

# SHADOWTROT

*A My Little Pony Shadowrun 4e Conversion  
by Digo Dragon*

Greetings, omae, and welcome to the shadows. You are about to embark in a dangerous, but lucrative line of work - the job of a Trotter. Your success (and survival) will depend on your skills, your nerve, and most importantly, on the trust in your teammates. If you have what it takes to trot through the shadows, then read on.

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# A BRIEF HISTORY OF EQUESTRIA

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Hey chummer! Name's Palomina. Hope you brought a good note-taking app on your commlink and some soy chips, cause I'm going to give you a *real* history lesson. Pay close attention, cause this ain't the stuff they teach you in those biased megacorp sponsored classrooms.

I'm going to start at the halfway point of everything, the so called 'fourth age' of the world which took place just a little over one-thousand years ago. Are you familiar with the story of Nightmare Moon's defeat? Most folks have heard it at some point, a little foal's tale where Princess Luna was freed from the nightmare thanks to an ancient order known as the Elements of Harmony. Like most tales, it ends with the usual sappy 'Happily Ever After' remark, but that was just the end of a small chapter in the ongoing history of ponies.

Equestria was a peaceful place to live back then, that is if you don't mind the lack of wi-fi, trideo, and air conditioning. Princess Celestia was the sovereign ruler of the great pony nation (while she technically shared the throne with her younger sister Luna, you don't just throw a pony who was a thousand years behind the times into a seat of power) and Princess Cadance governed over the Crystal Empire to the north. Along with the authority of the element bearers to maintain order, ponykind saw decades of stable prosperity. This is where that earlier 'end of chapter' remark comes into play. Like the tide, history functions in cycles and it was about that time to crash like a wave upon a sand castle.

## THE FALL OF MAGIC

Magic was everywhere back in the golden age of Equestria. It was found in everything living and not; the land, the sky, and in every fish, bird, and mammal known. Every pony had a bit of magic in them too (yes, even the earth ponies. *Don't* start), and they used that magic to maintain fair weather and bountiful crops. The abundance of magic was so prevalent across the land that it was universally understood that the royal sisters Celestia and Luna were responsible for moving the very sun and moon across the sky (you have to understand, this was well before orbital mechanics was a thing).

The trouble with having something so commonplace in your environment is that you get too complacent with its presence. The ponies of this era were so saturated with magic that they paid no mind to the first signs something was going wrong with their world. It began with errant weather that the pegasi could not control. In turn birds shifted their seasonal migratory patterns to new places, and then the fish swam to different spawning grounds. The ponies finally took notice when the mammals of the land grew agitated and stampeded pony towns. Princess Celestia to call forth an inquiry panel to understand what was happening. Unfortunately, sometimes understanding change does nothing to prevent it, and it was about to get worse.

On a particularly chilly night in the year 1023, Cloudsdale fell from the sky. Hundreds of pegasi that were snuggled under warm blankets were awoken to a horrific free fall and then killed instantly when the city impacted against the ground. Search and rescue teams dug tirelessly throughout the night to locate survivors among the ruins. Those that escaped death reported weakness in their wings and an inability to remain aloft for long. Over the next few weeks, pegasi all over were losing their ability to fly.

Other cloud-based towns were quickly evacuated, displacing hundreds. A month after the loss of Cloudsdale, unicorns began to lose the magical abilities of their horns. The alarmed populace cried out for Princess Celestia to solve the crisis of waning magic. However, as wise and powerful as she was, Celestia could not find a way to prevent the bleed of magic from the world. She knew that soon earth

ponies would lose their magical connection to the land, and without magic, pony society would collapse.

The two ruling sisters, Celestia and Luna, sacrificed their own lives to ensure that their subjects would survive in the world after magic had disappeared. The exact details of what they actually did are not known. Whatever ancient ritual or ward they gave their lives to power, the few bits of surviving history only accounts that the sun and moon continued to move across the sky (again, orbital mechanics, not a thing yet). The fate of Princess Cadance and the Element bears are also unknown, as no surviving historical record mentions them after this point.

As spring rolled through the magicless land, ponies were left with an uncertain future. The seasons changed without prompt by the ponies and weather was uncontrollable. For all their knowledge and experience, they were utterly lost.

## **EQUESTRIA'S DARK AGE**

A dark veil had fallen over Equestria. Decades went by unrecorded by scholars and many advancements were seemingly lost to the sands of time. What we know was that a sharp decline in the birthrates of pegasi and unicorns occurred. Parents-to-be found that their foals were increasingly born as earth ponies. Even zebras were affected-- future generations lacked all stripe markings. Without magic it seemed that ponykind was merging into one breed.

What became of griffons and other magical creatures is not known. Perhaps some devolved into simpler creatures, but they likely became extinct due to dropping birth rates.

Pony societies survived for the most part, although Equestria as a nation was no more. Ponies returned to smaller tribes and city-states, fighting over the meager remaining crops and resources. As years rolled on agriculture techniques were redeveloped to rely solely on mundane strength. Farms grew larger which in turn supported bigger settlements. This went on for a few hundred years until nations reformed and governments were drafted to run them. Ponies were once again able to organize on grand scales and redevelop the knowledge that they had lost. Recorded history was, once again, being recorded.

Ingenuity saw a boom in the latter years as many inventors and scientists pioneered alternatives to magic. Steam engines that once ran on magical flames became powered by coal and oil. Michael Faraday's electric generator converted steam power into electrical current that allowed Equestrian cities to light up their skies (the first lights were gas globes lit by an electrical spark if you can believe it). It wasn't long until combustion engines and assembly lines built up a new industry. The dark age was over, and ponies were well on their way to rebuilding their cities on a foundation of science.

## **THE GREAT AWAKENING**

Over the last hundred years ponies have made huge advancements in science and technology; Our cities now touch the skies, we have conquered the frontiers of space with rocketships, and we harnessed the mighty power of the atom. Personal computers opened the way to digital automation, and by the early 21st century, three out of four ponies were connected to the world-spanning internet with a wireless computer device small enough to fit in their pocket. However, science could not predict nor explain the great cycle of all things magical. For that, we would learn the hard way.

The chaos began in the winter thaw of the year 2010. A virulent new illness broke out in densely populated centers around the world where ponies suffered lethal reactions to the local pollution. Symptoms of this disease surfaced in as little as 12 hours and death could occur in just one day. It was

named *Virally-Induced Toxic Allergy Syndrome*, or VITAS, by the medical field. Mortality rates were high, especially in cities that lacked good healthcare and sanitation infrastructures. The death toll would reach millions before it was under control. Riots and looting became frequent by the fall.

The largest of the corporations, seeking to protect their rightful property and employees, banded together to exert sovereign rights and form their own security forces. They were largely successful due to the limited reach of local police, and in a 5-4 split decision by the Supreme Court of Equestria these corporations were granted extraterritoriality. The path to the modern 'Megacorp' had been paved.

In the spring of 2012, the next major shock to ponykind surfaced. A young couple had their first child, and although they were proud parents, this filly would make media headlines within hours of her birth. For this child was born with *wings*. Doctors at first assumed the wings were simply vestigial legs from a conjoined twin that never developed, but further examinations disproved that theory. Two months later another couple gave birth to a foal with a bony grown on his forehead-- A *horn*. As weeks went by, more and more of these unusual births were documented. Doctors labeled the strange phenomenon as UGE, *Unexplained Genetic Expression*.

The world struggled to contain the VITAS disease and to study UGE. There would be no moment to catch their breath, however. On December 22nd, 2012, citizens on a bullet train in Neighpon witnessed the great dragon Ryumyo fly over Mount Fuji. At the same time in San Anponio, convict Howling Coyote staged a prison breakout with several others. Their bodies were covered in unusual glowing stripes and no weapon from the guards could touch them. Coyote left a scrawled message behind, that he would return Equestria to it's rightful state. The world was left in a state of shock.

In January of the following year the second great dragon, Spike, appeared outside the city of Denver. He granted a 12-hour interview to journalist Holly Brighton, where he explained that magic was returning to our world in a phenomenon he dubbed '*The Great Awakening*'. Many answers were provided to the ponies of the world, easing some fears of a coming doomsday. Over the next several years things seemed to calm down a bit as nations and megacorporations began to regain control of the reins.

Four years later, in August of 2017, Howling Coyote resurfaced with his followers. They all bore glowing stripes and scars over their bodies, a sight that left many fearful of what their magic was doing to their bodies. Howling Coyote and his followers began '*The Great Ghost Dance*' in an effort to convert Equestria back to it's 'natural state' of some two-thousand years ago. The magical event caused the eruptions of Mts. Hoof, Helens, Reindeer, and Adams. The devastation killed hundreds and sparked a war with Equestria. In addition, the great influx of magical energies throughout the area caused about ten percent of the pony population to suddenly mutate. Known as the '*Earthification Event*', it herald the appearance of Zebras and Crystal Ponies. The transformations en masse before the very eyes of horrified spectators caused much panic and alarm. This event made the population fearful and discriminatory against these new breeds of pony. They were often met with hostility and sometimes force. Race riots were sparked and the formation of the supremacist Ponanis Policlub organization. They coin the term '*Metapony*' for anyone who was not a 'pure pony breed'.

The war with Howling Coyote and his followers was a bloody five-month long conflict that pitted pony machines of war against their still mysterious (and quite formidable) force of magic. Battles were swiftly lost to summoned spirits that appeared immune to mundane weapons. The unrest and racial riots within Equestria strained the military's ability to maintain supply lines. While it is unknown if this was Howling Coyote's intentions, the war ended in the 2018 *Treaty of Denver*. The treaty seceded the war-torn lands to him which then formed the Zebra-Equestrian Nations (ZEN).

As for the harrowing Earthification Event, it calmed down in 2021 as the remaining 'purebred'

ponies suffered sudden, but subtle changes to their bodies; unusual hues in their manes, vibrant eye colors, strange pictorial marks on their flanks, etc. Racial supremacists were quick to dismiss these minor additions in order to maintain their status as a pure breed of pony, but when things calmed down many believed that there simply was no pony left in Equestria that wasn't touched in some way by magic. Eventually the term Metapony was informally assumed to include all ponies, regardless of breed or type, and many called the plainer folk 'Earth Ponies' as a bit of retribution for the racial repression they suffered for years before-hoof. Only the truly racist organizations clinged to their beliefs of purebred superiority.

## **Dawn of the Matrix**

The disaster dominoes of magic transforming pony-kind had finally ebbed. Pegasi and Unicorns were still born, Zebras and Crystal Ponies were still suddenly mutated, but the rates of these expressions were slow and steady (much like racism).

A new kind of threat surfaced in mid-2029. An unusual new software virus instigated a crash of the world wide web. Standard antivirus programs were ineffective in combating this digital threat. The Equestrian Cyber Command turned to prototype 'Cyber terminals' that connected a team of hackers directly to the network by way of a port surgically installed in their skull. The procedure was successful and the hackers were able to isolate and destroy the virus, but not before much of the world's online information was lost. Identities, entire companies, and years of research were wiped out. In a way there was light from this disaster-- it affected all of Metaponanity together. The riots were more subdued this time as everyone affected by the crash was too busy picking up the pieces of their shattered lives.

The technology that combated the virus was used to rebuild the online world as the Matrix. It gave ponies a new way to connect to a virtual world using their minds directly, along with an unintended new kind of addiction (virtual reality programs like BTL - *Better Than Life*) and a quite intended new way for online security to fry intruders (bio-feedback software, such as Black IC). This technology has also led to the development of remote controlled drones that interface directly with the user's senses, and to cybernetics that are wired seamlessly into the brain with the same perfect clarity as any meat limb.

I'll spare you a lecture on the more recent events, as you can easily find them on any matrix news site. If you haven't kept up with recent history, I recommend topics such as Equestria's first dragon president, Spike (also holds the record for the shortest term ever), the second Matrix crash (keyword WinterNeigh), the arcology shutdown in Seaddle (**\*\*\*ERROR\*\*\***), SURGE (heralding the awakening of Changelings), and my personal favorite-- the discovery of Technomancers (like magic, but 20% cooler).

The new digital age has allowed information to spread wirelessly across the world; all seven continents and seven seas. Corporations wage marketing battles to use the Matrix as a means to lure in customers, but underneath the glamour of the modern world lies the Shadows-- a world of espionage where deniable assets are hired by anonymous companies to steal, extract, and sabotage data, resources, and whatever else that is tangible enough to put a price tag on. These assets are called Trotters, mercenaries that are skilled in secretive operations.

This is what you are, chummer. You are entering a long-standing club of those who make their living 'under the table'. Trotters have existed for decades; Corporations have been using them long before their extraterritoriality rights were granted. It can be a very lucrative job, but also a very deadly one. Before you get out there and trot through the Shadows, know who your real friends are. Friendship might sound like a silly notion, but knowing someone who has your back can mean all the difference between getting rich and getting killed.

>>And as we say in the shadows, ‘Shoot straight, Conserve ammo, and *NEVER* cut a deal with a dragon’.

>>Palomina

## RACES OF SHADOWTROT

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Since the Great Awakening, pony-kind has split into five distinct ‘races’. They are still genetically the same species, where any pairing of two races can still produce viable offspring. The race of the newborn is never a hybrid; they will adopt the full physical characteristics of one parent or the other. Current medical and magical knowledge is unable to affect this random chance. The term ‘Metapony’ was originally coined as a racial slur against those where were not a pure pony. However, after a few decades the term has lost much of that edge and is often now used in a broader sense of referring to all ponies of every race.

The five Metapony races are Earth Pony, Pegasus, Zebra, Unicorn, and Crystal Pony.

Metapony Attribute Table									
	BOD	AGI	REA	STR	CHA	INT	LOG	WIL	INI
<b>Earth Pony</b> (0 points)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	2/12 (18)
	+1 Edge								
<b>Pegasus</b> (20 points)	1/6 (9)	3/8 (12)	1/6 (9)	1/5 (7)	1/5 (7)	2/7 (10)	1/6 (9)	1/6 (9)	3/13 (19)
	Low-Light Vision, Flight (12/30)								
<b>Zebra</b> (25 points)	2/7 (10)	1/6 (9)	1/5 (7)	3/8 (12)	1/6 (9)	1/6 (9)	1/6 (9)	2/7 (10)	2/11 (16)
	Thermographic Vision, +2 dice for Body tests to resist pathogens and toxins								
<b>Unicorn</b> (30 points)	1/5 (7)	1/6 (9)	1/6 (9)	1/6 (9)	2/7 (10)	1/6 (9)	3/8 (12)	1/6 (9)	2/12 (18)
	Low-Light Vision, Horn, Ponykinesis								
<b>Crystal Pony</b> (40 points)	5/10 (15)	1/5 (7)	1/6 (9)	5/10 (15)	1/4 (6)	1/5 (7)	1/5 (7)	1/6 (9)	2/11 (16)
	Thermographic Vision, +1 Reach, +1 Natural Armor (cumulative with worn armor)								

Metapony Characteristics Table			
METATYPE	AVERAGE HEIGHT*	AVERAGE WEIGHT	AVERAGE LIFESPAN
Earth Pony	1.4 meters	84 kg	80 years
Pegasus	1.0 meters	51 kg	70 years
Zebra	1.6 meters	138 kg	55 years
Unicorn	1.6 meters	86 kg	95 years
Crystal Pony	2.0 meters	323 kg	65 years

\*Average height for Ponies are measured from the ground up to their ‘withers’.

## **EARTH PONY**

(Equus Sapiens Caballus)

Earth Ponies, or sometimes just *Ponies*, are the first metatype race that has been around for nearly two-thousand years. They are the most numerous type of pony around, an adaptive and plucky lot that has managed to build cities of great engineering marvels throughout the world. According to several sociological studies, they also occupy a disproportionate large number of positions in government and the economy in industrialized countries—a potential indicator of latent anti-metapony bias in otherwise tolerant societies.

They're not as 'flashy-looking' as the other metatypes, which lends itself to the slur of being called a Background Pony, but they are far from ordinary. They are able to fill any role and adapt to changing situations faster than other types. Earth Ponies also seem to have a knack for being lucky, to pull through when the drek is about to hit the fan. They are usually hard working, but other races might consider them fairly plain or unassuming in a world of amazing magic and advanced technology.

Attributes: +1 *Edge*. The natural maximum *Edge* score for an Earth Pony is 7.

## **PEGASUS**

(Equus Sapiens Pihassas)

Pegasi are notably smaller in stature than other ponies, but have excellent reflexes and muscle coordination. They have a pair of feathery wings that allow them to fly, an ability often coveted by other pony races. A Pegasus' eyesight is sharp and capable of seeing well in dim lighting conditions, much like many birds of prey. Foals are able to propel themselves using their wings within the first year of birth, and the majority are capable of flight by 14-15 months of age.

Their personalities are sometimes viewed as a bit crass and standoffish by other races. Whether this is true or not depends on the individual, but Pegasi seem not to care much about what others think of them. They can work just as hard as anypony else, and while their smaller stature leaves them lacking a bit in strength, they more than make up for it in speed. This makes them well-suited for courier and delivery services. Their hoof-eye coordination is also a primary reason for their continued success in sports. Pegasi tend to see the least prejudice within society due to their small, non-imposing stature.

Attributes: *Low-Light Vision, Flight (12/30)*. A Pegasus has a pair of wings, allowing them to fly and hover. They need a clearance equal to twice their shoulder height and cannot fly if their wings are bound or crippled in any way.

## **ZEBRA**

(Equus Sapiens Hippotigris)

Zebras are a slightly bulkier race than most other ponies. They have strong bodies that are quite hardy against illness, along with a healthy Willpower against magic. Their ears and lower canines are slightly longer than other ponies, and they have the ability to visually perceive into the infrared spectrum, particularly when lighting conditions are low or non-existent. While numerous, Zebras face widespread social and structural discrimination in many parts of the world. Those from industrialized nations often

work blue collar jobs and live in densely populated low-income housing. Such an environment is partly responsible for the development of insular and clannish cultures among Zebra.

They often get a bad rap because of their stripes, something many say looks like the old classic-styled prison garb. The pop culture movement of '*Zebxploitation*' likely didn't help that perception either, but then again many prominent Zebra actors and actresses achieved universal stardom through those movies. Painting one's white stripes another color is a common act among rebellious teenagers and gang members. The big picture, however, is that Zebras are capable of working hard and achieving success in spite of any prejudice society has against them if given an equal chance. Recent trends have seen renewed movements for more social equality among Zebra-Pony relations.

*Attributes: Thermographic Vision, +2 dice for Body tests to resist pathogens and toxins.*

## **unicorn**

(Equus Sapiens Monoceros)

Unicorns are lithe and tall ponies with enhanced cat-like night vision. They are slightly more frail physically, but possess a very capable sense of memory and rationale. They have notably longer ears, longer tails, and their most obvious trait-- a bony horn on their forehead. This horn is a nub at birth, but grows longer with age until adulthood. In a pinch, a Unicorn can use their horn as an impaling weapon, but its real purpose is to channel a natural magic they possess that can affect small objects at a distance.

They have an exotic allure among ponies due to their graceful looks and almond eyes. At the same time prejudices cite them as being too bookish and haughty because of their intellect. Either way, Unicorns are often seen as social and gregarious ponies, attending large gatherings both public and private. Magic comes most naturally to Unicorns, as well as an ability to assimilate quickly into technical fields like information technology and civil engineering.

*Attributes: Low-Light Vision, Horn, Ponykinesis.* A Unicorn can use its horn as an impaling melee weapon with the Unarmed Combat skill, though horn attacks suffer a -1 Reach penalty. Horn attacks possess a Damage Value of (STR/2+1)P. Ponykinesis is a psychokinetic effect (as the *Magic Fingers* spell) with a Strength and Agility equal to the hits scored on a Magic + Willpower Test.

## **crystal pony**

(Equus Sapiens Krystallos)

Crystal Ponies are the rarest metatype of pony known, but they are easily recognizable by their sheer size and shimmering coats. They can be considered intimidating by other ponies due to their curved goatish horns, tusks, and significant crystal-like dermal deposits. Their strength is unmatched, but can cause them significant discomfort in a society geared for the more average-sized pony. Still, Crystal Ponies are often in demand as bodyguards and construction workers. Their ability to see into the infrared make them suitable for night shift work.

Mentally they are a little simpler than other ponies, but by no means are they considered 'dumb'. Even an average Crystal Pony can catch an opponent unaware, but should that fail there are few things capable of stopping one in a charge. They usually congregate among themselves as they face the most prejudice among pony-kind, but will often venture to mingle with Earth Ponies and Unicorns should there



be a lack of venues tailored to them. Despite the social deck being stacked against them, many Crystal Ponies only want a fair shake in the world, and not to be gawked at.

*Attributes: Thermographic Vision, +1 Reach, +1 Natural Armor (cumulative with worn armor).*

## QUALITIES

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Shadowtrot updates certain positive and negative qualities to better match a world of quadrupedal equines. Below are the changes to qualities found in the Shadowrun 4A edition, as well as some new qualities available to new characters.

*A note on pony limbs.* A Pony's forelegs and forehooves are equivalent to human arms and hands, respectively, when taking qualities that affect those specific limbs. In the same vein, Pony hind-legs and hind-hooves match human legs and feet respectively.

### POSITIVE QUALITIES

The following Positive Qualities modify or replace their counterparts found in the Shadowrun rulebooks. If the quality changed cost or names, the new cost and/or the original name is listed in brackets.

#### **Ambidextrous**

You can handle objects in either forehoof equally well and do not suffer modifiers for using a weapon in your off-hoof. When using two weapons at once, you must still split your dice pool.

#### **Animal Empathy**

Earth Ponies, Pegasi, Zebras, Unicorns, and Crystal Ponies are sentient, and thus not applicable to this quality. Other hooved creatures such as goats, cows, and pigs are considered animals.

#### **Earth Pony Looking** [*Human Looking*]

These are Pegasi, Zebras, and Unicorns that can 'pass' for an Earth Pony in most circumstances. They may be a tall Pegasus, or a Unicorn with a short horn easily covered by their mane, or a Zebra whose stripes are not very pronounced, looking more like a 'painted' pony. Earth Ponies will react to them with a neutral attitude when making Social skill tests. The character may face animosity by anyone who is prejudiced against Earth Ponies that mistake them for one.

Only Pegasi, Zebras, and Unicorns may take the Earth Pony Looking quality.

#### *Runner's Companion*

#### **Made Pony** [*Made Man*]

This quality functions identically to the original quality. It has changed in name only.

#### **Outdoorspony** [*Outdoorsman*]

This quality functions identically to the original quality. It has changed in name only.

>>>I don't get it. Why do Earth Ponies have an easier time fitting in any society?

>>Ghost Hoof

>>Bring a Zebra friend to a Ponanis Policlub meeting. You'll find out why.

>>Black Beauty

## NEGATIVE QUALITIES

The following Negative Qualities modify or replace their counterparts found in the Shadowrun rulebooks. If the quality changed cost or names, the new cost and/or the original name is listed in brackets.

### **Alicorn Faker** [*Bonus: 10 BP*]

These are characters that have undergone extensive surgery, modifying their limbs to be taller and adding a horn and wings as appropriate, in order to appear as a legendary Alicorn. This is considered a *Distinctive Style*, granting NPCs a +3 dice bonus to identify, trace, physically locate, or gain information on them (Including Perception tests). The modifier does not apply to astral or matrix searches.

An Alicorn Faker will also elicit a -2 Social skill modifier due to their striking looks, except for Intimidation tests, where they instead receive a +2 modifier.

### **Unicorn Poser** [*Elf Poser*]

These are Earth Ponies and Zebras that want to be Unicorns. They will want to associate themselves with Unicorns as much as possible, talk like them, and alter their appearance to look more like a Unicorn. Most Unicorns consider them to be an embarrassment, while many Earth Ponies and Zebras think of them as sellouts. Other metatypes may consider them to just be pathetic.

Characters with this quality who have undergone cosmetic surgery to get implant horns and tail extensions may successfully pass as a Unicorn, and thus avoid the Social skill modifiers associated with being a non-Unicorn. If a Unicorn discovers their secret, the Unicorn may react with contempt and hostility. An outed Unicorn poser may face social stigmas from other Earth Ponies and Zebras as 'race traitors'.

Only Earth Ponies and Zebras make take the Unicorn Poser quality.

### **Zebra Poser** [*Ork Poser*]

Influenced by Grevy Rock and over-hyped Zebxploitation trends, a Zebra Poser is an Earth Pony or Unicorn who alters their appearance to look like a Zebra. Various cosmetic mods such as fur dyes are used to paint stripes on their bodies, and a Unicorn will shorten or remove their horn. Such characters may successfully pass as a Zebra, and thus avoid the Social skill modifiers associated with being a non-Zebra. If a Zebra discovers their secret, the Zebra may react with and hostility. Other Zebras may be willing to let the character join the 'family', provided they first pass a hazing ritual to prove their 'Stripe-ness'. An outed Zebra poser may face social stigmas from other Earth Ponies or Unicorns as 'race traitors'.

Only Earth Ponies and Unicorns may take the Zebra Poser quality.

### *Runner's Companion*

### **Paraplegic**

Pegasus characters may take the 10 BP version of this quality for paralyzed wings. They suffer the same restrictions with cyberware replacement and gene therapies as other Paraplegic types.

>>If an Alicorn is someone who has a Unicorn's horn and a Pegasus' wings, then what would you call an Alicorn who adds the stripes of a Zebra to their fur?

>>Apple Jackhammer

>>Trying too hard.

>>Snowfire

## **METAGENETIC QUALITIES**

These are special qualities open only to characters with the proper genetic background. Unlike normal qualities, metagenetic qualities may never be bought off.

### **Changeling**

Changeling is the common term used for Ponies afflicted with *SURGE* (SUdden Recessive Gene Expression). This affliction causes rapid and painful genetic changes in the DNA code of the victim, transforming them partway into a different form. The phenomenon is poorly documented, as the affliction strikes almost randomly and only affects about 1% of the world population. Medical experts are unable to agree upon the catalyst for the genetic expression. Some undergo the transformation under extreme stress, while others experience SURGE when exposed to high mana levels.

The DNA expressions vary widely for each afflicted Pony, but there is recent debate that the phenomenon may be an ongoing process towards the surfacing of a new Pony Metatype. Currently there are no documented cases of a SURGE reaching its 'completion', due to the low life expectancy Changelings face with an unaccepting society. There are plenty of rumors to be found online however; everything from a were-animal to some kind of shapeshifter.

This quality functions identical to the Changeling Quality in the Runner's Companion book.

### **Claws**

Characters with this quality may have paws instead of hooves to go with their claws. It is otherwise identical to the original quality.

### **Metapony Traits [*Metahuman Traits*]**

Earth Ponies with this quality possess metagenes that express as certain cosmetic metapony traits (such as a small unicorn horn, dwarfism, gigantism, or plumage on their back). This quality grants an Earth Pony character the ability to pass or disguise themselves as a member of the metatype they resemble (Pegasus, Unicorn, Zebra, or Crystal Pony) under certain circumstances (similar to a meta-poser). This quality can only be taken by Earth Pony characters.

### **Shiva Legs [*Shiva Arms*]**

This quality grants an extra pair of forelegs behind their original pair, essentially making the character a six-legged creature. The other benefits of the original quality apply to this one. A character can only take Shiva Legs once.

>>Can animals exhibit SURGE?

>>Butterbean

>>Yes, they can. I was on a trot in Yellowstone where my team encountered a wolf with the facial features of a bat. If it howls, it could see you in the dark. Nearly chewed the leg off our street sam.

>>Doc Wagon

>>Why can't SURGE create cute fluffy animals? Why is it always gotta be some John Carpenter monster?

>>Palomina

## **CYBERWARE & BIOWARE**

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Cyberware and Bioware function as described in the Shadowrun books. *Note* - a Pony's forelegs and forehooves are equivalent to human arms and hands, respectively, when taking Cyberware and Bioware mods that affect those specific limbs. In the same vein, Pony hind-legs and hind-hooves match human legs and feet respectively.

## **STREET GEAR**

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The technology of the 21st century is designed to be user-friendly for hooved Ponies. Therefore, Pony characters do not suffer any modifiers handling and operating equipment designed for them. Should they find themselves with equipment designed to be used by a creature with fingers and not hooves, they can still attempt to operate these items. However, any skill test that requires fine manipulation (such as firing a gun, using a toolkit, or operating a computer) will incur a -2 dice modifier to the Pony character's dice pool.

The reverse is also true. Pony equipment will feel awkward when handled by non-hooved creatures, and they too will incur a -2 dice modifier to their dice pools.

## **THE MEGACORPORATIONS**

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The true power of the world is wielded by the megacorporations. These multinational conglomerate giants were granted extraterritoriality, giving them legal right to their own law enforcement agency and to consider their own employees as 'citizens' of the megacorp. They answer only to the the Corporate Court, an arbitral body with supreme authority over disputes involving extraterritorial megacorporations.

The court determines the rating of each corporation, and currently recognizes ten 'Megacorporations', the largest and most influential forces in the global economy.

## creatures of shadow

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There are

### **Changeling (True)**

[B3, A4, R3, S3, C5, I5, L2, W3, M4, Ess 6, Init+8, IP 1]

They are a mysterious fey race from the western deserts of Equestria. Changelings are widely distrusted by others, but possess the ability to disguise themselves as any of the pony races. Coupled with flight and a hardened chitin shell, they are capable of surviving in the shadows of pony society.

+1 AGI, -1 BOD [0]

Flight – 12 m/turn (“walking”), 30 m/turn (“running”) [20]

Low-Light Vision [5]

Natural Armor +1 [5]

Pony Disguise – Magic (Illusion), Self, Sustain [10]

(Emotion Feeding Requirement)

### **Nagapon**

[B7, A3, R5, S6, C2, I4, L2, W4, Ess 6, Init+9, IP 1]

These creatures are most likely found in caverns or abandoned buildings. Nagaponi have the upper-half of an Earth Pony and the lower half of a huge rattle snake. They are stronger and larger than most Ponies, capable of overwhelming an opponent with their strength alone. Some Nagaponi awaken and become shamans, growing a unicorn horn as their power develops. These casters prefer to utilize spells that hinder and disable an opponent before they move into melee combat. Nagaponi have never been seen utilizing cyberware or bioware, considering it a taboo.

Nagaponi have the following abilities:

+1 Natural armor (cumulative with work armor)

+1 Reach

+2 Dice pool modifier for grappling in melee combat.

### **Diamond Dog (35)**

+4 BOD, +3 STR, -2 CHA, -1 LOG, -1 WIL [30]

Bipedal Balance [5]

Hands [5]

+1 Reach Melee [5]

Thermographic Vision [5]

(+20% Equipment cost due to size/shape) [-5]

**Griffon (30)**

+2 BOD, +1 STR, -1 CHA, -1 LOG [10]

Flight – 12 m/turn (“walking”), 30 m/turn (“running”) [20]

Low-Light Vision [5]

Hands [5]

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