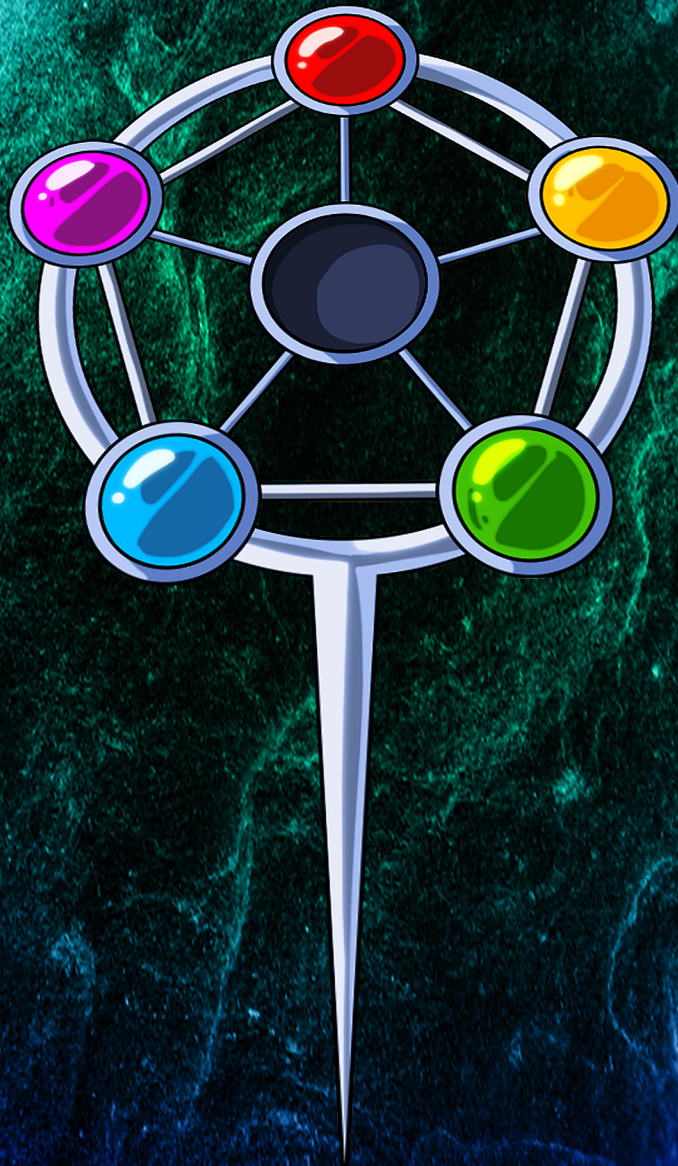


SEEDS OF HARMONY

PoNY Edition



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What is this:

This Document allow players to play **Seeds of Harmony** as normal ponies instead of Anthropomorphic Ponies, since not everyone wants or like that. The Document tries to have stuff more close to the Show and the Comics, while maintaining the aspect of the Core Rules. Enjoy!

Special Rules:

No Hands!

All Equestrian Races don't have hands so all the **Feats, Traits, Items** and **Weapons** that requires the use of hands or related to hands are only for those who have them.

This also applies to the *Spin Attack* Feat, so a character with no hands can't acquire it.

Ambidexterity is only available for using two Horseshoes or Reinforced Claws.

All races without hands are only able to use small items with ease, like Potions, Alchemical Items, Arcane Crystals and so on.

Griffins and Hippogriffs have claws, but it's up to the GM to consider them as "hands" or not, still, they are able to better use certain items, like pencils, lock-picks and so on.

Only those races who are considered to have Hands can use Shields, Ranged Weapons and Throwing Weapons, Griffins and Hippogriffs are still able to use Throwing Weapons.

Magic Schmagic! Boo!

Only Unicorns can cast spells and acquire *Arcane Magic, Nature Magic* or *Witchcraft*. Ignore the *Sphinx* and *Lammasu* Traits.

Sun Princess actually rises the Sun, and all related stuff. Same for her sister on the Moon.

So the rules and the lore are now more in line with the show.

Unarmed Combat with Hooves:

Hooves are consider Natural Weapons, who deal a Base Damage of 1d3+1 with a Critical Chance of 20%.

A Hoof is considered a One Handed Weapon, but it's not possible to parry weapon attacks with it except for other hooves.

A Character with hooves can perform a single attack per turn, unless he acquires the Extra Attack Feat as usual.

Alternatively, a character can spend 2 Actions to perform a Stomp while using both hooves Dealing 2d3+1 Damage.

A Stomp is an attack that is resolved with an Initiative Slowdown of 3 that can only be performed against enemies in front of the character.

If a Stomp is used against an item or a creature with RP, he deals 2 Resistance Points of Damage, plus the other modifiers as usual.

Common Height and Weight:

This is based on a chart you can find with google about the Pony Height.

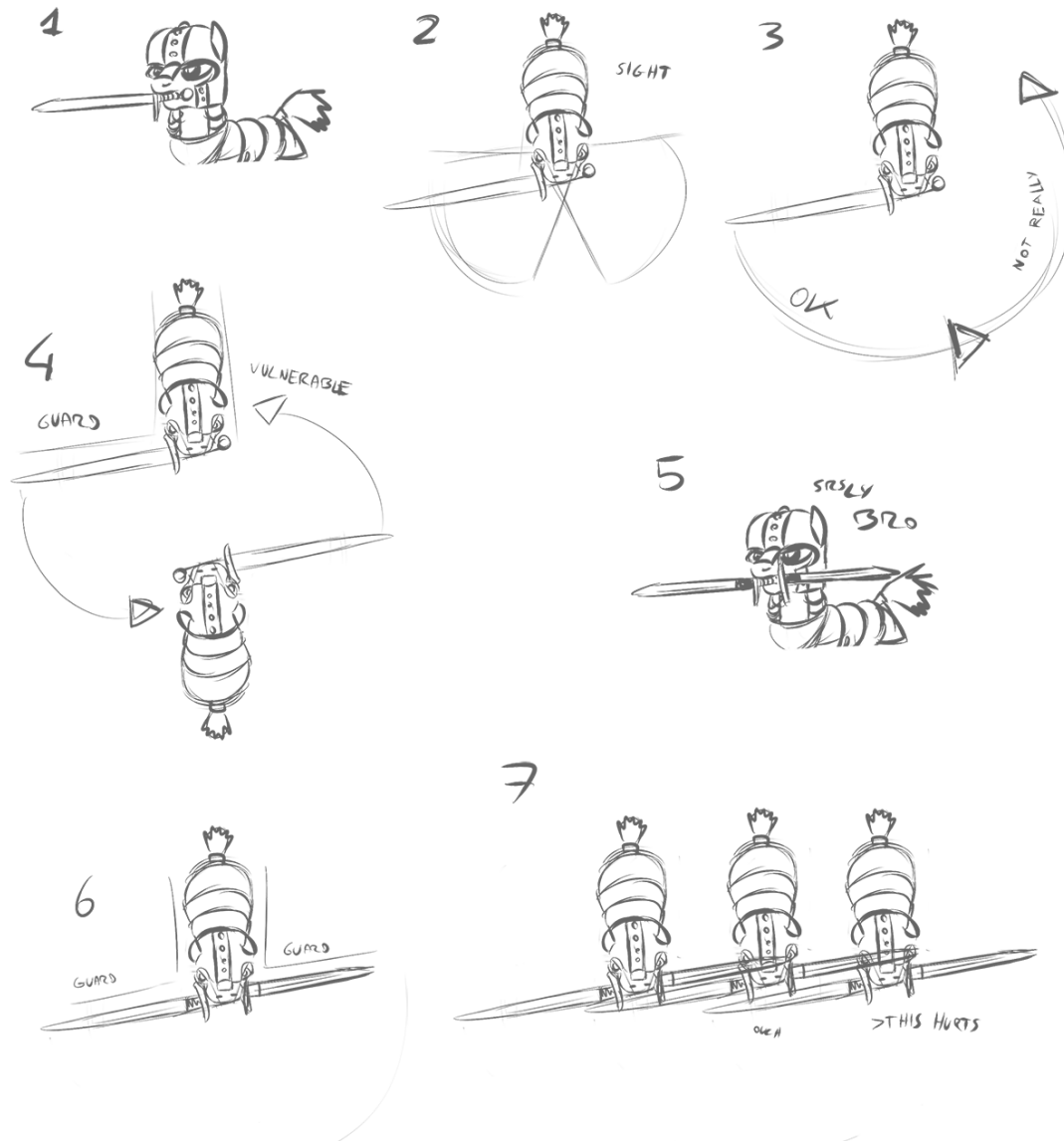
Race	Character Points	Common Height	Common Weight
Donkey	55	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 37 kg and 65 kg (81 lb and 143 lb)
Earth Pony	55	Between 1,06 m and 1,35 m (3.5 ft and 4.3 ft)	Between 40 kg and 75 kg (88 lb and 165 lb)
Griffin	45	Between 1,06 m and 1,30 m (3.5 ft and 4.2 ft)	Between 35 kg and 50 kg (77 lb and 110 lb)
Minotaur	45	Between 1,70 m and 2,00 m (5.5 ft and 6.5 ft)	Between 80 kg and 130 kg (198 lb and 286 lb)
Mule	50	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 40 kg and 70 kg (88 lb and 154 lb)
Night Pegasus	45	Between 1 m and 1,2m (3.3 ft and 4 ft)	Between 33 kg and 48 kg (72 lb and 105 lb)
Pegasus	45	Between 0,9 m and 1,2 m (3.2 ft and 4 ft)	Between 30 kg and 45 kg (66 lb and 99 lb)
Unicorn	45	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 30 kg and 50 kg (66 lb and 110 lb)
Zebra	55	Between 1,06 m and 1,2 m (3.5 ft and 4 ft)	Between 40 kg and 65 kg (88 lb and 143 lb)



Avalanche (Earth Pony Pathfinder)

A Consideration about Holding Weapons with the Mouth

This section is a result of an interesting thread on /mlp/. (Yes sometime you can have a good talk with other anons!)



Even if in the show ponies are able to hold certain items in their mouth and do stuff, like hammering (somehow) nails and stuff, that's also means that they have a strong jaw and resistant teeth that can sustain a certain amount of force, so technically a pony can hold a One Handed Weapon in his mouth, BUT here's the problem:

As you can see in the image Number 1, 2 and 3, a Pony is able to hold a One Handed Weapon in his mouth, and to turn his head around. The problem came when facing an opponent, since the pony will be vulnerable on the opposite side because his weapon can only guard the same side where is held (4).

Also even if he manages to attack, he will make his head vulnerable and he will also change his line of sight, with the risk to not be able to detect incoming attacks.

So, even if he uses a double sword (5), and he can guard both sides (6), he will still have some difficulties during combat as above, plus a group of ponies with the same double blades are unable to stay within a unit formation (7) without stabbing each other.

So that's why entering combat with a sword in your mouth isn't really a clever choice. Even if is possible to do so, it's just quite impractical.

Still if you don't care about all that stuff, you can just ignore this page.

LIST of CHANGES

Races:

Donkey:

You have to increase your character's Constitution or Willpower by 1.
You have to decrease your character's Dexterity or Cunning by 1.
You consider your Character's Strength value higher by 2, when calculating the Encumbrance the character can carry.
Your character obtains a +5% Bonus to Bargain and Sense Motive
Your character obtains a -5% Penalty to Persuade and Diplomacy
Donkeys are considered an *Equestrian Race*

Additional Traits:

No Cutie Mark

Earth Pony:

You have to increase your character's Strength or Constitution by 1.
You have to decrease your character's Wisdom or Mana by 1.
You consider your Character's Strength value higher by 1, when calculating the encumbrance the character can carry.
Your character is able to pull up to 5 times his High Encumbrance instead of 4.
Your character obtains a +5% Bonus to Craft (Choose one)
Your character obtains a -5% Penalty to Diplomacy
Your character's HP are increased by 1
Earth Ponies are considered an *Equestrian Race*

Additional Traits:

None

Griffin:

You have to increase your character's Constitution or Willpower by 1.
You have to decrease your character's Wisdom or Mana by 1.
Your character obtains a +5% Bonus to Sneak and Spot
Your character obtains a -5% Penalty to Diplomacy and Swim
Your character's HP are increased by 1
Griffin are no longer able to obtain the Sphinx Trait.

Additional Traits:

Bring it On! :

Griffins gain a +5% to Fear and Terror Checks

Claws:

Griffins deal 1d3+2 Slashing Damage with their Unarmed Attacks with a Critical chance of 30%.
A Claw is considered a One Handed Weapon, but it's not possible to parry with it unless wearing a Reinforced Claw.
All Griffins are considered to have the Weapon Proficiency (Claws) and they can acquire feats related to One Handed Weapons for them.
Wearing Reinforced Claws still counts as the griffin is using his Claws to fight, but the material can increase their damage and critical chance.

Passion for Gold:

Griffins are only interested in acquiring more gold and money, but they give almost no interest in other precious things unless they can sell them out. Griffins always prefer to be paid as reward. Other creatures who try to use the Bargain or Persuade skill without also using money, can suffer up to a -10% Penalty to the Skill Check.

Wings:

A Griffin has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*.

Wretched Life:

Since the fall of their homeland, Griffonstone, Griffins have become harsh and serious people. They don't obtain any Cutie Mark, but they consider the *Reinforced Claws* as One Handed Weapons instead of Exotic Weapons.

Minotaur:

Same as the Core Rulebook, with the following differences:

Minotaurs increase their HP by 2.

Minotaurs can no longer acquire the Lammasu Trait.

Minotaurs are considered to have *Hands*.

Mule:

You have to increase your character's Constitution by 1.

You have to decrease your character's Wisdom by 1.

You consider your Character's Strength value higher by 1, when calculating the encumbrance the character can carry.

Your character obtains a +5% Bonus to Diplomacy

Your character obtains a -5% Penalty to Authority

Your character's HP are increased by 1

Additional Traits:**No Cutie Mark****Resistance to Diseases and Poisons:**

Mules obtains a +15% to Constitution Checks to Resist a Disease and a +10% Bonus to any Shock Test (Poison)

Night Pegasus (*Bat Pony*):

You have to increase your character's Constitution or Cunning by 1.

You have to decrease your character's Strength or Wisdom by 1.

Your character obtains a +5% Bonus to Listen

Your character obtains a -5% Penalty to Diplomacy

Your character's MP are increased by 1

Night Pegasi no longer consider the Nocturnal Blade as One Handed Weapon, since they can't use it.

Night Pegasi are considered an *Equestrian Race*

Additional Traits:**Free-Runner:**

Free-Runners are those who live on the surface but also without being associate either to a city or any sort of authority except for their chiefs. A Free-Runner can obtain a +5% to Intimidate or Sneak, but will also obtain a -5% to Authority or Bargain.

Hard Life:

Since in the past Night Pegasi lived in the Underground, they become serious and diffident to strangers. They normally do not obtain any Cutie Mark, unless they acquire the relative Racial Trait.

Low-light Vision:

Same as in the Core Rulebook.

Wings:

A Night Pegasus have a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*.

Night Pegasi are no longer able to acquire the *Full Grown Wings* trait, for obvious reasons.

Pegasus:

You have to increase your character's Dexterity or Willpower by 1.

You have to decrease your character's Constitution or Wisdom by 1.

Your character obtains a +5% Bonus to Jump

Your character obtains a -5% Penalty to Concentration and Diplomacy

Your character's MP are increased by 1

Pegasi are considered an *Equestrian Race*

Additional Traits:**Air Affinity:**

Pegasi obtain a +5% while they try to maintain themselves stable and a +10% while interacting with Arcane Anomalies related to Gravity or Air. A Pegasus can stand and walk on Solid Clouds, but he can also pass through it by simply passing a Mana Check.

Wings:

A Pegasus has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*.

Unicorn:

You have to increase your character's Willpower or Mana by 1.

You have to decrease your character's Strength or Constitution by 1.

Your character obtains a +5% Bonus to Authority

Your character obtains a -5% Penalty to Survival (Any)

Your character's MP are increased by 5

Unicorns are considered an *Equestrian Race*

Additional Traits:

Unicorn's Horn:

Unicorns are able to purchase any Feat that allows them to Cast Spells.

Unicorns are *Able to Cast Spells* even if they do not have the relative Feat, but they can't acquire new spells without it.

Lesser Telekinesis: (Racial Spell) 1 Magic Point. Stable Maintenance. [Arcane, Force]

An Unicorn can manipulate small items and objects with his Telekinesis. The object must have a light weight, like an apple, a quill or a simple book. Activating this spell requires only a *Free Action* and can be cast without penalty even if wearing armors.

When the unicorn uses this spell, his horn glows with a specific colour and also does the object manipulated by it. A player can choose which colour the Telekinesis use, but the choice is permanent. The GM can decide how many different small items the character can manipulate or hold with his telekinesis at the same time.

While it's not really possible to Counter this spell, it's possible to interfere using another Lesser Telekinesis or using a better spell, but both the characters have to perform a Mana Counter Check to see which one prevails. Doing so will cost 1 Action.

It's still possible to Counter the Lesser Telekinesis spell with a Dispel Magic Spell, ending immediately his effects.

Zebra:

You have to increase your character's Willpower or Wisdom by 1.

You have to decrease your character's Strength or Dexterity by 1.

Your character obtains a +5% Bonus to Spot

Your character obtains a -5% Penalty to Authority

Your character's MP are increased by 4

Zebras no longer consider the Khopesh as One Handed Weapon, since they can't use it.

Zebras are considered an *Equestrian Race*

Additional Traits:

Low-light Vision:

Same as in the Core Rules.

Traits:

Broken Horn: (+5)

Requires: Unicorn

The Character has broken his horn somehow, and now is unable to Cast spells at all.

The Character reduces permanently his Mana Value by 1 and is unable to use his racial telekinesis.

If the character still tries to use his horn, he provokes sparks of arcane magic. He can try to force this effect against a creature who is very close to him, for example during a hand to hand manoeuvre. Those sparks will deal 1d3+1 Arcane damage, but the Character will suffer 1 Direct Arcane Damage for doing so. He can also try to deal 1d6+3 Arcane Damage but doing so he will suffer 1d3+2 Direct Arcane Damage. Generating the sparks costs 5 MP or 10 if using the empowered version.

The Sparks will hit automatically as long as the character is very close to the target, otherwise he will need to perform a ThR against a target within 1.5 m (5 ft), who uses his Willpower Modifier instead of his Dexterity Modifier.

Broken Wings: (+5)

Requires: Hippogriff / Night Pegasi / Pegasi

The Character's wings have been damaged beyond repair and he can no longer fly or use any Flight related Feat.

He is no longer considered *Able to Fly*.

Bulky: (-10)

Requires: STR 14+, CON 14+, Diamond Dog / Earth Pony / Harpy / Hippogriff / Minotaur / Mule / Night Pegasi / Pegasus / Zebra

You consider your Character's Strength value higher by 2, when calculating the encumbrance the character can carry.

The Character's HtH (Strength) modifier is increased by 3.

This trait replaces the Earth Pony and Mule Trait related to encumbrance.

If taken by Equestrian Races, the character is usually taller and heavier than the others of his race.

City-Born: (-5)

Requires: Night Pegasus

City-Born Night Pegasi are those who are born in the great cities or at least not born in the Underground and usually they also obtain a Cutie Mark as other ponies do, since they accept the Equestrian Culture more than the other Night Pegasi.

They obtains a +5% Bonus to one of the following skills: Authority, Intimidate or Persuade, but also a -5% to Survival (Any).

They also replace the Penalty to Diplomacy with a penalty to Concentration.

This Trait replaces the *Free-Runner* Racial Trait and count as the *Cutie Mark* Trait.

If the player wants his City-Born Pegasi to be a Blank Flank, this Trait will cost +0 Character Points Instead.

Dark-vision: (+0)

Requires: Catfolk / Night Pegasus

The character substitutes his *Low-light vision* Trait with *Dark-vision* (12 m / 40 ft) that allows him to see even in total darkness.

This Trait have also the same effects of the *Photophobic* Trait if the Character is under daylight but you can't take both during Character Creation.

Dweller: (+0)

Requires: Night Pegasus

Dwellers are considered the more fierce and savage kind of Night Pegasi, while also their appearance is more feral.

A Dweller Character obtains the +5% to both Intimidate and Sneak, but will also receive a -5% penalty to Authority and Persuade.

This trait replaces the *Free-Runner* Racial Trait.

Dwellers are unable to obtain a Cutie Mark since they don't care.

Dwellers usually also have *Dark-Vision* instead of *Low-light Vision*.

Lion's Heart: (-5)

Requires: Catfolk / Griffin / Hippogriff

The character obtains a +10% bonus to his Fear and Terror Checks.

This trait substitutes the *Bring it On!* Racial Trait.

If taken by a Catfolk or Hippogriff he will obtain a +5% to any Morale Check instead.

Tapering Fingers: (-5)

Requires: Any Race who is Considered to have Hands, CON 12 or less.

The character can choose to obtain a +5% to: Lock-picking or Handle Devices, Perform (a Chord Instrument) or Sleight of Hand

Skills:

Climbing:

Is always important to remember the lack of hands in all the Equestrian Races, while the series manages to show some specific situations where a pony could climb somehow. Is up to the GM to specify how ponies could Climb. Even so it's obvious that they can't benefit from ropes as humanoids with hands can do, unless they use them to descend, as seen in *the Lost Treasure of Griffonstone*.

Griffins are more able in climbing thanks to their claws.

Handle Devices and Lock Picking:

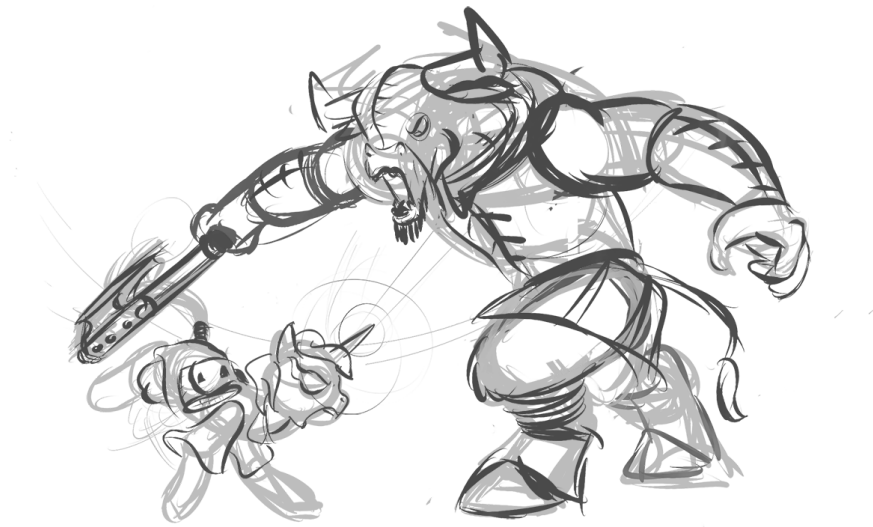
The Racial Lesser Telekinesis allows unicorns to perform a Skill Check from a certain distance as long as they can still see what they are doing. Even so, they could suffer up to a -5% to -15% penalty when trying to open locks or disarm traps, but is usually up to the GM to decide.

Sleight of Hand:

For Equine Races *Sleight of Hand* is called *Sleight of Hoof*, while for Griffins and Hippogriffs is called *Sleight of Claw*.

It's just a different name, but it's used for the same purpose.

Once again, is up to the GM to determine the actual use of this skill, even if can still be used to pick pockets.



Elite Careers:

Defender:

Shield Brother is replaced by *Firm Legs* as requirement for Equestrian Races and Griffins.

Juggernaut:

Earth Ponies with the *Bulky* Trait and a STR of 15+ can also become Juggernauts.

Unarmed Combat requirement is replaced by *Hoof Combat* for Earth Ponies.

Weapon Focus (Caestus) III requirement is replaced by *Weapon Focus (Horseshoe) III* for Earth Ponies.

Weapon Master:

Unicorns with the *Improved Telekinesis II* can become a Weapon Master.

For Unicorns the DEX 14+ requirement it's replaced by WILL 15+

Races considered to have Hands can still become Weapon Masters.



Additional and Modified Feats

This is a list of additional Feats, plus some modification to existing ones.

Feats from the **Core Rulebook** are replaced by those with the same name, who are listed below.

Adrenaline Rush: (15 pts) Athletic / Combat (Any) / Savage

Requires: CON 13+, WILL 13+, Night Pegasus / Pegasus / Zebra, Arcane Reserve

Once per Combat, the character can obtain a temporary boost to his Initiative and Agility.

Spending 8 Magic Points allows the Character to increase his Initiative by +1d6 and it will obtain a +1 to Dodge for 1d3 Round plus his Willpower Modifier, but he will suffer a -2 to any Damage he Deals. At the end of the combat, the Character will become Tired.

Aerial Attack: (10 pts) Athletic / Combat (Any) / Savage

Requires: Ability to Fly, Griffin/Night Pegasus/Pegasus

The character is able to perform a Charge while Flying at his normal Flight Speed and use Feats related to the Charge.

Performing an Aerial Attack while Flying too fast could injury both the character and those who are charged, dealing a minimum of 2d6+5 Bludgeoning Direct Damage.

Born to Run: (10 pts) Athletic / Combat (Any) / Savage

Requires: Any Equestrian Race

The character can Run without problems for four minutes multiplied by Character's Constitution, and after that, he must pass a Constitution Check every Five Minutes. A Failure forces the Character to slow down and stop, and catch his breath for 1d3 Minutes.

Buck: (10 pts) Athletic / Combat (Any) / Savage

Requires: Any Equestrian Race

A Buck follow the same rules of a Stomp Attack, with the only difference that is performed against the enemies behind the character.

The Attack obtains a +3% to the Critical Chance and deals +1 Damage, but suffers a -2 to the ThR and is resolved with an Initiative Slowdown of 4. Performing a Buck requires 2 Actions.

A Buck deals 4 Resistance Points of Damage against wooden items and creatures, plus the usual bonuses granted from strength and materials, but for the latter both hooves needs to be covered with horseshoes made with the same material.

Upgrade II Requirements: Earth Pony, STR 14+, Rapid Reaction, Weapon Specialization (Hoof), Advanced Rank, 15 pts

The Initiative Slowdown is reduced at 2.

Enhanced Telekinesis: (5 pts) Arcane / Combat (Arcane) / Savage

Requires: WILL 11+, MAN 12+, Unicorn, 5 Ranks in Concentration.

The character is able to hold any type of Spellcaster's Staff (Mage Staff, Wizards Staff or else) with his Telekinesis without any additional cost. Holding the Staff with the Telekinesis still allows a Spellcaster to Cast Spells. The staff can also be used in combat, but the Weapon proficiency is still required to use it correctly. Holding any Spellcaster Staff created with a Lesser Arcane Crystal or better, no longer consider the Telekinesis Spell as a Stable Maintenance Spell.

Improved Stomp: (15 pts) Combat (Might) / Savage

Requires: STR 14+, Any Equestrian Race, Advanced Rank

When the character performs a *Stomp Attack* or a *Buck*, he deals one additional Dice of Damage.

Improved Telekinesis: (10 pts) Combat (Arcane)

Requires: WILL 14+, MAN 13+ Competent Rank, Unicorn, Arcane Reserve, Melee Telekinesis, 10 Ranks in Concentration.

While using the Melee Telekinesis, the character is able to use a One Handed Weapon and a Small Shield, or two One Handed Weapons with the *Light Special Rule*. The Telekinesis cost is increased by 2.

Melee Telekinesis: (10 pts) Arcane / Combat (Arcane) / Savage / Stealth

Requires: WILL 13+, MAN 12+, Unicorn, 5 Ranks in Concentration. The Character must have been trained for a long time.

With this feat, the character is able to hold a One Handed Weapon, certain pole arms or a Shield (Only Medium or smaller), while using his racial Telekinesis and is able to attack with them (except the shield). Notice that the Weapon Proficiency is still required to correctly use the Weapon or Shield as usual.

The Character has access to the *Spin Attack* and Shield-related feats. The character uses his Willpower Modifier instead of Strength and Dexterity for the attacks made with the weapon held by magic. This applies also for the Shield. When the Character uses his racial Telekinesis during combat, the Telekinesis is considered as a Competent Spell instead of a Novice, so wearing armors will increase his cost. The character can only hold a single weapon or shield, but not both at the same time. Notice that all the weapons and shields can only stay within the character's hoof reach and can't be used to attack from distance, even if the telekinesis has a longer range. The character can Parry Melee Attacks from all directions if he is able to turn the head and look around and he must be aware of the incoming attack as usual. The character can use any a Quarterstaff or Spear with ease.

Hoof Kombat: (10 pts) Athletic / Combat (Any) / Savage

Requires: Competent Rank, Any Equestrian Race, The character must have received a specific training.

The character have received a special training for using his hooves to fight his enemies.

He receives the Weapon Proficiency (Hooves) for free, and increases his Critical Chance with them from 20% to 25%.

The Character can use the *Critical Strike*, *Extra Attack*, *Fierce Charge*, *Furious Charge* and *Power Strike* Feats with his Hooves Attacks.

Wearing Horseshoes allows to increase the Critical Chance and Damage dealt by Hooves Attacks.

Pounce: (20 pts) Athletic / Combat (Might) / Savage

Requires: Advanced Rank, DEX 13+, Catfolk/Hippogriff/Griffin, Weapon Focus (Claws or Reinforced Claws) III.

Notice that Catfolks also need the Unarmed Combat Feat.

The Character can perform a Pounce after moving up to his entire movement value. The Pounce covers a distance of 1d3x1,5 m (1d3x5 ft), and if the Character reaches a point directly in front of an opponent or the same point where he is standing, the Character can immediately perform a combat manoeuvre for trying to Knock Down his opponent. If the opponent is two size larger (or more) the Knock Down manoeuvre will automatically fail. It is possible for the opponent to try to dodge the Pounce if he successfully pass a counter Initiative Check as long as it's aware of the incoming pounce. If the opponent isn't aware of the incoming pounce, it will be automatically hit.

Example:

A Griffin with a +5 to hit with his claws has an Attack Value of 15 when trying to Pounce on someone.

The pounce has an Attack Value of 10 plus the creature's ThR bonus related to Claws, Talons or Hooves.

A creature can perform a Pounce as long as it's wearing up to a Light Armor.

If a Creature is performing a Charge, can Pounce instead of Attacking, while still obtaining all the effects from feats who influence a Charge.

If the creature has the Dash Feat, he can renounce to the additional movement bonus, and add it to the Pounce distance.

Improved Pounce: (25 pts) Athletic / Combat (Might) / Savage Only

Requires: Advanced Rank, DEX 14+, Fierce Charge, Furious Charge, Pounce

If the Character successfully Pounces on an opponent, he can also deal the Damage of the Attack used (Claw or Hooves), adding 1d3+1 Damages since is supposed to use both his Claws (or Hooves or else). This Feat replaces *Pounce*, who can still be used. All the Feats who effects a Charge have still effect on the attack performed during the Pounce.

Ranged Telekinesis: (10 pts) Combat (Arcane)

Requires: WILL 13+, MAN 13+ Competent Rank, Unicorn, 5 Ranks in Concentration

With this feat, the character is able to hold a Bow (even a Short Bow) or a Crossbow and to shoot with it if he have the proficiency, while using his Telekinesis. Every time the character wants to shoot with his Ranged Weapon, he needs to pass a Concentration Check. If he fails, he suffers a -4 to his Ranged ThR. The Strength requirement needed to draw a Bow is replaced by the same Willpower value +1.

Example:

If a Bow requires a Strength value of 13 to be correctly used, a Unicorn with this feat needs a Willpower value of 14.

Stomp:

Same as in the Core Rulebook, but only available to Minotaurs since now ponies can stomp any time they want.

Tackler: (10 pts) Combat (Strength) / Savage

Requires: STR 14+, Any Equestrian Race, Dash, Fighter

The Character obtains a +1 to his HtH (Strength) Roll against any other Equestrian Race, Griffins or other four legged creatures of the same size or smaller. The bonus is increased at +2 while Running or Charging.

Upgrade II Requirements: Earth Pony, Expert Rank, 25 pts

The bonus is increased at +2 or +3 if Charging or Running.

Throwing Telekinesis: (10 pts) Combat (Any) / Savage

Requires: WILL 13+, MAN 13+ Competent Rank, Unicorn, 5 Ranks in Concentration

With this feat, the character is able to use throwing weapons and throwing items without penalties, even if he still need the relative Weapon proficiency. All the Strength requirements are replaced by the same Willpower value +1, but he can't add his Strength value to the Damage Dealt. The character can only throw a weapon within his range, but he can pay twice the telekinesis cost to throw it at the double.

Upgrade II Requirements: Advanced Rank, 10 pts

The character obtains +1 Damage with the throwing weapons he uses with this feat.

Unarmed Combat: (10 pts) Athletic / Combat (Any) / Savage

Requires: Competent Rank, Catfolk / Minotaur / Sabitian. The character must have received a specific training.

The Character can now *Focus* and *Specialize* in Unarmed Combat and can use Ambidexterity to obtain an additional attack as he's using two weapons, but only if he have both hands free. Unarmed Combat attacks are considered to have the *Light* and *Small* Special Rule.

Unarmed Attacks inflicts 1d3+1 Non-Lethal Bludgeoning Damage plus the character's Strength Modifier and have a 22% Critical Chance.

The Character can use the *Critical Strike*, *Fierce Charge*, *Furious Charge* and *Power Strike* Feats with his unarmed Attacks.

Without this feat a Character uses his Base ThR, but can't be *Specialized* or *Focused* in Unarmed combat or use the Feats listed above.

Wearing a pair of Caestus is still considered Unarmed Combat that will inflict Lethal Damage, but the character must be have the

Proficiency to use them and have to acquire the *Focus* and *Specialization* for those items separately.

Catfolks can wear a Caestus or Reinforced Claws and still obtain the benefits of this Feat.

Equipment

Saddlebags

Saddlebags have the similar function as a Backpack, but are meant to be used by any Equestrian Race, Griffin or Hippogriff. A Single saddlebag is commonly put on one of the wearer's side, while the Double Saddlebags are placed on both sides. Notice that attacks that hit the wearers side where also the saddlebag is, could result in the destruction of fragile items inside of it, still is left to the GM to decide what happens. Since a Saddlebag is quite small, only small items can be put inside. A Larger saddlebag allows to bigger items to be added, but it usually goes on the character's back. Character with wings will have problems to fly (or not be able to fly at all) if wearing a Larger Saddlebag who is not empty.

Saddlebag (Empty)	4 CB	0,4 kg (1 lb)	Similar to a Backpack but smaller
Larger Saddlebag (Empty)	8 CB	0,8 kg (1,8 lb)	A bigger version of a saddlebag.



Elania (Unicorn Hired Spellsword)

Armors:

Since the Equestrian Races, Griffins and Hippogriffs have a different body shape, their armor list is simplified. Catfolk, Diamond Dogs, Harpies, Minotaurs and Sabitians can still use the armors from the Core Rulebook.

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Leather Vest	20 CB	0,5 kg / 1 lb	Clothing	-1%	None	Leather Vest
Light Armor	20 CB	5 kg / 10 lb	Light	-5%	None	Studded
Light Armor (Iron)	13 GB	8 kg / 16 lb	Light	-8%	None	Ringmail
Medium Armor	19 GB	10 kg / 20 lb	Medium	-9%	+6	Studded
Medium Armor (Iron)	30 GB	14 kg / 30 lb	Medium	-12%	+6	Ringmail
Heavy Armor (Iron)	70 GB	17 kg / 34 lb	Heavy	-16%	+4	Reinforced
White Sun Cuirass	100 GB	16 kg / 32 lb	Heavy	-17%	+5	Fluting, Reinforced
Mourning Hold Cuirass	100 GB	17 kg / 34 lb	Heavy	-18%	+5	Fluting, Reinforced
Hybrid Armor	Variable	Variable	Variable	Variable	Variable	Hybrid Armor

Equestrian Half Armor:

This kind of armor is a cheap variation of a complete armor, who usually protects the chest of the wearer, while leaving his rear quite exposed. This kind of armors are often used to give a minimal protection but still trying to not exceed the costs of production. City Guards are often equipped with those armor especially in places where they are not really supposed to fight or where the situation is pretty calm, such as small villages or suburbs.

An Equestrian Half Armor offers a complete Damage Reduction only against attacks from the Character's Front and Sides, while all the attacks from the back will not be guarded, unless the character has another sort of protection, such as the *Tough Skin* Feat.

Notice that the Chest Plate only counts as an Half Armor, since protects the chest of the wearer.

Wearing a Complete armor and a Chest plate will grant a full DR from the front and sides, while attacks from the back will only consider the Complete Armor's DR.

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Chest Plate	5 GB	2 kg / 4 lb	Light	-3%	None	Chest Plate
Light Half Armor	14 CB	4 kg / 8 lb	Light	-4%	None	Studded
Light Half Armor (Iron)	10 GB	7 kg / 15 lb	Light	-7%	None	Ringmail
Medium Half Armor	16 GB	9 kg / 18 lb	Medium	-8%	+7	Studded
Medium Half Armor (Iron)	26 GB	12 kg / 26 lb	Medium	-11%	+6	Ringmail
Heavy Half Armor (Iron)	60 GB	15 kg / 30 lb	Heavy	-15%	+4	Reinforced

Weapons:

Horseshoes

	Cost	Weight	Special Rules
Iron Horseshoes (Pair)	8 GB	1 kg (2 lb)	Couple, Horseshoe
Steel Horseshoes (Pair)	20 GB	0,8 kg (1,8 lb)	Couple, Horseshoe
Lunar Silver Horseshoes (Pair)	25 GB	0,6 kg (1,4 lb)	Couple, Horseshoe

Special Rules:

Horseshoe

Horseshoes are directly applied to the hooves of the wearer, allowing a sort of minor protection from the dirt and the ground but also allowing the wearer to inflict more damages. A Horseshoes grants a +1 Damage dealt while performing Hooves Attack and increases the Critical Chance percentage by +2%. The Damage is also applied when rolling the Damage to pass an item hardness.

A Horseshoe covers the Hoof of the wearer, allowing to ignore some type of damage like stepping on Caltrops or to ignore a certain amount of heat from the ground for 2 rounds before the horseshoe became hot.

Horseshoes are considered Weapons that can be made of Steel or created with Master-work Quality but they can't be Balanced, even if the Balanced Special Rule can be applied by spells.

Horseshoes can't be disarmed during combat.

A Horseshoe count as a One Handed Weapon with the *Light* Special Rule only for his interaction with the *Ambidexterity* Feat.

A Horseshoe deals 1 Resistance Point of Damage as any normal One Handed Weapon, to items and creatures.

Lances and Jousting Lances:

	Cost	Critical	Weight	Type	Category	Special Rules
Jousting Lance	28 GB	20%	4 kg / 8 lb	Bludgeoning	Pole arm	Attached, Jousting
Heavy Lance	18 GB	24%	5 kg / 10 lb	Bludgeoning	Polearm	Attached

Special Rules:

Attached

Jousting and Heavy Lances are attached to the wielder's body through belts and leather laces. This allows the wielder to use them during a charge, without loosing them. All Equestrian Races and Griffins are able to use this type of lances, while Minotaurs will simply use a lance who is not meant to be attached to the body of a four-legged creature, like a pony. A character who performs a Charge with an attached lance will obtain a +2 to his HtH (Strength) roll while performing a Push.

It's possible to equip only a single Lance.

Jousting

Jousting Lances are designed to do not actually inflict Lethal Damage, even if the impact can be quite harmful. Even so, usually a lance is also meant to break against the adversary, allowing a point to be scored. By default a Jousting Lance deals Non-Lethal Damage unless it obtains a Critical Hit. Their cost usually represents fine materials and craftwork required to create one, while more simple versions could cost less.

Standards for Equestrian Races

Equestrian Races and Hippogriffs (some times even Griffins) uses small versions of Standards, proportional to their size.

	Weight	Cost	Effects
Pennant (For Equestrians)	2,2 kg / 4.4 lb	15 GB	as a Simple Standard, but with a 6 m (20 ft) radius
Small Flag	0,2 kg / 0.4 lb	Min. 1 GB	
Standard (Simple)	1,1 kg / 2.2 lb	8 GB	Guarantees a +5% to Morale Checks
Standard (Decorated)	2,2 kg / 4.4 lb	20 GB	Guarantees a +10% to Morale Checks

Unicorns are able to held a Simple or Decorated Standards, if they have the Melee Telekinesis Feat, but while holding it with magic they are unable to use their telekinesis for also wield weapons (but they can still use their hooves).

The other races, such as Earth Ponies, usually use a particular Pennant attached to their armors and placed on their side.

Since the pennant is often on one side, they are still able to use a Jousting Lance or Heavy lance on the other side.

It's not possible to have a Saddlebag on the same side of the Pennant.

A Pennant follows the same rules of Standards but it can not be waved.

Minotaurs and Sabitians are able to use the Standards from the Core Rulebook as usual.



Equestrian Standard Bearer

Optional Playable Races

Race	Character Points	Common Height	Common Weight
Catfolk	50	Between 1,2 m and 1,6 m (4 ft and 5.2 ft)	Between 35 kg and 60 kg (77 lb ft and 132 lb)
Crystal Pony	50	Between 1,06 m and 1,2 m (3.4 ft and 4 ft)	Between 30 kg and 50 kg (66 lb ft and 110 lb)
Harpy	45	Between 1,3 m and 1,7 m (4.2 ft and 5.4 ft)	Between 35 kg and 70 kg (77 lb ft and 154 lb)
Hippogriff	45	Between 1,2 m and 1,7 m (4 ft and 5.4 ft)	Between 50 kg and 110 kg (110 lb ft and 242 lb)

Catfolk:

You have to increase your character's Dexterity or Cunning by 1.
You have to decrease your character's Constitution or Wisdom by 1.
Your character obtains a +5% Bonus to Bargain and Sneak
Your character obtains a -5% Penalty to Authority and Swim.
Catfolks obtain 5 Additional Skill Ranks during Character Creation.
Catfolks are considered to Have Hands

Additional Traits:

Low-light Vision:

See page 105 of the Core Rulebook

Soft Paws:

Catfolks can perform a Sneak Movement as long as they are not running and/or wearing any foot-wear.
If the Catfolk is wearing a Light Armor he can still perform a Sneak movement even while Moving at his full movement value, but this special ability has no effect if he is wearing a Medium or Heavy Armor.

No Cutie Mark

Crystal Pony:

Crystal Ponies are an ancient race of ponies who has his own empire in the Frozen North, but they disappeared after the Rise of King Sombra, when he was banished by the Two Sisters, until 1000 years later.

During Character Creation, you roll a 1d6+10 for the Mana Characteristic instead of 2d6+5
Your character obtains a +5% Bonus to a Skill of your choice
Your character obtains a -5% Penalty to a Skill of your choice.
You can't obtain a Penalty to a Skill that obtains a Bonus.
Your character's MP are increased by 10.
Crystal Ponies always consider the *Mana Sharing* and *Shared Spell* as a Career feat.
Crystal Ponies are considered an *Equestrian Race*

Additional Traits:

Ancient Civilization:

During the Character Creation, you can reduce the cost of the *Education* Feat by 5.
You can also choose to obtain a +5% to a single Craft or Perform skill of your choice.
Crystal Ponies also obtain +10 Skill Ranks for Free.

The Crystal Heart:

Crystal Ponies have a particular bond with an ancient item called the Crystal Heart. While the Crystal is active and the Crystal Ponies are within 200 km from it, they always obtain a +5% Bonus to any Morale, Fear and Terror Check who can pass the normal bonus limitation for modifiers. If the Crystal Heart is radiating, the Crystal Ponies within will become shiny and glowing and they will grant a +5% to any Morale, Fear and Terror Check to any non Crystal Pony ally within, except for Donkeys and Griffins, because they don't like that kind of stuff. Night Pegasi can obtain the bonus or simply scoff it off the next round. Diamond Dogs and other races aren't influenced by this effect, still, the Diamond Dogs REALLY like shiny things so Crystal Ponies obtains a +5% bonus while using the following Skills: Bargain, Bluff, Diplomacy and Persuade.

Creatures with a Corruption Score of 5 or Higher are immune to this effect.

If the Crystal Heart is missing or gone somehow, all Crystal Ponies will became a little depressed, suffering a -5% to any Skill, Morale, Fear and Terror Checks. Notice that if the Crystal heart is still in his place, but the character is far away, he will simply not obtain any bonus from him, becoming a little less shiny while the time passes. Even so, a long period away from the Crystall will slowly inflict the relative penalties to the character.

Harpy:

You have to increase your Character's Dexterity or Constitution by 1.

You have to reduce your Character's Wisdom or Willpower by 1.

Your character obtains a +5% Bonus to a Skill of your choice.

Your character obtains a -5% Penalty to a Skill of your choice.

Harpies are considered to have Hands.

Harpies consider the Reinforced Claws as One-handed Weapons instead of Exotic.

Harpies receive 10 additional Skill Ranks during Character Creation.

Additional Traits:

Claws:

Harpies deal 1d3+3 Slashing Damage with their Unarmed Attacks with a Critical chance of 28%.

A Claw is considered a One Handed Weapon, but it's not possible to parry with it unless wearing a Reinforced Claw.

All Harpies are considered to have the Weapon Proficiency (Claws) and they can acquire feats related to One Handed Weapons for them.

Wearing Reinforced Claws still counts as the Harpy is using his Claws to fight, but the material can increase their damage and critical chance.

No Cutie Mark

Hippogriff:

Hippogriffs

You have to increase your Character's Dexterity or Mana by 1.

You have to reduce one of your Character's Characteristic by 1.

You consider your Character's Strength value higher by 1, when calculating the encumbrance the character can carry as long as he is not flying. While flying he consider his original Strength value.

Your character obtains a +5% Bonus to a Skill of your choice.

Your character obtains a -5% Penalty to a Skill of your choice.

Your character's HP are increased by 1.

Hippogriffs increase their Shock Test value by +5%.

Hippogriffs consider the Reinforced Claws as One-handed Weapons instead of Exotic.

Additional Traits:

Claws:

Hippogriffs deal 1d3+3 Slashing Damage with their Unarmed Attacks with a Critical chance of 28%.

A Claw is considered a One Handed Weapon, but it's not possible to parry with it unless wearing a Reinforced Claw.

All Hippogriffs are considered to have the Weapon Proficiency (Claws) and they can acquire feats related to One Handed Weapons for them. Wearing Reinforced Claws still counts as the hippogriff is using his Claws to fight, but the material can increase their damage and critical chance.

No Cutie Mark

Wings:

A Hippogriff has a Flight Speed of 15 m (50 ft) per Round and it's considered *Able to Fly*.

CREATURES AND NPCS

This chapter presents some additional monsters or some creatures and NpCs adapted to the Pony Edition

CHANGELINGS

Changeling

Str	12
Dex	12
Con	10
Cun	7
Will	12
Wis	7
Man	15

HP	11
MP	26
Movement	9 m (30 ft)
Init	+13
NDR	1
ThR	+2
Dodge	+4
Parry	-
HtH	+6/+6
Shock Test	34%

Attack	ThR	Damage	Critical	Type
Bite	+3	1d3+2	25%	Piercing

Hoof	+4	1d3+3	25%	Bludgeoning
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Feats and Special Abilities:

Arcane Reserve II, Changeling Rush, Climbing Speed (4,5 m / 15 ft), Doppelgänger, Emotion Devourer, Flight Speed (12 m / 40 ft - Good), Fluctuate, Heat Weakness, Hive Mind, Hoof Kombat, Iron Will, Rapid Reaction, Stable Flight, Uneasiness, Wall Climb

Skills:

Climb +15%, Concentration +10%, Hide +8%, Jump +5%, Listen +8%, Search +8%, Sneak +8%, Spot +8%

Changeling Rush:

A Changeling who is fluctuating at at least 12 m (40 ft) from the ground, can overcharge himself and then fall directly to the ground, creating a small arcane explosion on the impact.

The overcharge has a cost of 10 MP and will inflict 1d6+1 Arcane damage to both the Changeling and to everyone within 1,5 m (5 ft).

By spending 5 additional MP, and increasing the distance by +3 m (+10 ft), the impact will deal +1d6 Arcane Damage to both the changeling and those caught within the explosion, up to a total of 3d6+1 Arcane Damage to both the Changeling and those caught in the radius. It is possible to halve the damage taken with a successful Dexterity Check (the Changeling is unable to avoid the damage).

If the Changeling survives, is considered stunned for 1 Round.

This Feat is resolved with an Initiative slowdown of -2 with an additional -2 for every additional d6 of damage.

A Creature who suffers at least 10 Damages by the impact, must pass a Shock Test (Magic) or become Stunned for 1 Round.

If the Check is successfully passed, the creature will become Dazzled instead.

Soldier

Str	14
Dex	14
Con	12
Cun	7
Will	14
Wis	7
Man	16

HP	16
MP	28
Movement	9 m (30 ft)
Init	+16
NDR	4
ThR	+5
Dodge	+6
Parry	-
HtH	+9/+7
Shock Test	45%

Attack	ThR	Damage	Critical	Type
Bite	+7	1d3+4	35%	Piercing

Hoof	+8	1d3+5	30%	Bludgeoning
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Feats and Special Abilities:

Arcane Reserve II, Changeling Rush, Climbing Speed (4,5 m / 15 ft), Doppelgänger, Emotion Devourer, Fierce Charge, Fighter, Flight Speed (12 m / 40 ft - Good), Fluctuate, Furious Charge, Heat Weakness, Hive Mind, Hoof Kombat, Improved Pounce, Iron Will, Rapid Reaction II, Stable Flight, Tough, Uneasiness, Wall Climb

Skills:

Climb +15%, Concentration +10%, Hide +11%, Jump +12%, Listen +11%, Search +9%, Sneak +13%, Spot +11%

Combat Behaviour:

Changelings will follow any order of their Queen without questions. While Drones usually will simply rush against their enemies, swarming with their numbers, Soldiers are also known to use some basic tactics and are also capable to try to sneak past their foes and then ambushing from behind. Since also there are more Drones than Soldiers, they are also often used to perform a Changeling Rush who could end in their destruction. Soldiers always try to charge their enemies, performing a Pounce every time they can and then use their Bite to deal more damage as they can. When they score a Critical hit they always choose to increase their damage, unless against armored foes, where they could try to cause a Bleeding Effect or reduce their DR by 1. While engaged in combat, both will always try to stomp their foes, but will usually not try to bit them.

QUEEN CHRYSALIS

Str	18	HP	38	Attack	ThR	Damage	Critical	Type
Dex	16	MP	110	Bite	+8	1d6+5	25%	Piercing
Con	20	Movement	9 m (30 ft)	Hoof	+10	1d6+6	28%	Bludgeoning
Cun	13	Init	+18	Magic	+12	?	?	?
Will	26	MDR	7					
Wis	13	ThR	+5					
Man	50	Dodge	+9					
		Parry	-					
		HtH	+17/+8/+14					
		Shock Test	80%					

Traits:
Grudge (Dragons), Hatred (Celestia), Horn

Feats and Special Abilities:
Arcane Reserve VI, Climbing Speed (6 m / 20 ft), Doppelgänger, Emotion Devourer, Empower Spells, Epic Arcane Reserve III, Epic Toughness, Extend Spells, Fast Healing (5), Fear, Fierce Charge, Fighter III, Flight Speed (12 m / 40 ft - Good), Fluctuate, Furious Charge, Heat Weakness, Hoof Kombat, Improved Pounce, Iron Will, Magic Affinity II, Mobile Protection, Monstrous Constitution, Rapid Reaction II, Stable Flight, Supreme Hive Queen, Tenacious Spellcaster, Tough II, Trample (18/1d6+5), Wall Climb

Skills:
Authority +35%, Bluff +25%, Climb +16%, Concentration +20%, Hide +16%, Intimidate +30%, Jump +12%, Knowledge (Arcane) +15%, Knowledge (Ancient History) +10%, Listen +15%, Search +12%, Sense Motive +15%, Sneak +15%, Spot +18%

Spells:
Those spells are always cast as Expert Spells.
Arcane Bolt (14 MP, Up. II), Arcane Shield (8 MP), Hypnosis (22 MP), Mirror Transmutation (60 MP)

Combat Behaviour:
Chrysalis usually never fights alone, but is often followed by her brood. Even so, she is a dangerous foe thanks to her ability to trample and the fast healing. While she can loose her temper extremely fast, she is also capable to came up with mischievous plans, usually using her natural ability to change her appearance and hide her true intentions until the right time to strike.
Chrysalis always uses her subjects to weaken her enemies and then finish them quickly but is no longer a reckless fighter as when she where younger and prefer to act only when she is sure to minimize the risks for herself.
She rarely uses the Arcane Shield spell, since she prefer to use her MP to cast offensive spells or to heal herself.
Even so, she could use it as emergency to buy some time for healing and then run away.

CRIMINALS

Bandit (Earth Pony/Mule, Competent)

Str	12	HP	11	Attack	ThR	Damage	Critical	Type
Dex	10	MP	8	Hoof	+2	1d3+2	20%	Bludgeoning
Con	10	Movement	9 m (30 ft)					
Cun	9	Init	+10					
Will	9	NDR	0					
Wis	8	ThR	+1					
Man	8	Dodge	+2					
		Parry	-					
		HtH	+7/+5					
		Shock Test	36%					

Feats and Special Abilities:
Coward, Education (Illiterate), Fighter

Coward:
Bandits aren't exactly famous for their bravery: they usually flee when the circumstances are getting worse. To reflect this, they get a -10% penalty on Negative Morale, Fear and Terror checks.

Skills:
Hide +5%, Intimidate +4%, Listen +5%, Search +5%, Sneak +5%, Spot +5%

Equipment:
Simple Clothes, Coin pouch, 1d6 CB

Bandit (Griffin, Competent)

Str	10	HP	10	Attack	ThR	Damage	Critical	Type
Dex	12	MP	8	Hoof	+2	1d3+2	30%	Slashing
Con	10	Movement	9 m (30 ft)					
Cun	9	Init	+12					
Will	10	NDR	0					
Wis	8	ThR	+1					
Man	8	Dodge	+3					
		Parry	-					
		HtH	+5/+6					
		Shock Test	30%					

Traits:
Bring it On!, Claws, Passion for Gold, Wings, Wretched Life

Feats and Special Abilities:
Education (Illiterate)

Skills:
Hide +5%, Intimidate +5%, Listen +8%, Search +5%, Sneak +9%, Spot +5%

Equipment:
Simple Clothes, Coin pouch, 2d3 CB

Outlaw (Earth Pony/Mule, Competent)

Str	13	HP	13	Attack	ThR	Damage	Critical	Type
Dex	12	MP	8	Hoof	+4	1d3+3	22%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	10	Init	+12					
Will	10	DR	2					
Wis	10	ThR	+3					
Man	8	Dodge	+4					
		Parry	-					
		HtH	+7/+6					
		Shock Test	39%					

Feats and Special Abilities:

Dash, Education (Illiterate), Fighter, Tough Skin

Skills:

Hide +7%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hoof +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:

Horseshoes, Simple Clothes, Coin pouch, 3d3+4 CB

Outlaw (Pegasus, Competent)

Str	11	HP	13	Attack	ThR	Damage	Critical	Type
Dex	14	MP	12	Hoof	+4	1d3+3	27%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	9	Init	+15					
Will	12	DR	1					
Wis	9	ThR	+3					
Man	11	Dodge	+4					
		Parry	-					
		HtH	+5/+7					
		Shock Test	34%					

Traits:

Air Affinity, Wings

Feats and Special Abilities:

Education (Illiterate), Hoof Kombat, Rapid Reaction, Stable Flight

Skills:

Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hoof +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:

Cowl, Horseshoes, Leather Vest, Traveller Clothes, 2d3+8 CB

Griffin Pillager (Competent)

Str	12	HP	13	Attack	ThR	Damage	Critical	Type
Dex	14	MP	10	Claw	+5	1d3+4	32%	Slashing
Con	12	Movement	9 m (30 ft)					
Cun	9	Init	+15					
Will	12	DR	2					
Wis	9	ThR	+3					
Man	9	Dodge	+4					
		Parry	-					
		HtH	+7/+7					
		Shock Test	34%					

Traits:
Bring it On!, Claws, Passion for Gold, Wings, Wretched Life

Feats and Special Abilities:
Education (Illiterate), Fierce Charge, Fighter, Rapid Reaction, Stable Flight, Tough Skin, Track

Skills:
Bluff +6%, Hide +8%, Intimidate +9%, Jump +8%, Listen +7%, Search +8%, Sleight of Claw +6%, Sneak +9%, Spot +7%, Survival (Based on where they live) +8%

Equipment:
Cowl, Leather Vest, Reinforced Claws, Traveller Clothes, 3d3+6 CB

Combat Behaviour:
Griffin Pillagers usually split up when attacking, since some of them usually try to sneak past the defenders and then ambush them from behind. If things are getting bad they will start to fly away as soon as possible, usually with at least a small loot with them. In some occasion they will simply attack from a direction while some of them will arrive from an unguarded side and try to steal everything they can lay their claws on (usually money) and then fly away, briefly followed by those who engaged a direct combat with the defenders.

Brigand (Earth Pony/Mule, Competent)

Str	13	HP	15	Attack	ThR	Damage	Critical	Type
Dex	12	MP	8	Hoof	+5	1d3+4	27%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	10	Init	+13					
Will	11	DR	3					
Wis	9	ThR	+3					
Man	8	Dodge	+4					
		Parry	-					
		HtH	+7/+5					
		Shock Test	41%					

Feats and Special Abilities:
Armor Proficiency (Light), Buck, Education (Illiterate), Fighter, Hoof Kombat, Rapid Reaction, Tough Skin, Tough

Skills:
Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hoof +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:
Cowl, Horseshoe, Hybrid Armor, Traveller Clothes, 2d3+5 CB

Brigand (Griffin, Competent)

Str	12	HP	12	Attack	ThR	Damage	Critical	Type
Dex	13	MP	8	Claw	+5	1d3+3	30%	Slashing
Con	12	Movement	9 m (30 ft)					
Cun	10	Init	+14					
Will	11	DR	2					
Wis	9	ThR	+3					
Man	8	Dodge	+5					
		Parry	-					
		HtH	+6/+6					
		Shock Test	35%					

Traits:
Bring it On!, Claws, Passion for Gold, Wings, Wretched Life

Feats and Special Abilities:
Armor Proficiency (Light), Education (Illiterate), Rapid Reaction, Stable Flight

Skills:
Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hoof +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:
Cowl, Hybrid Armor, Traveller Clothes, 2d3+8 CB

Brigand (Unicorn, Competent)

Str	10	HP	12	Attack	ThR	Damage	Critical	Type
Dex	12	MP	25	Mace	+4	1d6+2	22%	Bludgeoning
Con	11	Movement	9 m (30 ft)					
Cun	11	Init	+13					
Will	13	DR	2					
Wis	10	ThR	+2					
Man	14	Dodge	+4					
		Parry	+5					
		HtH	+5/+6					
		Shock Test	34%					

Trait:
Horn

Feats and Special Abilities:
Arcane Reserve, Armor Proficiency (Light), Education (Rudimentary), Melee Telekinesis, Rapid Reaction

Skills:
Authority +6%, Concentration +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +1%

Equipment:
Cowl, Light Armor, Traveller Clothes, 2d3+5 CB

Brigand Combatant (Earth Pony, Advanced)

Str	14	HP	20	Attack	ThR	Damage	Critical	Type
Dex	12	MP	9	Hoof	+7	1d3+6	29%	Bludgeoning
Con	14	Movement	9 m (30 ft)					
Cun	10	Init	+14					
Will	12	DR	4					
Wis	9	ThR	+4					
Man	8	Dodge	+6					
		Parry	-					
		HtH	+9/+6					
		Shock Test	50%					

Feats and Special Abilities:

Armor Proficiency (Light), Buck, Education (Illiterate), Fighter, Furious Charge, Hoof Kombat, Rapid Reaction II, Tough Skin, Tough

Skills:

Hide +8%, Intimidate +9%, Jump +5%, Listen +9%, Search +8%, Sense Motive +6%, Sleight of Hoof +6%, Sneak +8%, Spot +8%, Survival (Based on where he lives) +6%

Equipment:

Cowl, Horseshoes (Steel), Light Armor (Reinforced), , Traveller Clothes, 1d3+1 GB

Brigand Combatant (Griffin, Advanced)

Str	12	HP	17	Attack	ThR	Damage	Critical	Type
Dex	14	MP	9	Claw	+8	1d3+4	32%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	12	Init	+15					
Will	13	DR	3					
Wis	10	ThR	+5					
Man	8	Dodge	+8					
		Parry	-					
		HtH	+7/+7					
		Shock Test	39%					

Traits:

Bring it On!, Claws, Passion for Gold, Wings, Wretched Life

Feats and Special Abilities:

Armor Proficiency (Light), Education (Illiterate), Rapid Reaction, Tough Skin, Stable Flight

Skills:

Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hoof +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:

Cowl, Hybrid Armor, Reinforced Claws, Traveller Clothes, 1d3+2 GB

Brigand Combatant (Unicorn, Advanced)

Str	11	HP	16	Attack	ThR	Damage	Critical	Type
Dex	14	MP	26	Mace	+7	1d6+3	22%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	12	Init	+15					
Will	14	DR	3					
Wis	10	ThR	+5					
Man	14	Dodge	+5					
		Parry	+7					
		HtH	+6/+6					
		Shock Test	37%					

Trait:
Horn

Feats and Special Abilities:
Arcane Reserve II, Armor Proficiency (Light), Dauntless, Defensive Stance, Education (Rudimentary), Melee Telekinesis, Rapid Reaction

Skills:
Authority +6%, Concentration +13%, Hide +8%, Intimidate +8%, Listen +11%, Search +12%, Sneak +8%, Spot +11%, Survival (Based on where they live) +3%

Equipment:
Cowl, Light Armor (Reinforced), Traveller Clothes, 1d3+3 GB

Catfolk Thief (Advanced)

Str	12	HP	13	Attack	ThR	Damage	Critical	Type
Dex	14	MP	11	Rapier	+6	1d6+1	24%	Piercing
Con	12	Movement	9 m (30 ft)					
Cun	12	Init	+15					
Will	11	DR	1					
Wis	12	ThR	+3					
Man	10	Dodge	+7					
		Parry	+5					
		HtH	+5/+8					
		Shock Test	35%					

Traits:
Darkvision, Soft Paws

Feats and Special Abilities:
Backstab, Dauntless, Detect Traps II, Dodge Traps, Education (Rudimentary), Evasive Movement, Rapid Reaction II

Skills:
Bargain +12%, Bluff +12%, Climbing +15%, Handle Devices +15%, Hide +16%, Jump +11%, Knowledge (Common) +12%, Library Use +3%, Listen +13%, Lock-picking +18%, Persuade +11%, Search +18%, Sense Motive +10%, Sleight of Paw +13%, Sneak +20%, Spot +11%

Equipment:
Darkened Goggles, Hood, Leather Vest, Traveller Clothes, 2d6+4 GB

Harpy Thug (Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	12	MP	10	Falchion	+7	1d6+3	24%	Slashing
Con	13	Movement	9 m (30 ft)					
Cun	10	Init	+14	Claws	+5/+5	1d3+5	28%	Slashing
Will	12	DR	3					
Wis	8	ThR	+4					
Man	9	Dodge	+7					
		Parry	+5					
		HtH	+9/+6					
		Shock Test	44%					

Traits:

Claws

Feats and Special Abilities:

Ambidexterity, Armor Proficiency (Light), Brawler, Dauntless, Education (Illiterate), Evasive Movement, Fighter, Rapid Reaction II, Tough Skin, Tough

Skills:

Bargain +8%, Climbing +10%, Hide +11%, Intimidate +11%, Jump +13%, Knowledge (Common) +6%, Listen +13%, Lock-picking +8%, Search +8%, Sense Motive +9%, Sleight of Claw +8%, Sneak +11%, Spot +11%

Equipment:

Hood, Light Armor, Traveller Clothes, 2d3+1 GB

Minotaur Thug (Advanced)

Str	15	HP	21	Attack	ThR	Damage	Critical	Type
Dex	12	MP	10	Caestus	+6/+6	1d6+4	27%	Bludgeoning
Con	14	Movement	7,5 m (25 ft)					
Cun	9	Init	+13					
Will	12	DR	3					
Wis	10	ThR	+4					
Man	9	Dodge	+7					
		Parry	+6					
		HtH	+13/+6					
		Shock Test	44%					

Traits:

Ancient Civilization, Bulky, Slow and Purposeful

Feats and Special Abilities:

Ambidexterity, Armor Proficiency (Light), Brawler, Dauntless, Education (Illiterate), Fighter II, Rapid Reaction, Stomp, Tough Skin, Tough

Skills:

Bargain +12%, Bluff +12%, Climbing +15%, Handle Devices +15%, Hide +16%, Jump +11%, Knowledge (Common) +12%, Library Use +3%, Listen +13%, Lock-picking +18%, Persuade +11%, Search +18%, Sense Motive +10%, Sleight of Paw +13%, Sneak +20%, Spot +11%

Equipment:

Caestus x2 (Steel), Hood, Light Armor, Traveller Clothes, 2d3+1 GB

GUARDS:

Guard (Donkey/Earth Pony, Competent)

Str	12	HP	15	Attack	ThR	Damage	Critical	Type
Dex	11	MP	8	Hoof	+4	1d3+4	27%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	10	Init	+12					
Will	11	DR	2					
Wis	10	ThR	+2					
Man	8	Dodge	+3					
		Parry	+3					
		HtH	+7/+5					
		Shock Test	40%					

Feats and Special Abilities:

Armor Proficiency (Light), Buck, Education (Rudimentary), Hoof Combat, Rapid Reaction, Tough

Skills:

Authority +5%, Bargain +2%, Intimidate +5%, Listen +5%, Jump +2%, Knowledge (Common) +5%, Search +8%, Sense Motive +5%, Sneak +1% Spot +8%

Equipment:

Horseshoes (Iron), Light Half Armor (Leather), Light Helmet (Open), Saddlebag, 2d3+4 CB

Guard (Unicorn, Competent)

Str	12	HP	14	Attack	ThR	Damage	Critical	Type
Dex	11	MP	19	Hoof	+2	1d3+3	25%	Bludgeoning
Con	11	Movement	9 m (30 ft)					
Cun	10	Init	+12					
Will	13	DR	2					
Wis	10	ThR	+2					
Man	13	Dodge	+3					
		Parry	+3					
		HtH	+7/+5					
		Shock Test	40%					

Mace	+4	1d6+2	22%	Bludgeoning
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Feats and Special Abilities:

Armor Proficiency (Light), Education (Rudimentary), Hoof Combat, Melee Telekinesis, Rapid Reaction, Tough

Skills:

Authority +8%, Bargain +2%, Intimidate +5%, Listen +5%, Jump +2%, Knowledge (Common) +5%, Search +8%, Sense Motive +5%, Sneak +1% Spot +8%

Equipment:

Light Half Armor (Leather), Light Helmet (Open), Saddlebag, 2d3+4 CB

City Guard (Donkey/Earth Pony, Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	12	MP	9	Hoof	+6	1d3+5	27%	Bludgeoning
Con	13	Movement	7,5 m (30 ft)					
Cun	10	Init	+14					
Will	12	DR	4					
Wis	10	ThR	+4					
Man	8	Dodge	+5					
		Parry	+5					
		HtH	+8/+6					
		Shock Test	40%					

Feats and Special Abilities:

Armor Proficiency (Medium), Buck, Education (Rudimentary), Hoof Kombat, One with the Armor, Rapid Reaction II, Tough, Tough Skin

Skills:

Authority +7%, Bargain +3%, Intimidate +9%, Listen +6%, Jump +0%, Knowledge (Common) +6%, Search +9%, Sense Motive +8%, Sneak +0% Spot +9%

Equipment:

Horseshoes (Iron), Medium Half Armor (Leather), Medium Helmet (Open), Saddlebag, 2d3+8 CB

City Guard (Minotaur, Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	12	MP	9	Heavy Mace	+6	1d6+3	22%	Bludgeoning
Con	13	Movement	7,5 m (30 ft)					
Cun	11	Init	+14					
Will	13	DR	4					
Wis	11	ThR	+4					
Man	8	Dodge	+5					
		Parry	+5					
		HtH	+9/+6					
		Shock Test	50%					

Traits:

Ancient Civilization, Slow and Purposeful

Feats and Special Abilities:

Armor Proficiency (Medium), Education (Standard), Fighter, One with the Armor, Rapid Reaction II, Resolute, Tough, Shield Proficiency

Skills:

Authority +8%, Bargain +1%, Intimidate +9%, Listen +6%, Jump +0%, Knowledge (Common) +6%, Perform (Speechcraft) +9%, Search +9%, Sense Motive +9%, Sneak -7%, Spot +9%

Equipment:

Chain Shirt (Iron), Coin Pouch, Hide Armor (Leather), Medium Helmet (Open), 3d3+5 CB
In case of need they can be equipped with Medium Shields (Wood, Reinforced) who increases their Parry to +8

City Guard (Unicorn, Advanced)

Str	12	HP	17	Attack	ThR	Damage	Critical	Type
Dex	13	MP	26	Hoof	+4	1d3+3	25%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	11	Init	+15	Mace	+7	1d6+3	22%	Bludgeoning
Will	14	DR	3					
Wis	11	ThR	+4					
Man	14	Dodge	+6					
		Parry	+7					
		HtH	+7/+6					
		Shock Test	43%					

Feats and Special Abilities:

Arcane Reserve, Armor Proficiency (Light), Education (Standard), Hoof Kombat, Melee Telekinesis, Rapid Reaction II, Tough

Skills:

Authority +9%, Bargain +2%, Intimidate +6%, Listen +5%, Jump +7%, Knowledge (Common) +8%, Search +8%, Sense Motive +6%, Sneak +1% Spot +11%

Equipment:

Light Armor (Leather), Light Armor (Iron), Light Helmet (Open), Saddlebag, 2d3+12 CB

MERCENARIES

Desert Skirmisher (Catfolk - Advanced)

Str	13	HP	15	Attack	ThR	Damage	Critical	Type
Dex	16	MP	11	Khopesh	+6	1d6+1	24%	Piercing
Con	12	Movement	9 m (30 ft)					
Cun	12	Init	+17					
Will	12	DR	1					
Wis	10	ThR	+3					
Man	11	Dodge	+7					
		Parry	+5					
		HtH	+5/+8					
		Shock Test	35%					

Traits:
Soft Paws

Feats and Special Abilities:
Advanced Training (Warrior), Armor Proficiency (Light), Backstab, Dauntless, Education (Rudimentary), Evasive Movement, Rapid Reaction, Shield Proficiency,

Skills:
Bargain +12%, Bluff +12%, Climbing +15%, Handle Devices +15%, Hide +16%, Jump +11%, Knowledge (Common) +12%, Library Use +3%, Listen +13%, Lock-picking +18%, Persuade +11%, Search +18%, Sense Motive +10%, Sleight of Paw +13%, Sneak +20%, Spot +11%

Equipment:
Leather Vest, Traveller Clothes, 2d6+4 GB

Earth Pony Cataphract (Advanced - Elite)

Str	16	HP	25	Attack	ThR	Damage	Critical	Type
Dex	12	MP	9	Hoof	+7	1d3+7	31%	Bludgeoning
Con	15	Movement	7,5 m (25 ft)					
Cun	11	Init	+14					
Will	14	DR	6					
Wis	10	ThR	+4					
Man	9	Dodge	+4					
		Parry	+4					
		HtH	+14/+6					
		Shock Test	65%					

Heavy Lance	+8	1d10+7	30%	Bludgeoning
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Traits:
Bulky, +5% to Morale Checks (Veteran Career)

Feats and Special Abilities:
Armor Proficiency (Heavy), Armored Impact, Brothers in Arms, Dauntless, Fierce Charge, Fighter II, Formation Combat, Furious Charge, Hoof Combat, Intrepid, Once More unto the Breach, One With the Armor III, Power Strike, Rapid Reaction II, Resolute, Shock Resistance, Strong Back, Takler, Tough II, Tricks of the Trade (Morale Check), Unwavering

Skills:
Authority +5%, Bargain +5%, First Aid +2%, Hide -10%, Intimidate +13%, Jump -8%, Knowledge (Common) +10%, Knowledge (Heraldry) +8%, Knowledge (Military) +10%, Listen +5%, Persuade +6%, Repair (Heavy Armor) +5%, Search +8%, Sense Motive +11%, Sneak -10%, Spot +10%, Swim -20%

Equipment:
Heavy Armor (Steel, Mastercrafted), Heavy Lance (Ironwood, Mastercrafted), Helmet (Steel, Visor), Horseshoes (Steel), Light Armor (Leather). In a formation of Cataphracts, one is always equipped with a Banner.

Combat Behaviour:
Cataphracts usually move in formation and then charge their opponents when their commander orders so. A Cataphract charge is nearly unstoppable and they will end crushing their opponents under their hooves. They try to end quickly any combat engaged, since they could have some difficulties to properly dodge incoming attacks, even if their armor still grant them a high protection.

Harpy Marauder (Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	14	MP	11	Falchion	+8	1d6+4	26%	Slashing
Con	13	Movement	9 m (30 ft)					
Cun	10	Init	+15	Javelin	+8	1d6+5	26%	Piercing
Will	12	DR	4					
Wis	9	ThR	+5	Claw	+5	1d3+4	25%	Slashing
Man	10	Dodge	+7					
		Parry	+6					
		HtH	+10/+7					
		Shock Test	49%					

Traits:
Claws, Lion's Heart

Feats and Special Abilities:
Armor Proficiency (Light), Dash, Dauntless, Fierce Charge, Fighter II, Free Hand, Furious Charge, Power Strike, Rapid Reaction, Retiarius, Shock Resistance, Silent Communication (Harpies), Sneak Attack, Tough, Tough Skin

Skills:
Bargain +8%, Bluff +10%, Climb +14%, Hide +13%, Intimidate +13%, Jump +13%, Knowledge (Common) +6%, Listen +12%, Sense Motive +9%, Spot +13%, Survival (Variable) +10%

Equipment:
Falchion (Steel), Javelin (x4), Javelin Case, Light Armor (Leather, Reinforced), 1d3+2 GB
Depending on who they are facing, two Marauders every four are also armed with Combat Nets or Hunting Nets.

Combat Behaviour:
Harpy Marauders are usually hired to disturb and ambush small patrols or to kidnap certain targets. They aren't true fighters, but are still capable to defend themselves if they need to, but they will try to flee as soon as possible if the situation is dire, or at least they will retreat if their attack is unsuccessful. If trying to capture someone, they will distract those who are protecting him, while one or two sneak past them and use the Hunting Net to ensnare him.

Hired Spellblade (Unicorn, Advanced - Elite)

Str	13	HP	17	Attack	ThR	Damage	Critical	Type
Dex	14	MP	45	Hoof	+7	1d3+4	27%	Bludgeoning
Con	13	Movement	7,5 m (25 ft)					
Cun	11	Init	+16	Long Sword	+8	1d6+5	32%	Slashing
Will	16	DR	4					
Wis	10	ThR	+4					
Man	17	Dodge	+7					
		Parry	+9					
		HtH	+7/+7/+8					
		Shock Test	52%					

Traits:

Horn

Feats and Special Abilities:

Arcane Reserve III, Armored Spellcaster III, Brothers in Arms, Combat Mage, Dauntless, Intrepid, Iron Will, Hoof Kombat, Magic Affinity II, Melee Telekinesis, Once More unto the Breach, One With the Armor, Rapid Reaction II, Resolute, Rispote Attack, Routine Spells, Shared Mana, Shock Resistance, Silent Communication (Combat Mages), Spell Disruptor, Spellcraft, Team Spirit, Tough, Unwavering, Use Scrolls

Skills:

Authority +17%, Bargain +8%, Diplomacy +10%, Intimidate +13%, Hide +10%, Knowledge (Arcane) +15%, Knowledge (Common) +10%, Knowledge (Military) +8%, Sense Motive +14%, Search +8%, Sneak +10%, Spot +10%

Equipment:

Arcane Crystal x2 (Lesser), Cowl, Light Helmet (Moon Silver, Open), Medium Armor (Moon Silver, Mastercrafted), Light Armor (Leather), Long Sword (Moon Silver, Sharpened), Scroll Case

Spells (Counter Spells Modifiers +9/+7):

Notice that usually the members of a Hired Spellblades Squad has a member specialized in a certain role, so not everyone has the same spells, except for the apprentice spells. A GM can decide which spells they have as he prefer (remember to reduce the spell cost by 2) and he can also assign additional feats based on their role, such as the *Mobile Protection* Feat for those who are able to cast the *Arcane Shield* Spell or *Enchanted Barrier* Spell.

Apprentice:

Detect the Arcane (1), Floating Light (1), Hop (1)

Competent:

Two of the following: Arcane Push (9), Arcane Shield (8), Lesser Armor Enchantment (8), Lesser Weapon Enchantment (8), Scorch (3)

Advanced:

Two of the following: Arcane Armor (13), Blaze (11), Dispel Magic (Variable +5), Displacement (18), Mana Drain (8), Solar Strike (13)

Sky Prowler (Hippogriff, Advanced - Elite)

Str	15	HP	21	Attack	ThR	Damage	Critical	Type
Dex	15	MP	12	Claw	+8	1d3+7	32%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	11	Init	+17					
Will	14	DR	4					
Wis	11	ThR	+5					
Man	10	Dodge	+8					
		Parry	+4					
		HtH	+10/+7					
		Shock Test	58%					

Traits:
Claws, Lion's Heart, Wings (15 m / 50 ft)

Feats:
Advanced Training (Warrior), Armor Proficiency (Medium), Battlecry, Broad Slash, Dash, Dauntless, Education (Rudimentary), Evasive Movement, Fierce Charge, Fighter II, Finish the Fallen, Furious Charge, Improved Pounce, Intrepid, Onrush, Rapid Reaction, Resolute, Sky Soldier, Stable Flight, Tough II

Skills:
Authority +5%, Bargain +7%, Diplomacy +2%, Intimidate+12%, Jump +15%, Knowledge (Common) +5%, Knowledge (Military) +6%

Equipment:
Light Helmet (Steel, Open), Medium Armor (Moon Silver, Reinforced), Reinforced Claws (Steel), 2d3+2 GB

Combat Behaviour:
Even if they work alone or in small groups, the Sky Prolwers usually care only for themselves, while trying to impress the others or even their foes. They usually prefer a direct approach against their foes since to them is the most honourable thing to do, while in some rare occasion they could try to outflank certain creatures or enemies as long as the tactic has a military purpose on the battlefield. They usually seek for a fair fight, while against untrained or unworthy opponents they usually try to just teach them a lesson and then let them flee if they prefer, but only after a successful charge. They are specialized to rush toward the enemy and then use their Improved Pounce ability to deal the more damage possible, while against weaker foes they will just Pounce on them to scare them off.

MIGHTY HELM

Mighty Helm Guard (Advanced)

Str	15	HP	20	Attack	ThR	Damage	Critical	Type
Dex	13	MP	11	Hoof	+7	1d3+6	29%	Bludgeoning
Con	14	Movement	9 m (30 ft)					
Cun	10	Init	+15					
Will	13	DR	4					
Wis	10	ThR	+4					
Man	10	Dodge	+6					
		Parry	+5					
		HtH	+10/+6					
		Shock Test	51%					

Feats and Special Abilities:

Armor Proficiency (Medium), Battlecry, Brothers in Arms, Buck II, Fighter II, Hoof Kombat, Improved Stomp, Once More unto the Breach, One with the Armor, Rapid Reaction II, Resolute, Tough

Skills:

Authority +9%, Intimidate +9%, Jump +10%, Knowledge (Common) +8%, Knowledge (Military) +1%, Sense Motive +9%, Sneak +5%, Spot +11%

Equipment:

Horseshoes (Steel), Medium Half Armor (Leather, Reinforced), Medium Helm (Steel, Open), 2d3+8 CB

Captain (Advanced - Elite)

Str	15	HP	20	Attack	ThR	Damage	Critical	Type
Dex	14	MP	12	Hoof	+9	1d3+7	31%	Bludgeoning
Con	14	Movement	9 m (30 ft)					
Cun	12	Init	+15					
Will	14	DR	4					
Wis	12	ThR	+4					
Man	10	Dodge	+6					
		Parry	+6					
		HtH	+10/+6					
		Shock Test	51%					

Feats and Special Abilities:

Armor Proficiency (Medium), Battlecry, Brothers in Arms, Buck II, Fighter II, Hoof Kombat, Improved Stomp, Leadership, Once More unto the Breach, One with the Armor, Rapid Reaction II, Resolute, Tough, Tricks of the Trade (Morale Check)

Skills:

Authority +15%, Diplomacy +5%, Intimidate +11%, Jump +10%, Knowledge (Common) +11%, Knowledge (Military) +5%, Listen +5%, Persuade +8%, Sense Motive +11%, Sneak +5%, Spot +11%

Equipment:

Horseshoes (Steel, Mastercrafted), Medium Half Armor (Leather, Reinforced), Medium Helm (Steel, Open), 2d3+3 GB



First Appearance:

-Spoiler-

Category:

Beast

Str	30
Dex	13
Con	22
Cun	3
Will	18
Wis	6
Man	8

HP	66
MP	12
Movement	3 m (10 ft)
Init	+14
NDR	3
ThR	+4
Dodge	+7
Parry	-
HtH	+27/+6
Shock Test	70%

Attack	ThR	Damage	Critical	Type
Beak	+7	1d10+8	30%	Piercing
Talon	+7	1d6+10	25%	Piercing

Feats and Special Abilities:

Aerial Attack, Fear, Flight Speed (18 m/60 ft), Monstrous Consitution, Rapid Reaction, Resistance to Arcane Damage (4), Scent, Size (Gigantic), Stable Flight

Skills:

Listen +8%, Search +14%, Sneak +12%, Spot +20%

Royal Legion

Cloud Legionnaire (Pegasus, Advanced - Elite)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	14	MP	20	Hoof	+7	1d3+6	31%	Bludgeoning
Con	13	Movement	9 m (30 ft)					
Cun	10	Init	+16					
Will	13	DR	3					
Wis	10	ThR	+5					
Man	14	Dodge	+9					
		Parry	-					
		HtH	+8/+8					
		Shock Test	47%					

Traits:
Air Affinity, Wings (18 m / 60 ft)

Feats and Special Abilities:
Adrenaline Rush, Advanced Training (Warrior), Aerial Attack, Arcane Reserve, Armor Proficiency (Medium), Brothers in Arms, Buck, Combat Synergy, Dauntless, Fighter, Fierce Charge, Education (Rudimentary), Hoof Kombat, Improved Flight, Once More unto the Breach, Rapid Reaction II, Resolute, Sky Soldier, Stable Flight, Tough

Skills:
Hide +8%, Intimidate +11%, Jump +10%, Knowledge (Military) +8%, Listen +7%, Search +6%, Sneak +8%, Spot +12%,

Equipment:
Cowl, Helmet (Steel, Visor), Horseshoes (Steel), Light Armor (Steel), 4d3+2 CB

Centurion (Pegasus, Advanced - Elite)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	14	MP	22	Hoof	+8	1d3+7	33%	Bludgeoning
Con	13	Movement	9 m (30 ft)					
Cun	12	Init	+16					
Will	15	DR	4					
Wis	12	ThR	+5					
Man	15	Dodge	+8					
		Parry	-					
		HtH	+8/+8					
		Shock Test	47%					

Traits:
Air Affinity, Wings (18 m / 60 ft)

Feats and Special Abilities:
Adrenaline Rush, Advanced Training (Warrior), Aerial Attack, Arcane Reserve, Armor Proficiency (Medium), Brothers in Arms, Buck, Combat Synergy, Dauntless, Fighter, Fierce Charge, Education (Rudimentary), Hoof Kombat, Improved Flight, Leadership, Once More unto the Breach, Rapid Reaction II, Resolute, Sky Soldier, Stable Flight, Tough, Tricks of the Trade (Morale Check)

Skills:
Authority +20%, Hide +8%, Intimidate +15%, Jump +10%, Knowledge (Military) +15%, Listen +11%, Search +8%, Sense Motive +13%, Sneak +8%, Spot +12%,

Equipment:
Cowl, Helmet (Steel, Visor), Horseshoes (Steel, Mastercrafted), Medium Armor (Steel), 4d3+2 CB

SIREN

First Appearance in the Regular Show:

S07 Ep25 – Shadow Play (Part 2)

Category:

Arcane

Sub-type:

Marine Creature, Oniric Creature

Str	20	HP	26	Attack	ThR	Damage	Critical	Type
Dex	18	MP	55	Bite	+5	1d6+6	25%	Arcane
Con	22	Movement	3 m (10 ft)					
Cun	15	Init	+19					
Will	18	MDR	5					
Wis	12	ThR	+5					
Man	28	Dodge	+8					
		Parry	-					
		HtH	+18/+9/+10					
		Shock Test	70%					

Feats and Special Abilities:

Arcane Reserve IV, Fear, Fluctuate, Flight Speed (12 m / 40 ft), Hyper Beam (17), Rapid Reaction, Resistance to Sonic Damage (5), Siren Song, Size (Huge), Spell Immunity, Tough II, Vulnerability to Moon Silver (4)

Hyper Beam:

A Siren is capable to emit a powerful beam of arcane energy from her mouth, to punish those who dare to challenge her. An Hyper Beam follows the same rules of a *Beam Attack* and has a Attack Value of 17 and deals 1d6+4 Arcane Damage. An Hyper Beam costs 10 MP but it can be empowered by 1d6 additional damage by spending 10 additional MP. Once used, the Siren needs to wait at least 2d3 Rounds before being able to use it again.

Siren Song [Charm, Mind, Suggestion]:

The most peculiar weapon of a Siren is her ability to Sing an enchanted Song. The song has a radius of 15 m (50 ft) and all the sentient creatures with a Cunning value of at least 8 must immediately pass a Counter Willpower Check against the Siren or being affected by the song. If the victim fails, he immediately loses 1d6+2 MP and half of the result are immediately restored to the Siren. Creatures with the Arcane Reserve Feat or Arcane Creatures will lose 2d6+3 MP instead. If a Siren restores all her MP with a song she can still obtain up to 15 additional MP who will last for 1 hour. Those who fail the Counter Check by 5 or less will start to simply argue or discuss with others, those who fail with a result inferior by 6 to 10 will start to argue animatedly and yell (or even become extremely rude) while a failure of 11 and more will cause the victim to attack the first creature they see or to cause havoc somehow. A Creature can be influenced by the song only once, then it's required that the creature recovers for at least 2 hours of rest.

Singing the Enchanted Song requires 10 MP to be spent.

For every additional Siren who sings along the first one, the Siren who started singing obtains a +2 to her Willpower roll against others. In this case only one Siren needs to roll while the others simply aid her. Notice that any additional siren who sings along the first one needs to spend 10 MP and every time a creature loses MP by the effect of the enchanted song, all the MP are equally distributed to the Sirens, with the excesses granted to the one who started the song. Even if the Enchanted Song is considered a Spell Effect, it can not be directly countered by Spells, but his effects can still be avoided, like obtaining a protection from Mind Spells, being inside an area of effect of a Silence Spell or else. If a Siren is under the effect of a Silence Spell she can't sing. The Song is resolved with an Initiative Slowdown of 3.

Spell Immunity:

A Siren is immune to any kind of spell with the [Charm] Descriptor, and can reflect the effects of a Dazzle Spell, against those who cast it if she is within his range, while being Immune to such spell.

Skills:

Bluff +20%, Diplomacy +10%, Intimidate +20%, Knowledge (Arcane) +20%, Knowledge (Occultism) +15%, Perform (Singing) +25%, Persuade +15%, Sense Motive +10%, Sneak +15%

Combat Behaviour:

Sirens prefer to seek for small villages or group of common folk, since they usually do not present a real threat for them, and will be more careful around adventurers and such. A Siren usually avoids to feed off animals or creatures with a simple mind, since they feed on emotions of sentient creatures.

SKELETON

Reanimated Skeleton (Crystal Pony/Donkey/Earth Pony/Mule/Zebra)

Str	11	RP	4	Attack	ThR	Damage	Critical	Type
Dex	11	MP	13	Hoof	+2	1d3+2	25%	Bludgeoning
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+12					
Will	12	Hardiness	4					
Wis	-	ThR	+2					
Man	12	Dodge	+3					
		Parry	-					
		HtH	+5/+5					
		Shock Test	-					

Feats and Special Abilities:
Dark Vision (15 m / 50 ft), Resistance to Cold (5), Rapid Reaction, Resistance to Electricity (5), Skeletal Creature, Undead, Uneasiness

Skills:
Listen +5%, Sneak +8%, Spot +5%

Reanimated Skeleton (Night Pegasus/Pegasus)

Str	10	RP	4	Attack	ThR	Damage	Critical	Type
Dex	12	MP	14	Hoof	+3	1d3+2	21%	Bludgeoning
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+12					
Will	11	Hardiness	4					
Wis	-	ThR	+3					
Man	13	Dodge	+4					
		Parry	-					
		HtH	+5/+6					
		Shock Test	-					

Feats and Special Abilities:
Dark Vision (15 m / 50 ft), Fluctuate (4,5 m / 15 ft), Resistance to Cold (5), Rapid Reaction, Resistance to Electricity (5), Skeletal Creature, Undead, Uneasiness

Skills:
Listen +5%, Sneak +11%, Spot +5%

Reanimated Skeleton (Unicorn, Competent)

Str	10	RP	3	Attack	ThR	Damage	Critical	Type
Dex	10	MP	17	Hoof	+2	1d3+1	20%	Bludgeoning
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+12					
Will	12	Hardiness	4					
Wis	-	ThR	+2					
Man	13	Dodge	+2					
		Parry	-					
		HtH	+5/+6					
		Shock Test	-					

Rusty Weapon	+3	1d6+1	22%	Variable
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Feats and Special Abilities:
Dark Vision (15 m / 50 ft), Fluctuate (4,5 m / 15 ft), Melee Telekinesis, Resistance to Cold (5), Rapid Reaction, Resistance to Electricity (5), Skeletal Creature, Undead, Uneasiness

Skills:
Listen +9%, Sneak +5%, Spot +9%

Equipment:
A rusty One Handed Weapon

Sphinx

First Appearance:
S07 Ep15 - Campfire Tales

Category:
Arcane

Sub-type:
Oniric Creature

Str	29	HP	30	Attack	ThR	Damage	Critical	Type
Dex	14	MP	57	Bite	+6	1d6+6	25%	Arcane
Con	28	Movement	15 m (50 ft)					
Cun	15	Init	+15	Claws	+6/+6	1d6+7	25%	Slashing
Will	18	MDR	4					
Wis	15	ThR	+3					
Man	28	Dodge	+8					
		Parry	-					
		HtH	+26/+8					
		Shock Test	80%					

Feats and Special Abilities:
Arcane Reserve IV, Extended Reach (3 m/10 ft), Fear, Flight Speed (15 m), Improved Pounce, Rapid Reaction, Resistance to Elemental Damage (3), Size (Gigantic), Sweep Attack, Tough, Vulnerability to Moon Silver (4)

Skills:
Authority +25%, Bluff +20%, Intimidate +20%, Knowledge (Arcane) +15%, Knowledge (Occultism) +15%, Jump +25%, Perform (Riddles) +20%, Sense Motive +15%, Sneak +15%

Combat Behaviour:
Despite their size, Sphinxes do not really like to enter into direct combat with their opponents, since they prefer to outsmart them or just simply take on weak preys. Even so, a Sphinx is capable to still being dangerous if the situation requires a more physical approach. A Sphinx usually enters combat and just uses her Claws attacks or performs a Sweep Attack trying to hit more opponents at once. If enraged, she charges directly and tries to pounce on her foes, for inflict even more damage. A Sphinx rarely uses her bite attack, except against resilient targets.

Tri-Horned Bunyip

First Appearance:

S06 Ep22 – P.P.o.V (Pony Point of View)

Category:

Oniric Creature

Sub-type:

Marine Creature

Str	28	HP	34
Dex	10	MP	42
Con	30	Movement	-
Cun	5	Init	+10
Will	15	MDR	2
Wis	6	ThR	+2
Man	22	Dodge	+4
		Parry	-
		HtH	+22/+5
		Shock Test	70%

Feats and Special Abilities:

Arcane Reserve III, Hold Breath, Oniric Creature, Size (Huge), Swimming Speed (15 m), Tough II

Skills:

Hide +15%, Sense Motive +12%, Swim +25%

Combat Behaviour:

The Tri-horned Bunyip is a gentle creature and will try to flee if endangered, usually by submerging into the deeps of the sea.

ALTERNATIVE TIMELINES AND UNIVERSES

It was typical from the fans to create different realities based on the show or even similar universes with certain differences, usually in Fan-made comics or Fictions. Even so, a RPG allows to create new worlds, using the source material from the Core Rulebooks, while sometime a small lore is even found through the books.

This section will include examples of alternate universes or different timelines who have also being seen in the Show and in the Official Comics, such as the alternate timeline where Nightmare Moon reigns supreme over Equestria or where Celestia and Luna are two evil Tyrants.

The Crystal Mirror:

Even if the Spin-off movies there is a peculiar mirror who grants access to a certain dimension, in the official Comics a similar mirror is shown more than once, and is used to interdimensional travelling by Celestia and Starswirl the Bearded, who is probably a Starswirl from another dimension since the S7 finale shows him being trapped in the Limbo for more than 1000 years.

A GM can use the Crystal mirror to create his own adventures through different realities or just as a ancient and forgotten lore that only few ponies know about.

This Section is still a work in progress, but still there will be listed the titles of the alternative Universes, Timelines or special Scenarios for the Players to try:

Alternative Timeline:

War of the Tyrant:

King Sombra has returned after 1000 Years and nobody was able to stop him. Now he has declared war to all Equestria.

In Her Name:

When Nightmare Moon escaped from her prison, no one was prepared to stop her and now she rules over a realm under a perpetual night.

Rise of the Hive:

Queen Chrysalis emerged during the joyful wedding celebration at Canterlot, and managed to capture every citizen, peasant and ruler. Now, only small groups of survivors strive for find a new place to live, away from the Hive Queen and her cruel brood.

Equestrian Weirdmageddon:

Reality has shifted forever and only Him will reign supreme! Everyone is invited to the perpetual fun of this new land, where nothing is no longer boring, monochrome or even Thursday! Come one, come all, and see what would happened if you dare to challenge the God of Chaos. Elements of Harmony not allowed.

The Red Giant:

When the sun is dying and day runs short, our beloved ruler will fall and rise once again for her ashes, because Day Breaker brings the End of Times, and everyone will burn with her.

Special Scenarios:

Wedding Crashers:

It would be a perfect day, that someone could have dream since she was small, except for the fact that Canterlot is now under siege by some sort of mysterious creatures who came out from the walls! While our favourite Purplesmart and her friends are running to save the day for the third time (so far), a small group of improbable heroes are standing alone against the endless swarm. How long can you last?

Storm Siege:

Why can't we have a simple celebration without some sort of crazy maniac who came out from nowhere and starts to mess things up? The Sun Celebration would be a wonderful event but now it seems that some evil conqueror has overrun Canterlot and enslaved everyone. But fear not, because a group of Heroes (or fools) have managed to force the Storm King to send most of his army against them, leaving inside the City only a bunch of generic guards and goons, because no one would even remotely dare to do something now that all the Princesses have turned into stone.

And while the battle starts, a huge storm emerges upon the castle like a dire omen for the future.

Hold Fast, brave heroes, because things have just became more interesting!

GAME STYLE VARIATIONS:

Hard Mode:

If you want a **real** challenge you can apply the Small Size to any Equestrian Race and Griffins, but be warned that they will have less HP. If you do so, Earth Ponies, Griffins and Mules obtain +1 HP.

Special Rules:

Little Ponies:

All Equestrian Races and Griffins roll a 1d6+8 instead of 2d6+5 for their Strength and Constitution characteristics during the Character Creation.

This rule can be applied even for the "Normal" Mode. Your Choice.

Small Size:

This Trait is applied to all the Equestrian Races and Griffins.

- A Small Creature obtains a +1 to Dodge, but suffers a -2 to his HtH (Strength)
- A Small Creature consider his Strength value lower by 2, when calculating the Encumbrance he can carry. Mules, Donkeys and Earth Ponies don't obtain either the penalty or the bonus. They consider their Strength as the normal Value.
- All natural weapons of a Small Creature have the *Small* Special Rule.
- A Small-Size Creature obtains only the half of his Constitution Value, when calculating his HP.

Example:

A Small Creature with a Constitution Value of 12 obtains only 6 HP.

The *Bulky* Trait can only be acquired by Earth Ponies, Mules, Night Pegasi, Pegasi and Zebras, and is changed as the following:

"The character is bigger than others of his specie and is considered Medium-Sized.

Minotaurs who acquire this trait will obtain the same benefits as the one in the Core Rulebook."

Innocent Mode:

This mode is for those who want to play as regular ponies plus they don't want to kill stuff but just have an adventure like as seen in the show.

You can use all the rules above but it's suggested that you create a character with one of the following careers: Academic, Athletic or Civilian (so you will probably have a Farmer, a Scholar, a Peasant and so on).

All the races maintain their special rules with the following changes:

- During character creation you can decide which characteristic obtains the +1 and the -1.
- Skill bonuses and penalties can be assigned to any skill of your choice. Ignore any Racial Trait that grants Skill bonuses and penalties and simply assign them where you want.
- All characters obtains 5 additional Skill Ranks.
- You can apply the Small Size rules for all the Equestrian Races and Griffins.
- Nobody dies, everyone just simply faints when at 0 HP.
- It's up to the GM how to handle injuries and all that bad stuff that could happened.
- Ignore all the combat rules and feats related to combat.
- Feats are no longer necessary to increase you Career Rank.
- You can spend 5 Character Points to increase one of your Skill Ranks by 1. The Skill Cap for the Career Rank still counts.

Alternative Rules:

See **TAILS OF EQUESTRIA**.