

/mlp/ FEMTORPG (Simple10)

Expanded Racial 3.7

[*Proposal Document*](#) is where all ideas go

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.

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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 a critical success on your next turn 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 single use. You still receive any negative effects from the spell including damage. Some more powerful spells cannot be absorbed at GM discretion.
- **Recovering Memory:** 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 'forget' a one point skill and 'remember' another one. (must be picked from your class skill list)
- **Transparency:** passive; Crystal coats are known for attracting attention making sneaking and hiding more risky for your kind. Few crystal ponies however, don't shine as bright or stand out all that much. Blending into the scenery better even thanks to their 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. As an instant action roll to lock your hits remaining at their current spot. At the start of next turn, you begin with that number of hits. This does not protect you from wound damage that exceeds your locked hits.
- **Earthly Affinity:** Earth ponies have a special connection to the land. Pick one land type, e.g plains, island, swamp, mountain, forest. When on chosen terrain, your rolls to recover from helplessness are DC4 and traversing on your home terrain is automatic.
- **Earth Pony Way:** Being born without a horn or wings has taught you how to spend more time and effort in the things you do. You can pick one skill and gain a +1 bonus. This does not include non-skill actions like melee attacks or recovering from helplessness.
- **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. If you make no action at all on a turn, 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; While manipulating weather is a thing pegasi usually can do, you are more proficient at it than what is commonly expected. Provided there are clouds available, you can manipulate them in or outside of combat, to create a variety of effects, like 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). Additional effects and their DCs at the DM's discretion. Weather effects last for a single turn.
- **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 target to be airborne, weapon (need ranged weapon if used from the ground); The warlike pegasi have long understood the benefits of air superiority. The target is sent plummeting to the ground, knocked helpless and their flight ability gains recharge 2. If you are airborne, this ability gains the 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; when you take this option, select a specific type of object or material (example: precious gems, wood carvings, forged metal), and this spell lets you locate the general direction of such objects or reveals their specific location in your current vicinity.
- **Winkmaster:** passive; instant; Teleportation magic just comes naturally to you. Teleport's recharge is reduced by 1. Whenever you're targeted by an attack or ability, you may increase Teleport's recharge to 5 (unaffected by this ability) 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:** So you're leaving high society for a life of adventure? It's dangerous to go alone. Take this. You can start the game with a magical item that gives a +1 to a single Spell. 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. Physical 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:** Passive; After making a successful, physical attack against a target you pick up its scent. This target does not 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; Like your racial namesake you are exceptional at finding gems and love it when you do. When using an action to burrow, you may take an instant action to roll a DC9 to find a gem. If successful you regain all your hits to full. If you are at full hits, you can get a temporary bonus hit that disappears when helpless. Out of combat you can use this gem as an object of relatively high value. You can only find one valuable gem per

in game day.

- **Sound Hound:** Passive; Intelligent canines have to put up with so much. However there are some perks to being a diamond dog. While heightened hearing can be annoying at times (you know way more than a dog your age should) with a bit of concentration and focus, it's a very nifty thing. You can listen on whispers and distant conversations with ease; your ungulate friends can't keep a secret from you. Allies that know that you can do this can communicate with you in confidence escaping the notice of others (except other diamond dogs of course). Also 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; While not as hostile or confrontive as some of the other more violent races, Donkeys seem to be more prone to irritation, distrust and isolationism. Some people are beyond redemption however and deserve a good kick between the eyes. Anytime during combat you can declare a loathing on a single enemy. All offensive attack rolls gain +1 against that target. Other targets however slip your mind giving you a -1 to attacking them (with the exception of AoE skills that include your object of irritation). You can end your loathing once the target is helpless, dead or decides to submit themselves to your mercy.

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 natural 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 and rumored to never sleep, goats always seem to have much more energy for a creature of their size. While you and your kin neither confirm nor deny the rumors, you do have an unnatural tolerance to sleep magic and effects. You are completely immune from 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 on long journeys (although your companions will probably keep you)

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 eagle and the lion are both known for their pride and majesty. Such awe should never be overshadowed by others and the notion of a griffon sitting in the side-lines 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:** 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:** once per session, spell; The timeless knowledge passed down to you allows you to converse with voices speaking from beyond the threshold of an eternal darkness. Bargain, even. 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. The duration of the rite, as well as what you need to provide to appease the immortals, depends on the DM, though if you have nothing to offer, increase the DC by one. You may also attempt to achieve another effect if the DM agrees, DC increase dependent on what it is going to be.
- **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; Another vestigial carry-over from the past, some zebras inherit the instinct to zig-zag while running when stressed. Oddly enough, navigation is never an issue when they want to get from point A to B. 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

Breezie

Small pixie-like beings, these miniscule ponies tend to hide away in hidden villages. Despite their appearance, they have strong magic to keep themselves safe from the massive world all around.

Tiny: passive; Breezies are tiny, never getting much bigger than the size of a bug. This size helps to go unnoticed,

giving them a DC-1 to hiding, sneaking, and other general out-of-sight rolls.

Breezie Flight: passive; Breezies can float on the air with their large gossamer wings. Hovering or moving through the air can be done without any effort whatsoever, however they are powerless to air currents and need to roll to fly correctly if moving against any breeze.

- **Cradle:** Recharge 2; Breezies have protective magic to transport food and supplies back to their hovels. This magic can be extended to make a protective shield around a small object, protecting it from all damage. This effect lasts until dismissed or the object is a sizeable distance away from the caster.
- **Faerie Tale:** Breezies are a naturally more sensitive to magic than other races. They can sense magic in an area if there's a spell in effect, or the residual magic if a large spell (like a ritual or a portal) ended recently. You only can tell there is magic in the area, to tell what is of requires a roll, and may not always be accurate if you aren't trained in the arcane arts.
- **Toy Soldier:** passive; Breezies are unfortunately known for their fragility, though this works well in your favor. Until you show you are a reasonable threat (i.e. deal enough damage in one hit) enemies will ignore you in combat.
- **Butterfly Net:** passive; Due to their rarity, or just a curious kid, some Breezies are the victims of being captured. Though with your small size, that makes it a little harder for them to get a good hold that lasts. Enemies have a DC+1 for any sort of action that would contain/hold you, or any AoE skill. You have a DC-1 for avoiding capture.

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; Batponies can use the sound reflected off of objects to "see" their surroundings. 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, you receive a +1 bonus to all rolls against them, and you are counted as stealthed to them (but you don't gain the autocrit effect).
- **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.
- **Magic Leech:** instant, Recharge 2; Drain a portion of residual magic when an ally receives a beneficial spell. If successful, you copy the spell for yourself, giving you the minimal effect for yourself automatically

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: forest navigation DC -1, able to eat and identify any wild flora, Can use stealth in the forest untrained, if the stealth skill is bought it is automatic.

- **Forest Agility:** Instant; Recharge 1; When in a forest, can make a roll to evade an attack at DC-2.
- **Geas:** passive; You took upon yourself oaths and taboos few can understand. While others may perceive them as idiosyncratic boundaries, you draw immense strength from adherence to them. 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 attack with your antlers as an instant action

with a Recharge 2.

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: automatic instant; 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, experienced, or battle-scarred you are, you are a white puffball on hoofed 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: automatic instant/passive; once per combat; Saddle Arabians are known for their tenacity and endurance in harsh conditions. Once per combat if you are rendered helpless you may use this racial skill to immediately recover on your turn. 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:** 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. If you don't have any skills that can receive the -1 penalty, then the -1 applies to your weapon skills and combat actions aside from the chosen skill.
- **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 you know as a potion. To do so, roll for the spell as you would do normally. If the result is unsuccessful, you fail (and it explodes in your face on a critfail). If it is a success, note down the result. Consuming a potion in your inventory is an instant action (the noted result is used to determine any variable effects). Throwing a potion is a ranged attack roll. Anyone drinking or soaked by the contents of the vial is considered the target of the spell. Any spells centered on the caster are centered on the area of impact/drinking individual. Potions are unaffected by recharges.

Monster Races

Bear

A dominant force of nature, Bears can toss aside foes easily without a second (or even first) thought. Despite their ferocity, they are known to be docile allies to those that care for them.

Animal: passive; Even the smartest Bear is still just an animal. They cannot communicate with words to the other sentient races, but they can make general gestures to get their point across. Being an animal though allows them to speak to other fauna they may meet.

- **Nature Preserve:** When meeting a wild animal, you may make a roll. On success, you assert that you and your allies are just passing through, making it not hostile. If an ally or you attack it, this effect is cancelled.
- **Massive Claws:** Recharge 2; Bears can toss their weight around, but they can toss around everything else better. You can roll to knock a stationary object, something that is held, or a being reasonably smaller than yourself a sizable distance away. If used to disarm, the object is knocked far enough away that it cannot be retrieved in one turn.
- **Bear Necessities:** Recharge 1; A wild animal knows how to survive by instinct. Being a bit smarter than the average however makes living easier. You can scavenge and gather small amounts of inconsequential items, such as rations for the night, minor ingredients, etc.,
- **Hibernator:** passive; You're tough and burly in preparation for winter. The extra mass you put on to last those winter months makes you less vulnerable. While helpless, the first damage you would take is negated.

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: Automatic Instant, recharge 5; Force your point of view on someone else. This allows one verbal based skill or 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:** automatic instant, recharge 5 after effect ends, requires helpless foe; The coolest thing most of your enemies will ever see. Whenever you render a foe smaller than you helpless, you may immediately equip them as a weapon, provided you have at least one hand free. They can be used either as a single, ranged or part of a dual set of weapons. All attack rolls you make deal damage to the individual you're using as a weapon in addition to their 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, 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:** Whenever your melee attack deals damage that knocks an enemy helpless, half that much damage is dealt to all adjacent creatures.
- **Hulking:** 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 spell/magic 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 2 after reforming; 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. All the sections share the same recharge on skills (ie, if one uses a skill with a recharge, another cannot use it on the same turn and none can use it until it comes off cooldown.) 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.

Shapeshifting: recharge 3; A Changeling can imitate almost anything the same size as itself. This acts as disguise, but can copy any specific person/object on success, with higher success rolls giving better quality to the shapeshift. The disguise is removed when knocked helpless, rolling a critical failure when attacking, or when dispelled by magic. Purchasing the disguise skill causes this ability to autocrit, but you cannot benefit from it otherwise. Changelings can tell each other apart via pheromones and can automatically see through any disguise you use.

- **Evil Twin:** passive; There is a magic connection to appearances that Changelings are able to tap into. Looking like an individual makes them stronger when fighting that individual. You receive a bonus to rolls targeting 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 your choice.
- **Control:** spell; On a success, target non-changeling is driven deeper into a state of servile trance. They gain one level of stupor, two on crit. Stupor affects the target differently depending on the number of levels acquired. This will automatically reveal your nature, success or fail.
 - 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. Player characters and powerful enemies cannot become thralls.
- **Glop:** recharge 1 after effect ends, requires helpless target; You secrete a sticky green goo that prevents the target from recovering from helplessness for each round the effect is maintained(i.e. you take no other action). A strong target instead receives a cumulative -1 penalty to their recovery rolls for the duration of the effect. If the combat ends before the target manages to recover, the goo hardens into a cocoon and escape without outside help becomes all but impossible.

Dragon

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

Dragon Flight: With or without wings, you are able to fly and hover while carrying heavy loads. Dragons can remain airborne indefinitely.

Chromatic Scales: instant automatic; 3 times per combat ; At character creation choose an element type, such as fire, ice or lightning; when you use this ability the negative effects of the chosen element do not affect you. Successful attacks

still deal damage as normal but the elemental effect you choose has no effect on you (i.e not helpless for a turn when hit by lightning) This also allows you attempt feats most other races can't. (e.g. swimming in lava with fireproof scales)

- **Dragon Breath:** Recharge 2; targets an enemy in front of you with dragonflame. At creation your breath is given an elemental effect of your choice (i.e fire, ice, lightning). 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. (without this option a dragon can only produce a small jet that does no damage whatsoever and is mostly useless outside of combat). You can target multiple enemies as with Cleave without increased Crit Fail range, but the Recharge is increased by 1 for every additional target, maximum 10 targets.
- **Dragon Greed:** once per turn, instant automatic; 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.
- **Dragonforce:** 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.
- **Draconic Talons:** passive; A dragon's claws are frightful indeed, able to cut through metal with ease. You can deal wounds while unarmed and are counted as having a weapon for weapon-tagged class skills when unarmed. Additionally, a dragon's claws are a sign of strength. When you attack another dragon with your claws, you two are locked into combat, only able to target each other and can only make normal, unmodified attack rolls as you duel for dominance and show who's superior. The duel lasts until one falls helpless, the winner gaining a DC-1 to all their actions against the loser for the rest of the session. These duels can only happen once per dragon per session.