

### Base Pony

Humanoid(0rp)

Medium(long)(0rp)

Standard Language(0rp) Possible Bonus Languages: Sylvan and various neighboring region's languages.

### Earth Ponies

+2 Con, +2 Wis, -2 Dex (0 rp)

**Natural Armor (2 RP):** Members of this race gain a +1 natural armor bonus to their Armor Class.

**Hardy (3 RP):** Members of this race gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Healthy (2 RP):** Members of this race gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

**Desert Runner (2 RP):** Members of this race receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

**Quadruped (1rp):** Members of this race gain a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed.

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### Pegasus Ponies

+2 Dex, +2 Con, -2Wis (1rp)

**Flight (Ex) (8 RP):** Members of this race have a fly speed of 50 feet with average maneuverability.

**SPECIAL:** Members of this race may spend RP from other features to instead add +1 to fly speed, and increase their maneuverability by one class, at a rate of 2 RP per +10 ft and maneuverability class.

**Cat's Luck (Ex) (1 RP):** Members of this race gain the following extraordinary ability: Once per day, when a member of this race makes a Reflex saving throw, it can roll the saving throw twice and take the better result. It must decide to use this ability before attempting the saving throw.

### Pegasus Feats:

#### Breakneck Pace [General]

**Prerequisites:** Dex 13, Pegasus Pony, Character Level 3rd

**Benefit:** Your flight speed is raised by 10 ft

Normal: A pegasus' flight speed is 50 ft

**Special:** You can gain Breakneck Pace multiple times. Each time you take it you may improve your flight speed, to a maximum of 100 ft.

#### Improved Flight [General]

**Prerequisites:** Fly Speed

**Benefit:** Your maneuverability class improves one level.

Normal: A pegasus pony's flight has Average maneuverability.

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### Unicorns

**+2 int, +2 cha, -2str (1rp)**

**Quadruped (1rp):** Members of this race gain a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed.

**Spell Resistance, Lesser (2 RP):** Members of this race gain spell resistance equal to 6 + their character level.

**Constant Spell-Like Divination (3 RP):** Choose one of the following spells: detect magic, detect poison, detect secret doors, detect undead. Members of this race can use this spell as a constant spell-like ability. The caster level of the spell-like ability is equal to the user's character level.

**Mage Hand** at-will as a spell-like ability at the unicorns character level(1rp)

### Unicorn magic:

**Spell-like abilities:** Choose a number of 2nd-level or lower spells of up to 3 spell levels that do not attack a creature or deal damage . You can use this spell as a spell-like ability once per day. The caster level of the spell is equal to the user's character level. You may choose the same spell multiple times. In this case you may cast that spell an additional time per day.

Unicorn Feats(which can be taken on level up with a feat choice):

Telekinetic Training:

Requirements: minimum 13 CHA or INT, 3rd level, unicorn race

Benefit: You can lift up to a light load calculated with your Cha instead of your Str, instead of your mage hand's usual 5lbs.

Mass Telekinesis:

Requirements: Telekinetic Training

Benefit: You may now use your mage hand ability to lift multiple objects as long as combined they don't exceed the carrying capacity you can lift with it.

Improved Telekinetic Training:

Requirements: 15 CHA or 15 INT, Telekinetic Training, 7th level

As Telekinetic Training, but can lift up to a medium load. Mage Hand range improves to Medium.

Telekinetic Mastery

Requirements 17 INT/CHA, Improved Telekinetic Training, 9th level

As Telekinetic Training, but can lift up to a heavy load. Mage Hand range improves to Long.

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New Spells:

Detect Treasure

School: divination; Level: sorc/wiz 0

Casting Time: 1 standard action

Component V, S, F (a Y-shaped stick)

Range: 60 ft.

Area: cone-shaped emanation

Duration: concentration, up to 10 min./ level (D)

Saving Throw: none; Spell Resistance: no

You can sense the presence of treasure. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of treasure.

2nd Round: Number of different valuable auras and the power of the most potent aura.

If a valuable aura's power is overwhelming and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Appraise skill checks to determine the value each.

Opulent areas, multiple types of shiny, or garishly-dressed individuals may distort or conceal weaker auras.

## Favored Class Options

### Earth Pony

Barbarian

+1/4 DR

Bard

+1 Performance round

Cleric

+1/2 3+WIS/day 1st-lvl domain

Druid

+1/2 diplo, intimidate to influence

Fighter

+1 grapple/trip CMD

Monk

+1/3 CMD

Paladin

+1 concentration, paladin spells

Ranger

+1 animal companion hit point

Rogue

+1/6 rogue talent

Sorcerer

+1/2 3+CHA b-line pwr use

Wizard

+1/2 3+INT school pwr use

Alchemist

+1/2 bomb damage

Inspiring Commander cavalier archetype

+5ft rng, up to 30, on one perform

Inquisitor

+1/2 intimidate, knowledge to ID

Oracle

+1/2 oracle curse level

Summoner

+1 eidolon HP

Witch

### Pegasus

+1ft Fast Movement, Flying

+5ft to one performance max 30 +1 Spell known

+1/2 3+WIS/day 1st-lvl domain

+1 to one energy resist, to +10

+1/2 charge damage

+1 grapple cmd, +1/2 stunning

+1 energy resistance, max +10

+1 animal companion skill point

+1ft sneak attack, increment 5

+1/2 3+CHA b-line pwr use

+1/2 3+INT school pwr use

+1/2 bomb per day

+5ft range on a single perform

+1/2 intimidate, knowledge to ID +1 spell known

+1/2 oracle curse level

+1 eidolon skill point

### Unicorn

+1 Rage round

+1 Spell known

+1CL vs Outsider SR

+1/2 3+WIS 1st-lvl domain

+1 grapple/trip CMD

+1/4 ki

+1/2hp lay on hands hel/hrm

+1 DR/Magic companion, 10

+1 DD/UMD: magic writing

+1 spell known

+1 spell known

+1 formula known

+1 performance round

+1 spell known

+1 spell known

+1/4 evolution point

+1 spell known

+1 familiar skill point

+1 spell known