



EQUESTRIAN PONY

You are a pony from Equestria, a magical land where diminutive pastel ponies rule. You have an affinity or talent for a particular activity that manifests as a ‘cutie mark’ on your flank. You value working (and playing) together with your friends as a matter of course but no one should underestimate the strength you gain from those you hold dearest and the lengths you’ll go to for your friends. You could always watch the show *My Little Pony: Friendship is Magic* to learn more, if you dare...

Common Personality Traits: Cheerful, curious, friendly, optimistic, and playful.

Common Physical Traits: Large eyes, short muzzle, long mane and tail, pastel and/or ‘exotic’ coloration, unique ‘cutie mark’ on hip.

Example Names: Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, Twilight Sparkle

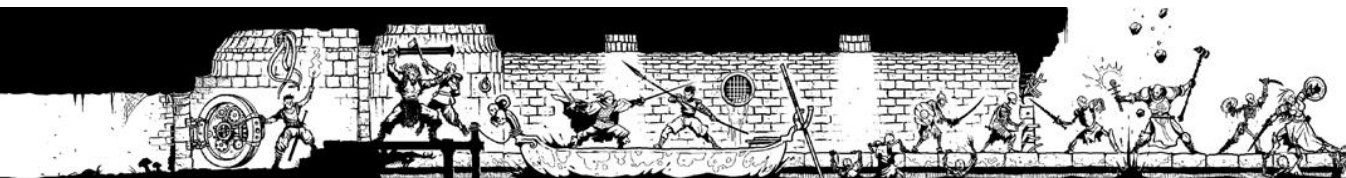
Splinter Race Feats: Sea Herd (hippocampus), Sky Herd (pegasus), and Uni Herd (unicorn). Unless you choose one of these, you’re an ‘Earth Herd’.

Type: Medium quadruped beast with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal your Constitution score.

- **Attributes:** +2 to lower of Dexterity or Strength, +2 to Charisma, -2 to Wisdom
- **Base Speed:** 40 ft.
- **Cutie Mark:** Pick one skill from chapter 2 of the *Fantasy Craft* rulebook and design a corresponding “cutie mark” which relates to this “special skill”. You gain 1 rank in the chosen skill and a +1 morale bonus to all checks with the chosen skill. Apply this bonus rank before spending skill points.
- **Encouragement:** Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- **Improved Stability:** You’re considered 1 Size category larger for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- **Natural Elegance:** Your Appearance bonus increases by +1.
- **Natural Attack:** You gain the Kick I natural attack (see *Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack’s grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).

NEW SPECIALTIES

The following new Specialties expand the origin options of Equestrian ponies in any campaign containing them as a character option.



EQUESTRIAN PONY (LTI) (SPECIES)

CUTIE MARK CRUSADER

Others may mock you because of your blank flank, but you've got unrealized potential – and you won't back down from anything until you earn your cutie mark!

Prerequisites: Equestrian Pony species

- *Bonus Feat:* Blank Flank
- *More than Luck:* You gain 1 additional starting Action Die.
- *Stand Together:* You gain +2 morale bonus to Defense and all saves when at least 2 adjacent characters share your Species.

ROYAL BLOODED

You a member of the celestial royal family, noble by birth, admired by you future subjects.

Prerequisites: Equestrian Pony species

- *Bonus Feat:* Any one 'Herd' species feat
- *Beguiling:* When you successfully Taunt a character, you may decline the standard result to have your target become fixated on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- *Natural Eloquence:* You gain 1 rank in Impress and a +1 morale bonus to all Impress checks. Apply this bonus rank before spending skill points.
- *Noble Blood:* You may purchase Noble Renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).

WORKHORSE

Hard work never killed anypony. Heck, it barely even inconveniences you.

Prerequisites: Equestrian Pony species

- *Bonus Feat:* Combat Vigor
- *Attribute Training:* The lower of your Strength or Constitution scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Improved Carrying Capacity:* Your Strength is considered 4 higher for carrying capacity.
- *No Pain:* You may ignore the first fatigued or shaken condition you gain each scene.
- *Push it to the Limit:* You take exactly 1 point per die when suffering subdual damage from any Athletics/Push Limit check (no roll is required).
- *Unbreakable:* Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

WONDERBOLT

You're famed for your speed and fancy acrobatic tricks. Heck, one day they may even let you join the real Wonderbolts!

Prerequisites: Equestrian Pony species

- *Bonus Feat:* Hoof It!
- *Celebrated:* Your Legend increases by 2.



- *Fast:* Your base or flight speed increases by 10 ft.
- *Paired Skills:* Each time you gain 1 or more ranks in the Acrobatics skill, you gain equal ranks in the Athletics skill. This may not increase your Athletics skill beyond its maximum rank.

NEW ROGUE TEMPLATE

EQUESTRIAN PONY (+6 XP)

Benefit: The NPC gains the Beast Type and *Improved Stability*. He also gains Cutie Mark racial ability and Kick I (dmg 1d6 lethal; threat 20).

NEW SPECIES FEATS

The following new Species feats expand the abilities of Equestrian ponies in any campaign containing them as a character option.

BLANK FLANK

You're just a foal, bouncing through life and relying on your innate cuteness, youthful enthusiasm, and slippery nature. But one day you'll earn your cutie mark!

Prerequisites: Equestrian Pony species, Level 1 only

Benefits: You Size becomes Small (1×1) and your maximum wounds equal your Constitution score × 2/3 (rounded up). Also, once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. Furthermore, the error range of all Sense Motive checks targeting you increases by 2. Finally, you gain the *Nimble Guard* trick.

However, you lose the Cutie Mark ability (and benefits) normally gained from your Equestrian Pony species. You may later purchase the cutie mark ability for 200 Reputation minus your

SEAHORSES ON MLP:FIM!?

No, there aren't any. But there were in the original toy line, and they open up some new possibilities for role playing in the world of Equestria. Some GMs may take issue with these feats, either due being non-canon or due to being slightly over powered, so make sure that they are appropriate for use in your campaign.

SEA HERD

You are a half-pony, half-fish seahorse.

Prerequisites: Equestrian Pony species, Level 1 only

Benefits: You gain the *Aquatic II* NPC Quality and your hind legs become a "fish tail" granting you swim (50') but cutting your normal land movement value in half (rounded up to the nearest 5' increment).

SEA LEAD

You're not going to let a little land stop you, are you?

Prerequisites: Sea Herd

Benefits: As a full action, you may transform your fish tail into normal pony legs if desired, or back again. While you have normal pony legs your swim rate is reduced to the normal calculated rate for a four legged pony but your land movement is no longer cut in half. You may perform the transformation a number of times per scene equal to the number of Species feats you possess.

WAVE MASTER

Your connection to the sea is more than just physical.

Prerequisites: Sea Herd

Benefits: As a full movement action, you may cast the *Move Water* spell as a natural spell (*Fantasy Craft*, pages 234) a number of times per session equal to the number of species feats you have. This use of *Move Water* is limited to a duration of 10 minutes rather than the spell's normal 1 hour.

career level $\times 10$. (For example, buying your Cutie Mark at level 7 would cost 130 Reputation.) When you gain the Cutie Mark ability in this manner, any cutie mark options from other abilities and feats are now active, and you may choose to 'grow up' once, when you level. When you 'grow up', your size becomes Medium and your maximum wounds equal your Constitution score.

Special: When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the prerequisite "Level 1 only."

HOOF IT!

You're going the distance, you're going for speed.

Prerequisites: Equestrian Pony species

Benefits: Your Speed increases by 5 ft. Also your encumbrance loads are increased by 50% and when you run, your move multiplier is increased by 1 (typically to $\times 5$). Finally, once per session as a free action, you may shrug off 1 *fatigued* grade.

HORSEPOWER

You stand head and shoulders over other ponies... Literally.

Prerequisites: Equestrian Pony species, Medium size

Benefits: Your Size becomes Large (1×2) and your maximum wounds equal your Constitution score $\times 1.5$ (rounded down). Also, your Legend increases by 1 and you gain *Thick Hide 2*.

MAGICAL CUTIE MARK

Unlike most ponies, your cutie mark is empowered by your skills with the arts of magic.

Prerequisites: Uni Herd, Level 1 only

Benefits: You may choose the Spellcasting Skill as your special skill for your cutie mark. Also, you are always considered to have a Mage Pouch and when taking the Basic Skill Mastery feat you have access to a new skill pair: Celestial Apprentice (Investigate & Resolve).

NATURAL CONNECTION

Earth ponies have an inherent connection to nature. They are adept at dealing with animals and produce all the food in Equestria.

Prerequisites: Equestrian Pony species, no 'Herd' species feat

Benefits: All food and drink prepared by you gains the effect of 'Spices' for free. Also, the dispositions of non-adversary animals increase by 5.

Special: This feat is intended as an enhancement feat for earth ponies. However, thanks to characters like Fluttershy, other types of ponies can take this feat with GM approval.

POWERFUL CUTIE MARK

Your cutie mark is particularly powerful.

Prerequisites: Equestrian Pony species, Cutie Mark ability

Benefits: The threat range of the special skill your cutie mark enhances increases by 1. Also, Action dice you spend to boost this cutie mark skill checks explode on a 1 *and* the natural highest result.

SKY HERD

You are a Pegasus, flying high.

Prerequisites: Equestrian Pony species, Level 1 only

Benefits: You gain winged flight (50') (*Fantasy Craft*, page 227).

SKY LEAD

From up here, you can see it all.

Prerequisites: Sky Herd

EQUESTRIAN PONY (LTI)
(SPECIES)

Benefits: Your flight speed increases by 10'. Also, you retain your *Improved Stability* bonus even when flying.

UNI HERD

You are a unicorn pony, with a horn that sprouts from your forehead which allows you to levitate and manipulate light objects.

- Prerequisites:** Equestrian Pony species, Level 1 only
- Benefits:** You gain the *Gore I* natural attack and may cast *Unseen Servant* as a natural spell (*Fantasy Craft*, pages 234) a number of times per scene equal to your starting action dice.
- Special:** When you gain this feat you may reduce any of your attributes by 2 to gain the Magical Cutie Mark Species feat.

UNI LEAD

Your horn grows more powerful and its magic now allows you to teleport short distances.

- Prerequisites:** Uni Herd
- Benefits:** You may cast *Dimension Door* as a natural spell (*Fantasy Craft*, pages 234) a number of times per session equal to the number of species feats you have. This use of *Dimension Door* is limited to a 250 foot distance rather than the spell's normal 1000 foot distance.

WEATHER TEAM

- In Equestria, weather doesn't just happen. You gotta work at it.
- Prerequisites:** Sky Herd
- Benefits:** You may physically move clouds and other metrological phenomenon while flying, giving you access to the *Work the Weather* Advanced Action.

WORK THE WEATHER

- 1 Full Action • Movement Action • Flight**
- You zip 'offscreen' to grab a cloud, or fly around to form strong winds or a tornado. You may take 1 Standard Move action and then you must use your Action Dice to invoke a *Dust/Fog/Rain/Snow* or *Winds* effect from Table 7.20: Nature's Fury (*Fantasy Craft*, page 369) at the standard Action Die costs.
- Dust/Fog/Rain/Snow* effects last 1d6 minutes and *Winds* effects last for as many rounds as you continue to perform this advanced action (you must only pay the Action Die costs when you initiate the effect, not every round you continue the effect). The GM may require **Athletics: Push Limit** checks for prolonged *Winds* effects.

Once per adventure, you may decrease *Work the Weather's* Action Die cost by 1 (minimum 0).

Table X.X: Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Equestrian Pony	—	Divine Resistance 2	—	—	—	—	—	—	—	Feudal	+100%

Table X.X: Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Equestrian Pony	One handed only. Beasts may "mouth wield" the weapon at -2.	—	—	—	Feudal	+100%

RACIAL ARMOR AND
WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/workmanship upgrade for the Equestrian Pony race.

ARMOR UPGRADE DESCRIPTIONS

Equestrian Pony: Equestrian armor channels one's belief in self and friends to protect from outside hostile powers.

WEAPON UPGRADE DESCRIPTIONS

Equestrian Pony: Equestrian weapon have padded grips and oversized hilts so they can be wielded by mouth. Only one handed weapons can receive this upgrade, and only 1 weapon may be armed at a time.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of equestrian ponies as a playable race to a campaign.

CELESTIAL ROYAL
(MASTER)

The Celestial Royals are the greatest ponies in all of Equestria. Blessed with traits of two (or more) of the magical herds (Pegasus, Unicorn and Hippocampus), the Celestial Royals rules over all the herds. Their beauty and grace are legendary, as is the inspiration that they give to their subjects.

- Depending on your campaign, a Celestial Royal could be...
- A paragon of all ponykind, exemplifying the greatest aspects of the species
 - A uniter of different herds, allowing those of wildly difference lineages to find common ground
 - A ruler whose judgments are respected by all and whose subjects' loyalties are absolute
 - A respected mage whose sage advice and powerful magics are a boon to all
 - A renegade that strives to succeed by the power of her own royal blood, for good or for ill

Party Role: Backer/Talker. The Celestial Royal is all about influencing Equestrian ponies, by increasing their Dispositions, and activating their Threats for one less Action Die. On the front of a more broad appeal, the Celestial Royal's increased appearance modifier boosts interaction benefits such as Influence, Persuade, and other Charisma based checks, while the addition of Studies or Spell Points give the class more raw power for Knowledge checks, Study bonuses, or Spell Points for the characters coming into the class from a caster class.

CLASS FEATURES

Requirements: Equestrian Pony, Any 'Lead' Species Feat, Impress 6+ ranks, Noble Renown 3+, 'Cutie Mark'

Favored Attributes: Charisma, followed closely by Wisdom.

Class Skills: Acrobatics, Bluff, Haggle, Impress, Intimidate, Notice, Resolve, Sense Motive

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Celestial Royal class skills for you.

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

CLASS ABILITIES

Knowledge Or Power: At Level 1 and for each Class Level thereafter, you gain your choice of 1 additional Spell Point or 1 additional Study.

Royalty Of All Herds: Your royal blood expresses itself by manifesting the traits and abilities from several different herds, displaying your membership and dominion over all ponies. At Level 1, you gain an additional 'Herd' or 'Lead' Species feat, ignoring the "Level 1 only" prerequisite (if applicable).

At level 4, you gain another Species feat. With GM permission, this feat may have the "Level 1 only" prerequisite. You may not take the Blank Flank feat with this class ability.

If you do not qualify for any Species feats when you gain this ability, you instead gain an additional Style feat.

Regal Bearing: At Level 2, you gain 1 Noble Renown. Also, once per scene as a free action you may improve the Disposition of each Equestrian Pony within line of sight by 4 for this scene.

Marked To Lead: At Level 3, the threat range of your cutie mark's special skill increases by 1 for every 'Lead' Species feat you possess. This increase cannot exceed your Charisma Modifier.

Elegance Personified: Your gracefulness and beauty are suffused with your noble spirit. Your appearance modifier is increased by 1/2 your Noble Renown (rounded up).

Ruler Of The Celestial Herd: With a single inspiring word or gesture, you can spur your subjects to give their all. At Level 5, once per adventure, you may activate this ability as a free action. If



the scene was standard, it now becomes a dramatic scene. For the rest of the scene, the action die cost to activate threats scored by you or a friendly Equestrian Pony who can see or hear you decreases by 1 (minimum 0).

NPC CLASS ABILITIES

The following new class abilities are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Elegance personified	3
Marked to lead	3
Regal bearing	2
Ruler of the celestial herd	5

Race, specialties, feats and class designed by Big Jim with the help of the Crafty forumites. Art scavenged from the internet.

Table X.X: Celestial Royalty

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+1	+1	+1	+0	+2	+1	Knowledge or power, royalty of all herds (1st feat),
2	+1	+2	+2	+2	+1	+0	+3	+2	Regal bearing
3	+1	+2	+2	+2	+2	+1	+3	+3	Marked to lead
4	+2	+2	+2	+2	+2	+1	+4	+3	Elegance personified, royalty of all herds (2nd feat)
5	+2	+3	+3	+3	+3	+1	+4	+4	Ruler of the celestial herd