

/mlp/ FEMTORPG (Simple10)

Expanded Racial 3.5

This document is a an expansion to the core racial rules in the [Simple10](#) system. Each race entry has a pool of bonus racial traits as well as the default racial ability from the Simple10 core document pasted here for the reader's convenience. A character may select **ONE** of these extra options as a secondary racial **in addition to the default one**. Additional racial traits can be awarded for campaign achievements and character advancement at the GM's discretion.

Expanded and Monster races are an optional supplement to the (mlp)S10 core races.

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Core Races

Crystal Pony

Residents and descendants of the ancient Crystal Empire, the emotions of Crystal Ponies are said to be reflected on all of Equestria.

Crystal Emotions: passive; when you roll a critical success, your rolls next turn receive a +1 bonus.

- **Emotional Resonance:** passive; Crystal Emotions now offers a +2 bonus on your next turn on a critical success, at the cost of suffering a -1 penalty on a critical fail.
- **Crystal Absorption:** instant, once per combat; You may absorb a single spell used on you and store it, allowing you to use said spell yourself for one use. You still are subject to any effects of the spell. Some more powerful spells cannot be absorbed at GM discretion.

- **Recovering Memory:** automatic, once per session; While the Dark Lord's magic forced you to forget most of your old life, every now and then you have bouts of memory. You can use Recovering Memory to lose a one-point skill and learn another one from your class skill list.
- **Transparency:** passive; You blend into the scenery better thanks to your see-through form. When wearing minimal armor (jewelry, trinkets and minor accessories are fine) you gain a passive DC-1 to stealth and hide rolls.

Earth Pony

Sturdy, tough and often big. Can move, lift, and carry heavier weights than other races.

Tough: passive; Earth ponies take 1 additional hit before becoming helpless as well as 1 extra wound once they become helpless, for a total of 6 hits and 6 wounds without other modifiers. They can also lift, carry and move heavier objects than unicorns and pegasi.

- **Stand Firm:** instant, once per combat after success; Plant your hooves deep and be as still as a mountain. You lock your hits at their current spot. You begin the next turn with the same number of hits. This does not protect you from wound damage that exceeds your locked hits.
- **Earthly Affinity:** passive; Earth ponies have a special connection to the land. At character creation, pick one land type, e.g plains, island, swamp, mountain, forest. When on chosen terrain, your rolls to recover from helplessness are DC4 and transversing on your home terrain is automatic.
- **Earth Pony Way:** passive; Being born without a horn or wings has taught you how to spend more time and effort in the things you do. At character creation, select one skill. You gain a +1 bonus to it.
- **Workhorse:** passive; Many Earth Ponies are bred for physical labor and other daunting tasks that exhaust others quickly. You can catch your breath faster, work harder and work longer. Tends to be pretty useful in combat. When not taking a normal or instant action you automatically regain a hit.

Pegasus

Speedy and adventurous. Can fly freely when they're not carrying too much weight.

Pegasus Flight: Pegasi can fly, and get a +1 bonus to actively evade and dodge midair. Flight is about as taxing as running at full speed.

- **Bounce:** passive; You hate spending too much time in one place, and are always itching to fly at a moment's notice. Takeoff is instant and automatic.
- **Cloud Control:** recharge 2, Requires flying and availability of clouds; You can create a variety of effects lasting for one round, for example rainfall(DC6, -1 ranged penalty for all), fog(DC7, everyone in combat makes a free Stealth roll), or lightning(DC 8, use of the Lightning elemental as a basic ranged attack).
- **Supersonic:** once per combat after success; You perform a feat of great speed, enough to create a sonic boom. This renders all nearby enemies helpless on a DC 8 and renders you unable to attack for 1 turn. More powerful foes are immune to this effect.
- **Dogfighting:** recharge 3, requires being airborne, weapon; The target is sent plummeting to the ground, knocked helpless and their flight ability gains recharge 2. This ability is affected by Pegasus Flight's bonus. At the DM's discretion, the fall damage may increase depending on altitude.

Unicorn

Noble and intelligent. Can levitate objects with telekinesis and cast magic.

Unicorn Catalyst: passive; a unicorn's horn counts as a catalyst for spellcasting.

Unicorn Telekinesis: spell; manipulate objects through sheer force of will. Complex tasks and heavier objects may require more focus.

- **Dowsing:** spell; At character creation, select a specific type of object or material (example: precious gems, wood carvings, forged metal). This spell lets you locate the general direction of such objects or reveals their specific location in your current vicinity.
- **Winkmaster:** passive; Teleport's normal recharge is reduced by 1. Whenever you're targeted by an attack or ability, you may increase Teleport's recharge to 5 to use it as an instant action(interrupting or avoiding the

action that triggered it). You may also spend two skill points to purchase Teleport regardless of class.

- **Hornlight:** spell; Never get caught in the dark without a light again. You can use your horn to cast a minor light spell illuminating your immediate area or as a flashlight to search for objects. +1 bonus to perception at night or in dark areas. This cannot be used to blind enemies.
- **Posh:** passive; So you're leaving high society for a life of adventure? It's dangerous to go alone. Take this. You start the game with a magical item that gives a +1 to a single Spell, chosen at character creation. If held by someone without that skill, the item's residual magic allows that spell to be cast at DC 8.

Buffalo

Hardy desert dwellers, a buffalo's charge is as strong as their connection to the land. They are big, lumbering things with thick muscle and bones.

Frenzy: When sent helpless, before falling, you can keep rolling for normal attacks, once per turn, until you fail. Go helpless immediately afterwards.

- **Buffalo Stomp:** passive; Your heavy hooves are great for shaking up surrounding enemies. As a normal attack you can choose to instead deal damage to all hostiles in close range. This never does more than 1 hit of damage except on crit.
- **Tribesman:** passive; Even the quietest buffalo from the smallest tribe can stand among ponies as a natural leader. They have an affinity for taking care of their comrades, therefore they receive a +1 to actions that affect their allies' hits/wounds or grant them a bonus in combat.
- **Bulk:** passive; Culture aside, the most defining feature of the buffalo is the fact that they are no doubt one of the largest races in Equestria. Fighters and brawlers find out the hard way that their techniques don't work on such massive creatures. You are immune to grapples and cannot be pushed, pulled or dragged.
- **Charge:** passive; At the beginning of combat declare a charge against one enemy. You get a +2 bonus on that target at the cost of increasing critical failure range by 1.

Diamond Dog

Subterranean gorilla dogs with a taste for gems.

Burrowing: Diamond dogs can dig tunnels and holes with ease, setting traps, moving unseen and fleeing in unexpected directions.

- **Bloodhound:** recharge 5; After making a successful attack against a target you pick up its scent. This target cannot benefit from stealth when being attacked by you or attacking you for a number of turns equal to the amount of damage you do. Darkness also does not affect your ability to target.
- **Lucky Dog:** passive; Some dogs just have more days than others. The first roll in combat enjoys a higher chance to be critical. Crit Range -2 for the first roll only.
- **Gem Hunter:** recharge 3; When burrowing, you may take an instant action at DC9 to find a gem. If successful you regain all your hits. If you already are at full hits, you gain +1 hit until you are helpless. You can use this gem as an item of relatively high value. You can only find one valuable gem per in game day.
- **Sound Hound:** passive; You can listen on whispers and distant conversations with ease. When an enemy engages combat, for the first turn any attack targeting you hits on a DC+2 (DC+1 for stealth attacks and ambushes). You are also unaffected by light-level.

Donkey

Similar to earth ponies in a physical sense, if somewhat less bulky and far more stubborn.

Unbreakable Will: passive; famously stubborn, donkeys are immune to mind control, domination, intimidation and suggestion.

- **Arcane Resistance:** passive; Being one of the least magical races in Equestria is a two way street. Magic spells and effects don't take as much of a toll on you as the other races. DC for offensive spells against you is +1 (Magic Bolt hits on 7+ instead of 6+ etc.)
- **Immune Response:** passive; once per combat; You are slightly more resistant to toxic poisons. You take no damage the first time you are poisoned or critfail using poisoned weapons in combat. All subsequent

poisonings incur normal poison damage.

- **Pain Tolerance:** passive; Your body isn't too large, but it is resilient. You can take more of a beating than most other races. You start the game with an extra wound bringing your base total to 5/6.
- **Disgruntled:** instant automatic, once per combat; Anytime during combat you can declare loathing on a single enemy. All offensive rolls gain +1 against that target, but you receive a -1 on rolls targeting anyone else. You can end your loathing once the target is helpless, dead, or they surrender.

Goat

A curious sight in the lands of ponies, some say they are distantly related to the dread ram Grogar.

Goatcraft: passive; Min -1 for all climbing and agility rolls, and can use anything as food, including non-food items.

- **Longhorns:** passive; You have large horns that can be used offensively or defensively. You can count your horns as a weapon with either the single, dual, great or shield tags. You cannot be disarmed but excessive wear can cause them to break.
- **Highlander:** passive; You naturally adapted to the conditions of mountainous areas. Cold damage is reduced by 1 (minimum of 1 damage). Rolls affected by Goatcraft are automatically successful in mountainous terrain. Your attacks made from high ground receive a +1 bonus.
- **Eye of Grogar:** passive; You come from a culture that's mysterious, quiet and perhaps even sinister. Few understand you and some may even be unnerved by your odd appearance. If you score a critical in combat, the target (provided it is hostile) is paralyzed with fear and cannot take any action in its next turn
- **Restless:** passive; The founders of coffee drinks rumored to never sleep goats always seem to have much more energy for a creature of their size. You are completely immune to skills such as Sleep Serum or Knockout as well as magic meant to put you to sleep and are no longer required to rest for the night.

Griffon

Half eagle, half lion. Flight-capable and larger than ponies, they can carry more weight while flying, but tire quickly when doing so.

Griffon Flight: Griffons can fly, and have a +1 bonus to divebomb attacks from high altitude. This is about as taxing as running at full speed.

- **Free Bird:** passive; You will not be caged. +1 to rolls that involve escaping grapples, traps, binds, etc.
- **Surveyor:** passive; You have keen eyes when flying on high. While flying give either you or an ally +1 for ranged attacks
- **Falcon Burst:** passive; Natural reflexes give you the advantage when faced with immediate danger. Your first attack in combat is Instant in addition to its other properties.
- **Griffon's Glory:** passive; The very notion of a griffon, a creature known for its pride and majesty, sitting in the sidelines, is poisonous. If you dealt the most damage in a round (or are the only one attacking) you can get a +1 bonus the next turn.

Zebra

Hailing from a faraway land, zebras are knowledgeable in natural healing and shamanism. They are often regarded with suspicion by ponies.

Heightened Senses: passive; +1 to perception-based rolls (spotting, searching, listening, etc)

- **Sprinter:** instant automatic, once per combat; You can perform feat of great speed as part of an escape or charge. If used to escape combat only fast fliers are able to catch up with you as long as there is open terrain. If used as part of a charging attack your attack will hit on a DC -1
- **Unspeakable Rites:** spell, once per session; DC5 to perform a ritual. You may increase the DC by any number you desire, for each point of increase on success select one of your abilities with the Spell tag. Its DC is lowered by 1 for the remainder of the session. A spell can't be chosen more than twice.
- **Rhythm and Rhyme:** passive; Music and timing are strong suits of your race and patterns come as naturally as your stripes. While in combat you can create a basic rhythm to your actions and net a +1 bonus

for all actions in it. This bonus is counted on the second sequence.

Ex. Rhythms (Bonuses are italicized)

Simple:

-Backstab, Rupture, *Backstab*, *Rupture*

-Attack, *Attack*, *Attack*, *Attack*

Medium:

-Wrath, Attack, Heal, *Wrath*, *Attack*, *Heal*

-Stealth, Sleep Serum, Backstab, Rupture, *Stealth*, *Sleep Serum*, *Backstab*, *Rupture*

Complex:

-Heroism, Cheap Shot, Terrify, Cheap Shot, Attack, Attack, *Heroism*, *Cheap Shot*, *Terrify*, *Cheapshot*, etc.

- **Z Tactic:** passive; When moving from one range to another, you become much harder to hit increasing the DC for foes to hit by 1 next turn. This penalty on enemies increases the more zebras there are up to a maximum of DC +3.

Expanded Races

Bat Pony

An offshoot of pegasi with leathery wings and bat like traits. They have an affinity toward the Princess of the Night Luna.

Leathery Wings: Batponies possess leathery wings that allow them to fly silently through the air. This is about as taxing as running at full speed.

- **Echolocation:** passive; Your ability to see is unaffected by darkness. Enemies without means of seeing in the dark (light sources, Hawkeye, Phase Aura, Fourth Eye, Hornlight and similar effects) hit you at DC+1 and you receive a +1 bonus to all rolls against them and Stealth.
- **Supersonic Shriek:** recharge 4; You can emit a focused sonic wave that can temporarily stun an opponent. Renders target helpless on 8.
- **Nocturnal:** passive; Work all night sleep all day. You live during the night hours, and can take a DC -1 to a single skill at night time.
- **Bloodsucker:** instant, requires helpless opponent; You give in to your feeding instincts and your hits are restored to maximum. This skill doesn't work on opponents without blood.

Deer

Tribal forest dwellers who live a more primitive life than the ponies of Equestria. Sharing a special connection with the forest, they are known to be very protective of their lands.

Woodcraft: passive; forest navigation DC -1, able to eat and identify any wild flora, You can use the Stealth skill in the forest untrained, if Stealth is bought it becomes Automatic.

- **Forest Agility:** instant; recharge 1; When in a forest, can make a roll to evade an attack at DC 4.
- **Geas:** passive; At character creation, select one of your skills without the Passive tag. Each other of your skills that shares its points cost receives a bonus equal to its points cost. Multiclass skills count as skills with cost 2. Whenever you use the chosen skill, this bonus is lost for the remainder of the session.
- **Tribal Training:** passive; Your fighting style is primitive and unpredictable. Any attacks made by you or against you deal one less hit.
- **Antlers:** passive; stag only; A deer's antlers are better suited for defense than for attack. You count as carrying a shield at all times (this bonus stacks with a normal shield). You may forfeit this bonus for the remainder of the session to attack with your antlers as an instant action.

Ram/Sheep

Descendants of a splinter group of goats choosing to co-exist with ponies instead of remaining independent. While most are content in their role, every now and then an adventurer is born of wool and steel

Steel Wool: instant automatic, once per combat; Treat a critical hit against you as a roll of 6 (or Min roll to succeed)

- **Ramming Speed:** recharge 1; Your horns and hard head allow you to charge at an enemy, carried by your tiny legs. Crits at 9+.
- **Adorable:** passive; No matter the size of your horns, no matter what sour expression you may have on your face, and no matter how old or battle-scarred you are, you are a white puffball on hooved legs, helping you get your point across to most anyone. +1 to Negotiation and Diplomacy, except against Goats.
- **Flock:** passive; Having extra sheep around tends to help you solve problems. For every allied sheep assisting you in combat you get a cumulative +1 to rolls.
- **Bighorns:** passive; Two giant curled horns jut out of your forehead. You are always counted as having a great weapon even when unarmed and gain a +1 to cleave when armed with a great weapon.

Saddle Arabian

A mystical race of ponies that hail from a faraway desert realm.

Arabian Endurance: passive; Once per combat if you are rendered helpless you may recover as an instant automatic action. You are immune to any adverse effects typical for a desert, and you suffer no penalties for fighting in desert environs.

- **Arabian Agility** passive; Your swiftness allows you to perform hit-and-run attacks with ease. In conditions that don't impair your movement, all your offensive skills gain the Ranged tag when used on targets on the ground. You also gain a +1 bonus to ranged attacks.
- **Purebred:** passive; A Saddle Arabian bloodline is a result of centuries of selective breeding. Though others may frown at such a practice, its results are obvious. And not only the positive ones. Choose one of your skills. You gain a +2 bonus to this skill. All your other skills suffer a -1 penalty.
- **Whirlwind Style:** instant automatic, recharge 2; For the remainder of your turn, whenever you make a melee attack roll, you may give it a penalty that grants you the same number of temporary hits until your next turn, maximum two.
- **Arabian Alchemy:** You may prepare a spell as a potion. To do so, roll for the spell as you would do normally. The potion can be consumed as an instant automatic action, or thrown as a ranged attack roll, and anyone drinking or soaked by the contents of the vial is considered the target of the spell. Use the results of this skill's roll for any variable effects. Any spells centered on the caster are centered on the area of impact/drinking individual. Potions are unaffected by recharges.

Monster Races

Minotaur

Individuals from this bipedal bull-like race are ambitious, and constantly trying to prove how "awesome" they are to others.

Show Them You Rock: instant automatic, once per day; force your point of view on someone else. This allows one verbal based skill check to automatically succeed.(i.e. Bluff, Inspire) This does not work on characters with a resistant mind.(A GM can rule that player characters all have resistant minds.)

- **Fight With Your Enemies:** instant automatic, recharge 5 after effect ends, requires helpless foe; You may immediately equip the target as a weapon with a Single, Ranged or Dual(if you are already wielding one weapon)tag. They receive damage from your attacks in addition to the normal effects. If you become helpless, critfail, make a ranged attack or the weapon makes a successful roll to recover from helplessness, this skill immediately ends.
- **Iron Will:** instant automatic, recharge 2; You are going to have your way, no matter the cost. You can take 4 hits to make a failed action Automatic. This ability cannot be used on critfails.
- **War Stomp:** passive; Whenever your melee attack deals damage that knocks an enemy helpless, half that much damage is dealt to all adjacent creatures.
- **Hulking:** passive; You always count as armed with a great weapon for the purpose of using the Cleave skill.

This doesn't allow you to apply the properties of any weapons you actually wield to Cleave.

Goo Pony

Far and few in between goo ponies are a rare sight indeed. Lacking their own society and culture, they prefer to blend into pony civilization, often times indistinguishable from heavily clothed earth ponies.

Goo: passive; You're able to change your form to better transverse small areas like under doors or in cracks. You are also able to store things inside yourself. In combat you take a DC-1 to free yourself from grapples and effects. You can also chose to remain in your base pony form with a DC4 making you appear as just another pony. Falling helpless always reveals your nature.

- **Gelatinous:** You take greatly reduced physical damage, but you also are exposed to the elements. Normal attack rolls (not including skills or spells) do 1 less hit of damage to a minimum of 1, but take 1 extra hit on Fire, Ice and Lightning damage.
- **Toxic Slime:** passive; A specialty of the cult of Smooze and the main reason why goo ponies are treated with caution and skepticism. Your slimy body is now poisonous and all your unarmed attacks have the poisoned tag and deal direct wound damage. You can also poison weapons of your own or a willing ally with a DC6. Poisoning weapons will last a successful roll - 5. (i.e. 1 turn on 6, 2 turns on 7 etc.)
- **Body Partitioning:** Instant, recharge 4; With intense concentration and focus you are able to split yourself into multiple portions, dividing your wounds in any way you see fit up to your current wounds. Doing so renders you unable to use attacks or skills until you are whole. Each section of you is a target and will be damaged independently of each other and has your current hits when using this skill. Reforming yourself is Instant Automatic. Can be used from helpless. The amount of hits you have when reformed is always the original amount when the skill was used -1.
- **Aqueous:** Passive; Goo ponies may not need to eat, but they do need to keep themselves hydrated! You can no longer be affected by healing spells or skills, but your body is especially permeable compared to other goo ponies, so much so that mere contact with water heals you. You can use carried water to work as a substitute for your inability to be healed. The amount of health restored relates to an appropriate roll. Large bodies of water such as rivers, lakes and oceans will heal you to full automatically. Just don't go for a swim or you'll dissolve.

Changeling Drone/Nymph/Worker

Appearing as a cross between pony and insect this race feeds on the emotions of others and can mimic almost anything or anyone.

Changeling Flight: You have thin gossamer wings which allow you to fly unencumbered but somewhat slower than other races. This is about as taxing as running at full speed.

Changeling Shapeshifting: spell, recharge 3; Acts as the Disguise skill, but can copy any specific person on success. Going helpless and/or rolling a critfail when attacking end Shapeshift. Purchasing Disguise causes this ability to autocrit, but you cannot benefit from it otherwise. Changelings can see through any disguise you use.

- **Evil Twin:** passive; You receive a bonus to rolls made against anyone whose identity you are assuming. +1 if it's a general category of people(e.g. military, police, royal guard)and +2 if it's a specific person.
- **Adaptability:** On a successful roll, this racial is replaced until the end of the session by a chosen racial of the race you're currently imitating.
- **Control:** spell; On a success, target non-changeling gains one level of stupor. Stupor affects the target differently depending on the number of levels acquired:
 - 1: -1 penalty to all attacks in this combat.
 - 2: -1 to all rolls for the remainder of the session.
 - 3+: Thralldom: The target becomes a pet for the user. They cannot score crits in this state. Scoring a crit or receiving damage removes a level of stupor. PCs and powerful enemies cannot become thralls. This spell will automatically reveal your nature, success or fail.
- **Glop:** recharge 1 after effect ends, requires helpless target; You secrete a green goo that prevents the target from recovering from helplessness for each round you take no other action. A strong target instead

receives a cumulative -1 penalty to their recovery rolls. If the combat ends before the target manages to recover, the goo hardens into a cocoon and escape becomes all but impossible.

Dragon Teen

Dragons who have not quite made it into adulthood sometimes leave their flight for solitary adventures and to get a jump start on that hoard of treasure.

Dragon Scales: instant automatic; 3 times per combat; At character creation choose an element type; when you use this skill the negative effects of the chosen element do not affect you. Successful attacks still deal damage as normal. This also allows you attempt feats impossible to other races(e.g. swimming in lava with fireproof scales).

- **Dragon Breath:** once per combat; targets an enemy in front of you with dragonflame. At creation your breath is given an elemental effect of your choice. A dragon can use his breath to magically send messages as long as there is a previous magical link set up between sender and receiver.
- **Dragon Flight:** With or without wings, you are able to fly and hover while carrying heavy loads. Dragons can remain airborne indefinitely.
- **Dragon Greed:** instant automatic, once per turn; Eating a gem or a valuable object made out of noble metals decreases the recharge of your next action by one. You begin each session with three snacks' worth of gems, gold etc. You can gain additional gems as loot.
- **Dragon Force:** You are powered by the elements. Whenever you are exposed to an elemental effect chosen for Chromatic Scales, you recover from helplessness and restore all hits. If you are already at full hits, you receive +1 to all your rolls until the end of your next turn.