

Alternate Characters and Monsters

For those of you who want to try playing with characters who are outside of established canon, I've created this list of stats for characters and monsters that will allow for more possibilities where you can play with different versions of known characters or try adventures in alternate realities. The character stats were created for the *Heroes of Equestria* pen and paper RPG.

Filly Mane 6

FILLY APPLEJACK

Strength: 4, Constitution: 4, Agility: 4, Cleverness: 1, Intelligence: 4, Mentation: 1.

Level: Foal, HP: 27, AC: 13, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Apple Family Traditions, Adeptness (+4 skill points). Skills/Spells: Farming 3, Cooking 3, Animal-Handling 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

FILLY FLUTTERSHY

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 3, Intelligence: 4, Mentation: 4.

Level: Foal, HP: 24, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: The Stare Master (details below). Skills/Spells: Animal-Handling 2, Husbandry 2.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Feats:

The Stare Master

Prerequisites: Must be born with this power.

Fluttershy has a variation of the Intimidation skill known simply as The Stare and it involves intimidating others with her piercing gaze and stern voice. The Stare works like a gaze attack and if one were to look into Fluttershy's eyes, Fluttershy would gain a +5 bonus to her Intimidation roll. To avoid the affects of The Stare, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

FILLY PINKIE PIE

Strength: 4, Constitution: 4, Agility: 2, Cleverness: 4, Intelligence: 2, Mentation: 2.

Level: Foal, HP: 27, AC: 11, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Ice Skating, Adeptness (+4 skill points). Skills/Spells: Party-Planning 4, Performance 4.

Traits:

- Equine Combat
- Connection to the Earth

—Skill Specialty

FILLY RAINBOW DASH

Strength: 4, Constitution: 4, Agility: 5, Cleverness: 2, Intelligence: 1, Mentation: 1.

Level: Foal, HP: 27, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Sonic Rainboom (details below). Skills/Spells: Aerobatics 2, Control Weather 1, Perception 1.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Feats:

Sonic Rainboom

Prerequisites: Must be born with this power.

This feat can allow Rainbow Dash to break the sound barrier and cause a Sonic Rainboom. To do so, she must be flying in a straight line at her maximum speed for one round. Once the conditions are right, she must make an Aerobatics roll (Difficulty: 25). If she fails, then she must make an Agility saving throw (Difficulty: 15) to avoid plummeting from the sky, causing falling damage. See section on Falling/Collision under the Hazards section. If successful, Rainbow triples her speed on the next round and she successfully creates a Sonic Rainboom. Such an event is a very powerful force. Not only can it create a huge rainbow that can be seen for miles, but the explosion itself can cause a massive shock wave that can cause an earthquake up to 100 feet away from the epicenter (located directly below where the explosion happened) and lasts for three rounds. See section on Earthquakes under the Hazards section for details. Due to the massive amount of strain the Sonic Rainboom can cause on Rainbow Dash, she can only successfully do it once per day. The boost in speed only lasts for one round.

FILLY RARITY

Strength: 2, Constitution: 2, Agility: 1, Cleverness: 5, Intelligence: 5, Mentation: 4.

Level: Foal, HP: 21, AC: 8, Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Ingenious Pony (+2 Cleverness). Skills/Spells: Gemology 1, Sewing 2, Terrakinesis 1.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

FILLY TWILIGHT SPARKLE

Strength: 2, Constitution: 3, Agility: 1, Cleverness: 1, Intelligence: 5, Mentation: 5.

Level: Foal, HP: 24, AC: 9, Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats: Spell Pool. Skills/Spells: Astronomy 1, Teleportation 1, Apportation 1, Dispel 1.

Traits:

- Equine Combat
- Spell Casting

—Telekinesis

Alicorn Mane 6

ALICORN APPLEJACK

Strength: 15, Constitution: 15, Agility: 9, Cleverness: 2, Intelligence: 9, Mentation: 5.
Level: Alicorn, HP: 200, AC: 24, Base speed: 30 ft (Gallop 75 ft), Initiative: 9. Feats:
Apple Family Traditions, Element of Honesty (details below), Brawny Pony (+2
Strength), Robust Pony (+2 Constitution), Adeptness (+4 skill points). Skills/Spells:
Farming 10, Husbandry 3, Cooking 4, Animal-Handling 3, Fortitude 2.

Traits:

—Equine Combat
—Flight
—Carriage Levitation
—Spell Casting
—Telekinesis
—Timelessness

Feats:

Element of Honesty

Prerequisites: Must bond with the Element of Honesty.

If someone uses the Bluff skill on Applejack, she gets a +5 bonus to her Outwit roll to see through the lie. She also gets a +5 bonus to her Diplomacy rolls because of how trustworthy she is.

ALICORN FLUTTERSHY

Strength: 5, Constitution: 10, Agility: 4, Cleverness: 5, Intelligence: 14, Mentation: 10.
Level: Alicorn, HP: 150, AC: 19, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats:
Element of Kindness (details below), The Star Master (details below), Animal
Companion, Adeptness [x2] (+8 skill points). Skills/Spells: Animal-Handling 5,
Husbandry 5, Healing 4, Recovery 4, Resurrection 1, Linguistics 3 (languages known:
Equestrian, Faunal, Fay, Aquarian, and Elemental Speak).

Traits:

—Equine Combat
—Flight
—Carriage Levitation
—Spell Casting
—Telekinesis
—Timelessness

Feats:

Element of Kindness

Prerequisites: Must bond with the Element of Kindness.

Fluttershy gets a +5 bonus to all Healing and Husbandry rolls.

The Stare Master

Prerequisites: Must be born with this power.

Fluttershy has a variation of the Intimidation skill known simply as The Stare and it involves intimidating others with her piercing gaze and stern voice. The Stare works like a gaze attack and if one were to look into Fluttershy's eyes, Fluttershy would gain a +5 bonus to her Intimidation roll. To avoid the affects of The Stare, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

ALICORN PINKIE PIE

Strength: 6, Constitution: 6, Agility: 5, Cleverness: 15, Intelligence: 6, Mentation: 12.
Level: Alicorn, HP: 110, AC: 16, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Element of Laughter (details below), Pinkie Sense (details below), Ice Skating, Adeptness [x2] (+8 skill points). Skills/Spells: Party-Planning 5, Performance 4, Music 4, Precognition 2, Cooking 3, Mischief 2, Apportation 2, Polymorph 2, Invisibility 2.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

Element of Laughter

Prerequisites: Must bond with the Element of Laughter.

+5 bonus to Performance, Party Planning, Music, and Mischief rolls.

Pinkie Sense

Prerequisites: Must be born with this power.

This feat is a variation of the Precognition skill where she senses any kind of unexpected surprise (not just danger), but otherwise follows the same rules laid out in the description of the Precognition skill. She gets a +5 bonus to her Precognition roll every time she uses her Pinkie Sense.

Items:

—**Party Cannon:** Pinkie's party cannon is a magical weapon that can grant her a +4 bonus to her Party-Planning rolls. It can also be used as a long-range weapon, inflicting one 4-sided dice plus Agility of damage at a range of 5 feet per Agility score. This weapon does not need to be reloaded.

ALICORN RAINBOW DASH

Strength: 10, Constitution: 8, Agility: 15, Cleverness: 9, Intelligence: 2, Mentation: 6.
Level: Alicorn, HP: 130, AC: 28, Base speed: 50 ft (Gallop 125 ft), Initiative: 15. Feats: Element of Loyalty (details below), Swift Hooves (+10 ft base speed), Sonic Rainboom (details below), Adeptness [x2] (+8 skill points). Skills/Spells: Aerobatics 10, Control Weather 10, Perception 4, Haste/Slow 2.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:**Element of Loyalty**

Prerequisites: Must bond with the Element of Loyalty.

When she's fighting to protect or serve someone else, she gains a +3 to her attack rolls. She also gets a +5 to Intimidation rolls if she standing up for the sake of someone else.

Sonic Rainboom

Prerequisites: Must be born with this power.

This feat can allow Rainbow Dash to break the sound barrier and cause a Sonic Rainboom. To do so, she must be flying in a straight line at her maximum speed for one round. Once the conditions are right, she must make an Aerobatics roll (Difficulty: 25). If she fails, then she must make an Agility saving throw (Difficulty: 15) to avoid plummeting from the sky, causing falling damage. See section on Falling/Collision under the Hazards section. If successful, Rainbow triples her speed on the next round and she successfully creates a Sonic Rainboom. Such an event is a very powerful force. Not only can it create a huge rainbow that can be seen for miles, but the explosion itself can cause a massive shock wave that can cause an earthquake up to 100 feet away from the epicenter (located directly below where the explosion happened) and lasts for three rounds. See section on Earthquakes under the Hazards section for details. Due to the massive amount of strain the Sonic Rainboom can cause on Rainbow Dash, she can only successfully do it once per day. The boost in speed only lasts for one round.

ALICORN RARITY

Strength: 4, Constitution: 4, Agility: 3, Cleverness: 15, Intelligence: 13, Mentation: 15.
 Level: Alicorn, HP: 90, AC: 12, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Element of Generosity (details below), Ingenious Pony [x2] (+4 Cleverness), Adeptness [x2] (+8 skill points). Skills/Spells: Gemology 7, Sewing 8, Charm 4, Terrakinesis 5, Enchant 2.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

Element of Generosity

Prerequisites: Must bond with the Element of Generosity.

Whenever Rarity performs any skill roll solely for the benefit of someone else and not herself, she gets a +2 bonus no matter what the skill is.

ALICORN TWILIGHT SPARKLE

Strength: 4, Constitution: 4, Agility: 3, Cleverness: 2, Intelligence: 18, Mentation: 20.

Level: Alicorn, HP: 90, AC: 12, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Canterlot Graduate (+2 magic skill points and +1 Mentation), Element of Magic (details below), Spell Pool, Adeptness (+4 skill points), Magical Energy Rays. Skills/Spells: Astronomy 3, Control the Stars 2, Spellcraft 3, Concentration 1, Teleportation 6, Apportation 3, Enchant 3, Dispel 5, Nullify Magic 4, Portal 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

Element of Magic

Prerequisites: Must bond with the Element of Magic.

+10 bonus allocable skill points used toward magical spells.

Adult Cutie Mark Crusaders**ADULT APPLE BLOOM**

Strength: 7, Constitution: 6, Agility: 5, Cleverness: 4, Intelligence: 7, Mentation: 1.

Level: Adult, HP: 80, AC: 16, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Apple Family Traditions, Robust Pony (+2 Constitution), Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells: Carpentry 8, Farming 5, Husbandry 5, Cooking 3, Herbalism 3, Animal-Handling 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

ADULT BABS SEED

Strength: 5, Constitution: 7, Agility: 4, Cleverness: 7, Intelligence: 2, Mentation: 3.

Level: Adult, HP: 93, AC: 16, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Improved Natural Healing, Vigor (+8 HP), Robust Pony (+2 Constitution), Adeptness (+4 skill points). Skills/Spells: Outwit 4, Intimidation 4, Bluff 4, Diplomacy 4.

Traits:

- Equine Combat

- Connection to the Earth
- Skill Specialty

ADULT SCOOTALOO

Strength: 6, Constitution: 4, Agility: 10, Cleverness: 5, Intelligence: 1, Mentation: 1.
 Level: Adult, HP: 70, AC: 19, Base speed: 40 ft (Gallop 90 ft), Initiative: 10. Feats: Swift Hooves (+10 ft base speed), Brawny Pony (+2 Strength), Adeptness (+4 skill points).
 Skills/Spells: Gymnastics 6, Aerobatics 2, Weather Control 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

ADULT SWEETIE BELLE

Strength: 2, Constitution: 2, Agility: 4, Cleverness: 7, Intelligence: 5, Mentation: 7.
 Level: Adult, HP: 60, AC: 11, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Adeptness (+4 skill points), Mystic Pony (+2 Mentation), Musical Instrument Proficiency (wind instrument). Skills/Spells: Music 6, Audiokinesis 6.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Filly Princesses and Villains

FILLY CELESTIA

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 3, Intelligence: 3, Mentation: 5.
 Level: Foal, HP: 24, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Adeptness (+4 skill points). Skills/Spells: Control the Stars 5, Astronomy 3.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

HATCHLING CHRYSALIS

Strength: 2, Constitution: 2, Agility: 3, Cleverness: 5, Intelligence: 1, Mentation: 5.
 Level: Foal, HP: 21, AC: 10, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Adeptness (+4 skill points). Skills/Spells: Bluff 2, Hide 2, Charm 2, Spell Echo 2.

Traits:

- Equine Combat
- Flight

—Carriage Levitation

—Spell Casting

—Telekinesis

—Transform: As a full-round action, a Chrysalis can transform into any type of four-legged animal just like the Transformation spell and remain in that form for as long as desired. While transformed, almost all of the Chrysalis's traits are replaced with that of the new form, however, they still retain the Transform and Drain Love traits regardless of what form they take on. While transformed, the Chrysalis gets a +10 bonus to Disguise rolls. A Chrysalis cannot transform into any creature with the Ooze Attributes, Construct Attributes, or Undead Attributes. If she is ever killed, she reverts back to her primary form.

—Drain Love: As a full-round action, Chrysalis can drain the love of others (which translates into Mentation) at a range of 10 feet per Mentation by invoking loving feelings in her target, whether it be romantic love, familial love, or sexual love. While in disguise, Chrysalis must first get the attention of her target, and she then rolls a Charm roll against the target's Outwit roll. If Chrysalis wins, then she manages to inflict one 4-sided dice of Mentation score loss upon the target. If Chrysalis is disguised as a loved one the target knows and the target is unaware she's Chrysalis, then Chrysalis gets a +8 bonus to Charm rolls. This power can be used when the target is aware of Chrysalis, even during combat, but Chrysalis gets a -8 penalty to Charm rolls. See section on Aptitude Score Loss under the Hazards chapter.

FILLY LUNA

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 1, Intelligence: 5, Mentation: 5.

Level: Foal, HP: 24, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats:

Adeptness (+4 skill points). Skills/Spells: Control the Stars 5, Astronomy 3.

Traits:

—Equine Combat

—Flight

—Carriage Levitation

—Spell Casting

—Telekinesis

—Timelessness

COLT DISCORD

Strength: 2, Constitution: 2, Agility: 1, Cleverness: 3, Intelligence: 5, Mentation: 5.

Level: Foal, HP: 21, AC: 8, Base speed: 10 ft (Gallop 15 ft), Initiative: 1. Feats:

Adeptness (+4 skill points). Skills/Spells: Enchant 3, Transformation 3, Apportation 2.

Traits:

—Claw Combat: Attack with claws and horns, one 8-sided dice plus Strength of damage.

—Flight

—Spell Casting

—Timelessness

COLT SOMBRA

Strength: 2, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 1, Mentation: 5.
 Level: Foal, HP: 30, AC: 14, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Spell Pool. Skills/Spells: Dispel 1, Enfeeblement 1, Teleportation 1, Force Field 1.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

COLT TIREK

Strength: 2, Constitution: 4, Agility: 3, Cleverness: 1, Intelligence: 3, Mentation: 4.
 Level: Alicorn, HP: 24, AC: 12, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Spell Pool. Skills/Spells: Spell Craft 1, Demonology 1, Dispel 1, Teleport 1.

Traits:

- Equine Combat
- Spell Casting
- Beast of Tartarus
- Timelessness

Dr Whooves**CYBERMARE (PONIFIED CYBERMEN)**

Strength: 1, Constitution: 0, Agility: 5, Cleverness: 1, Intelligence: 10, Mentation: 10.
 Level: Adult, HP: 51, AC: 18 (+8 natural armor), Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Laser Weapon Proficiency, Vigor [x2] (+16 HP). Skills/Spells: Temporal Physics 10, Astromechanics 10.

Traits:

- Built in Laser Weapons: All cybermares have built in lasers that serve as their primary weaponry. Range is 10 feet per Agility score, it causes one 12-sided dice plus Agility of damage, and bonus to attack rolls is +1 with the Laser Weapon Proficiency feat. These weapons do not require any batteries or charging.
- Natural Armor: Their metal bodies give them a +8 to Armor Class.

Items:

- Cybermat:** All cybermares carry at least one cybermat, which are little robotic drones that can be remotely controlled from up to 100 feet away from the cybermare. The cybermat moves at a maximum of 20 feet per round, has 10 HP, an AC of 12, and can shoot lasers. When firing a laser, the cybermat has a range of 25 feet, a +4 attack and damage bonus, and can inflict one 4-sided dice of damage.

DALEK

Strength: 1, Constitution: 5, Agility: 4, Cleverness: 1, Intelligence: 10, Mentation: 7.
 Level: Adult, HP: 63, AC: 22 (+8 natural armor), Base speed: 10 ft (Gallop 30 ft), Initiative: 8. Feats: Laser Weapon Proficiency, Vigor (+8 HP). Greater Initiative (+4 Initiative). Skills/Spells: Temporal Physics 10, Astromechanics 10.

Traits:

—Built in Laser Weapons: All daleks have built in lasers that serve as their primary weaponry. Range is 10 feet per Agility score, it causes one 12-sided dice plus Agility of damage, and bonus to attack rolls is +1 with the Laser Weapon Proficiency feat. This weapon cannot be used while the dalek is out of its casing. These weapons do not require any batteries or charging.

—Tentacle Combat: When out of its casing, a dalek can still attack using its clawed tentacles, inflicting one 6-sided dice plus Strength of damage.

—Force Field: Some dalek casings have a built-in force field that can absorb up to 50 HP of damage rather than the dalek itself. Every 10 minutes, the force field can restore one 10-sided dice of damage to its own HP (not the dalek's HP) so long as it is not shut down. If the shield's HP goes down to zero, it is shut down for an hour before it can regenerate HP. If the dalek is immobilized, the shield can be shut down permanently with a successful Astromechanics roll (Difficulty: 30). It can also be restored the same way.

—Natural Armor: Their metal casings give them a +8 to Armor Class. If the dalek is ever removed from its casing, however, then it loses the bonus.

DR. WHOOVES (PONIFIED DOCTOR)

Strength: 4, Constitution: 4, Agility: 5, Cleverness: 6, Intelligence: 10, Mentation: 7.

Level: Adult, HP: 55, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats: Adeptness [x4] (+16 skill points). Skills/Spells: Lock-Picking 4, Chemistry 8, Temporal Physics 10, Astromechanics 10.

Traits:

—Equine Combat

—Connection to the Earth

—Skill Specialty

—Regeneration: Like all time lords, every time Dr. Whooves is killed, he can regenerate into a new body so long as his body is still intact at the time of death. The new body will look different from his old one, but he will have all the same stats, feats, and skills as the previous doctor. If his body is disassembled, disintegrated, or otherwise irreparably destroyed, then he can't regenerate.

—Timelessness

Items:

—**Sonic Screwdriver:** This handy tool provides a +4 bonus to Astromechanics, Chemistry, Healing, Mechanic, Perception, and Lock-Picking skill rolls. The sonic screwdriver can be used in place of a lock-pick kit when picking locks. This device can also detect any living or mechanical creature up to 20 feet away.

WEeping PEGASUS (PONIFIED WEeping ANGEL)

Strength: 4, Constitution: 8, Agility: 0, Cleverness: 1, Intelligence: 5, Mentation: 8.

Level: Adult, HP: 75, AC: 19 (+8 natural armor), Base speed: 0 ft (Gallop 0 ft), Initiative: 12. Feats: Greater Initiative [x3] (+12 Initiative). Skills/Spells: Grapple 8, Temporal Physics 10.

Traits:

—Snap Neck: A weeping pegasus's only means of attack is to snap the necks of its targets. If she is standing within arm's reach of her target (range: 0 feet), then she may perform this attack. The weeping pegasus then rolls a Strength roll against her opponent's Constitution roll. If the weeping pegasus succeeds, then the target's neck is broken and killed instantly. If the target wins, then the target sees the weeping pegasus and she becomes stone once again. This attack has no effect on creatures without a Constitution score such as constructs, undead, oozes, etc.

—Necropuppetry: Once a weeping pegasus has a hold of a freshly killed corpse, a weeping pegasus can then use that corpse to speak for the weeping pegasus in whatever language the deceased knew in life, even while the weeping pegasus is stoned.

—Quantum Lock: A weeping pegasus turns to stone whenever any living creature is looking at her, and while stone, she cannot take any actions on that round. However, when not being watched, a weeping pegasus can move up to 100 feet per round. To freeze a weeping pegasus, an attacker must not blink while looking at it. An attacker can keep herself from blinking for one round per Constitution score. If the attacker looks away, loses sight of the weeping pegasus, or reaches the limit of how long she can keep from blinking, the weeping pegasus can move on the next round and if she gets within striking range, then she can perform a snap neck attack or a temporal abduction. If two weeping pegasi were to look at each other or if they looked at their own reflections, then they'll be paralyzed for as long as nothing obstructs their view.

—Temporal Abduction: A weeping pegasus can use her powers to force a target into the past. To use this power, she must be within reach of her target (range: 0 feet), and her Mentation roll must beat the target's Mentation roll. If the target succeeds, then nothing happens, but if the weeping pegasus succeeds, then the target is sent into the past. Roll one 10-sided dice to see how far into the past the target traveled (1,000 years per dice roll).

—Natural Armor: Their hard bodies give them a +8 to Armor Class.

—Timelessness

Dr. Whooves Feats

Laser Weapon Proficiency: This feat grants proficiency with any laser weapons.

Dr. Whooves Skills

Astromechanics

Intelligence (trained only)

Pertains to building or repair of any kind of highly advanced technology, including spaceships, androids, high tech machines, cyborgs, etc.

Temporal Physics

Intelligence (trained only)

This skill is used when drawing upon knowledge about any kind of temporal sciences including time travel, wormholes, temporal anomalies, etc.

Basic High Tech Weaponry

Battery: Provides 10 shots for a laser pistol and 5 shots for a laser rifle. Cost: Unknown.

Battery Charger: Requires 30 minutes to charge one battery. Cost: Unknown.

Laser Rifle: This weapon requires one full battery in order to work. Replacing a battery requires a full round action. Range: 10 feet per Agility score, Damage: two 12-sided dice plus Agility of damage, Bonus to Attack rolls: +4 with the Laser Weapon Proficiency feat, Cost: Unknown.

Laser Pistol: This weapon requires one full battery in order to work. Replacing a battery requires a full round action. Range: 10 feet per Agility score, Damage: one 12-sided dice plus Agility of damage, Bonus to Attack rolls: +1 with the Laser Weapon Proficiency feat, Cost: Unknown.

Power Ponies

FILI-SECOND

Strength: 4, Constitution: 3, Agility: 10, Cleverness: 4, Intelligence: 2, Mentation: 3.

Level: Adult, HP: 50, AC: 18, Base speed: 50 ft (Gallop 150 ft), Initiative: 10. Feats: Swift Hooves [x2] (+20 ft base speed), Super Speed (see below), Improved Bare Hoof Combat. Skills/Spells: Hightail 6, Mischief 6.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Feats:

—Super Speed:

Prerequisite: Obtain powers through an enchanted Power Ponies comic.

Fili-Second's speed is greatly magnified, boosting her Gallop speed to 100 feet plus base speed.

HENCH-PONY

Strength: 7, Constitution: 5, Agility: 3, Cleverness: 3, Intelligence: 3, Mentation: 5.

Level: Adult, HP: 76, AC: 13, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Improved Bare Hoof Combat, Powered Attack, Vigor [x2] (+16 HP). Skills/Spells: Climb 4, Disarm 4, Grapple 4, Outmuscle 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

HUMDRUM

Strength: 3, Constitution: 3, Agility: 2, Cleverness: 3, Intelligence: 4, Mentation: 3.

Level: Foal, HP: 24, AC: 12 (+2 scale armor), Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Improved Claw Combat. Skills/Spells: Mischief 4.

Traits:

- Claw and Bite Attack: One 6-sided dice plus Strength of damage.
- Breath Attack: Humdrum can expel smoke and fire from his mouth, blasting a small ball of fire at one foot per Agility score, causing one 4-sided dice plus Agility of damage. If struck with the flames, the target must also make an Agility roll (Difficulty: 15) or else she catches on fire. See section on Fire under Hazards for details.
- Scale Armor: +2 to Armor Class

MANE-IAC

Strength: 7, Constitution: 7, Agility: 5, Cleverness: 5, Intelligence: 5, Mentation: 3.
 Level: Adult, HP: 70, AC: 17, Base speed: 20 ft (Gallop 55 ft), Initiative: 5. Feats: Crazy Mane (see below), Improved Bare Hoof Combat, Stave Off Death, Improved Natural Healing. Skills/Spells: Climb 4, Disarm 4, Grapple 4, Trip 4, Hair Care 7.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Feats:

—Crazy Mane:

Prerequisites: Fall into a vat of unstable shampoo chemicals, get electrocuted by a downed power line, and be driven into maniacal megalomania.

Her living mane can stretch out and attack other opponents (damage: one 10-sided dice, modified by Strength) and can also be used to attempt a Trip, Disarm, or Grapple roll. Her mane has a range of 20 feet.

Items:

—**Hair Spray Ray of Doom:** The Mane-iac carries around at least one can of this hair spray. The can sprays a mist at a range of 5 feet. Those who are hit with this spray must make a Constitution roll (Difficulty 20) or else be paralyzed for one minute.

MASKED MATTER-HORN

Strength: 2, Constitution: 6, Agility: 2, Cleverness: 1, Intelligence: 4, Mentation: 10.
 Level: Adult, HP: 65, AC: 13, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Energy Blasts (see below), Improved Bare Hoof Combat, Spell Pool. Skills/Spells: Concentration 2, Teleportation 4, Apportation 2, Enfeeblement 4, Force Field 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

—Energy Blasts:

Prerequisite: Obtain powers through an enchanted Power Ponies comic.

As a standard action, the Masked Matter-Horn can cast only the advanced spells to Pyrokinesis, Electrokinetics, Cryokinesis, and Photokinesis at level 5 as many times per day as she wants.

MISTRESS MARE-VELOUS

Strength: 5, Constitution: 8, Agility: 6, Cleverness: 1, Intelligence: 3, Mentation: 3.

Level: Adult, HP: 75, AC: 19, Base speed: 20 ft (Gallop 50 ft), Initiative: 6. Feats: Improved Bare Hoof Combat, Athlete, Blind Sight, Evasion. Skills/Spells: Beast Lore 4, Grapple 6, Catch 2.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

Items:

—**Animated Lasso:** Mistress Mare-velous has a lasso that she can psychically control from a distance of 10 feet per Mentation level. This lasso can be used like the Telekinesis trait, following the same rules and guidelines. The only difference is that the rope itself acts as a solid manifestation of Mistress Mare-velous's will. If the rope is ever destroyed, it requires an Intelligence roll (Difficulty 15) and 20 pounds of hemp to fix it.

—**Hoofarangs:** On all four of her hooves are horseshoes that she can shoot out from a range of 10 feet per Agility score. If it successfully hits a target, then the target does not take damage, but is instead bound in the hoofarangs and unable to walk. Breaking free of the hoofarangs requires a Strength roll (Difficulty 26) or an Escape Artist roll (Difficulty 30)

RADIANCE

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 7, Intelligence: 6, Mentation: 5.

Level: Adult, HP: 66, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Magical Energy Beams, Vigor [x2] (+16 HP). Skills/Spells: Bluff 2, Charm 3, Recovery 3.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Items:

—**Conjuration Bracelet:** As a standard action, Radiance can use this bracelet to cast only the advanced form of the Apportation spell at level 5.

SADDLE RAGER

Strength: 3, Constitution: 10, Agility: 2, Cleverness: 1, Intelligence: 3, Mentation: 5.

Level: Adult, HP: 85, AC: 17, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Rage

Transformation (see below), Improved Bare Hoof Combat, Improved Natural Healing.
Skills/Spells: Intimidate 2, Perception 3, Grapple 3.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Feats:

—**Rage Transformation:**

Prerequisite: Obtain powers through an enchanted Power Ponies comic.

As a full-round action, the Saddle Rager can make a successful Mentation roll (Difficulty 20) to successfully transform into a hulking beast, earning her a +10 bonus to her Constitution, Strength, Agility, and Mentation rolls. Saddle Rager will remain in that form for 1 minute per Constitution score. Once the transformation is at the end of its duration, the Saddle Rager must make another successful Mentation roll or else change back. While in beast form, Saddle Rager can end the transformation at any time as a free action.

ZAPP

Strength: 4, Constitution: 4, Agility: 9, Cleverness: 1, Intelligence: 1, Mentation: 8,
Level: Adult, HP: 55, AC: 18, Base speed: 40 ft (Gallop 85 ft), Initiative: 9. Feats:
Improved Bare Hoof Combat, Swift Hooves (+10 ft base speed), Mystical Pony (+2
Mentation). Skills/Spells: Control Weather 8.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items:

—**Weather Control Pendant:** With this pendant, Zapp can conjure any weather conditions regardless of whether or not the conditions are proper for those weather phenomena (creating a snow storm in the summer, creating rain without clouds, creating a tornado in doors, etc.). Zapp must roll a Control Weather skill roll to successfully create any weather effects.

MLP:FiM Creator OC's

The Tara Strong and John de Lancie OC's are based off of the characters seen in the Brony documentary.

JOHN DE LANCIE'S OC UNICORN

Strength: 3, Constitution: 3, Agility: 4, Cleverness: 7, Intelligence: 5, Mentation: 5.
Level: Adult, HP: 50, AC: 12, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Music
is Magic, Adeptness [x2] (+8 skill points). Skills/Spells: Writing 5, Performance 5, Music
3, Teleportation 3.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

LAUREN FAUST'S ALICORN OC (A.K.A. FAUSTICORN)

Strength: 10, Constitution: 10, Agility: 10, Cleverness: 20, Intelligence: 16, Mentation: 18. Level: Alicorn, HP: 150, AC: 25, Base speed: 30 ft (Gallop 80 ft), Initiative: 10. Feats: Spell Pool, Extend Spell Range, Extend Spell Duration, Extend Telekinesis, Magical Energy Rays, Deus Ex Machina (see details below). Skills/Spells: Control the Stars 20, Art 20, Spell Craft 10, Concentration 10, Teleportation 10, Rejuvenation 10, Recovery 10, Dispel 10, Force Field 10, Apportation 10.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

Deus Ex Machina

Prerequisites: Only Lauren Faust should have this feat.

Being the creator of the My Little Pony universe, Faust has the power to do incredible miracles. Once per day, she can use this feat to completely regenerate one character per Mentation level (including herself) within one mile per Mentation level. Once the spell has been cast, all those affected will have their HP and spell points completely restored and be cured of all diseases, crippling injuries, and negative spells.

TARA STRONG'S OC UNICORN

Strength: 4, Constitution: 4, Agility: 3, Cleverness: 7, Intelligence: 4, Mentation: 5. Level: Adult, HP: 55, AC: 12, Base speed: 10 ft (Gallop 25 ft), Initiative: 3. Feats: Ingenious Pony (+2 Cleverness), Adeptness [x2] (+8 skill points). Skills/Spells: Art 5, Performance 5, Music 3, Cooking 1, Apportation 3, Invisibility 3.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

WILD FIRE (A PEGASUS OC BY SABRINA "SIBSY" ALBERGHETTI)

Strength: 4, Constitution: 6, Agility: 8, Cleverness: 3, Intelligence: 3, Mentation: 1. Level: Adult, HP: 65, AC: 19, Base speed: 20 ft (Gallop 60 ft), Initiative: 6. Feats: Adeptness [x3] (+12 skill points). Skills/Spells: Mechanic 4, Hightail 4, Pyrotechnic 4, Outwit 4, Intimidation 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Historical Figures

CHANCELLOR PUDDINGHEAD

Strength: 4, Constitution: 4, Agility: 5, Cleverness: 6, Intelligence: 5, Mentation: 2.
 Level: Adult, HP: 63, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:
 Earthen Spiritualist, Ice Skating, Vigor (+8 HP), Adeptness (+4 skill points).
 Skills/Spells: Diplomacy 6, Farming 6, Cooking 4.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

CLOVER THE CLEVER

Strength: 2, Constitution: 5, Agility: 2, Cleverness: 1, Intelligence: 8, Mentation: 9.
 Level: Adult, HP: 60, AC: 12, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Spell
 Pool, Knowledgeable Pony (+2 Mentation), Adeptness (+4 skill points). Skills/Spells:
 Astronomy 3, Spell Craft 3, Teleportation 2, Apportation 2, Enchant 3, Dispel 4,
 Animation 4.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

COMMANDER HURRICANE

Strength: 6, Constitution: 5, Agility: 7, Cleverness: 1, Intelligence: 5, Mentation: 1,
 Level: Adult, HP: 60, AC: 22 (+4 half-plated armor, +1 helmet), Base speed: 30 ft
 (Gallop 65 ft), Initiative: 7. Feats: Archery, Swordplay, Swift Hooves (+10 ft base speed).
 Skills/Spells: Strategy 5, Control Weather 3.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage
- Short Bow:** +4 bonus to attack, one 6-sided dice plus Agility of damage. She also has a quiver with 20 arrows.

PRINCESS PLATINUM

Strength: 2, Constitution: 3, Agility: 2, Cleverness: 4, Intelligence: 6, Mentation: 6.
 Level: Adult, HP: 50, AC: 10, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Spell Pool, Adeptness [x2] (+8 skill points). Skills/Spells: Gemology 7, Terrakinesis 7, Apportation 2.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

PRIVATE PANSY

Strength: 4, Constitution: 5, Agility: 2, Cleverness: 3, Intelligence: 5, Mentation: 5.
 Level: Adult, HP: 60, AC: 17 (+4 half-plated armor, +1 helmet), Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Archery, Swordplay, Adeptness (+4 skill points). Skills/Spells: Strategy 3, Control Weather 3, Healing 6.

Traits:

- Equine Combat
- Flight
- Carriage Levitation

Items

- Half-Plated Armor:** +4 armor class, an Agility roll penalty of -2, and a maximum Agility bonus to AC of 6.
- Helmet:** +1 armor class.
- Great Sword:** +8 attack bonus, one 10-sided dice of damage
- Short Bow:** +4 bonus to attack, one 6-sided dice plus Agility of damage. She also has a quiver with 20 arrows.

SMART COOKIE

Strength: 7, Constitution: 7, Agility: 4, Cleverness: 3, Intelligence: 6, Mentation: 1.
 Level: Adult, HP: 70, AC: 16, Base speed: 10 ft (Gallop 30 ft), Initiative: 4. Feats: Earthen Spiritualist, Ice Skating, Knowledgeable Pony (+2 Intelligence), Adeptness (+4 skill points). Skills/Spells: Diplomacy 3, Farming 6, Husbandry 3, Cooking 1, Animal-Handling 3.

Traits:

- Equine Combat
- Connection to the Earth
- Skill Specialty

STAR SWIRL THE BEARDED

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 1, Intelligence: 10, Mentation: 10.
 Level: Adult, HP: 45, AC: 9, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Magical Energy Beams, Psychokinetic Levitation, Spell Pool. Skills/Spells: Control the Stars 10,

Spell Craft 10, Teleportation 10, Dispel 10, Recovery 10, Pyrokinesis 4, Hydrokinesis 4, Terrakinesis 4, Aerokinesis 4, Detect 5, Clairvoyance 5, Animation 5.

Traits:

- Equine Combat
- Spell Casting
- Telekinesis

Miscellaneous

BAT PONY (PEGASI WITH BAT WINGS)

Strength: 4, Constitution: 4, Agility: 6, Cleverness: 3, Intelligence: 3, Mentation: 6.

Level: Adult, HP: 65, AC: 15, Base speed: 30 ft (Gallop 60 ft), Initiative: 6. Feats:

Alertness, Blind Sight, Swift Hooves (+10 ft base speed). Skills/Spells: Control Weather 4, Perception 4.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Night Vision

FLUTTERBAT

Strength: 3, Constitution: 4, Agility: 5, Cleverness: 4, Intelligence: 2, Mentation: 6.

Level: Adult, HP: 55, AC: 14, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:

Adeptness (+4 skill points), Element of Kindness (details below), The Stare Master (details below). Skills/Spells: Wilderness Survival 4, Perception 5, Linguistics 3 (languages known: Equestrian, Faunal, and Fay).

Traits:

- Equine Combat
- Flight
- Acute Sense of Smell
- Night Vision
- Deflect Magic: If Flutterbat were to be hit with a spell that is resisted with a Mentation roll, then the GM must roll a Percentage roll as well. If the roll is between 01-20, then the spell will also rebound on the nearest target (including the caster) forcing the target to also make a Mentation roll to resist the effects of the spell. Flutterbat can willingly suppress this ability as a free action.

Feats:

Element of Kindness

Prerequisites: Must bond with the Element of Kindness.

Fluttershy gets a +5 bonus to all Healing and Husbandry rolls.

The Stare Master

Prerequisites: Must be born with this power.

Fluttershy has a variation of the Intimidation skill known simply as The Stare and it involves intimidating others with her piercing gaze and stern voice. The Stare works like

a gaze attack and if one were to look into Fluttershy's eyes, Fluttershy would gain a +5 bonus to her Intimidation roll. To avoid the affects of The Stare, the pony can avoid eye contact, but suffer a -4 penalty to attack rolls and AC in doing so.

NIGHTMARE MOON

Strength: 4, Constitution: 8, Agility: 7, Cleverness: 5, Intelligence: 11, Mentation: 15.
Level: Alicorn, HP: 130, AC: 20, Base speed: 20 ft (Gallop 55 ft), Initiative: 7. Feats: Spell Pool, Extend Spell Range, Extend Telekinesis, Night Terrors (details below), The Wrath of Nightmare Moon (details below), Magical Energy Rays. Skills/Spells: Control the Stars 20, Astronomy 20, Spell Craft 10, Teleportation 8, Dispel 12, Recovery 9.

Traits:

- Equine Combat
- Flight
- Carriage Levitation
- Spell Casting
- Telekinesis
- Timelessness

Feats:

The Wrath of Nightmare Moon

Prerequisite: Must become Nightmare Moon.

During the night hours, the spell level of all of Nightmare Moon's spells increases by +5 but no higher than 20. This bonus does not increase her spell point reserves.

Night Terror

Prerequisites: The Wrath of Nightmare Moon feat

Nightmare Moon has the power to enter the dreams of any sleeping creature up to 1 mile per Mentation score away. When she enters some pony's dreams, she is able to communicate with the dreamer, but not physically interact with her in the real world. While in some pony's dreams, Nightmare Moon's body remains asleep in the physical world. If her body sustains any kind of harm, Nightmare Moon must make a Mentation roll (Difficulty 20) to sense it. She can choose to return to her body at any time. She can also be forced out of some pony's dream if the dreamer wakes up in the real world.

If Nightmare Moon has the Spell Pool feat (and she does in the stats listed above), then she can spend 1 spell point from any spell to allow her to control the dreams of a single target, causing effects that can impair a pony for the rest of the day after awaking. To accomplish this feat, Nightmare Moon must spend one minute in the dream, and if the dreamer resists, then the dreamer's Mentation roll must beat Nightmare Moon's Mentation roll to drive her away. If Nightmare Moon loses the roll, then she may try again the next night. Only one dream effect can be in place at a time. Once the pony goes asleep the next night, the effect wears off.

Dream Types:

- Terrifying Nightmare: Causes -8 penalty to all Outwit rolls when up against Nightmare Moon.
- Fatiguing Nightmare: Causes -4 penalty to all Intelligence rolls.
- Disheartening Nightmare: Causes -4 penalty to all Cleverness rolls.
- Maledictive Nightmare: Causes -4 penalty to all Mentation rolls.

Nightmare Moon cannot enter the dreams of creatures who have an Intelligence score of 0 or creatures who do not sleep such as those with the Undead Attributes, Construct Attributes, or Ooze Attributes traits. Nightmare Moon can also be prevented from entering the dreams of a pony sleeping within a Nullify Magic spell.

SEA PONY (INSPIRED BY THE G1 SERIES)

Strength: 2, Constitution: 2, Agility: 2, Cleverness: 5, Intelligence: 3, Mentation: 3.
Level: Foal, HP: 21, AC: 9, Base speed: 10 ft (Gallop 20 ft), Initiative: 2. Feats: Ingenious Pony (+2 Cleverness). Skills/Spells: Music 4.

Traits:

- Flipper Combat: A sea pony can fight using her fins, teeth, and tail, inflicting one 4-sided dice plus Strength of damage.
- Amphibious

SLENDER PONY (PONIFIED SLENDERMAN)

Strength: 7, Constitution: 4, Agility: 7, Cleverness: 1, Intelligence: 4, Mentation: 5.
Level: Adult, HP: 55, AC: 16 (+2 natural armor, -2 size penalty), Base speed: 40 ft (Gallop 75 ft), Initiative: 11. Feats: Swift Hooves [x2] (+20 ft base speed), Greater Initiative (+4 Initiative), Improved Bare Hoof Combat. Skills/Spells: Hide 10, Grapple 10, Teleport 10.

Traits:

- Equine Combat
- Tentacle Combat: Slender Mane has tentacles that he can withdraw from his back. The tentacles have a reach of 10 feet and he can use those tentacles to either inflict one 6-sided dice plus Strength of damage or use it to hold a pony down with a Grapple roll.
- Innate Magic: The Slender Pony obtains 1 level for the spell Teleport.
- Night Vision
- Invisibility
- Natural Armor: +2 Armor Class
- Fearsome Presence: Difficulty 18 to resist. See description under List of Traits for details.
- Giant Size: 5 feet x 5 feet x 10 feet with a reach of 10 feet. AC penalty of -2.

SURPRISE (PINKIE PIE PEGASUS)

Strength: 4, Constitution: 3, Agility: 5, Cleverness: 6, Intelligence: 4, Mentation: 4.
Level: Adult, HP: 50, AC: 13, Base speed: 20 ft (Gallop 45 ft), Initiative: 5. Feats:

Alertness, Adeptness [x2] (+8 skill points). Skills/Spells: Aerobatics 2, Control Weather 2, Performance 4, Music 3, Mischief 5.

Traits:

- Equine Combat
- Flight
- Carriage Levitation