



Name: _____ Race: *Earth Pony*

Circle one!

Age: *Foal Filly/Colt Mare/Stallion* XP: _____

Guiding Element: _____ Bits: _____

Special Purpose: _____

Cutie Mark: _____

Description/Background: _____

Attributes

Mind
+1 _____

Body

Heart
+2 _____

Energy
M+B _____

Courage
M+H _____

Fortitude
B+H _____

Willpower
M+B+H _____

Skills

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

Talents

☐ Strong

☐ Tough

☐ Fast

☐ Agile

☐ Smart

☐ Wary

☐ Adaptable

☐ Creative

☐ Charismatic

☐ Sensitive

☐ Willful

☐ Tireless

Jobs

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

Flaws

Advancements



Racial Abilities

Quick Learners: Char. Creation Bonus, 1 extra xp when xp is awarded

Hard Workers: 1 xp discount per xp purchase

Down to Earth: May 'bank' a critical success, can use to offset critical failure

Ages

Foal: 1 Attribute Point, 10 xp, Tireless (See Text)

Filly/Colt: 2 Attribute Points, 35 xp

Mare/Stallion: 3 Attribute Points, 60 xp

Points

2 Talents

2 Job Points

(1.5 x Mind) Skill Points



Name: _____ Race: *Pegasus Pony*

Circle one!

Age: *Foal Filly/Colt Mare/Stallion* XP: _____

Guiding Element: _____ Bits: _____

Special Purpose: _____

Cutie Mark: _____

Description/Background: _____

Attributes

Mind _____	Energy _____ <small>M+B</small>
Body _____ <small>+2</small>	Courage _____ <small>M+H</small>
Heart _____ <small>+1</small>	Fortitude _____ <small>B+H</small>
	Willpower _____ <small>M+B+H</small>

Aerobatics _____
Weathercraft _____

Talents

- | | |
|---------------------------------|--------------------------------------|
| <input type="checkbox"/> Strong | <input type="checkbox"/> Adaptable |
| <input type="checkbox"/> Tough | <input type="checkbox"/> Creative |
| <input type="checkbox"/> Fast | <input type="checkbox"/> Charismatic |
| <input type="checkbox"/> Agile | <input type="checkbox"/> Sensitive |
| <input type="checkbox"/> Smart | <input type="checkbox"/> Willful |
| <input type="checkbox"/> Wary | <input type="checkbox"/> Tireless |

Flaws

Skills

_____	lvl _____
_____	lvl _____
_____	lvl _____
_____	lvl _____
_____	lvl _____
_____	lvl _____

Jobs

_____	lvl _____
_____	lvl _____
_____	lvl _____
_____	lvl _____
_____	lvl _____

Advancements



Racial Abilities

Weather Patrol: Can create/manipulate the weather
Cloudwalking: Interact with clouds as if solid
Flight Attributes: Gain two Flight Attributes

Ages

Foal: 1 Attribute Point, Foal Restrictions & Tireless (See Text)
Filly/Colt: 2 Attribute Points, 25 xp
Mare/Stallion: 3 Attribute Points, 50 xp

Points

2 Talents
1 Job Point
(Mind) Skill Points

Aerobatics = Body
Weathercraft = Mind
Then spend (Heart) points



Name: _____ Race: *Unicorn Pony*

Circle one!

Age: *Foal Filly/Colt Mare/Stallion* XP: _____

Guiding Element: _____ Bits: _____

Special Purpose: _____

Cutie Mark: _____

Description/Background: _____

Attributes

Mind
+2 _____

Body
+1 _____

Heart

Energy
M+B _____

Courage
M+H _____

Fortitude
B+H _____

Willpower
M+B+H _____

Skills

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

Talents

☐ Strong

☐ Tough

☐ Fast

☐ Agile

☐ Smart

☐ Wary

☐ Adaptable

☐ Creative

☐ Charismatic

☐ Sensitive

☐ Willful

☐ Tireless

Jobs

_____ lvl _____

_____ lvl _____

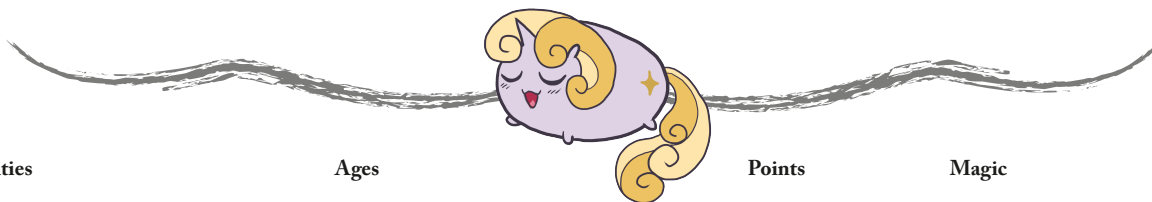
_____ lvl _____

_____ lvl _____

_____ lvl _____

Flaws

Advancements



Racial Abilities

Spellcasting: Create and improve spells

Magical Improv: Improvise spells with Aspects

Arcane Research: Learn new Aspects

Ages

Foal: 1 Attribute Point, Foal Restrictions & Tireless (See Text)

Filly/Colt: 2 Attribute Points, 25 xp

Mare/Stallion: 3 Attribute Points, 50 xp

Points

2 Talents

1 Job Point

(Mind) Skill Points

Magic

(Mind) Magic Aspect, +Telekinesis

(2 x Mind) Spell Points



Name: _____ Race: *Dragon*

Circle one!

Age: *Hatchling Drake* Element: _____

Heritage: _____ Tail Type: _____

Dragonheart: _____ XP: _____ Bits: _____

Description/Background: _____

Attributes

Mind
+1 _____

Body
+1 _____

Heart
+1 _____

Energy
M+B _____

Courage
M+H _____

Fortitude
B+H _____

Willpower
M+B+H _____

Skills

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

Talents

☐ Strong

☐ Tough

☐ Fast

☐ Agile

☐ Smart

☐ Wary

☐ Adaptable

☐ Creative

☐ Charismatic

☐ Sensitive

☐ Willful

☐ Tireless

Jobs

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

_____ lvl _____

Flaws

Advancements



Racial Abilities

Dragonheart: Gain and use Dragonheart Points
Dragon Traits: Traits/Abilities based on age
Dragon Magic: Limited spellcasting through fire

Ages

Hatchling: 2 Attribute Points, 15 xp
Drake: 3 Attribute Points, 35 xp, Wings,
+1 Body, 1 bonus Talent (See Text)

Points

2 Talents
1 Job Point
(Mind) Skill Points

Character Creation

Heritage: Equestrian or Draconic
Tail Type: Club, Spade, or Spiked
Thick Scales and Fire Breath

Magical Aspects

[illegible]

Known Spells

[illegible]

Known Spells

[illegible]