

Meet

Helping Hoof

the Earth Pony

Player: --

A cleric who is peacefully in commune with the world around them. No matter the challenge, Helping Hoof is more than willing to help allies out and keep them on their feet!

Attributes and Skills

<u>Brawn</u> : 5 Athletics: 5 Endurance: 5	<u>Precision</u> : 5 Acrobatics: 5 Stealth: 5 Mechanics: 5	<u>Knowledge</u> : 9 Arcana: 9 History: 9 Heal: 17*^	<u>Horse-Sense</u> : 9 Perception: 9 Persuasion: 12* Street-smarts: 9
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Trained: *

Cutie Mark: ^

Character Features

Magic Points: 1	Notes:
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Abilities

Adept (6)

Whenever you roll a natural 19 using your Expert Skill, treat the result as if you had rolled a natural 20.

The Most Dependable of Ponies (2x3)

When you successfully assist an ally on a skill check, you provide an additional +1 bonus to their roll. You may take this ability up to three times.

Total assist bonus: +5

You're All My Very Best Friends (1)

Whenever you use a Magic Ability to boost an ally's skill check, roll 1d20. On a 20, you gain a

Magic Point.

Blessing (Instant-Party) (3) – 1/Day

Preparation Time: 5 Minutes

You somehow come up with enough scrumptious food and tasty drinks to satisfy six people for the day. Each player participating in the party gains a +1 morale bonus to all skill checks for the next hour and may roll a d20. If the result is a natural 20, that player gains a Magic Point.

Medicinal Training (2) – 2/Day

Gain a +10 bonus to a skill check made to remove a disease or curse from you or an ally.

Speak With Nature (3) – 3/Day

Preparation Time: 6 seconds

The plants of the world see and hear much of the world that no one would suspect. You may ask one plant that you touch one question and it will answer truthfully to the best of its ability.

Animal Speak (3) – At Will

You can communicate with animals as easily as you verbally communicate with other creatures. Speak to them as you would any NPC.

Animal Magnetism (3)

Prerequisite: Animal Speak

Animals that you meet are automatically friendly towards you and will gladly help you however they can; as long as it doesn't pose a threat to their lives, territories or loved ones.

Zone of Truth (3) – 1/Session

Preparation Time: 10 seconds

A ripple of white light shines out twenty feet around you in all directions. All creatures the white light touches are unable to speak falsehoods. The white light vanishes after ten minutes.

Element

Generosity – Magic Interrupt

Trigger – An ally you can see makes a skill check.

Effect – Add a +15 bonus to the triggering check.

Combat

HP: 30 Pips: 4	Conditions:
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Combat Talents

[+3] **Peacekeeper's Vow** - Standard Utility

You are weakened (save ends). Until the end of your next turn, whenever one of your combat talents grants an ally hp - that ally gains 2 temporary hp as well.

[+2] **Saving Embrace** - Standard Utility

Target ally can make a saving throw.

[+2] **Celestial Light** - Standard Utility

All allies gain 3 temporary hit points.

[+2] **Healing Salve** - Standard Utility [Polished by Daniel Berke]

You or target ally regains 1d10+2 hp.

[-2] **Saving Grace** - Standard Utility [Created by Azureink]

Up to six target creatures gain 1d10 hp.

[-2] **Conjure Warden** - Standard Utility

Conjure an allied Spectral Warden. It has the following stat-block.

Spectral Warden - 1 HP

[0] **Warden's Boon** - Standard Utility

The Spectral Warden grants you or target ally 1d8 HP.

[0] **Warden's Duty** - Interrupt Utility

Trigger – An ally is targeted by an attack.

Effect - The triggering attack targets the Spectral Warden instead.

[-2] **Armor of Light** (*Barkskin*) - Minor Utility

You gain resist 2 until the end of your next turn and 1d10 temporary hit points.

[-6] **Second Sunrise** - Standard Utility

You and up to five allies gain 2d12 hp and may make a saving throw with a +5 bonus.

Special Move - Healer's Grace

8: Target ally regains 6 HP and can make a saving throw.

10: All allies can either regain 6 HP or make a saving throw.

12: All allies regain 6 HP and save against all conditions.

Traits

none

Items

Empathic Circlet - 2000 Gold

Trinket

You may use the following combat talent twice per battle.

[+3] *Mind-Channel* - Standard Utility [2/Battle]

Target ally can use one of their (-) talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

Fate-Sealed Mirror - 1000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *Fate Exchange* - Free Utility [1/Battle]

You and target willing ally exchange hp totals.

Miscellaneous Character Notes