

Equine Power

(An Official *Pony Tales* Expansion)



More Combat Options for Your Characters

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Special Thanks

Newbiespud, AlicornPriest, LoganAura, The Warrior of Many Faces, Inky Quills, Chase, Zarhon, Videocrazy and everyone else who's contributed so many amazing ideas.

Dear Princess Celestia,

We at the Pony Tales forums know that violence isn't supposed to solve anything. However, in light of the recent changeling attack we realized two things. First, violence can solve things when friendship just isn't an option. Second, beating up bad guys can be fun!

With that in mind, we've put together a brand new set of options for the Pony Tales system. We hope that you enjoy it as much as we have. After all, friends sometimes have fights - so let's hope they can have fun while they're having them.

Your Faithful Dungeonmaster,

Dan Felder

Unleash The Orbital Friendship Cannon



Welcome everypony to the first ever official Pony Tales expansion. Driven entirely by the Pony Tales community on the forums, I'm proud to feature our combined efforts with three brand new bunches of talents. Monk, Bard and Berserker themes all add up to equal 27 new talents for your enjoyment. In this expansion you'll find many new approaches to designing combat talents that will expand your character options. Even better, the vast majority of new talent options came from people posting on the forums, I just polished them a little. If you like what you see or have ideas of your own, [the forums](#) are wide-open for both feedback and new designers/artists. We'd love to have you help out.[*]

Monk [9]

[+2] *Perfect Focus* - Standard Utility [Inspired by LoganAura]

You gain resist 3 until the end of your next turn. At the start of your next turn, if you have not taken damage since you last used this ability, you gain 2 more pips.

[+1] *Gather Energy* - Standard Utility [Created by Karilyn]

On your next turn, you may take 2 standard actions. You cannot use this talent two turns in a row.

[-2] *Meditate* - Standard Utility [Created by LoganAura]

For your next two turns, you deal +1d12 damage on attacks that have two or fewer targets.

[-2] *Hooves of Fury* - Standard Attack [Inspired by LoganAura]

Deal 1d10 damage to up to two target creatures. Those creatures suffer a -2 penalty to damage until the start of your next turn.

[-3] *Venom-Serpent's Strike* - Standard Attack [Inspired by LoganAura]

Up to two target creatures suffer 5 ongoing damage (save ends).

[-3] *Vengeful Tiger-Claw* - Immediate Interrupt [Created by LoganAura]

Trigger - A creature would reduce you to 0 hp or less.

Effect - The triggering creature suffers 1d12 vulnerability until the end of your next turn.

[-3] *Form of the Courageous Turtle* - Standard Utility [Created by Philladelphus]

Until the end of your next turn, all allies have Resist 3 to damage.

[-4] *Stunning Heron's Hoof* - Immediate Interrupt [Created by LoganAura]

Trigger - A creature would deal damage to you.

Effect - The triggering creature is stunned until the end of its next turn.

[-8] *Judo Throw* - Standard Utility [Created by Zarhon]

Fling target creature away from the battle, removing it from combat until the end of its next turn (a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain PiPs). You may choose to deal 3d12 damage to a creature thrown this way.

Bard [7]

[+1] *Inspire Courage* - Standard Utility [*Created by The Warrior of Many Faces*]

Target Ally gains 1d12 temporary hp.

[-2] *Dis-chord* - Standard Utility [*Created by The Warrior of Many Faces*]

Flip a coin for each foe. If heads, that foe is now Confused (when they target a creature, flip a coin. If tails, they attack one of your enemies at random instead [save ends].) If the flip is tails, the foe's next attack deals an extra 1d12 damage.

[-2] *Magnificent Melody* - Standard Utility [*Inspired by The Warrior of Many Faces*]

Target ally gains Regeneration 3 for its next two turns and deals +3 damage on its next two attacks.

[-2] *Song of Shielding* - Standard Utility [*Inspired by Philladelphus*]

When you use this talent, choose one;[*]

A) Target ally gains resist 1d10 until the end of your next turn.

B) Pay an additional 2 PiPs. If you do, two target allies gain resist 1d10 until the end of your next turn.

[-3] *Inspiring Tune* - Standard Utility [*Inspired by The Warrior of Many Faces*]

Until the end of the encounter, target ally may use the following talent once per turn.

Inspiration - Immediate Interrupt

Trigger - You roll a d8, d10 or d12 and dislike the result

Effect - You may reroll the die and take either result.

[-3] *Alluring Alto* - Standard Utility

Flip a coin for any number of target creatures. If you win the flip, that creature must attack target ally if able until the end of your next turn.

[-6] *IT IS NOT THIS DAY!* - Standard Utility [*Created by Zarhon*] [*]

The sheer power of your voice motivates target unconscious ally to get up. They immediately gain 1d4 hp and perform one of their three Special Moves (their choice).

Berserker [9]

[+2] *Rampage* - Standard Attack

Deal 1d4 damage to target creature. If you are bloodied, deal 1d10 damage to that creature instead.

[0] *Savage Dreadnought* - Free Utility [Inspired by AlicornPriest]

Pay 3 hp. If you do, you may make a saving throw. [*]

[0] *Adrenaline Rush* - Immediate Reaction

Trigger - An enemy deals X or more damage to you with an attack, where X equals 1/5th of your starting health.

Effect - Flip a coin. If heads, you gain a PiP.

[-1] *Into the Fray* - Standard Attack [Created by AlicornPriest]

Deal 1d10 damage to yourself and up to two target creatures.

[-2] *Blind Rage* - Free Attack [Created by AlicornPriest]

Deal 1d12 damage to target creature. You are blinded (save ends).

[-3] *Furious Rage* - Standard Attack

Deal 2d10 damage to target creature. If you are bloodied, you 3d12 damage instead.

[-3] *Against The Odds* - Immediate Reaction [Created by AlicornPriest]

Trigger - An enemy deals damage to you after another enemy has already dealt damage to you this round.

Effect - Deal 1d12 damage to each enemy that has damaged you this round. You gain 1d10 temporary hp.

[-7] *Wild Abandon* - Minor Utility [Created by Karilyn]

For the rest of the battle you may deal +2d6 damage on one single-target attack each round and you suffer Vulnerability 4.

[-9] *Berserker's Rage* - Minor Utility [Created by Karilyn]

For the rest of the battle you may deal +3d6 damage on one single-target attack each round and you suffer Vulnerability 4.

[-17] *It's Over!* - Standard Attack [Created by Masterweaver]

When you use this talent, choose one;

A) Deal 7d12 damage to target creature.

B) Deal 3d12 damage to up to six creatures.