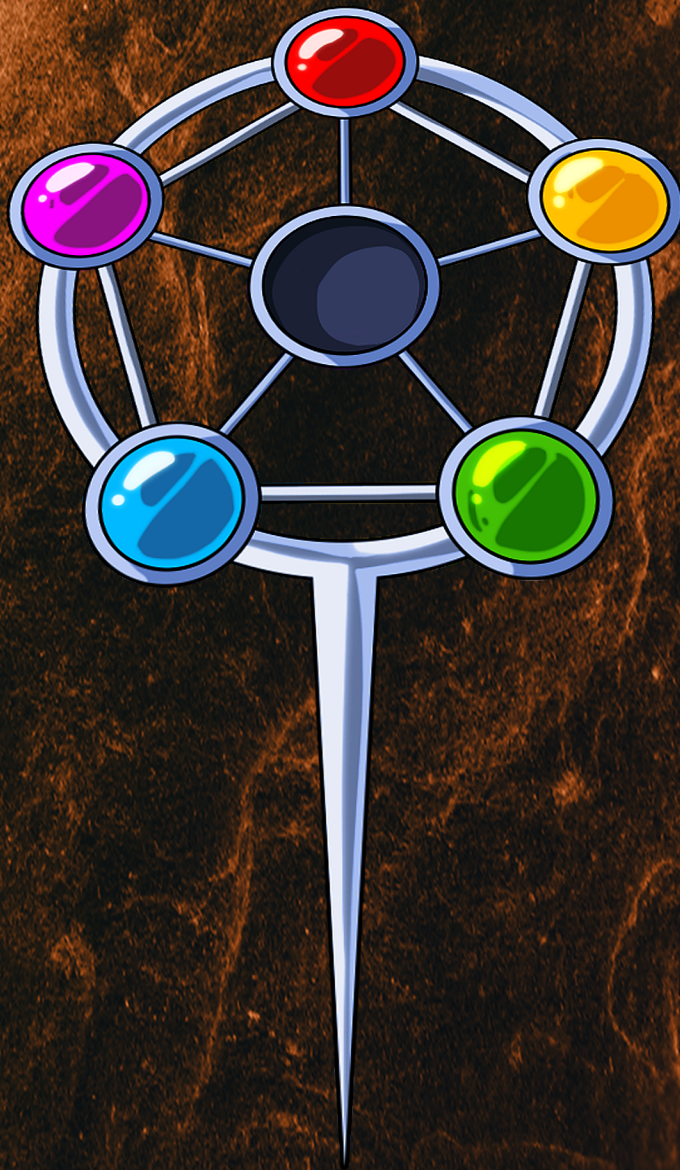


SEEDS OF HARMONY

PoNY Edition



This is a simple modification to allow players to play **Seeds of Harmony** as normal ponies instead of Anthropomorphic Ponies, since not everyone wants or like that.

Also you can post this on /mlp/, right? I'm looking at you, OP!

Note:

It's up to the GM to adjust the NPC based on equine races like Bandits, Guards and so on.
Monsters are fine tho. Or maybe I'll do that myself later.

Special Rules:

No Hands!

All races except for Minotaurs 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 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 Minotaurs can use Shields, Ranged Weapons and Throwing Weapons, Griffins are able to use Throwing Weapons.

Magic Schmagic! Boo!

Only Unicorns can cast spells and acquire *Arcane Magic*, *Nature Magic* or *Sorcery*. 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 25%.

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.

Character Points, Common Height and Weight:

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

All Races starts with Extra Character Points since they are smaller and don't have hands.

Race	Character Points	Common Height	Common Weight
Donkey	40	Between 1,06 mt and 1,2 mt (3.5 ft and 4 ft)	Between 37 kg and 65 kg (81 lb ft and 143 lb)
Earth Pony	40	Between 1,06 mt and 1,35 mt (3.5 ft and 4.3 ft)	Between 40 kg and 75 kg (88 lb ft and 165 lb)
Griffin	30	Between 1,06 mt and 1,30 mt (3.5 ft and 4.2 ft)	Between 35 kg and 50 kg (77 lb ft and 110 lb)
Minotaur	30	Between 1,70 mt and 2,00 mt (5.5 ft and 6.5 ft)	Between 90 kg and 130 kg (198 lb ft and 286 lb)
Mule	40	Between 1,06 mt and 1,2 mt (3.5 ft and 4 ft)	Between 40 kg and 70 kg (88 lb ft and 154 lb)
Night Pegasus	35	Between 1 mt and 1,2mt (3.3 ft and 4 ft)	Between 33 kg and 48 kg (72 lb ft and 105 lb)
Pegasus	35	Between 0,9 mt and 1,2 mt (3.2 ft and 4 ft)	Between 30 kg and 45 kg (66 lb ft and 99 lb)
Unicorn	35	Between 1,06 mt and 1,2 mt (3.5 ft and 4 ft)	Between 30 kg and 50 kg (66 lb ft and 110 lb)
Zebra	40	Between 1,06 mt and 1,2 mt (3.5 ft and 4 ft)	Between 40 kg and 65 kg (88 lb ft and 143 lb)

Note:

Some feats, skills or description may refer to Equestrian Races.

Equestrian Races are: Crystal Pony, Donkey, Earth Pony, Mule, Night Pegasus, Pegasus, Unicorn and Zebra

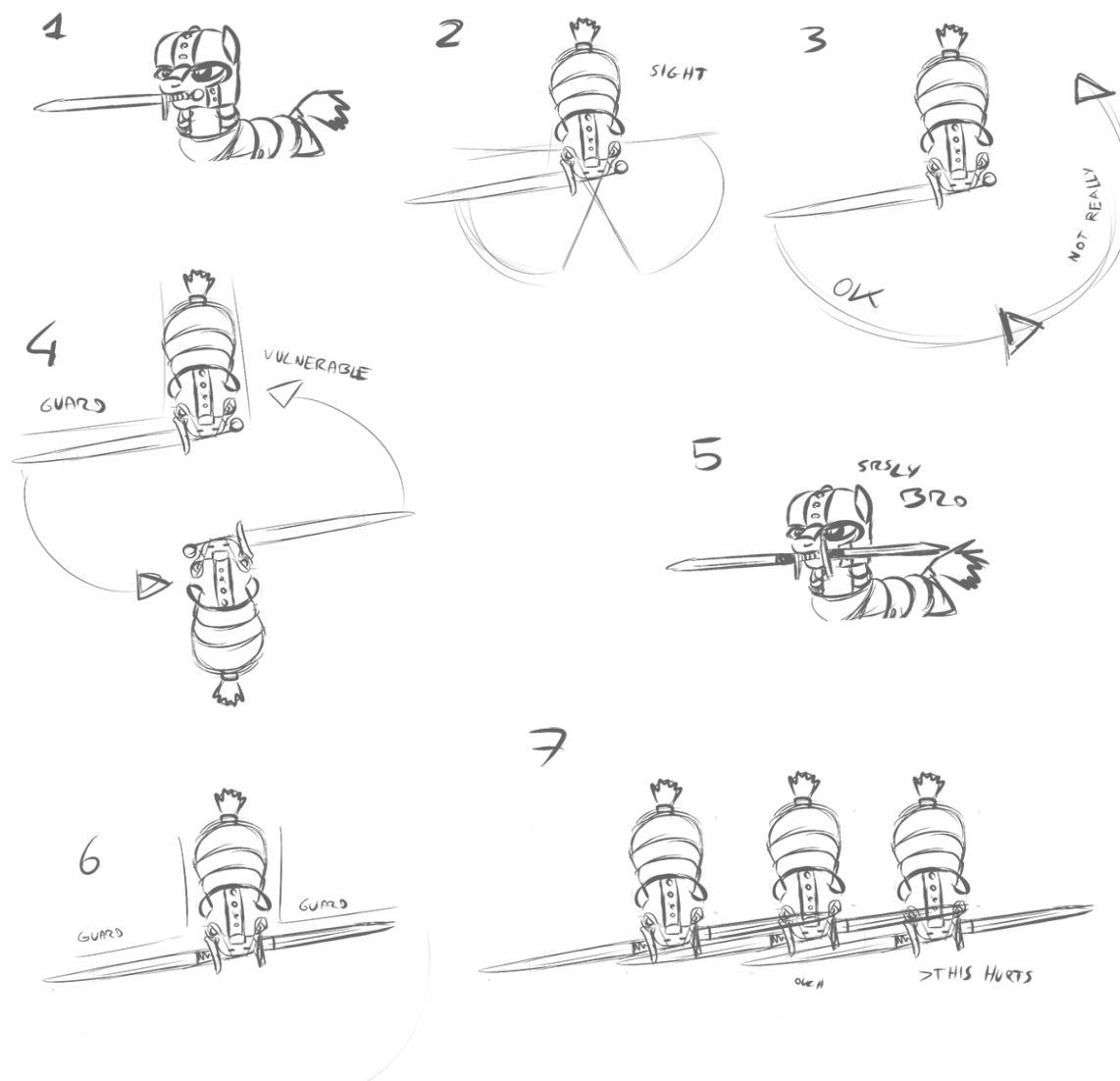
Also if you REALLY want that your equestrian character held a weapon in his (**sigh**) mouth or else, well, I can't really stop you.

If the GM says that it's okay, go with it and have fun, but still take a read of the following page.

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 Races:

Instead of using the rules from the Core Rulebook, all races will follow **only** the Rules listed below.

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

Your character's HP are increased by 1

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 2

Your character's MP are increased by 1

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

Extra 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.

Wings:

A Griffin has a Flight Speed of 15 mt (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:

Minotaurs only obtain +5 Character Points (already added in the table above) and they increase their HP by 2.
For the rest they have the same rules as in the Core Rulebook.

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
Your character's MP 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 (aka 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 Perform
Your character's HP are increased by 1
Your character's MP are increased by 2
Night Pegasi no longer consider the Nocturnal Blade as One Handed Weapon, since they can't use it.

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 Rules.

Wings:

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

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 HP are increased by 1
Your character's MP are increased by 2

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 mt (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

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% Penalty to Authority

Your character's HP are increased by 1

Your character's MP are increased by 2

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

Additional Traits:

Good Observer:

Zebras obtains a +5% Bonus to Spot.

Low-light Vision:

Same as in the Core Rules.

Elité Careers Modifications:

Defender:

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

Juggernaut:

Earth Ponies with the *Bulky* Trait can also become a Juggernaut.

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:

Only Minotaurs can become a 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+

Skills:

For Equine Races *Sleight of Hand* became *Sleight of Hoof*.

For Griffin became *Sleight of Claw*.

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



Additional 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, 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 +2 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.

Enchanter 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 +1d3 additional 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, a Polearm 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 Pike, Quarterstaff or Spike with ease, while attacks made with other polearms are resolved with an Initiative Slowdown of 2.

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.

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 Rules, 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 if he is 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, 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.



Avalanche (Earth Pony Pathfinder)

Equipment

Saddlebags

Saddlebags have the similar function as a Backpack, but are meant to be used by any equestrian races or similar. 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 Ponies and Griffins have a different body shape, their armor list is simplified.
Minotaurs, Sabitians and Diamond Dogs can 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
Chest Plate	5 GB	2 kg / 4 lb	Light	-3%	None	Chest Plate
Light Armor	20 CB	5 kg / 10 lb	Light	-6%	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

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	Polearm	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

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.

Pony Edition Free DLC: Additional Playable Races

This page is for races who weren't supposed to be added, but then, why not.
Still, is up to the GM to let you play them or not, or to use the rules for rare NpCs.

Race	Character Points	Common Height	Common Weight
Crystal Pony	35	Between 1,06 mt and 1,2 mt (3.5 ft and 4 ft)	Between 30 kg and 50 kg (66 lb ft and 110 lb)
Hippogriff	30	Between 1,06 mt and 1,30 mt (3.5 ft and 4.2 ft)	Between 35 kg and 50 kg (77 lb ft and 110 lb)

Alicorn:

Gotcha, you fell for it.
You can't play an Alicorn.
Princess Celestia Hates your Alicorn OC.
I put this in the list for teh lulz.
Also Comics Sans.

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
You have to increase one of your Character's Characteristic by 1.
You have to reduce one of your Character's Characteristic by 1 except Mana.
You can't decrease what you already have increased, smart guy.
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, DUH.
Your character's MP are increased by 4.
Crystal Ponies always consider the *Mana Sharing* and *Shared Spell* as a career feat.

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, they always obtain a +5% Bonus to any Morale Check, Fear and Terror Check. If the Crystal Heart is radiating, the Crystal Ponies within will become shiny and glowing and they will grant a +5% to any Morale Check, 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 they usually calm down if they where aggressive unless those under the effect of the Crystal Heart will perform an hostile action towards them. If that appends they will became aggressive again.
Creatures with a Corruption Score of 5 or Higher are immune to this effect.
If the Crystal Heart is missing or gone, all Crystal Ponies will became a little depressed, suffering a -5% to any Skill Check, Morale Check, Fear and Terror Checks.

Hippogriff:

Hippogriffs are the offspring of an Equestrian Race and a Griffin. Commonly one of the parents is an Earth Pony, a Pegasus or a Night Pegasus while Zebras or Unicorns are more rare. Hippogriffs usually are less grumpy than other griffins, unless they were raised by them, and like Mules they are sterile. If you use this race in your game, Silverquill (read the Core Rulebook or go on YouTube) is one of them.

Note: So far the only Hippogriff seen would be in the movie, so these rules could be changed after that.

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

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

Your character's HP are increased by 1

Extra Traits:**Claws:**

Hippogriffs 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 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 mt (50 ft) per Round and it's considered *Able to Fly*.

GAME STYLE VARIATIONS:

Hard Mode:

If you want a **real** challenge you can apply the Small Size to any race except for the Minotaurs, but be warned that they will have less HP. If you do so, Earth Ponies obtains +2 extra HP while Donkeys, Griffins and Mules obtain +1 HP.

Special Rules:

Little Ponies:

All races except Minotaurs 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, plus Donkeys, Griffins and Mules.

- 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.