List of Talents

**Cloud Wrangling – Pegasi only**

Pegasi have the very important duty of making sure the weather of Equestria doesn’t get out of control. They do this by moving clouds where they need to be and using them to create rain. They can even create tornadoes and summon a storm if they need to! The PM sets the Difficulty of tests that involve clearing clouds or making rain. Clearing a single cloud might be only Difficulty 3, whereas calming a whole storm (or creating one) would be more like Difficulty 10 – only possible for a very talented cloud wrangler.

**Pony Of All Trades – Earth pony only**

Some ponies are masters of their craft, focusing on their art until they have reached the pinnacle of skill and talent. Others choose instead to become very good at many things, not as focused but more well-rounded! Whenever you take a test, you may roll your Pony of all trades die in addition to any other die and choose any result. If you choose to use the Pony Of All Trades die, then you cannot roll it for any more tests this session.

**Creative Flair**

Whether it’s baking, art, or drama, you are excellent at performing this talent.

When you choose this talent, you must choose a flair for you pony. Some example flairs are listed below. Feel free to pick from the list or talk to you PM about coming up with you own.

**Flairs:** Baking; Comedy; Drama; Fashion; Music; Painting; Sculpting.

Whenever you take a charm test, if you and the PM think that your flair would be helpful in making that test, roll your creative flair die in addition to your charm die and choose the highest result.

You make take this talent more than once, but you must choose a different flair each time you do.

**Forcefield – Unicorns only**

Some Unicorns can use their powers to create magical shields called forcefields, which can protect their friends from harm. To create a forcefield you must be able to concentrate and must decide how big the forcefield will be.

The PM sets the Difficulty of a test to create a forcefield. For example, a forcefield around a small object like a book would be Difficulty 4, one protecting a pony-sized object would be Difficulty 6, while one shielding a town would be Difficulty 12 or more.

A forcefield lasts for as long as the pony that created it concentrates on it, or until it is broken.

If a character wants to break a forcefield, he or she will have to test their Body trait with a Difficulty equal to the die value number of the forcefield talent of the pony that created it.

For example, a pony trying to break a forcefield created by a pony with Forcefield D6 would need to take a Body test against Difficulty 6.

**Fly – Pegasi only**

This talent allows the pony to fly. Tests and challenges involving flight use the die value of this talent (so a pony with Fly D8 would use a D8 for such tests or challenges).

The better this talent gets, the faster and more maneuverable the flyer is. The PM sets the Difficulty of tests that involve flying speed or skill, and challenges are made using the Fly talent of the opposing characters. For example, a flying race against Fluttershy could be a Fly challenge against a D6, while racing against Rainbow Dash or one of the Wonderbolts would be a Fly challenge against a D20.

**Healing Touch**

Some Earth ponies are so in tune with the life force of other creatures that they have the amazing ability to heal their friends with a touch. Once per game session, you can roll your Healing Touch die to give a single pony a number of Stamina points equal to the score you roll. That pony cannot gain more than their Maximum Stamina.

**Keen Knowledge**

You are the pony to turn to when it comes to a certain subject – maybe you know everything there is to know about apples or perhaps you are an expert on history.

When you choose this talent, you must choose a knowledge for your pony. Some example knowledges are listed below. Feel free to pick from the list or talk to you PM about coming up with your own.

**Knowledges:** Art; Biology; Chemistry; Geography; History; Magic Knowledge; Math; Physics; Pony Law.

Whenever you take a Mind test, if you and the PM think that your knowledge would be helpful in making that test, roll your Keen Knowledge die in addition to your Mind die and choose the highest result.

You may take this talent more than once, but you must choose a different knowledge each time you do.

**Locate – Unicorns only**

Using their horn as a detector, the Unicorn can find things without needing to use their ordinary senses. When you first gain this skill and whenever you upgrade it, you can choose a new type of item from the list below that you are good at detecting. The PM will decide the Difficulty of the attempt to locate the thing/item depending on how distant, how rare, and how well-protected it is.

* Fire; Gems; Metal; Wood; Water.

**Pony Sense**

Nobody knows why your tail twitches when something falls from the sky or you get an ear flop, eye flutter, and knee-twitch when you need to be careful of who might be behind a door! During a game session, you can ‘sense’ trouble coming just before it affects you or your friends a number of times equal to the die value of this talent. Pony Sense can only give you a vague sense, not a specific foretelling of the future.

For example, if you have Pony Sense (D6), and at the start of the session a dragon jumped out at you from behind a rock to give you a scare, you could ask the PM, “Can I try to use my Pony Sense to warm me of the dragon before he arrives, so I’m not so surprised?” The PM might reply, “That’s absolutely fine. The difficulty for sensing the dragon is 4; roll your D6. Also remember to note down that you only have 5 uses left.”

Another way that the PM can use Pony Sense is by applying one of a pony’s Pony Sense uses to tell that pony what might be happening in the near future. This can be a great way for the PM to give the group a bit of information when they are having trouble, or to make the storyline go forward.

**Speak With Animals**

You are so in tune with nature that you can talk to animals and understand them. When you first gain this talent, you can choose a type of animal from the list below, and every time you upgrade it you may choose another type.

**Type of animal:** Birds; Fish; Insects; Mammals; Mythical Creatures; Reptiles.

This talent lets you talk to the animals you have chosen and use your Charm trait to persuade them.

**Special Skill**

Maybe you are a talented athlete, or great at running or dancing. When you choose this talent, you must choose a skill for your pony. Some example skills are listed below.

Feel free to pick from the list or talk to you PM about coming up with your own.

Skills: Bucking; Climbing; Dancing; Flying; Juggling; Jumping; Running; Sneaking.

Whenever you roll a Body or talent test, if you and the PM think that your skill would be helpful in making that test, roll your Special Skill die in addition to your Body or talent die and choose the highest result.

You may take this talent more than once, but must choose a different skill each time you do.

**Stout Heart – Earth ponies only**

You are strong, tough, and brave. Nothing seems to drag you down, and you can keep going even when other ponies would have given up. Your starting Body trait is upgraded by one step, which also means that your starting Stamina total is 12 rather than 10.

In addition, the Stout Heart talent also means that once per game session, you can ask the PM whether you can add your Stout Heart die when taking a test or challenge using your Body trait. This represents your pony pushing themselves harder without losing heart – which makes Earth ponies very resilient and excellent at overcoming difficulties.

**Stun Ray – Unicorns only**

When using this talent, you may make a challenge against one target that you can see, using your Stun Ray talent versus the target’s Body trait. The target loses an amount of Stamina points equal to the amount that your roll beat the target’s roll. However, if you roll a 1, the Stun Ray backfires on you, and you lose an amount of Stamina points equal to the amount that the target’s roll beat yours.

**Telekinesis – Unicorns only**

This talent allows you to move objects using magic. The better this talent gets, the heavier the objects that you can lift and move around.

The PM sets a Difficulty based on how heavy the object you want to lift is. For example, lifting a bunch of keys off a hook and floating them to your prison cell could be Difficulty 3, but if you want to float a key while looking through a keyhole, and then insert the key into the lock and turn it from the other side of a door, that could be a 5 or 6. Moving a single pony slowly through the air would be a Difficulty 7 test, while doing the same with a group of six ponies would be Difficulty 13 or even more. Only the most powerful ponies can attempt such a feat.

This talent can also be used by the Unicorn to simply generate light from their horn, without moving any object. At D6, the light is the same as a lantern, but a higher levels it becomes brighter and the PM can let you use it to try to temporarily daze some creatures, especially those not used to strong lights.

**The Stare**

You have the ability to look at someone…to *really* look. When using the stare, you must maintain eye contact with your target and then make a challenge using you Stare talent against their Mind trait.

If you succeed, they are frozen, unable to do anything. If you get an amazing success, they will obey simple commands – just don’t be too mean! The Stare only works for a short time and can only be used on the same target once per adventure.

**Teleport – Unicorns only**

You can teleport yourself short distances using your Unicorn magic. Teleporting is difficult to control and can sometimes cause more problems than it solves! Teleporting yourself a few feet is Difficulty 5, and every few feet after that adds an extra 1 to the Difficulty.

Failing a Teleport test means that you teleport to somewhere you didn’t intend, though it may still save you from trouble! The base Difficulty of 5 for even a short teleport means that you may want to upgrade this talent to at least D6 before trying to teleport.

**Alchemy**

A pony with this talent is a powerful alchemist who can use magical ingredients to make wondrous potions. To make a potion, the pony must spend an hour mixing and preparing ingredients then roll a D6 twice. The first roll corresponds to a column, the second roll to a row. After rolling, read the entry in the row and column on the table below that corresponds to the rolled results to find out what potion the pony made.

An alchemist may only have one potion made at a time, if a new one is made, the magic will seep out of the original potion.

Potions may be used by anypony, and unless stated otherwise last for the remainder of a scene. This is usually a few minutes, though ultimately it is up to you as the GM if you want it to last longer. If a potion description says that you gain a talent, that talent has a die value equal to the alchemy talent of the alchemist that made the potion.