

Chapter 1 : Ponykind Races | Ponyfinder - Age of Adventure | Obsidian Portal

Ponyfinder - Campaign Setting - Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and Adventure in the world of Everglow, nestled in delicate balance between the elemental planes.

Ability score names should be capitalized. Feat names should have each word capitalized. Skill names should have each word capitalized, except words in parenthesis for the Craft, Knowledge, Perform and Profession skills. Spell names should be lower case, except for Roman numerals, and italicized. Class names should be lower case. Weapons should be lower case. As always, sentence structure takes precedence and labels have every word capitalized. All page numbers on table of contents need to be increased by 1. Under special abilities, Earth-Bound should be bolded and needs a colon after it. In the benefit line of Fur of Force, both words of the Self Enhancement feat name need to be capitalized. In the benefit line of Weather Control, Cloud Walker should be lower case. In the last sentence, "If a second effect is performed while one is going In the second line of Striped, under Zebra Unification, "three times a day may use" should be "three times a day you may use" Page In the description of Enhance Doppelganger, 5th line, both words of the Bestial Growth feat name should be capitalized. In the benefit line of Dark Tenacity, 3rd line, "you may chose" should be "you may choose". In the benefit line of Sharp Turns, 5th line, Skill Focus Fly should be capitalized, both feat name and skill name. In the description of Shadow Dodge, 2nd line, "Allows" should be lower case. Rangers do not have 0-level spells. Under special abilities, Language of the Dead, 3rd line, "known to dead" should be "known to the dead". In the prerequisite line of Rotting Companion, "Knowledge Religion" should be Knowledge " religion ". In the benefit line of Spiritual Awakening, 4th line, "but not a feat You" should be replaces with "but not a feat you". Prerequisite and Benefit under Final Prayer should be bolded. In the prerequisite line, "Knowledge religion" should be "Knowledge religion ". In the benefit line of Space and Time Comprehension, 2nd line, "conjuration teleport " should have a space between "conjuration" and " teleport ". In the 5th line, "DC 15 knowledge planes check", Knowledge should be capitalized. Under the Prey oracle curse, 3rd bullet point, 3rd line, "before the effect lands" should be "before an effect lands," for clarity. Move the info box below Special Abilities to match other race entries. Adjust Trait presentation to match other races. In the benefit line of As Fate Demands It, 4th line, the comma should be a semicolon. Replace "Being an Antean trades away the Earth-Bound racial trait. Separate the paladin archetype from the traits. In the benefit line of Crushing Terror, 2nd line, Intimidate should be capitalized. In the benefit line of Restrict Magic 1st line, "Once per day, As an immediate action," should be "Once per day, as an immediate action,". In the special line, 1st line, AoO should be "attack of opportunity". In the benefit line of Some Like It Big, all skill names should be capitalized. In the description of Consolidated Wealth, 2nd line, "equal value in gem" should be "equal value in gems". In the description of Lead by Example, 4th line, "spiritual weapon gives a" should be "spiritual weapon gives a". In the description of Slave to Destiny, the last line is missing a period after the parenthesis. The Special line under Full Integrations should be bolded. In the benefit line of Stable Effort, 2nd line, "average roll As if you rolled" should be "average roll as if you rolled". Prerequisite and Benefit under Shared Breath should be bolded. Prerequisite and Benefit under Shout of the Sea should be bolded. Flaming Inquisition should have subsection title background. In the description of Burning Hoof, 4th line, "Burst. In the description of Sandy Escape, it needs a period at the end. In the benefit line of Well-honed Suspicion, skill names should be capitalized. The table at the end of the second column likely belongs to In Alcohol, Clarity from the previous page. Lots of incorrect capitalizations on this page. See the notes at the top. In the bonus spells for Arid Mystery, 4th level spell, the proper spell name is Groundswell. Replace the description of Well-Trained Wanderer with "Gain proficiency in the khopesh and the falcata. Gain desert favored terrain as a ranger of two levels lower than your oracle level. Replace the description of Caravan Keeper with "Increase the threat range of the khopesh and the falcata by 1. You must be at least 3rd level to select this revelation. Requires Well-Trained Wanderer revelation. In the description of Call Forth the Storm, 2nd line, replace the comma after "you have" with a semicolon. In the description of Wary Beyond Measure, replace

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"tremmorsense" with "tremorsense". In the benefit line of Cry of Pain, 2nd line, replace "an perished" with "a perished". In the description of Love Finds a Way, 2nd line, capitalize Diplomacy skill name. In the description of Beloved of the Gods, 2nd line, remove an extraneous "the" in "when revived from the death". In the description of Passionate Lash, 4th line, add a comma after "whip".

Chapter 2 : Ponyfinder: Basic Race Book | RPG Item | RPGGeek

Ponyfinder: World of Equestria. Race Guide. Food, weapons, and other resources act as currency in the Nexea, forcing everypony to trade and barter. Lunar Ponies.

Ponykind Races Ponykind Ponies are a race whose time has come and left. According to their legend and lore, they once oversaw nature, guiding and protecting it much like contemporary druids: They have surrendered much of these tasks over time, but their spirit is not yet faded. Most ponykind live in isolated communities, far from civilization, but growing numbers have migrated to join multiracial cities, where they trade, craft, and make their livings. Ponies are medium size and gain no bonuses or penalties due to their size. Ponies have a base speed of 40 feet, and a bipedal speed of 20 feet. Ponies see twice as far as humans in conditions of dim light. Ponies select one extra feat at 1st level. Ponies begin play speaking Common and Sylvan. Ponies with high intelligence scores may choose any bonus language but secret languages, like Druidic.

Physical Description Ponies are four-legged creatures with strong equine features. Their fur comes in a wide variety of hues, sometimes dappled or spotted with lighter or darker variations. Though any shade from the rainbow is possible, multiple shades tend to complement one another. They stand about four feet tall from hooves to head, and are about four feet long from front to base of the tail. All ponykind are born with a cutiemark on their flanks. This symbol is of high importance to the pony, signifying their destiny or talent, and driving them to excel at it. This mark develops entirely on its own, without outside magic or ritual. There are other varieties of ponies: The first is recognizable by the wings on their back, and the last by the horn on their head. All are ponies, however, and can even form families together. Children of such cross-couplings are born one way or the other, earth-bound pony, pegasus, or unicorn, not a combination. Unlike normal horses, ponies are capable of limited bipedal stance and movement, much like a human could go around on all fours. This is not a comfortable mode of transport, but proves quite useful when reaching for something higher, sitting on a chair, or even offering to shake hands hooves. It also makes climbing less a daunting task for them than a true equine. Society Ponies are known for their attention to detail in their chosen craft. While the tastes of any given pony are very personal, they tend to fixate with their chosen craft. Pony society is largely matriarchal. This varies from community to community, but its core underpinnings are hard to miss with its predominantly female pantheon and tendency to elect females for leadership positions. Males are not seen as lesser, but are rarely chosen to be at the head of decision-making bodies. Martial forces are the most common place for a stallion to acquire such power. Relations Until recently, ponies have avoided most civilized races, choosing to stay isolated in the wilderness of the world. With society spreading outwards, and the temptations of city life growing with it, younger members of the species have been migrating slowly into the larger cities to seek their fortune. As a result, more ponies are born in cities, and few leave afterwards. By and large, ponies are good citizens, paying taxes and not causing waves in their communities, if no one minds their eccentricities.

Alignment Ponies are drawn towards community and cooperation, lending them to a lawful good alignment, but this is far from mandatory. While most ponykind are well-behaved, a not insignificant number carry their focus to unhealthy extremes, and can become quite troublesome to their fellows. Their pride in their destiny can lead to hubris, stubborn streaks, vanity, and selfishness about their goals. Adventurers While many ponies are content to live quiet lives of productivity, the burning urge to make names for themselves, become rich and famous, or do battle against ancient evils drives some of their members into lives of adventure. Pony adventurers run the gamut from martial to arcane, usually following the guidance provided by their mark. Loyal to their friends, any adventuring group that accepts a pony is likely to have a companion for life.

Quadrupeds and Factions Well intended or not, most human factions have reservations about four-legged members. **Fingerless Rules** Hand and ring slot magic items automatically adjust to fit, becoming anklets that otherwise function normally. Any worn magical foot slot items boots, shoes, etc. They may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things. Touch attacks can be made with hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger. Unarmed attacks from ponies can come in the form of teeth, slams, or hooves.

They do normal damage for an unarmed adventurer of medium size and are resolved entirely as unarmed, not natural, attacks. Somatic components are handled with hoof and horn. You gain the following abilities:

Alternate Race Traits Flight Pegasi have a fly speed of 30 feet with clumsy maneuverability. May treat fog, or any cloud, as solid. Replace attribute modifiers with: Pegasi cannot fly in medium or heavy armor. These racial traits replace the normal pony attribute modifiers and the Earth-Bound trait.

Unicorn You have a horn in the center of your forehead that holds great magic. You have a few tricks up your sleeve as a result.

Alternate Race Traits Unicorns with Intelligence scores of 11 or greater gain the following spell-like abilities: caster level is equal to character level.

Clockwork Alternate Race Traits Long ago, a group of ponies no one now remembers, brought the wrath of the divine down on themselves. When the smoke cleared, their leader had been killed outright for their folly. But, while dying, she had woven one last enchantment to protect her fellows. Their bodies had been altered along with their destinies. One and all, their mark had become a metallic gear emblazoned on equally metal hides. Their insides clicked and whirred softly, betraying their new mechanical nature. Though they yet lived, they were machines. Their salvation was as much a curse. Though psychologically still ponies, and able to form romances with other ponies, clockwork soon discovered that all interbreeding was impossible. Clockwork appeared, to their horror, to be a new separate species. For that day, should they spend the hour at dawn and the hour at sunset singing Her praises, the clockwork would be made flesh again, and could foal once again with their beloved, whatever the race. Despite being comprised of gears and springs, clockwork do grow, age, and die like other ponies. Over time, old parts fall free and new parts grow into their place. Their cutiemark always features a gear, but does not always appear on the flank. All of the primary tribes of pony can appear as clockwork. Earth-bound clockwork with great piston driven legs, pegasi with beautiful wings of stained glass and crystal, and unicorns with delicately filigreed horns. Their intricate appearance once earned them favor with the Queen, when a dancing earth-bound clockwork became one of her court performers, charming the Queen and court in attendance. Base Speed reduced to 30ft. Clockwork cannot be raised or resurrected normally. Clockwork do not need to eat, breathe, or sleep. They may do so, if they wish, or to gain a benefit, such as drinking a potion, or sleeping to regain spells. Whatever negative attribute you gain to your attributes due to race is further reduced by 2. For example, if you are an earthbound clockwork, your dexterity would lower by 2. If your race has no attribute negative, select any one to receive. These racial traits replace the Unique Destiny trait.

Changeling Alternate Race Traits Where others see a pony, the truth lurks beneath the flesh. Pony society plays unwitting host to a discreet set of shapeshifters, you among them. You draw small amounts of energy from others by proximity, though perhaps different motivations draw you to adventuring. Though Changelings tend more towards selfish alignments, individuals can seek greater things, despite their origin. Gain Shapeshifter subtype Change Shape, Lesser: You have a specific pony shape that you can take at will. Changing shape is a standard action and functions as per alter self; but the Changeling does not adjust its ability score.

Crystal Pony Your pelt glimmers, even in the dimmest light. You are tied to and appear to be made of Crystalstones as much as fur and flesh. Old stories tell of a kingdom of your kind, which was once a source of hope and radiance. Your kingdom came to be before the Queen and her empire took hold in the world. The Kingdom of Crystals stood as a gleaming jewel scant miles north from where Blevik would later be founded. Very progressive for its time, it welcomed ponies of many tribes within its solid walls. Also advanced were its laws, which were comprehensive and, in the eyes of its people, just. Ponies were judged by their accomplishment and strength of character, as opposed to their tribe. It is said that the crystalline pelt that characterizes the modern day Crystal pony was once a rare marker of crystal kingdom royalty, only shared with the populace with great sorcery and holiday ritual.

Chapter 3 : Ponyfinder: Race Book by Silver Games LLC

From publisher blurb: Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary.

Ponies are a race whose time has come and left. According to their legend and lore, they once oversaw nature, guiding and protecting it much like contemporary druids: They have surrendered much of these tasks over time, but their spirit is not yet faded. Most ponykind live in isolated communities, far from civilization, but growing numbers have migrated to join multiracial cities, where they trade, craft, and make their livings. Ponies are four-legged creatures with strong equine features. Their fur comes in a wide variety of hues, sometimes dappled or spotted with lighter or darker variations. Though any shade from the rainbow is possible, multiple shades tend to complement one another. They stand about four feet tall from hooves to head, and are about four feet long from front to base of the tail. All ponykind are born with a Brand of Destiny on their flanks. This symbol is of high importance to the pony, signifying their destiny or talent, and driving them to excel at it. This mark develops entirely on its own, without outside magic or ritual. There are other varieties of ponies: The first is recognizable by the wings on their back, and the last by the horn on their head. All are ponies, however, and can even form families together. Children of such cross-couplings are born one way or the other, earth-bound pony, pegasus, or unicorn, not a combination. Unlike normal horses, ponies are capable of limited bipedal stance and movement, much like a human could go around on all fours. This is not a comfortable mode of transport, but proves quite useful when reaching for something higher, sitting on a chair, or even offering to shake hands hooves. It also makes climbing less a daunting task for them than a true equine. Ponies are known for their attention to detail in their chosen craft. While the tastes of any given pony are very personal, they tend to fixate with their chosen craft. Pony society is largely matriarchal. This varies from community to community, but its core underpinnings are hard to miss with its predominantly female pantheon and tendency to elect females for leadership positions. Males are not seen as lesser, but are rarely chosen to be at the head of decision-making bodies. Martial forces are the most common place for a stallion to acquire such power. Until recently, ponies have avoided most civilized races, choosing to stay isolated in the wilderness of the world. With society spreading outwards, and the temptations of city life growing with it, younger members of the species have been migrating slowly into the larger cities to seek their fortune. As a result, more ponies are born in cities, and few leave afterwards. By and large, ponies are good citizens, paying taxes and not causing waves in their communities, if no one minds their eccentricities. Ponies are drawn towards community and cooperation, lending them to a lawful good alignment, but this is far from mandatory. While most ponykind are well-behaved, a not insignificant number carry their focus to unhealthy extremes, and can become quite troublesome to their fellows. Their pride in their destiny can lead to hubris, stubborn streaks, vanity, and selfishness about their goals. While many ponies are content to live quiet lives of productivity, the burning urge to make names for themselves, become rich and famous, or do battle against ancient evils drives some of their members into lives of adventure. Pony adventurers run the gamut from martial to arcane, usually following the guidance provided by their brand. Loyal to their friends, any adventuring group that accepts a pony is likely to have a companion for life. Ponykind are Medium creatures and thus receive no bonuses or penalties due to their size. Ponykind are fey with the ponykind subtype. Ponies have a base speed of 40 feet, and a bipedal speed of 20 feet. Ponies begin play speaking Common and Sylvan. Ponies with high Intelligence scores can choose any bonus language but secret languages, like Druidic. See the Linguistics skill page for more information about these languages. See fingerless rules below. Defense Racial Traits Earth-Bound: Ponies select one extra feat at 1st level. Ponies see twice as far as humans in conditions of dim light. Fingerless Rules Hand and ring slot magic items automatically adjust to fit, becoming anklets that otherwise function normally. Any worn magical foot slot items boots, shoes, etc. They may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things. Touch attacks can be made with hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger. Unarmed attacks from ponies can come in the form of teeth, slams, or hooves.

They do normal damage for an unarmed adventurer of medium size and are resolved entirely as unarmed, not natural, attacks. Somatic components are handled with hoof and horn. Favored Class Options The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In combat this option has no effect unless the barbarian has selected it five times or another increment of five. In combat this option has no effect unless the monk has selected it five times or another increment of five. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks. Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast. You gain the following abilities: Movement Racial Traits Flight: Pegasi have a fly speed of 30 feet with clumsy maneuverability. Pegasi cannot fly in medium or heavy armor. These racial traits replace the normal pony attribute modifiers and the earth-bound trait. Unicorn You have a horn in the center of your forehead that holds great magic. You have a few tricks up your sleeve as a result. Magic Racial Traits Unicorns with Intelligence scores of 11 or greater gain the following spell-like abilities caster level is equal to character level: Chaos Hunter GM Note: If you wish to allow this of a player after character creation, simply have them pay a feat to gain chaos hunter. This is not an option if their pony type already traded away their first level bonus feat. These racial traits replace unique destiny. Clockwork Despite being comprised of gears and springs, clockwork do grow, age, and die like other ponies. Over time, old parts fall free and new parts grow into their place. Their Brand of Destiny always features a gear, but does not always appear on the flank. All of the primary tribes of pony can appear as clockwork. Earth-bound clockwork with great piston driven legs, pegasi with beautiful wings of stained glass and crystal, and unicorns with delicately filigreed horns. Clockwork ponies have a base speed of 30 feet. Clockwork ponies have the half-construct subtype. Clockwork cannot be raised or resurrected normally. Clockwork do not need to eat, breathe, or sleep. They may do so, if they wish, or to gain a benefit, such as drinking a potion , or sleeping to regain spells. Whatever negative attribute you gain to your attributes due to race is further reduced by 2. For example, if you are an earthbound clockwork, your dexterity would lower by 2. If your race has no attribute negative, select any one to receive These racial traits replace the Unique Destiny trait. Doppelganger Where others see a pony, the truth lurks beneath the flesh. Pony society plays unwitting host to a discreet set of shapeshifters, you among them. You draw small amounts of energy from others by proximity, though perhaps different motivations draw you to adventuring. Though doppelgangers tend more towards selfish alignments, individuals can seek greater things, despite their origin. Doppelganger Racial Traits Type: You have a specific pony shape that you can take at will. Changing shape is a standard action and functions as per alter self ; but the doppelganger does not adjust its ability score. Gem Pony Gem pony pelts glimmer, even in the dimmest light and appear to be made of gemstones as much as fur and flesh. It is said that the crystalline pelt that characterizes the modern day gem pony was once a rare marker of crystal kingdom royalty, only shared with the populace with great sorcery and holiday ritual. When the kingdom collapsed, undone by war with less cooperative neighbors and internal strife from those who sought greater power, the trait vanished entirely for over a hundred years. Most scholars agree that to be born with the gem-like fur coat is a sign of destiny, as sure as any brand, towards greatness and overwhelming purpose. Their kingdom may be gone, but the radiance of their hearts lives on through their descendants to cast light in the darkest of places. Gem Pony Racial Traits Type: Gem ponies gain the earth subtype. Defense Racial Traits Crystalline:

Chapter 4 : Ponykind â€“ d20PFSRD

Review of Ponyfinder: Race Book Introduction Originally known as Ponies for Pathfinder, Ponyfinder is a short 30 page (40 if you count all the works cited in the OGL) booklet which takes elements and tropes from My Little Pony and translates them into Pathfinder material.

The author mentions that game balances was of primary importance for designing the Pony race. Unfortunately he failed in that regard: The first section details the breeds of ponies and their society. Basically, ponies are Lawful Good Fey who in ancient times oversaw nature and fought against the forces of Chaos; today they delegated much of those tasks to others, but they still have a proud history and legacy of heroes. Each pony develops a Brand of Destiny on their right flank upon maturity, which takes the form of something related to their passion, drive, or devotion. The basic breed is the Earth Pony, no horns or wings but very hardy and in tune with the earth. The Pegasus is potentially the strongest option due to the mobility of flight, and the unicorn gets access to feats to enhance their horn magic. Next section covers Feats for ponies. The unicorns and pegasi feats are the most versatile and powerful overall: Cloud Kicker can dispel cloud and fog-related effects, while Weather Pony can move them around mobile Cloudkill for the win! Spells follow a similar pony pattern, such as Human Way turn hooves into hands , Rainbow Wings increases speed and maneuverability of creatures with wings , and Pony Way hands ball and curl up into uselessness for a number of minutes per caster level. The section on Pony Deities is one of the stronger segments in the book, and all are based off of existing characters from the franchise. Overall the flavor text is pretty good for them, such as Blaze the evil goddess of the Sun whose followers give no mercy, the Moon Princess whose followers protect others from the creatures of the night and are inclined towards monster-hunting, and Princess Luminace the deity of knowledge who grants divine insight via clever placing of maps, scrolls, and tomes containing valuable information. I can see a lot of unnecessary book-flipping arising from this. Final section gives advice for ponies as companions, mounts, and familiars. The book recommends against the first two, as ponies are sentient and disliked being treated as beasts of burden. For familiars it mentions that ponies love magic and often "apprentice" themselves as familiars to learn magic. As familiar options ponies are really powerful. This can be done only twice per day, but this along with actual spellcasting makes ponies the best choices bar none for familiars. Final Thoughts This product is all over the place. Others will get very limited use out of this book. Last edited by Libertad; Friday, 4th October, at

Chapter 5 : Ponyfinder: Race Guide (V) - Google Docs

They trade in Hardy for Fly 30 feet (clumsy), can treat any fog or cloud as a solid object in terms of interaction (can walk on clouds), Fly is a class skill, and they have -2 Strength, +2 Dexterity, and +2 Wisdom as replacement racial ability modifiers.

FAQ Can druids, inquisitors, and other classes with access to domains take subdomains? Yes, as long as they follow the rules for subdomains. A character who does not worship a deity such as some druids and paladins may select any one subdomain appropriate to a domain available to his or her class. Paizo did publish on their blog a list of gods and goddesses of the Egyptian Mythos. Remember that we are not able to use the Pathfinder Campaign Setting gods and deities since they are not Open Game Content. A cleric chooses two domains from among those belonging to her deity. A cleric can select an alignment domain Chaos, Evil, Good, or Law only if her alignment matches that domain. If a cleric is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities subject to GM approval. The restriction on alignment domains still applies. Each domain grants a number of domain powers, dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains one domain spell slot for each level of cleric spell she can cast, from 1st on up. Each day, a cleric can prepare one of the spells from her two domains in that slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously. In addition, a cleric gains the listed powers from both of her domains, if she is of a high enough level. Unless otherwise noted, activating a domain power is a standard action. Subdomains are more specific focuses for clerical worship and power that allow players greater flexibility in customizing their characters. Every domain has a number of subdomains listed indented underneath it. A cleric who chooses a subdomain must have access to both the domain and its subdomain from her deity. If a cleric selects a subdomain, she cannot select its Associated Domain as her other domain choice in effect, the subdomain replaces its Associated Domain. Subdomains are treated as equivalent to their Associated Domain for any effect or prerequisite based on domains. If a subdomain has two or more Associated Domains, the cleric can only select the subdomain for one of her domains. Subdomains can be selected by druids except the metal subdomain and inquisitors if their deity allows it.

Ponykind Ponies are a race whose time has come and left. According to their legend and lore, they once oversaw nature, guiding and protecting it much like contemporary druids: controlling the weather, overseeing animal migrations, and protecting the lands they called home.

Ponies and Pathfinder Classes Ponies as Alchemists Especially during the height of the empire, ponies have been called to curiosity about the workings of the world. Zebra have a particular attraction to the art, finding that its discoveries mesh well with their inherent urge to seek out their place in the great workings of the universe. Recognizing a ponykind alchemist is not difficult, even if one ignores the dangling alchemical supplies. Most develop stains around the lips and snout from their experiments, for better or worse. Mutagen use varies with the practitioner, but since most ponykind are thankful for the forms granted to them by fate, mutagen use draws mild bewilderment and distrust from common pony folk. Who are these strange magic brewers that think they know better than the gods how to perfect their form? Of course, they are not alone in this, sharing the shadow of polite society with druids and transmutational wizards. Ponies as Barbarians Few are the ponies marked for this task, but those that are become horrible battlefield menaces. Pony barbarians do not use specialized techniques alien to their humanoid companions, except for how they hold the axe. The increased speed that barbarians enjoy is a true delight for ponies, especially earthbound ones, who can compete with their airborne cousins for mobility as they race like a streak across the ground. Ponies as Bards Like many fey creatures, ponies appreciate good song and dance. Members of their community that remember and share tales of the golden era are celebrated. As a result, pony bards are highly valued in any pony community. If they turn to adventure, it is an emotionally charged event. Sorrow for their leaving mixes with giddy anticipation that the bard may yet return some day with new songs and stories to share. Of all the classes, pony bards are most likely to keep contact with their home community. Regular letters and missives keep their family and friends updated on their latest exploits, world news, and current events. The lack of fingers does not hinder pony bards as sharply as their humanoid neighbors would imagine. Pony bards have no hesitation in using their hooves in addition to their mouth, pounding beats on drums and even, with much practice, strumming a string instrument. A pony that holds a wind instrument in mouth and knows how to play it has at least one rank in the appropriate perform skill can do so, without manipulating the instrument with hooves. This is a supernatural ability that all ponies share. Some say that hoof string-strumming is powered by the same ability. This talent aside, most ponies express themselves in song first. Ponies as Cavaliers A curious profession for a race that appears like small mounts to the humanoid races, cavaliers do draw a small number of ponykind. The idea of chivalrous charges into danger appeals to a select few, and the comradery of the cavalier orders can be a powerful draw to the social minded ponykind. Ponykind are capable of riding any mount large enough to hold them. Able to sit upright and with all the knee control of any human, they can control a mount with minimal difficulty. Others argue that their slow witted, but larger, horse mounts deserve as much chance to fight for the forces of good, or their Queen, as anyone else. Ultimately, the choice is up to the individual cavalier. Ponies as Clerics and Oracles Ponies are a faithful people. They are raised into it: This does not mean that ponies often become clerics. Most ponies find their cutiemark guiding them to much more mundane tasks. The most frequent sign of an up-and-coming pony cleric is to develop a mark that matches the holy symbol of a god. Such ponies often become enamored with their god. Some claim the god has chosen them, others, that they are drawn to the god. In either event, they will begin studying all there is to study of the god. If there is a church or other organization that the pony can reach, they will soon leave home to join it. Not every such pony makes it through to becoming a cleric some become simple priests but all are fanatical about their chosen deity. Having a mark of fate that matches your god See Pious Mark feat counts as a divine focus. Ponies as Druids Druidism is a primal and natural fit for ponies. Their own stories speak of the ancient past, when they ruled the land with other fey and helped to watch over it: Their global role has waned, but individuals can still feel the pull of their ancestral duty. Despite being herbivores, pony druids have little compunction about traveling with sharp-fanged wolves or cats. Most ponies that have decided upon a life of

druidism push past their equine skittishness to embrace the brutal equality of nature. A predator is just as valuable as prey. All deserve to live, if they are fit and can survive. Not all ponies travel with animal companions. Their mark draw them to different paths and varied journeys of self discovery. A pony druid often determines to become stronger and tougher: A common sentiment amongst pony druids is that the world has fallen to imbalance due largely to the proliferation and exploitation of humanoids. Those that succumb to bitterness of lost glory and spreading humanoid cities risk a fall from serenity with ever darker thoughts, and can become implacable foes to civilized folk. Ponies as Fighters Ponies can make for a variety of warriors. Their lack of hands means that most ponies do not entertain the idea of using shields, favoring agility and swordplay to prevail. Unicorns have an advantage here. With practice, they can wield shields with their innate magic, but pure fighters rarely practice with their horns long enough to make this stick. It is possible to get around this if a particular pony prized defense. Wielding their shields in mouth, a polearm or other large weapon can be placed in their saddle rack, allowing them to strike with their long weapon while warding blows away with the shield. Rearing up and striking with hooves and horseshoes is also quite effective, keeping the mouth free for other weapons or shield. Being four-legged, ponies can bear quite a lot of weight, so it is not unusual for trained warriors to wear heavy plates of armor. Even encumbered, which can be difficult to inflict upon ponies, they tend to move at least as fast as their humanoid counterparts, making heavy armor quite attractive to these equine fighters. Most non-adventuring ponies do not practice in the ways of war, trusting in their military to defend them in times of war and raids. The army accepts volunteers, and tends to be a lifetime vocation. Ponies as Gunslingers This is a troubling combination. Almost everything about this calling benefits from having hands and dextrous fingers, which ponies sorely lack. Reloading any firearm, especially with pellets and powder, is a long, arduous, task for most ponies, to say nothing of the fact that gunpowder does not taste good. The end result is a vanishingly tiny number of ponies that give more than a single glance at a firearm with anything but envy for the clever fingers of their neighbors. Ponies as Monks The way of the monk occasionally sends a serene whisper into fuzzy pony ears. The pony form takes full advantage of monk techniques without the need for adapted tools. A well-trained unarmed pony can become a flurry of hooves, horn, teeth, head, and body slams to knock sense into those that cross them. Stunning fists, and other related attacks, are delivered via hoof with equal precision and efficiency. The concentration required of the profession is also at home with most ponies, allowing them to focus, without reservation, on perfection. To imitate particular styles, some ponies become used to rearing on hind legs almost instantly for short periods, pulling off fantastic feats of martial finesse before landing elegantly back on all four hooves. Ponies as Paladins A match made in heaven, possibly literally. Those who feel the draw to a bright god and possess strength of body and soul can be drawn to the orders of paladinhood. The single-mindedness of ponies turns to righteous fervor as they crusade to protect the innocent and stomp evil beneath their hooves. Donning gleaming suits of polished metal and typically wielding the largest sword or polearm they can find, pony paladins cut an intimidating profile on their quest for the forces of good and justice. Also, most ponies do not opt to gain a mount. Leave the humanoids to their equine exploitation. Crystal ponies are especially drawn to the path of the crusader. Heralding back to the glory of their lost kingdom, they become beacons of light in a dark world, readily championing their ideals. Ponies as Rangers Keeping to natural climes is a common desire of many ponies. Like the calling of druids, ponies who take to ranging feel a special connection to their lost past. Of course, a pony has to be careful with their combat style specialization. Two-weapon fighting is possible, with a racked weapon and a mouth-held light weapon, but this is awkward and usually avoided. Unicorns can, with practice, use their horn magic to dual-wield gracefully. Using horseshoes is a more reasonable option for the rest, allowing multiple strikes that take advantage of the style. For other ponies, two-handed style or sword and shield style tends to win out. Saddle racks mean both can be executed without special training. Ponies as Rogues The life of a rogue is not a natural one for most ponies. It distances ponies from the communities that draw them, but fate is fickle. When a pony feels the draw of the subtle, they chase after it with all the fierce resolve that any other path would inspire. Pony rogues learn to make use of belt pouches within easy reach of their mouth to keep the tools of their trade close. Pony tools look a little different than humanoid sets. Shaped somewhat like scissors, they allow the pony to perform two-handed manipulations

of the lock or trap entirely with their mouth. This gets the job done, but means the unfortunate rogue has their face that much closer when things go wrong. Pony rogues avoid hard covering on their hooves, and will go to pains to wear soft leathers over them after the first time a stray clop betrays their existence. Ponies that go brigand will leave survivors more often than not, if their victim complies with their demands. Such outlaws can be almost comical for the unprepared, as few expect to be waylaid by a small horse with a dagger or rapier in maw, mumbling something about throwing down jewels.

Check out the "Ponyfinder: Griffons of Everglow" Kickstarter: www.nxgvision.com And while you're.

April 18, ask-captain-gnashmaw asked: My name is Lovey Dovey. I should still try to stop it from happening, right? That seems an almost unfair question. I would not wish the suffering of my children on another, that would make me a bad person. Think long and hard, and see if there is a third path, concealed by the underbrush of an angry fate. April 13, hvgttd asked: I hear in some worlds, slimes are among the most basic of monsters. What is it about living pieces of ooze and goo that makes magical worlds possess them in such startling quantities? Oozes are more primitive life forms, given a touch of equally primitive magic, and this is the result. They can live in many places, living their crude little lives. April 8, undeadcleric asked: It seems to be passed on via speech, with those who hear it either dying while laughing or living long enough to tell the joke to others before dying while laughing. Memes are an important facet of society, allowing us to rise above that of base animals by the transfer of these largely-benign mental virii that enhance our survival. To think that one could grow so toxic that it could becomeâ€” I may be wrong, dear book horse, but I think that one is tugging at your leg. April 6, hvgttd asked: I live in place where the weather is a bit off from most other places, we can have multiple weather patterns in the same town at the time within feet of each other. Are there any places in Everglow that possess unusual weather patterns? And on a side note, I do not mean when a chaos god decides to make the weather a bit more interesting. For all the interesting features of the world, most of the places that ponies reside are given to fairly reliable weather. Other than the occasional mishap, such as a drought or flood, one can be fairly certain that the warm places will be warm. The cool places will be cool, unless an elemental rift happens by. March 29, undeadcleric asked: Lashtada and Kira, we know that you are both Goddesses of Love. A proper lady does not kiss and tell. When I dance with my children, things happen. March 29, hvgttd asked: We have a Spring Celebration that is dedicated, mostly, to new life coming up. What sort of Spring or New Life celebrations are there in Everglow? Who are the primary practitioners? There is a yearly festival held by my children, inviting me to dance and play with them as the world warms. Many foals result, and families are created. March 27, chesterabumpony asked: I also wish to ask I would imagine that Kara, Blaze, Nightmare, and the Moon Princess count many spies among their worshippers, depending on why they entered the spy trade and what they seek to do with it. And what would , you, or any other deities who find spies invoking their name, advise them? What is a spy but a person seeking to learn what would otherwise be hidden? The caveat that stops me from being a more popular choice among them is that they are often charged with keeping that information a secret still, just changing who holds the secret. Allow me to regale the Moon Princess of the story of one of her devotees, a young flutterpony bard, incredibly gifted in the art of speech. She bore your favored weapon, striking horseshoes, with apt skill, and would sing songs and tell tales of the Moon Princess to taverns around Everglow. So gifted was she at the verbal arts that she encountered drow, and managed to terrify them into submission! Even highway robbers were shamed and humbled before her sharp tongue! They sound perfectly lovely. To find peace with the terrifying and keep her fellow ponies safe is not an easy path to walk, but I hope it was one that brought her satisfaction. March 4, hvgttd asked: One memorable event for me was when someone let a pig loose in the school, what are some memorable pranks you have witnessed? Temptingâ€ March 3, ask-captain-gnashmaw asked: Midnight Cloud here again. I am in fact alive. I drew an abstract picture of a pony and put it next to a missing persons board to try and appease the Unspoken, and that night we were all woken up to the sound of a riot and dragged out of bed. The crazy priest claimed I had disrespected their missing and that my entire group must die for it, but the chaos hunter and our rogue talked them down They need to lighten up. I would be inclined to agree. Really, getting worked up over poor art. There is no poor art, only poor artists. There are far too many of the latter. Watch yourself around that chaos hunter. They get weird ideas at times, and not the fun kind.

Chapter 8 : ponyfinder board by pony instead of state? | My Little Pony Trading Post

Most ponykind live in isolated communities, far from civilization, but growing numbers have migrated to join multiracial cities, where they trade, craft, and make their livings. Physical Description: Ponies are four-legged creatures with strong equine features.

The sun cats watched these curious creatures, but had little interest in them. The sun cats choose to harry other, less clever, less united, prey and keep an eye on ponykind from a distance. When ponykind began to form towns and ceased to travel, this puzzled the sun cats. How could anyone survive without movement? It was anathema to their existence, marching where the sun drew them. Overcome with curiosity, a sun cat strode into one of these towns, marveling at the shelter they had built for themselves. The ponies were alarmed to see such a predator amongst them, but the sun cat spoke kind words, assuring them he came with peaceful intent. In the end, the sun cat returned to his tribe with several of his hand-made charms gone, but a sack burdened with pony goods. His people praised his ingenuity, and a new tradition was made. The sun cats would trade with the ponies as they passed by. While they traveled, they made art, tools, clothing and armor from their prey, and from things they found on the road. Sun cats are predatory cats with tawny fur and great claws and teeth. They resemble lions strongly, with the males sporting large shaggy manes, typically of darker shades. Both genders have a tuft at the end of long thin tails. Unlike ponykind, they have fingers capable of manipulating objects, operating weapons and equipment with the same ease as any humanoid. Sun cats operate in prides, with an alpha male and the other sun cats beneath him. Their intelligence allows males to tolerate lesser males, unlike their distant wild kin, meaning that most prides have two or three males and five or six females per family unit, in addition to any youth. The prides have a tribal identity, and make a journey once per four years to a predesignated place to meet with the other prides of their tribe and discuss current events, trade, and socialize. It is at these meetings that most new prides are formed. In contrast to ponykind, Sun cats are fiercely patriarchal, with all members of a pride deferring to the say of the alpha male. It is a point of contention between the sun cats and ponykind that they both worship the sun, but where ponykind see goddesses of light and warmth, the sun cats see gods of radiant might. The sun cats are nomadic people. They journey through the world in their prides, following the scent of food and the whimsy of their sun gods. The relation with those whose land they pass through tends to be minimal, if they are left to their journey. They do not harass travelers, and do occasionally stop by a town or city for trading. Most races regard them as primitive but tolerable. Ponykind has an instinctive fear of the predators that puts an edge into negotiations, but sun cats have given no support to their fear since history was recorded, so it remains a subconscious twinge alone. The sun cats favor their own before others, but will gladly throw their lives away if it means the survival and benefit of their pride mates. In the end, each sun cat is different, and they have the capability of being tremendously selfish or to be paragons of chivalry, depending on the individual. Most are closer to the center of the spectrum. Sun cat adventurers tend to come in two varieties. The most noticeable is that of the adventuring pride. An entire family of sun cats goes into the unknown together, usually at the command of their alpha male, and offers up their services as a unit. The other, more common, sort are sun cats that do not have a pride. Such lone sun cats may adopt their fellow thrill seekers as a new pride.

Chapter 9 : Race - Sun Cats - www.nxgvision.com

If the only reason you select human is for the feat, they may win out, but then that goes for a lot of races, many of whom give out a feat or power equivalent to a feat or more that's well worth the trade.

Please log in to add or reply to comments. Jonathan Z June 18, 6: On page 15, there is a 5e box that has some extra features to the Unique Destiny, including an Ability Score increase, whereas there does not seem to be a similar box for Pathfinder. Instead, it seems the Pathfinder version just gives 1 extra feat. Can someone confirm if this is correct, and if so explain why they are different? David S June 18, 1: Vincent L March 11, On the table for the age, height and weight, we does not have the Phoenix Wolf in these table. Eugene B February 25, 5: David S February 25, 5: Eugene B February 25, 6: Thanks Eric D September 16, 1: David S September 16, 2: It will remain Pathfinder. You can pre-order that one if you want. What will I need to try this out? David S May 24, 1: The website should be operational, and our forum is full of adventurers, did a link not work? Tim P May 25, 2: The navigation links all go to the "forum" subdomain, e. Steve N October 06, 2: I have a group ready to go but learning Pathfinder is more than I wish to tackle right now. SteveN Maximilian K February 21, 3: David S February 21, 3: They can ride them too. Maximilian K February 21, 4: It clearly shows the spirit of the show in this but undermines the more thoughtful nature of the campaign setting. It is no deal breaker but an immersion breaker. For a fun one shot, maybe. But for that it is a little bit too expensive. A demo adventure would be a nice step to help people who are unsure about buying the game. David S February 21, 4: They have knees they can drive with like a human does, and they can hold the reigns in folded fetlocks without much issue if they want to. The one thing they lack that a human has are fingers, and fingers are not needed to ride a horse. Sure, while one can argue there is nothing stopping or preventing a pony from riding a horse Allowing for alternate features for these classes would be of benefit, and probably even appreciated by many. David S December 09, This is a table issue, not a mechanical one. The mechanics work fine either way. There is nothing in the game that forces you to be so. Thiago Tomas M May 12, 5: After reading the book I realized q is a very good book, a book that certainly deserves to be on the list of fans, the affection with the editing. My only resalva with the book is the interior art, which is very jarring with the scenario that served as inspiration for the book. Maybe a different artist would have valued more the content. The case that best illustrates this is the map, which is very colorful and simple, without much added realism. In the rule book is very well written, although I still believe that the lineage of unification is not a good design choice. I find it very hard to see Twilight and Candace with 20 levels of sorcerer, a model would be a more logical choice. Still worth the purchase. Joshua B May 02, 2: David S May 02, 2: I would need to learn the systems myself before I could offer conversion rules. First Ones E May 26, Would be much simpler and faster than Pathfinder. JP David S June 02, 8: Joshua B February 03, 9: David S February 03, Jacob R June 21, 6: You email them and start a dialog. Very good people at Pinnacle. Kris S July 20, 1: I put some thought into how a Fate conversion would work, after binging on most of the book. Some of the race-related powers seem like they should be aspects but most work as stunts. Reviews - January 20th, I came to this book after a long time of seeing friends sing its praises, so I wanted to see what the fuss was about. I got what i came for a detailed book for both serious and silly play with heaps of flexibility and lore. D and 2 I thought what a great way to get young girls to play along [Art Full color artwork ranging from fair to good, overall it helped the feel of the pr [