

PONY

Crystal - Return to Earth (Banished Sombra)

Earthie - Martial Defender

Pegasus - Climate Control

Unicorn - Sleight of Hand / Magic Bolt

EQUINE

Buffalo - Slam or Earthen Strike

Donkey - Retaliate

Goat - Bolster

Zebra - Improvise / Inspire

PREDATOR

Diamond Dog - Grapple / Unorthodox

Gryphon - Hawkeye / Sharpen / Unorthodox

NEW CHALLENGER

Breezie - Waiting on Andy

Changeling - Disguise

Crystal Pony: Wearing your heart on your sleeve is more than an expression for these crystalline equines. Their legendary empire's mood swings not only affects their appearance, but the mood of the whole world thanks to their crystal heart.

Racial Abilities:

Return to Underworld: Recharge 3; can return spirits to the afterlife, send unnatural creatures (demons, elementals, undead etc) back to their home plane. Only weakens stronger spirits and creatures. If you purchase Return to Earth, the original spell gains a +2/3 bonus instead of just +1.

- >Removed "bring things back to their natural state " and(+1 against the target), increased recharge to 3, removed spell tag

- >Replaces Light your own Path: You ignore terrain effects as long as your morale/mood is positive. (a blizzard won't slow you down if you're shiny enough)

- >Should the Spell tag be removed?

Glowing Faith: when you get a Critical roll, the next roll gets a +2. Unused glow fades after the encounter/GM discretion.

- >Removed "get a success that succeeds by at least 5 past the DC"

Old Knowledge: Surprising and lost knowledge was passed down through the Crystal Empire, you can roll to know something relevant, such as the origins of a sport, or that seaponies used to live in these caves.

Earth Pony: The salt of the earth, and often proud of it. These ponies are the most common pony, while known for their abilities with plant life, they excel at nearly every area of society.

Racial Abilities:

Steady Canter: Physical activities up to two skill tiers above you count as your tier instead, such as climbing sheer walls and moving through loose gravel. Does not affect combat actions.

- >Removed "hoof based traveling checks get a +1 (running, jumping across a gap, pulling a heavy cart)"

Horse Health: passive; you gain +1 hit of damage to become helpless (if you had 5 hits, you now take 6 hits, etc).

- >Removing Stable Stance: Once per battle if you would go helpless, stay at 2 hits instead.

- >Changed to Hits instead of Wounds

Herd Instincts: Earth pony families can be very vast, at GM discretion, you can contact one of your relatives or family friends for aid on a specific task. Relatives are always Beginner Tier to deal with

- >Renamed from My Uncle works for...

- >Removed "+3 to a check or they perform a favor for you."

- >These look good, should we switch one out for Martial Defender?

Pegasus: These ponies are known in Equestria History as strong fliers and brave warriors. They have managed the very weather for all of recorded history

Racial abilities:

Flight School: You use your wings to fly freely, given enough space to lift off. Taking to the sky is an Automatic action in decent weather conditions, but bad weather forces a roll, from strong winds (trivial) to raging storms (trained) and hurricanes (hero)

- >Using the old Flight racial

- >Removed "can roll to fly at a DC of 3 in most circumstances."

Quick to Dodge: A moving Pegasus is a difficult target. Pegasi ignore counterattacks that would deal 1 Hit of damage. This does not work against enemies two or more Skill Tiers above the pegasus.

- >Removed: takes one less hit from the first counterattack of an encounter

SUGGESTION: Evasive Flight: While in flight you ignore hits that would only deal 1 Hit. Actually getting hit forces you to land. Taking off is Automatic bla bla bla skill tiers in bad conditions

Replaces both Quick to Dodge AND Flight School

Cloud Handling: Can spend rounds making sculptures and structures out of clouds or alter the current weather. Simply moving clouds around for light or dark is Trivial, but making rain is Trained and attempting to summon an entire storm or equivalent Hero. If you purchase Climate Control, changing the weather while not in combat is Automatic, the difficulty of changing the weather is Min-1 when under duress, though storms can still backfire.

- >Removed Spell; Through your deep connection with nature, you can change the climate in your local area, albeit for a short amount of time. Attempting to summon major storms or other cataclysmic events may backfire horribly. In most cases, using this indoors only affects the climate outside.

- >Used Climate Control

- >Should the Spell tag be removed?

- >Removed "Can spend rounds making sculptures and structures out of clouds. alternatively can spend rounds to change the weather."

SUGGESTION: Pegasus Initiative: During the first turn of combat, you may roll two actions instead of one.

Unicorn: Natural Magicians that once raised the sun and moon at great cost to themselves. Unicorns are famously known in management or entertainment roles, but are found all over society.

Racial Abilities:

Natural Catalyst: passive; Your crystal body allows you to manipulate magic as if it were just another limb. You always count as having a Catalyst in addition to other equipment.

~~Winking: When under stress you can teleport in short distances. The Min for teleporting the first time is 4 and increases by 1 with each successful teleport. Cooldown of X after you fail. If you purchase Teleport, you can teleport farther distances with much heavier loads.~~

~~>Should we just use Teleport here?~~

Telekinesis: magically lift objects. You always start at Beginner tier, able to lift only your weapons or the equivalent of a brick, but training and dedication (or Skill Tiers) allow for larger and more complex manipulation.

>Added Beginner tier info

Practiced Elegance: You naturally better at persuasion, social activities up to two skill tiers above you count as your tier instead. Does not affect combat actions.

>Removed "you may roll to improve the mood of an NPC toward you or another target."

Buffalo: Towering equines whose mass can cause them to be considered moving rocks.

Racial Abilities:

Bulk: Let's face it, you are huge. only enemies several skill tiers above you can keep you grappled.

Oats: That huge body isn't just for show. You can go longer than most equines without food or water. Even carrying a goat or a pony at the same time won't affect you.

Squatz: Instant, Recharge 4. Just moving that huge body takes effort, and it's going to take enemies a while to make you buckle. Every time you are about to go helpless, a successful roll keeps you on your hooves. This roll is not affected by Skill Tiers, but being poisoned, tired or otherwise hindered may affect it at GM discretion.

Donkey: Infamous for their stubbornness and tenacity, these equines are often the most reliable ones in uncertain situations.

Racial Abilities:

Mind of Steel: None can say what led to such a strong sense of self, but the results are a near immunity mental probing and manipulation. Viewing a Donkeys memory against their will requires nothing less than a Hero level roll, and that is only for a vague image.

Long Ears: Good things come to those who wait and listen on the conversations of others. The difficulty of Listening and Hearing checks lowered by 3 Skill Tiers.

Assist: automatic, recharge 5 after effect has been used; the target's next roll to recover from helplessness is successful. If you purchase Bolster, the Recharge is brought down to 2 and can be used without a Catalyst.

>Remove the Spell Tag>Recommend removing Ahoy Matey: On any vessel, regardless of weather conditions, Goats are at home. Inclement weather and moving ground do not negatively impact Goat attacks.

~~Standing Here : Self Sacrifice*:- Quick to take danger onto their own hooves, a Donkey who fights alone gets +2 bonus to attacking. You also get this bonus if other PCs spend the round healing or otherwise specifically not seeking to deal damage.~~

~~*In nature, the leader of a Donkey herd stays to fight off predators while the rest get away~~

~~>Changing name~~

Suggestion: Stubborn Force: recharge 3: you resist change stubbornly, ~~sacrifice a wound~~ to prevent an opponent from taking any actions, if you purchase grapple then you can do this automatically. Does not do damage.

Goat: With quirky habits and deft hooves, it isn't unheard of to encounter one in the unlikeliest of situations.

Omnivore: passive; you can find a snack anywhere, be it poisonous, indigestible or straight up silly to put in your mouth. Anything smaller than half your size is trivial, half is beginner, your size is trained, etc

~~Square in the Eye: Outside absolute darkness, the Skill Tier of any attempt to spot things is lowered massively~~

~~Assist: automatic, recharge 5 after effect has been used; the target's next roll to recover from helplessness is successful. If you purchase Bolster, the Recharge is brought down to 2 and can be used without a Catalyst.~~

~~>Remove the Spell Tag>Recommend removing Ahoy Matey: On any vessel, regardless of weather conditions, Goats are at home. Inclement weather and moving ground do not negatively impact Goat attacks.~~

SUGGESTION: Headbutt: Instant, roll like a normal attack, deals 1 Hit of damage to the user even on a success

Move Assist to Donkey, drop Standing Here

use their extra from 2.2:

Agile: passive; You are particularly agile, capable of overcoming terrain and enemy blows with equal ease. You have a +1 bonus to dodging, climbing and acrobatics.

Zebras: An exotic race from a far away land. Those that venture out of them have highly sought after skills, but also highly suspect origins.

Quick reflexes: Zebras are hard to surprise. You get +2 to your roll on the first combat roll only.

>Should this be allowed to feed into skills that require critical rolls?

~~Dazzle: Those stripes can be awfully confusing, so it's easy to miss a zebra. For every zebra in the party, the hits you suffer on a failure get lowered by one.~~

Mysterious: Zebras are regarded as puzzling and strange among pony-kind. Your intentions are hard to read, you get a +1 to bluffs, intimidation and the like and may occasionally draw the distrust of others faster than most.

Internal Compass: a zebra always knows the way back to the homeland, or other places. You can roll to know the general direction of a place you're familiar with.

Finally, the two Predatory races:

Diamond Dog: Strong canines with agile paws

Burrowing: You have an innate talent in understanding and manipulating soil. Or in simple terms, you know how to dig holes. Reduces the skill tier of digging by 2 passively regardless of what you're digging into.

Dextrous: passive; You possess the rare gift of dextrous hands. They come in surprisingly handy when using otherwise unwieldy things. Great weapons do not have a larger crit fail range, dual weapons don't miss both attacks on a single crit fail.

Smelloscope: The stronger a scent a target leaves behind, the better your odds of tracking them down. Any roll to track or locate something that can viably be sniffed out has a massively lowered Skill Tier for Diamond Dogs.

Gryphon

A reclusive and prideful race, they live on high cliffs as a result of their prideful traditions.

Fast Attack: Makes the first attack in combat 2 skill tiers easier.

Toughened Flight: ignore weight penalties to flight, and weather penalties are 1 less.

Prized Possession: You start the game with one trademark gear which you've hoarded for as long as you remember, this gear will always come back into your claws.

> Removed ____ : cooldown 3: If you are the second to use an ability, you can roll with a +1

SUGGESTION: Powerful Flight: able to carry others or the equivalent of your weight unhindered in flight. Anything heavier forces a check, with skill tiers increasing with weight (barely heavier = trivial / buffalo = trained / boulder = Hero)

The next two races are proposed to get in and have strong canon support. They also have some suggested racials so I am posting them here.

Deer. A lesser known race that reside in their kingdoms hidden deep into forest. Protectors of nature, they have a mysteriously deep bond to it

Forest Child: When in a forested area, you have a DC3 to find and identify herbs, ((and roll for stealth DC 8 if you don't have it, +2 if you do have it.))

Forester's First Aid: rolls to heal get an additional +1, can roll to restore hits to an ally for a cooldown 4.

Years of evolution gave you the agility to outrun most predators, and generations being raised in the wild have further improved this ability. once per combat, you can close the distance/run away from an enemy as an instant automatic roll.

Changelings: This race of shapeshifters mimics ponykind to trick and trap them. They are feared for their manipulative powers, and their ruthless diet of pure emotions.

Swarm Flight: Can roll to fly, the DC to fly is lower by one for each other changeling in range, to a minimum of 2.

Changeling Shift: As an Automatic action, spend a round disguising as a perfect clone of a willing or helpless target. An active target needs a Min 6 to mimic.

>Added Active Target requirement

Bred for more than War: You are specifically excellent at one extra noncombat task, such as cooking, or smithing. You can spend rounds performing this task as long as you have the required tools.

Other canon races/ popular races

that don't quite have enough information for three things and use a borrowed template of another race.

Breezy Pony: Miniature fairy-like pony race. They are small but brave, often traveling the world as a group to get resources for their tiny home.

use pegasus and replace cloud handling with something here.

suggestion: Tiny: You can roll to slip through key holes, bars, and other small spaces for alternate paths or sneaky rescue attempts.

suggestion: 'Gliding' : Using the breeze//drafty air you can move surprising distances. roll to change positions instantly (*and without provoking counterattack*)

Bat Pony: Mysterious ponies related to Luna / Nightmare Moon. They appear to be half-bat and half-pony

Use pegasus and replace the cloud handling with something here.

Suggestion: night sense: you suffer no penalties to perception during the night

Suggestion: Night sense 2: you get a +4 bonus to perception during the night.

Suggestion: echolocation: you can roll perception as long as you are able to hear, and may perceive extra information such as how deep a pit or tunnel goes.

Saddle-Arabian: Seen as tall horses from a foreign land, many are intrigued by this race.
use earth pony and replace horse health for something?

Suggestion: Long kick: You can reach an extra unit of distance away for your melee attacks.
suggestion: Sand Worn: You don't require extra water in heat, and take one less hit from heat/fire based damage.

Gem-eyes/Twinkle-eyes: Old Generation ponies were shown with pupils of gem, this was referenced in the comics as well.

use unicorn/earth pony/ pegasus as the base

Rose Tinted Eyes: You are difficult to keep down and can easily inspire others: you can roll a morale save against depressing skills, and inspire or morale boosting skills have an additional +1

Prism Lens: You are immune to spells which affect your eyesight (artificial darkness, illusions)
Keen Crystal: [give them hawkeye]

Seapony: Hailed as the lifeguards of pony kind, these sea-bound reclusive creatures are rarely seen at all, much less willing to travel out of water.

Adaptive-Form: You are part of a society of seaponies that learned how to turn their fin into a pair of legs for land use, you can pass as a land pony of your choice, and can return to your true form for unlimited underwater swimming. Transformation is an automatic action.

Fishy Scales: elements such as ice or water are dampened by 1 hit.

Shoo Be Doo: As long as you're near a body of water, or a place you know seaponies are lurking, you can roll to call upon their aid.

--fanon only low priority --

Owl-Gryphon: A night oriented variation of the gryphon, with the head of an owl.

Swaps out Prized Possession for

Night sense: you get a +4 bonus to perception during the night

Camel: a race completely adapted to the desert to the point that they stock large amounts of water in their own body