the right conditions.

Similarly to Weapons, Armors, and Shields, Magic has Common, Uncommon, Rare, and Legendary which are locked behind your level.
At Levels 1-5 the players can learn *Common* magic.
6-10 they can learn *Uncommon* magic.
11-15 they can learn *Rare* magic.
16-20 they can learn *Legendary* magic.

If your character can use magic then at character creation you learn Levitation, Light, and 3 Spells. On leveling up to even number levels you learn 1 additional Spell (Level 2, Level 4, Level 6~)

All Damage done with Spells have the Magic Damage Type unless otherwise stated. Any continuous spells are removed after receiving damage to your health or

casting another spell. Levitation and Light does not cancel other spells and can be cast alongside other spells.

Outside of Levitation and Light the character does need to roll the Arcane Magic Skill when casting a spell unless in combat, in a stressful situation, or attempting something complex with the spell. Levitation and Light should usually only be rolled when doing something complex.

__Known Spells_____

Levitation
Range: 10 Spaces, Strain Cost: 0, Legality: Legal, Sound: 3, Action: Free / Action
Description: You are able to wrap this spell around objects and move them with your magic. This spell replaces Body or Strength tests with Arcane Magic tests but does not change the Attribute or Skill for any weapon.

Light
Range: 0 Spaces, Strain Cost: 0, Legality: Legal, Sound: 3, Action: Free
Description: Casts an Area of Effect of light of 8 around your horn. Continuous Spell.

__Common Spells_____

Alarm
Range: 1 Space, Strain Cost: 1, Legality: Legal, Sound: 0, Action: Action
Description: Create an invisible area that can be up to 4 Spaces which mentally pings you if any living creature moves through it as long as you are no more than a block away.

Cloud Walk

Range: 1 Space, Strain Cost: 1, Legality: Legal, Sound: 6, Action: Action
Description: Allows any race to touch, move, and stand on clouds. It lasts for 24 hours.

Detect Mana

Range: 0 Spaces, Strain Cost: 1, Legality: Legal, Sound: 3, Action: Bonus Action
Description: For an hour you can see anything that has magic radiating off of it like a mist. This is a Continuous Spell.

Minor Charm

Range: 5 Spaces, Strain Cost: 3, Legality: Illegal, Sound: 2, Action: Action
Description: Creates a contested test between you and your target, they are using the Mind Attribute with the Target Number being your Arcane Magic Skill while you use Arcane Magic at the Target Number of the target's Mind. Nothing happens if you fail. If you pass the target will recognize you as a friend's acquaintance and be more willing to talk, also decreasing all Appeal Target Numbers with them. Continuous Spell.

Minor Illusion

Range: 60 Spaces, Strain Cost: 1, Legality: Legal, Sound: 3, Action: Bonus Action
Description: You may create a sound that lasts for a minute at most and has at most a Sound of 6. Or create the illusion of a simple object no larger than a foal. Continuous Spell.

Missile

Range: 30 Spaces, Strain Cost: 2, Legality: Controlled, Sound: 5, Action: Action

Description: Shoots three small projectiles from your horn. Each projectile does 1d6 Magic Damage and can have different targets. Roll Arcane Magic against the target's Armor for each projectile.

Trip
Range: 30 Spaces, Strain Cost: 1, Legality: Controlled, Sound: 4, Action: Bonus Action
Description: Force anypony to trip, they are knocked prone.

__Uncommon Spells_____

Fireworks
Range: 0 Spaces, Strain Cost: 2, Legality: Legal, Sound: 8, Action: Action
Description: This spell creates multiple fireworks that shoot from your horn in random directions exploding in beautiful flashes of light. You and all your allies may, for free, roll for Stealth.

Force Field
Range: 0 Spaces, Strain Cost: 1, Legality: Legal, Sound: 4, Action: Bonus Action
Description: Increase your Armor's Target Number by 2 until the start of your next turn.

Horn Beam
Range: 45 Spaces, Strain Cost: 4, Legality: Legal, Sound: 6, Action: Action
Description: Shoots a straight beam and deal 15 Magic Damage. The beam can strike multiple enemies if they are in a line.

STOP!
Range: 30 Spaces, Strain Cost: 1, Legality: Controlled, Sound: 5, Action: Action

Description: Change a pony's Movement and Fly Speed to 0. Costs 1 Strain per round of combat but doesn't require continual casts. This is a Continuous Spell

Teleport
Range: 200 Spaces, Strain Cost: 3, Legality: Legal, Sound: 6, Action: Action
Description: Teleports you and everything you have on you anywhere you have seen within the range of the spell, you are unable to take a bonus action or movement after casting this spell. You may bring up to four others with you, they all lose their action, bonus action, and movement their upcoming turn. Increase Strain cost by 1 for each pony you bring along.

Wings
Range: 0 Spaces, Strain Cost: 2, Legality: Legal, Sound: 4, Action: Bonus Action
Description: For the next two hours you have wings and may fly up to your fly speed. You may use the Contrail flight trick. This is a Continuous Spell

__Rare Spells_____

Chain Beam
Range: 30 Spaces, Strain Cost: 5, Legality: Illegal, Sound: 6, Action: Action
Description: Choose up to three targets within 30 Spaces of you or another target but at least one target must be in range of you and another target. Deal 15 + (Soul*2) Magic Damage to all targets.

Charm – *Minor Charm*
Range: 30 Spaces, Strain Cost: 3, Legality: Illegal, Sound: 4, Action: Action
Description: Creates a contested test between you and your target, they are using the Mind Attribute with the Target Number being your Arcane Magic Skill while you use Arcane Magic at the Target Number of the target's Mind. The target knows you

tried casting a Charm spell on them if you fail. If you pass the target will recognize you as a close friend and will talk with you openly, also drastically decreasing all Appeal Target Numbers with them. Continuous Spell.

Dreamscape Walker
<u>Range:</u> 5 Spaces, <u>Strain Cost:</u> 5, <u>Legality:</u> Legal, <u>Sound:</u> 4, <u>Action:</u> Actions
<u>Description:</u> While dozing off, you are able to enter another pony's dream and influence it as long as they are asleep. You may learn info or slightly change their opinions or just make them have a bad day with a nightmare.

Fear
<u>Range:</u> 30 Spaces, <u>Strain Cost:</u> 4, <u>Legality:</u> Illegal, <u>Sound:</u> 4, <u>Action:</u> Action
<u>Description:</u> A dark spell that forces a pony to live their worst fear, it's easy for their allies to realize what is happening but it requires an action to snap them out of it. The target must roll a Willpower with the Target Number 8, if failed the spell takes hold. This is a Continuous Spell.

Illusion – *Minor Illusion*
<u>Range:</u> 30 Spaces, <u>Strain Cost:</u> 3, <u>Legality:</u> Legal, <u>Sound:</u> 4, <u>Action:</u> Bonus Action
<u>Description:</u> Create a sound that can last up to an hour up to a Sound of 8 or create the illusion of a complex object up to the size of a large vehicle.

Want It, Need It
<u>Range:</u> 30 Spaces, <u>Strain Cost:</u> 3, <u>Legality:</u> Controlled, <u>Sound:</u> 4, <u>Action:</u> Action
<u>Description:</u> Enchant an item for an hour. Everypony (including yourself) that can see the enchanted item must make a Willpower test with a Target Number of 6. For ponies who failed all Target Numbers are increased by 3 if the test does not involve getting the enchanted item, if it does, the Target Number is decreased by 3. This is a Continuous Spell.

__Legendary Spells_____

Love Inspiration - *Charm*
Range: 10 Spaces, Strain Cost: 10, Legality: Illegal, Sound: 6, Action: Action
Description: The target rolls a Willpower test against the caster's Soul, if they succeed they know somepony tried casting this spell on them. If they fail the target falls deeply in love with the first thing that moves in their line of sight. They will do anything short of dying for them and this lasts until the end of the day.

Power Grid Removal
Range: 30 Spaces, Strain Cost: 10, Legality: Illegal, Sound: 9, Action: Action
Description: Cause what is the equivalent to a ton of emp bombs on the power grid connected to this district. This lasts at least five minutes but can easily take hours depending on the district.

Time Travel – *GM Approval*
Range: 0 Spaces, Strain Cost: 15, Legality: Illegal, Sound: 8, Action: Action
Description: MAY ONLY BE CAST ONCE! You are capable of going back to one point in history for (Arcane Magic) seconds. The time that you spend in the past will change the future for negative and positive, you will be the only one who remembers the old timeline. When you cast this spell you are gone for (Arcane Magic) seconds in a mostly harmless explosion.

(Asbestos)

Flight Magic

While not as versatile as Arcane Magic, Flight Magic can be more flashy and important in a life or death situation. Flight Magic can only be used if you have at least 1 Fly Speed and are able to fly.

Similarly to Weapons, Armors, and Shields, Flight Magic has Common, Uncommon, Rare, and Legendary which are locked behind your level.

At Levels 1-5 the players can learn *Common* flight magic.
6-10 they can learn *Uncommon* flight magic.
11-15 they can learn *Rare* flight magic.
16-20 they can learn *Legendary* flight magic.

Everypony with flight knows Contrail but you also start knowing two other Tricks.
You learn an extra Trick on all even levels (Level 2, Level 4, Level 6~)

__Known Tricks_____

Contrail
Flight Point Cost: 0, Legality: Legal, Sound: 3, Action: Free
Description: You may leave behind a unique trail while flying that lasts one minute.
The trail can somewhat block vision but can physically be moved through easily.

__Common Tricks_____

Anticipation
Flight Point Cost: 1, Legality: Legal, Sound: 0, Action: Action
Description: Roll 1 additional dice for the next Initiative test you make within the
next five minutes.

Create Fog
Flight Point Cost: 1, Legality: Controlled, Sound: 3, Action: Action
Description: Create an Area of Effect of 8 that is consumed by a hard to see
through fog. Increase Target Numbers by 3 while attacking in or out of the fog. As
long as the fog is in-between a pony and their target the Target Number increase
also applies.

Dash

Flight Point Cost: 2, Legality: Legal, Sound: 0, Action: Bonus Action
Description: This trick does the Action Dash as a Bonus Action at the cost of Flight Points.

Dodge and Roll

Flight Point Cost: 2, Legality: Legal, Sound: 3, Action: Bonus Action
Description: Increase your Armor Target Number by your Flight Magic Skill until the start of your next turn.

Roundhouse Buck

Flight Point Cost: 2, Legality: Legal, Sound: 4, Action: Bonus Action
Description: The next Melee attack that you do deals an increased (Swiftness) damage.

Summon Cloud

Flight Point Cost: 1, Legality: Legal, Sound: 2, Action: Bonus Action
Description: Create a 2 by 2 Space cloud. This consumes a water bottle.

__Uncommon Tricks_____

Buck Boxing

Flight Point Cost: 3, Legality: Legal, Sound: 2, Action: Bonus Action
Description: Decrease the Target Number of all enemy armors by 3 if they wield a melee weapon for your Melee attacks during this turn.

Quick Reload

Flight Point Cost: 1, Legality: Legal, Sound: 4, Action: Free
Description: Reload the weapon you have equipped.

Rain
Flight Point Cost: 2, Legality: Controlled, Sound: 4, Action: Action
Description: Use a large cloud to create rain for the next hour, if the target cloud is connected to other clouds than they start raining as well.

Taunt
Flight Point Cost: 2, Legality: Legal, Sound: 6, Action: Bonus Action
Description: One target that can hear and see you makes a Willpower test against your Appeal, if they fail then all Target Numbers are increased by 2 unless it's to attack you.

__Rare Tricks_____

Downpour – *Rain*
Flight Point Cost: 4, Legality: Controlled, Sound: 6, Action: Action
Description: Use a large cloud to create heavy rain for the next two hours, if the target cloud is connected to other clouds than they start creating heavy rain as well.

Follow Through
Flight Point Cost: 6, Legality: Legal, Sound: 0, Action: Bonus Action
Description: You may make another Melee attack for free after the first one.

Instant Reload – *Quick Reload*
Flight Point Cost: 3, Legality: Legal, Sound: 6, Action: Free
Description: Reload every single weapon you have on you and any weapons wielded by someone else within 1 Space of you.

Combo – *Follow Through*
<u>Flight Point Cost</u>: 12, <u>Legality</u>: Legal, <u>Sound</u>: 0, <u>Action</u>: Free
<u>Description</u>: You have three actions this turn but you may not use the same action three times.

Cybernetics

Cybernetics is a wonderful advancement in pony technology and magic, able to connect new limbs onto ponies and improve them beyond what your old limb could do. However there are downsides to cybernetics, the largest one is how it effects a pony's brain. Too many cybernetics and it could rot your brain into becoming a CyberZombie.

There are four types of Cybernetics; Head, Eyes, Torso, and Hooves. You may only have a max of 4 Cybernetics for the Head. Max of 3 for the Eyes. A max of 5 Cybernetics for the Torso. Finally a max of 3 Cybernetic for each independent hoof. You may not stack the same Cybernetic except for Hoof Cybernetics, you may have the same one on each of your four hooves.

Every cybernetic installed will increase your Cyber Capacity Usage. At the end of every session you will roll 4d6, add the numbers together. If the number you rolled is less than your CC Usage than you have two options, take a <u>Mind Coolant</u> that you or a party member has or lose your character to becoming a CyberZombie. However if your CC Usage is above your Cyber Capacity Max and you rolled under your CC Usage then your character will become a CyberZombie regardless of the drug.

__Head Cybernetics_____

Ad Blocker

Cost: 100, CC Usage: 1, Corporation: Flim Floom

Description: Increase your Recovery Skill by 2, you are unable to see ads.

Cognitive Accelerator

Cost: 500, CC Usage: 5, Corporation: Magic Wing

Description: Increase your Swiftness Attribute by 1 and always add 3 to your initiative.

Communication Chip

Cost: 100, CC Usage: 1, Corporation: Magic Wing

Description: You are able to take calls and send messages using your mind like a phone. While doing this you do not make a sound.

Cosmetic Holograms

Cost: 50, CC Usage: 1, Corporation: Generosity Wing

Description: Gain 1 in the Calm or Threat Skill. Have a holographic mane, mask, or any other cosmetic change that does not interfere with gameplay.

Horn MK2

Cost: 1,500, CC Usage: 4, Corporation: Magic Wing

Description: Gives the user access to using magic. If you do not know any spells already you learn the Known Spells and you only learn spells when reaching levels 4, 8, 12, 16, and 20, if you are already past a level listed then you gain do NOT learn a spell from it. If you are a Unicorn, ignore the restrictions of this cybernetic's Description.

Language Decoder

Cost: 200, CC Usage: 3, Corporation: Kindness Wing

Description: You are able to understand any language.

Port

Cost: 100, CC Usage: 1, Corporation: Lunar Blight

Description: You may insert wires into the back of your head, usually used for entering a building's Cyberspace or to download information directly to your brain.

Telepathic Transceiver

Cost: 200, CC Usage: 4, Corporation: Magic Wing

Description: You may communicate with a target by sending your thoughts to them, the target must have at least one cybernetic installed.

Vocal Modulator

Cost: 800, CC Usage: 6, Corporation: Generosity Wing

Description: You can change your voice's pitch, tone, or language; you may also imitate other pony's voices perfectly.

__Eye Cybernetics

AR

Cost: 600, CC Usage: 6, Corporation: Honesty Wing

Description: You can see the exact health of all ponies.

Chameleon Iris

Cost: 800, CC Usage: 2, Corporation: Generosity Wing

Description: You may change your iris in any way. You may also copy other pony's eyes for the purposes of eye scanners (You must have seen the eye on recording or in pony.)

Data Recorder

Cost: 180, CC Usage: 4, Corporation: StarTricks
Description: You may record anything you see and hear however it can be easy to see this cybernetic if it is being looked for. The recording may be exported to a data device with downtime.

Eye MK2

Cost: 600, CC Usage: 1, Corporation: Golden Kings
Description: An eye you can see out of. Increase the amount of Cybernetics you can put in your Eye up to 5. This does not take up a Cybernetic Slot.

FlashBlock

Cost: 220, CC Usage: 2, Corporation: Loyalty Wing
Description: You cannot have the Blinded Status Effect.

Long Sight

Cost: 800, CC Usage: 8, Corporation: Twin Works
Description: You gain an additional 10 Range on all Guns.

NightCore

Cost: 300, CC Usage: 2, Corporation: Kindness Wing
Description: You are able to see in any lighting as though it was fully lit.

Thermal Retina

Cost: 1,000, CC Usage: 10, Corporation: Magic Wing

Description: You can see through smoke and fog without issue. You may see any target whose body gives off heat through 1 layer of small to medium thick walls.

Wooden Ball
Cost: 100, CC Usage: 0, Corporation: Flim Floom
Description: For ponies without an eye. Acts like an eye but you can't see out of it. -1 to all Skills that belong to the Mind Attribute. This does not take up a Cybernetic Slot.

__Torso Cybernetics_____

Cloak Emitter
Cost: 2,000, CC Usage: 20, Corporation: Generosity Wing
Description: Decrease all Stealth Target Numbers by 4.

Fusion Core
Cost: 500, CC Usage: 10, Corporation: Honesty Wing
Description: Increase the Body Attribute by 1 and increase your Strength Skill by 2.

Nanomachines
Cost: 800, CC Usage: 15, Corporation: StarTricks
Description: Increase your Armor by 2.

Respiratory Redundancy System
Cost: 600, CC Usage: 10, Corporation: Kindness Wing
Description: You may breathe underwater, in toxic gas, or in environments without oxygen.

*THE*Core

Cost: 2,000, CC Usage: 20, Corporation: Lunar Blight
Description: Increase your Body and Swiftness Attributes by 1 and increase all your Skills by 1 that belong to the Body and Swiftness Attributes. Also ꝺ♡ꝏ⊞ †♫îⁿꝩ ♭ɑꝺ ♫ɑpp⊞nꝺ.

Wings MK2
Cost: 1,500, CC Usage: 4, Corporation: Loyalty Wing
Description: Gives the user access to flight and be able to use Flight Tricks. If you do not know any Flight Tricks already you learn the Known Tricks and you only learn Tricks when reaching levels 4, 8, 12, 16, and 20, if you are already past a level listed then you gain do NOT learn a Trick from it. If you are a Pegasus, ignore the restrictions of this cybernetic's Description.

__Hoof Cybernetics_____

Brace
Cost: 120, CC Usage: 0, Corporation: i Qaluit
Description: Does not count as a cybernetic mechanically for Frost and related skills/attachments. Remove the negative of a non-existent hoof.

Grapple Horseshoe
Cost: 680, CC Usage: 12, Corporation: Loyalty Wing
Description: As an Action you may shoot out a grappling hook from your hoof. It can go up to 100 Spaces and will pull the user 30 Spaces to the hook's location every turn.

Grav-Hooves
Cost: 400, CC Usage: 4, Corporation: Laughter Wing

Description: When moving you may travel 1/4th (Round Down) of your Movement Speed running on a wall advoiding any hazards or rough terrain on the ground.

Leg MK2
Cost: 800, CC Usage: 2, Corporation: Golden Kings
Description: A leg you can use. Increase the amount of Cybernetics you can put on this Hoof up to 5. This does not take up a Cybernetic Slot.

Retractable Blades
Cost: 800, CC Usage: 7, Corporation: Loyalty Wing
Description: You may store a Melee Weapon inside of your hoof if the Conceal of the Weapon is 6 or below. At the start of combat you may draw this Weapon for free.

Shock-Absorb Hoof
Cost: 300, CC Usage: 4, Corporation: Kindness Wing
Description: You only take 1/4th (Round Down) the damage from falling. Increase your Movement Speed by 1.

Vehicles

Vehicles are perfect for getting around faster and getting away from crime just as fast. All Vehicles are made by the Loyalty Wing as they are the sole manufacturer. Vehicles may have attachments to benefit the rider in some way.

When a vehicle is carrying over their Max Carry Weight they are unable to use Overdrive and their Speed is decreased by 40.

Vehicles have a Target Number of the driver's Pilot Skill. Vehicles do not heal over time, instead requiring an hour of a pony's time with 1 Scrap Metal and a successful Repair, Build test. The Target Number for healing the Vehicle is 4, it is restored to its max health when healed.

Speed: is how many Spaces the vehicle can move up to per turn.

Overdrive: increases the vehicle's Speed by 20 but requires a Pilot Skill Test with the Target Number of the number listed next to Overdrive. This requires an Action to do.

Conspicuous: how difficult it is to blend into traffic or alleyways.

Seats: how many ponies can comfortably ride this vehicle without tests.

Health: how much hit points the vehicle has. When asking for the Pilot Skill it is referring to the owner, not the pony driving.

Notes: additional effects.

Motorcycles

Motorcycles can have 1 attachment. Motorcycles have a Max Carry Weight of 60.

Chrome Karma
Cost: 600, Speed: 100, Overdrive: 12, Conspicuous: 10, Seats: 2, Health: (Pilot*6)

Ecliptor 6
Cost: 400, Speed: 80, Overdrive: 4, Conspicuous: 4, Seats: 1, Health: (Pilot*2)

Pulse Drifter

Cost: 800, Speed: 120, Overdrive: 8, Conspicuous: 6, Seats: 1, Health: (Pilot*4)
Notes: Increase Speed by 20 if you turned with this vehicle.

SnowGlider

Cost: 520, Speed: 60, Overdrive: 4, Conspicuous: 4, Seats: 1, Health: (Pilot*4)
Notes: There are no difficulties when driving over rough terrain.

__Cars_____

Cars can have 3 attachments. Cars have a Max Carry Weight of 140.

Aurora Echo

Cost: 800, Speed: 75, Overdrive: 10, Conspicuous: 12, Seats: 4, Health: (Pilot*8)

Neon Z4

Cost: 550, Speed: 60, Overdrive: 6, Conspicuous: 6, Seats: 4, Health: (Pilot*6)

Silicone Ghost

Cost: 800, Speed: 60, Overdrive: 4, Conspicuous: 2, Seats: 4, Health: (Pilot*6)

__SUVs_____

SUVs can have 6 attachments. SUVs have a Max Carry Weight of 240.

Blacklight

Cost: 2,000, Speed: 60, Overdrive: 8, Conspicuous: 4, Seats: 6, Health: (Pilot*10)
Notes: This vehicle can be invisible when not moving, decreasing all Target Numbers for Stealth by 6.

Hex Frame

Cost: 1,200, Speed: 75, Overdrive: 16, Conspicuous: 14, Seats: 7, Health: (Pilot*10)

Iron Hauler
Cost: 750, Speed: 50, Overdrive: 14, Conspicuous: 10, Seats: 6, Health: (Pilot*8)

__Attachments_____
Attachments can be put on your vehicle. Attachments are equipped to your vehicle at character creation, otherwise it requires a Repair, Build test. You may attach multiple of the same Attachment unless otherwise stated.

Armor Plating
Cost: 200, Slots Used: 1
Notes: Increase the Health of the vehicle by 20.

Auto Pilot
Cost: 200, Slots Used: 1
Notes: The vehicle is capable of driving itself but is unable to take difficult turns or use Overdrive and Conspicuous options.

Cryo-Boosters
Cost: 400, Slots Used: 1
Notes: Decrease the Overdrive Target Number by 4.

Increase Space
Cost: 200, Slots Used: 0
Notes: Increase the vehicle's Attachment Slot by 1. This can only be attached once.

Railgun
Cost: 800, Slots Used: 3

Notes: A large explosive gun mounted to the back of the vehicle. It may take Rocket or HRocket Ammo. The weapon has a range of 120 Spaces, deals 20 Kinetic damage and has an Area of Effect of 6.

Stealth Drive Coating
Cost: 500, Slots Used: 1
Notes: Decrease Conspicuous by 5.

Strap Mount
Cost: 350, Slots Used: 1
Notes: Allows a pony to strap themselves to the car, preventing them from falling out. The strapped pony may hang on the side of the vehicle to receive an additional 20 range on all of their guns.

Items

___Healing and Medicine_____

Bandages: Heal Medicine/2 hp.
Cost: 3, Weight: 0

Heavy Health Potion: Heal 30 + Medicine hp.
Cost: 150, Weight: 1

Light Health Potion: Heal 1d6 + Medicine hp.
Cost: 35, Weight: 0.5

Mind Coolant: Prevents you from turning into a CyberZombie.

Cost: 50, Weight: 0.5

__Cosmetic_____

Animal Mask: A mask that looks like an animal.
Cost: 10, Weight: 1

Fancy Suit/Dress: Fancy attire for blending into high society.
Cost: 200, Weight: 4

Socks: Any color socks for your little horsy!
Cost: 10, Weight: 0.5

Sunglasses: For ponies that aren't a big fan of the government.
Cost: 5, Weight: 0.5

__Misc_____

Bit Coin: Money ☺
Cost: 1, Weight: 0

(Asbestos)

Character Chip: A special chip that holds all information about a pony besides their thoughts, memories, and personality. This item allows Changelings to change their appearance into the information held on this chip.
Cost: 350, Weight: 0

Fish: The dead eyes of the creature before you causes unease. As you approach, it moves abnormally as though it belongs in an endless expanse of space and not here in front of you.
Cost: 5, Weight: 0.5

Le Fishe: This.
Cost: 200,000, Weight: 1

Mango: A juicy fruit!
Cost: 5, Weight: 0.5

Organs: Something that should be in the body of a pony. This item is Illegal.
Cost: 50, Weight: 1

Phone: A device for calling or messaging others.
Cost: 100, Weight: 1

Rations: Contains a meal and a drink.
Cost: 10, Weight: 0.5

Scrap Metal: Used to heal turrets, drones, and vehicles.
Cost: 10, Weight: 1

Water Bottle: A bottle filled with drinkable water.
Cost: 5, Weight: 1

Epilogue

At the time of writing the GMs book and Monster book are not made yet. The Epilogue will contain bare bone stats for guards and some small suggestions for running a game alongside the community credits for art and writing contributions to this project. Finally it will conclude with some thoughts from the writer.

Modifiable Enemy Stats

These guards are designed to fight players at their rarity and to have equal or slightly more than the amount of players in the party. The XP Reward is designed to split evenly among players but if you want to speedily level up than you may hand out the full XP Reward to all players.

Common Guard
Health: 10, Shield: 2, Recharge: 2, Armor: 3
Initiative: 1d6, Movement Speed: 25, XP Reward: 50
Notes: This guard has a 2 in every skill other than weapon skills.
Gun
Damage: 1d6, Range: 20, Small Weapons Skill: 2-3
Clip: 6, Sound: 6
Melee
Damage: 4, Range: 1, Melee Skill: 3
Sound: 4
Earth Pony
Increase Health by 5.
Pegasus
Can use flight, 20 Fly Speed.
Unicorn
Can use magic, has Levitation and Light.

Uncommon Guard
Health: 35, Shield: 4, Recharge: 4, Armor: 6
Initiative: 1d6, Movement Speed: 30, XP Reward: 100
Notes: This guard has a 3 in every skill other than weapon skills.
Gun
Damage: 8+1d6, Range: 25, Small Weapons Skill: 4
Clip: 6, Sound: 6
Melee

Damage: 12, Range: 1, Melee Skill: 4-5
Sound: 4
Earth Pony
Increase Health by 8.
Pegasus
Can use flight, 30 Fly Speed.
Unicorn
Can use magic, has Levitation, Light and Missile. Can use Missile 2 times.

Rare Guard
Health: 55, Shield: 8, Recharge: 8, Armor: 12
Initiative: 2d6, Movement Speed: 35, XP Reward: 200
Notes: This guard has a 4 in every skill other than weapon skills.
Gun
Damage: 16+1d6, Range: 30, Small Weapons Skill: 5
Clip: 8, Sound: 7
Melee
Damage: 20, Range: 1, Melee Skill: 6
Sound: 5
Earth Pony
Increase Health by 10.
Pegasus
Can use flight, 35 Fly Speed. May use Taunt twice.
Unicorn
Can use magic, has Levitation, Light, Missile, Force Field, and STOP!. Can use Missile 3 times, Force Field 3 times, and STOP! once.

Legendary Guard
Health: 80, Shield: 18, Recharge: 12, Armor: 16
Initiative: 2d6, Movement Speed: 35, XP Reward: 400

Notes: This guard has a 5 in every skill other than weapon skills.

Gun
Damage: 28+2d6, Range: 35, Small Weapons Skill: 7
Clip: 8, Sound: 8

Melee
Damage: 35, Range: 1, Melee Skill: 8
Sound: 5

Earth Pony
Increase Health by 12.

Pegasus
Can use flight, 45 Fly Speed. May use Taunt 3 times and Follow Through 2 times. Also increase Initiative to 3d6.

Unicorn
Can use magic, has Levitation, Light, Force Field, STOP! and Chain Beam (Soul is 4 for Chain Beam). Can use Force Field 3 times, STOP! 2 times, and Chain Beam once.

GM Suggestions
Use sound, sound is a very useful tool for you the story teller. The players will most likely be placed in a city and in a city ponies will hear gunshots. It is a balancing mechanic. Depending on how much you write notes before your game you may want to write down how long it will take for authorities to get to the building. Remember that a lot of things cause sound like weather, if it's heavily raining then sounds can be heavily muffled from the outside.

Allow your players to use money to surpass most challenges.

Batponies should have "leatherwings" or "leathers" as derogatory terms. (Wolvan)

Community Credits

Artist

<u>Anon:</u> SnowPony

<u>Asbestosman:</u> The World, before Flight Magic, before Epilogue and Bit Coin.

Writings

<u>Anon:</u> 20% Cooler, i Qaluit, Komrads, Opening Act, Prayer, SnowPony, The Only Thing They Fear, Thunderclap, Vision Quest.

<u>Dapperrats64:</u> General edits to language and adding missing elements on the pdf.

<u>Wolvan:</u> The derogatory terms for Batpones.

Final Notes

I doubt many will read this but thank you for downloading the NEO PEGASUS Player Book. Many may find this book to not be in the highest quality, I searched for an Editor for a bit but couldn't find one, Cyberpunk while interesting is far from a genre I really care for which may impact a lot of this book. This is also why I am wanting help from the community, others care far more for the genre then I ever did.

This started as a small project that eventually grew into what you see now. A GM I played with stated he wanted to run a Cyberpony game so we looked at NightHaze, another Cyberpunk Pony system but we found it rather unfinished. So I made my own.

Thanks 4 Reading!