

/mlp/ FEMTORPG (Simple10)

Expanded Racials 3.0

[*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)

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 transversing 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.

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.

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.

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.

- **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
- **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.

- **Ramming Speed:** Instant automatic; Recharge 2; You charge headlong into an opponent. Any melee attacks made during the charge have a -1 crit range (crit on 10 becomes crit on 9).

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 it 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; 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.

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.

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.

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.

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
- **Natural Tradition:** you use basic alchemy and brew a weak healing salve that restores one hit to yourself or an ally; possessing this skill grants DC -1 for other healing skills
- **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.