

Pony Pathfinder 2nd Edition Ancestries

By Awoken

Thanks to Fishtail for ideas and suggestions

V 0.93

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Changelog

7-15-21: Added changelog, At the Ready griffon feat, Adjusted changeling shape change,
Adjusted Kirin All Terrain
Simplified Kirin Helping Hoof

1-13-23 Replaced some of the placeholder heritage names

1-23-23 Added 17th level abilities for all ancestries

Important Info

- If you have any feedback, complaints, suggestions, or fixes add me on discord (Awoken #7612) and let me know
- The equinoid trait is equivalent to humanoid for purposes of spells and effects
- I did not have a good way to give ancestries their own weapon sets and related feats. Feel free to pick an official ancestry that you think has weapons that fit a race from MLP and use their weapon feats as you level up. Ex: I think that dragons and dwarfs are rather similar so the dragon ancestry has access to the dwarf feats Dwarven Weapon Familiarity, Dwarven Weapon Cunning, and Dwarven Weapon Expertise.
- Flight is heavily limited compared to how it is portrayed in the show for balance purposes. If you're a DM willing to put up with the increased difficulty in balancing encounters and wish to more accurately fit the show's racial flight abilities, you can give all flying races a flight speed equal to their movement speed without bulk or Clumsy limitations at level one.

Disclaimers

- I do not have a lot of experience with P2E. I've done my best to balance according to the official P2E races however for many races it is not possible to preserve the flavor of the race as portrayed in the show while also keeping within the balance limitations of Pathfinder. This is seen particularly in the flying races as you do not get a permanent flight speed from the official ancestries until level 17. I've attempted to compensate in other ways however I still believe them to be stronger than standard. DMs please keep this in mind when balancing encounters.
- This ancestry pack is still very new and untested. Feats are likely to change and expect some spelling and grammatical errors.
- I'm aware the Pony ancestry is overfilled. I will either trim it down after balancing or add more feats to the other races to even things out.

Pony

Traits: Equinoid, Pony, Rare

Hit Points: 6

Size: Small

Speed: 25ft

Ability Boosts: Charisma and one free of your choice

Languages: Common and additional languages up to your intelligence modifier (if it is positive)

Features:

Cutie Mark: As a pony your cutie mark displays your special talent. You become trained in a custom lore skill of your choice. At 2nd level you gain expert proficiency in this skill. At 7th level you gain master proficiency and at 15th level you gain legendary proficiency in this skill.

Heritages:

While all possess a cutie mark, physical differences express the other ways each heritage expresses their innate magical abilities. Choose one of the following pony heritages at 1st level.

Earth Pony:

You're a pony who manifests their magic through physical strength and heartiness. You gain 10 hit points from your ancestry instead of 6 and increase your base movement speed by 5ft.

Pegasus:

Your magic is manifested through your wings. You have a base flying speed equal to your movement speed -10 ft. Unfortunately, you are not yet adept enough to be able to concentrate on flying during high duress situations such as combat. While flying you have the Clumsy (5) condition. You may also choose to treat thick clouds and fog as a solid surface that you can stand on.

Unicorn:

As a unicorn your magic is expressed through your horn and magical sensitivity. You know the mage hand cantrip and are trained in arcana.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a pony, you choose from among the following ancestry feats.

1st Level:

Seed of Greatness

Traits: Pony

Deep within you lies the ability to become something more. Though not evident now, destiny has chosen you as one of the few ponies capable of becoming an Alicorn. By taking this feat you are able to take the Nurture the Seed feat which is required for the Ascension feat to become an alicorn.

Special: You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

Friend of All

Traits: Pony

Ponies are known across the continent for their friendliness and wholesome society. Others trust you and are more willing to aid you or believe what you say. You have a +1 circumstance bonus to Diplomacy and Deception checks on creatures that are friendly towards you.

One Trick Pony

Traits: Pony

Frequency: Once per day

You're talented... at least at one thing. When you make a roll for the lore skill chosen for your cutie mark you gain a +4 circumstance bonus to the roll.

Blue Blood

Traits: Pony

You've learned the ins and outs of the upper echelons of pony society. You are trained in Society and gain the Courtly Graces general skill feat.

Slice of Pie

Traits: Pony

Learning to cook with a variety of ingredients is an important part of a ponies skillset and you have learned well. When using the Subsist action your roll counts for the entire party and any result other than a critical failure counts as a critical success. A critical failure instead counts as a failure.

Found a Pet

Traits: Pony

You have formed a magical friendship with an animal. You have an animal familiar of your choosing following the guidelines within the core rulebook. (pg. 217)

Nimble flyer

Traits: Pony, Pegasus

Prerequisites: You have the pegasus heritage

You've been training your wings to move more deftly through the air. You gain an additional 5ft flying speed and gain a +1 circumstance bonus to the Maneuver in Flight skill checks. This feat can be taken multiple times adding an additional 5ft of flying speed and increasing the circumstance bonus to Maneuver in Flight checks by an additional +1.

Fight in Flight

Traits: Pony, Pegasus

Prerequisites: You have the pegasus heritage

Frequency: Once per day

You've been trained for light scuffles while flying. For one minute you may fly during combat without having the Clumsy (5) status.

Spark of Magic

Traits: Pony, Unicorn

Prerequisites: You have the unicorn heritage

Your magic is a bit more potent than the average unicorn's. Choose one cantrip from the arcane spell list. You can cast this cantrip as an arcane innate spell at will.

Out With a Flash

Traits: Pony, Unicorn

Prerequisites: You have the unicorn heritage

Frequency: Once per day

Trigger: A hostile creature moves into a square adjacent to yours

Action: Reaction

As a unicorn you can use your innate magic to teleport short distances should the need arise. When a hostile creature moves next to you, you may use your reaction to teleport into an open square that you can see up to 10ft away. This teleport can not pass through solid objects such as walls or trees though it may pass through other creatures.

Hooves Made for Bucking

Traits: Pony, Earth Pony

Prerequisites: You have the earth pony heritage

You have an extra oomph to your kicks. You gain a buck unarmed attack that deals 1d6 bludgeoning damage. Your bucks are in the brawling group and have the finesse and unarmed traits.

Strong Steps

Traits: Pony, Earth Pony

You are used to walking on uneven ground and thick foliage. You ignore natural difficult terrain caused by rocks, mud, or plants.

5th Level:

Melting Pot

Traits: Pony

Equestria is home to a diverse selection of creatures and you have picked up some of their culture. You gain the Adopted Ancestry general feat, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat.

Helpful Hoof

Traits: Pony

Frequency: Once Per Day

Trigger: An ally in an adjacent square is targeted by a trap or an attack by a hostile creature.

Action: Reaction

You're always looking out for others even if it means putting yourself in harm's way. Once per day as a reaction you may force a trap or attack from a hostile creature to target yourself instead.

Cloudshaper

Traits: Pony, Pegasus

You have learned to do far more with clouds than just stand on them. You can use an action to push a cloud 5ft as long as it would fit within a 15 ft cube. Furthermore, you can shear off a piece of cloud and spend 1 minute to form it into a rough facsimile of an object or creature that would fit within a 5 ft cube. The cloud creation lasts for 10 minutes before it dissipates.

Natural Caster

Traits: Pony, Unicorn

Prerequisites: Spark of Magic

Frequency: Once per day

You have natural magical prowess stronger than the average unicorn. Choose a 1st level spell from the arcane spellbook. You may cast this spell once per day as an innate arcane spell.

Heavy Hitter

Traits: Pony, Earth Pony

Prerequisites: You have the earth pony heritage

Trigger: You roll a critical success on an attack roll with a weapon of bulk 2 or greater

Your natural strength lends itself well to larger weapons. Whenever you score a critical hit with a weapon of bulk 2 or greater, you gain a +2 circumstance bonus to the damage roll for that attack.

9th Level:

Well Known Friend

Traits: Pony

Prerequisites: Friend of All

You're a well known pony and word of your friendliness has stretched wherever you go. You have a +2 circumstance bonus to Diplomacy and Deception checks on creatures that are friendly towards you and a +1 circumstance bonus to Diplomacy and Deception checks on creatures that are indifferent towards you.

Harmony Always Wins

Traits: Pony

No matter how terrible things may seem, throughout all of Equestria's history harmony has always prevailed and you have taken this to heart. Whenever you would gain the Frightened condition roll a DC 17 flat check. On success the Frightened value is reduced by 2.

Combat Flyer

Traits: Pony, Pegasus

Prerequisites: Fight in Flight

Frequency: Three times per day

You have further honed your skills and stamina to fight while flying. You can fly without Clumsy (5) for one minute three times per day.

Great Recollection

Traits: Pony, Unicorn

Prerequisites: You have the Unicorn heritage

Through worldly lessons or formal education you have collected a great deal of knowledge. You have a +1 circumstance bonus to Recall Knowledge checks and a Success result counts as a Critical Success. Furthermore, you can attempt an Identify Magic check regardless of whether or not you are trained in the corresponding skill to the spell's tradition.

Rock Steady

Traits: Pony, Earth Pony

Prerequisites: You have the Earth Pony heritage

You are unfaltering in your stance. You have a +2 circumstance bonus against effects that force you to move.

13th Level:

Nurture the Seed

Traits: Pony

Prerequisites: Seed of Greatness

The seed of greatness grows closer and closer to fruition. This feat allows you to take the Ascension feat and become an alicorn.

Love of Cadence

Traits: Pony

Frequency: Once per day

Action: Reaction

Trigger: An ally within your stride distance was brought to 0 hit points

Love is a powerful force and you have learned to share yours to protect those you care for.

When an ally within your stride distance is brought to 0 hit points you may use your reaction to stride over to them and protect them with your love. You expend half of your current hit points and transfer it to your ally. If they are willing, they are not knocked unconscious and are no longer dying. They gain a number of hit points equal to 1 + the amount you transferred. Their wounded level still increases by one.

Grace of Luna

Traits: Pony, Pegasus

Prerequisites: You have the Pegasus heritage, Combat Flyer

Your wings are honed and carry you with ease gracefully through the sky. You are permanently able to fly without the Clumsy (5) trait and have a base flight speed equal to your movement speed.

Magic of Twilight

Traits: Pony, Unicorn

Prerequisites: You have the Unicorn heritage, Natural Caster

Your innate unicorn magic comes close to rivaling that of Twilight herself. During your daily preparations choose from Cone of Cold, Shadow Siphon, or Illusory Scene. You may cast the spell once per day as an innate 5th level arcane spell. You become an expert in arcane spell DCs and arcane spell attack rolls.

Strength of Celestia

Traits: Pony, Earth Pony

Prerequisites: You have the Earth Pony heritage

You are one of the strongest ponies to walk Equestria. The bulk required to encumber you is doubled. Furthermore, when an enemy misses a melee attack against you, they gain the Frightened (2) status.

17th Level:

Ascension

Traits: Pony, Alicorn

Prerequisites: Nurture the Seed

The seed of greatness within you has been nurtured and grown, ready to blossom. Regardless of your previous heritage your inner magic bursts forth and transforms you into an alicorn, a pony who possesses the strength of an earth pony, wings of a pegasus, and horn of a unicorn. Your previous heritage bonuses are replaced by the following: As an alicorn you now have a tall and elegant body. Your size grows to medium. You have a base movement speed of 40ft and a flying speed of 50ft. Each day during your daily preparation pick from Energy Aegis, Prismatic Spray, or Spell Turning. You may cast this spell once during the day as an innate arcane 7th level spell. Furthermore, at the time of your ascension you may instantly retrain your ancestry feats, excluding Seed of Greatness, Nurture the Seed, and Ascension, and are able to pick from all pony ancestry feats regardless of heritage or prerequisite requirements.

Special: Some DMs may require a major feat to trigger your transformation into an alicorn. In this case, when taking this feat the features activate at the moment of your transformation rather than when you take the feat. Ask your DM how the ascension works in their world.

Dragon

Traits: Humanoid, Dragon, Rare

Hit Points: 10

Size: Medium

Speed: 20ft

Ability Boosts: Strength, Constitution, Free

Ability Flaw: Intelligence

Languages: Common, Draconic, and additional languages up to your intelligence modifier (if it is positive)

Features:

Dragon Element: As a dragon you have an elemental type associated with the color of your scales according to the draconic exemplar table below. You have resistance to this element equal to half your level rounded down (min 1).

Dragon	Breath Weapon Shape	Damage Type	Saving Throw
Black	Line	Acid	Reflex
Blue	Line	Electricity	Reflex
Green	Cone	Poison	Fortitude
Red	Cone	Fire	Reflex
White	Cone	Cold	Reflex
Brass	Line	Fire	Reflex
Bronze	Line	Electricity	Reflex
Copper	Line	Acid	Reflex
Gold	Cone	Fire	Reflex
Silver	Cone	Cold	Reflex

Draconic Flight: After completing molting, you possess a set of wings. You have a flying speed of 10ft however your wings are weak and scales heavy. You can not fly while carrying a bulk greater than 1.

Heritages:

Longwing Dragon:

Your family comes from one of the packs of dragons who seasonally migrate between the mountain peaks. Your flying speed is increased by 5ft.

Black Stone Dragon:

You come from the fiery dragon home land known for its scorching obsidian. You do not suffer negative effects from mild or severe heat weather and can hold extremely hot objects such as a burning coal or red hot piece of metal in your claws without being burned.

Adopted Dragon:

As an egg you were either stolen, lost, or abandoned and eventually found your way into the hands of another set of creatures who raised you. Pick another ancestry; you learn the language of the ancestry you chose or a language of your choice if you already know it. You are trained in society and have the Streetwise general skill feat.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a dragon, you choose from among the following ancestry feats.

1st Level:

Breath Weapon

Traits: Dragon

Actions: Two standard actions

You can exhale a dangerous surge of elemental energy with your breath. This attack deals 1d6 damage and fills either a 30ft line or a 15ft cone. The element and area are determined by your color according to the draconic exemplar table. Each creature in the area must succeed a basic saving throw against your class DC or take the damage. After using the breath weapon it recharges in 1d4 rounds. At 4th level and every 3 levels after that the damage increases by 1d6.

Shedding Scales

Traits: Dragon

Trigger: You take damage from a physical source

Actions: Reaction

Frequency: Once per day

You are constantly shedding scales and losing a few more doesn't hurt. When you are struck by a physical attack you can use your reaction to deflect it into your scales. The damage is reduced by your level + 3.

Fearsome Look

Traits: Dragon

Lesser creatures cower at your serpentine visage. You are trained in Intimidation and have a +1 circumstance bonus to Intimidation checks on creatures equal to your size or smaller.

Serrated Claws

Traits: Dragon

Your claws are jagged and give you a boost to grip. You have a +2 circumstance bonus on rolls to grapple and on a critical success to grapple you may cause your opponent to take 1d4 piercing damage as your claws dig in.

Gem Seeker

Traits: Dragon

You always keep an eye out for tasty gems. You have a +2 circumstance bonus when seeking treasure or objects that include gems and innately know the value of gems or gem-infused objects.

5th Level:

Stronger Wings

Traits: Dragon

As you train your wings grow stronger. You can now fly while carrying a bulk of up to 4.

Dive Bomb

Traits: Dragon

Actions: Two standard actions

You have learned to use your mass to bowl through your foes. While flying at least 20ft above a creature you can dive down and slam into them. The creature must succeed a Fortitude saving throw against your Athletics DC or be knocked prone and take bludgeoning damage equal to half your level. You land in an adjacent empty square next to them.

Elemental Essence

Traits: Dragon

You can extract the elemental essence of gems you eat. When eating a gem worth at least 100 gold you can absorb the essence of the gems element to change the element of your breath weapon. Use the color of the gem to find the corresponding element on the draconic exemplar table.

9th Level:

Fiery Message

Traits: Dragon

Frequency: Once per day

You can harness the magic of your fire to send and receive messages. In order to create the magical bond with a creature you must spend 24 hours in close proximity to them meditating. You can only have one bonded creature at a time. Once this is done, you may send them a

message once per day by writing it down on paper and burning it with your breath. The paper appears in front of them unless they are deceased or on a different plane. The creature can respond by writing their message on the back of the page and tossing it into a fire. The paper is returned to you in a fiery belch.

Thick Scales

Traits: Dragon

Prerequisites: Shedding Scales

Your scales grow thicker than most. Whenever you would take more than 1 damage the value is reduced by 1.

Brimstone Breath

Traits: Dragon

Frequency: Once per day

You can exhume the sulfurous fumes of your fire breath without igniting it. Once per day you can cast Stinking Cloud as a 3rd level Primal innate spell.

13th Level:

Dragon Greed

Traits: Dragon

Prerequisites: You have at least 5000 gold worth in coins and items

Your vast wealth has caused you to grow larger. While you maintain at least 5000 gold worth of wealth you are permanently under the effects of the Enlarge spell as if cast at 2nd level.

Powerful Wings

Traits: Dragon

Prerequisites: Stronger Wings

The strength of your wings continues to grow. Your ability to fly no longer has a bulk limitation and your flying speed increases by 5ft.

17th Level:

Final Form

Traits: Dragon

Frequency: Once per day

Drawing upon the magic of your inner flame you transform into a far fiercer form. Once per day you can cast Dragon Form as a 6th level Primal innate spell.

Griffon

Traits: Griffon, Equinoid, Rare

Hit Points: 8

Size: Medium

Speed: 25ft

Ability Boosts: Dexterity, Wisdom, Free

Ability Flaws: Charisma

Languages: Common and a number of languages equal to your intelligence modifier (if it is positive)

Features:

Fledgeling Wings: As a griffon you have a set of feathery wings. Similar to a bird's wings they take time to grow to full strength. You have a flying speed equal to half of your movement speed, however your wings are still immature. You can not fly while carrying a bulk greater than 1.

Heritages:

Honor Griffon:

Your family hails from the once glorious city of Griffonstone and carries its pride. You are trained in Griffon Lore and Society.

Bottom Rung Griffon:

You were the lowest on the pecking order of your nest and needed to resort to shady deeds to compete with the rest. You're trained in Thievery and have low light vision.

Primal Griffon:

Your ancestors were strong hunters providing food for their people. You have the Experienced Tracker general skill feat even if you do not meet the prerequisites.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a griffon, you choose from among the following ancestry feats.

1st Level:

Razor Talons

Traits: Griffon

Your talons are incredibly sharp and can be used as weapons. You gain a talons unarmed attack that deals 1d6 slashing damage. Your talons are in the knife group and have the finesse and unarmed traits.

Just Floofy Feathers

Traits: Griffon

You have learned to use your feathers to more easily hide objects on your body. You gain the Experienced Smuggler general skill feat even if you do not meet the prerequisites.

Gruff Grif

Traits: Griffon

Griffons are known for their gruff and dishonest demeanor and you fit the bill. You are trained in Deception and have a +1 circumstance bonus to Lie and Feint rolls.

Wing Warfare

Traits: Griffon

You have learned to use your wings to aid in battle by knocking around your foes. You no longer need to have a free hand when taking the Trip action and rolling a success counts as a critical success.

Commanding Screech

Traits: Griffon

Frequency: Once per combat

Actions: Free Action

You have a commanding voice that can whip others into action. Once per battle you may call out to a willing ally whose turn comes after yours during the round. Their initiative is swapped with yours for the current round of combat.

5th Level:

Down Feathers

Traits: Griffon

You have an insulating layer of down feathers to keep you warm. You have resistance to cold damage equal to half your level and treat environmental effects due to cold as one level less severe.

Eagle Eyes

Traits: Griffon

Your eyes are keen and you're always on the lookout for danger. You have a +2 circumstance bonus to rolling perception based initiative and a +1 circumstance bonus to seeking for traps.

Stronger Wings

Traits: Griffon

As you train your wings grow stronger. You can now fly while carrying a bulk of up to 4.

At The Ready

You're always ready to defend yourself and your people. You do not become fatigued when sleeping in armor.

9th Level:

Owl Influence

Traits: Griffon

You have learned some of the skills of the nocturnal predators. You can fly silently. You have a +2 circumstance bonus to sneak rolls while flying and can fly at full speed while sneaking.

Caw of Terror

Traits: Griffon

Prerequisites: Commanding Screech

Your foes know what is coming when they hear a griffon's screech. You gain the Battle Cry general skill feat even if you do not have the prerequisites.

13th Level:

Heart of a Lion

Traits: Griffon

You are able to push through strain that would cripple most. You ignore the effects of the Fatigued status and have a +2 circumstance bonus to Fortitude saving throws.

Powerful Wings

Traits: Griffon

Prerequisites: Stronger Wings

The strength of your wings continues to grow. Your ability to fly no longer has a bulk limitation.

17th Level:

Second Wind

Traits: Griffon

Frequency: Once per day

Actions: Reaction

Trigger: You take damage that drops you below 25 HP but does not bring you to zero HP

For you pain is simply another fuel for your unfaltering will. When receiving a blow that drops you below 25 HP you may use your reaction to gain 25 temporary HP that lasts for one minute.

Kirin

Traits: Kirin, Equinoid, Rare

Hit Points: 8

Size: Small

Speed: 30ft

Ability Boosts: Charisma, Wisdom, Free

Ability Flaw: Strength

Languages: Common and a number of languages equal to your intelligence modifier (if it is positive)

Features:

Angel or Devil:

Actions: Three Standard Actions

As a kirin you possess the ability to shift between kirin and nirik form by focusing on tempering or stirring up your emotions. This switch takes three standard actions and you gain the following features in each form:

Kirin:

You soothe your frustrations and take on your normal appearance as a cute and fluffy kirin. You have a +1 circumstance bonus to Make an Impression and Perform checks.

Nirik:

You rile up your anger, igniting your body with magical flames and darkening your coat to a coal-like color. You shed bright light for 15ft and dim light for an additional 15ft.

This effect does not work while submerged in liquid and can be negated by wearing clothing that covers most of your body. You have resistance to fire damage equal to half your level (min 1) however you also have weakness 3 to cold damage.

Heritages:

Kirin of Wind:

Your ancestors strived to find balance between the kirin and nirik forms. You can switch between Kirin and Nirik for as a single action instead of three.

Kirin of Water:

You come from the village of kirin who used the stream of silence to quell their nirik form. While nearly all kirin have since rescinded their vow of silence, bits of the once prominent culture still remain. You are trained in Society and have the Sign Language general skill feat.

Kirin of Fire:

You come from a line of kirin that embrace the strength of their nirik form. After switching to nirik form your next melee attack deals 1d6 extra fire damage. This increases to 2d6 fire damage at level 5, 3d6 at level 9, 4d6 at level 13, and 5d6 at level 17.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a kirin, you choose from among the following ancestry feats.

1st Level:

Forest Friends

Traits: Kirin

Originating from a dense forest has given kirin a knack for working with animals. You are trained in nature and gain the Train Animal general skill feat.

Always Angry

Traits: Kirin

Trigger: You roll for initiative while in kirin form

You keep some pent up frustrations at the forefront of your mind ready to be released. When rolling for initiative while in kirin form you may swap to nirik form as a free action.

Too Cute to Hit

Traits: Kirin

Special: You must be in kirin form

You're too cute to have somepony messing up your floof. You know the cantrip Shield and can cast it as an innate divine spell while in kirin form.

Helping Hoof

Traits: Kirin

You're always happy to help your fellow creature. You have a +2 circumstance bonus to aid checks and a success counts as a critical success.

Leaps and Bounds

Traits: Kirin

You have an extra spring in your step. You can Leap 5ft further than normal horizontally and up to 5ft vertically and 10ft horizontally onto an elevated surface.

5th Level:

Prance About

Traits: Kirin

Actions: Once standard action

Your fluid movements let you prance around the battlefield with ease. You step 5ft twice.

Ring of Fire

Traits: Kirin

Actions: One standard action

Saving Throw: basic Reflex

Frequency: Once per day

Special: You must be in nirik form to use this action

You have learned to shed some of your magical flames to aid in battle. As you move this turn you leave behind a trail of flames in any square you move from. A creature other than yourself moving through these flames must succeed a basic Reflex saving throw against your class DC or take 1d6 fire damage. The flames persist for one minute before fading away.

Friendship Benefits

Traits: Kirin

Prerequisites: Forest Friends

You have taken a particular fascination to forest nature and the animals within. You can speak with animals who live in forested areas. However, your nirik form is terrifying to them and you have a -4 circumstance penalty to Diplomacy checks while conversing with animals while in nirik form.

9th Level:

Stoke the Fire

Traits: Kirin

Trigger: You have missed two melee or range attacks this round

Actions: Reaction

Special: You must be in nirik form to use this action

You find missing attacks extremely frustrating and need to express all of your pent up anger. You may use your reaction to attempt an additional attack instead of an action.

Kirin Caster

Traits: kirin

Special: You must be in kirin form when casting the prepared spell

A Kirin's natural magic is not as strong as a ponies' but you still know how to put it to good use. During your daily preparations choose from Calm Emotions, Dispel Magic, and Shield Other. You may cast this spell as an innate 2nd level divine spell once this day while in kirin form.

13th Level:

Spread the Heat

Traits: Kirin

Special: You must be in nirik form when casting the given spell

You can gather up your flames and use them to scorch your enemies. You know the spell Flame Strike and may cast it as a 5th level innate divine spell while in nirik form.

All Terrain

Traits: Kirin

Keeping up with the flying races can be difficult but you're no slouch. Your speed increases by 5ft and you treat difficult terrain as one level less severe. You also gain either a 20ft climb speed or 20ft swim speed of your choice.

17th Level:

Greater Extremes

You have learned to master the intricacies of your two forms that give you benefits few Kirin achieve. While in Kirin form any NPC that is indifferent to you is instead friendly. In Nirik form your flames burn extra hot. Any creature that is standing adjacent to you and hits you with a melee attack takes 1d4+1 fire damage.

Zebra

Traits: Zebra, Equinoid, Rare

Hit Points: 8

Size: Small

Speed: 25ft

Ability Boosts: Intelligence, Constitution, Free

Ability Flaw: Strength

Languages: Common and a number of languages equal to your intelligence modifier (if it is positive)

Features:

Always Wary:

Zebras often live in regions filled with dangerous plants and animals requiring them to be wary of their surroundings at all times. You have darkvision.

Heritages:

Bewitched Zebra:

You are infused with some light magical abilities thought only to belong to unicorns. You're trained in Occultism and can cast Prestidigitation as a primal innate cantrip.

Farasi Zebra:

You come from the zebra homeland of Farasi. Due to the close connection and constant interaction with kelpies you have a Swim speed of 15ft.

Green Striped Zebra:

You come from a sect of zebras that call the forest their home. You have intricate stripes that make you more adept at staying hidden from hungry creatures. You are trained in stealth and have a +2 circumstance bonus to Hide and Sneak checks while in forested areas.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a zebra, you choose from among the following ancestry feats.

1st Level:

Brewmaster

Traits: Zebra

You know how to brew several useful types of potions. You are trained in crafting and gain the Alchemical Crafting general skill feat.

Deep Meditation

Traits: Zebra

You have learned to substitute sleep for very deep meditation. While meditating you gain the effects of normal rest however you are not considered unconscious. However, your senses all count as imprecise and you have a -2 circumstance penalty to your Perception DC.

Occult Intuition

Traits: Zebra

Trigger: You attempt a saving throw against a spell or magical effect, before rolling

Actions: Reaction

You have a deep understanding of magical effects and mitigating their dangers. You have a +1 circumstance bonus on your save against the triggering spell or magical effect.

Nature Nerd

Traits: Zebra

You have accumulated a vast amount of knowledge about nature. You have a +2 circumstance bonus to nature based Recall Knowledge checks and innately know if a plant is useful in medicinal or toxic potions and remedies, though not what the specific effects are.

Rhyme and Mime

Traits: Zebra

You speak through intricate rhymes and miming actions. While your friends and those familiar with you have become used to it, other creatures can struggle to follow the meaning of your words. Creatures have a -4 circumstance penalty to understand what you are saying while spying you. Furthermore, you have a +2 circumstance bonus to Create a Diversion when distracting a creature by talking directly to them.

5th Level:

Shifting Stripes

Traits: Zebra

Your stripes make it difficult for other creatures to accurately track your movements. If you move during a round of combat you gain a +1 circumstance bonus to AC against ranged spells and attacks.

Spiritual Focus

Traits: Zebra

Prerequisites: focus pool

Frequency: Once per day

Actions: Once standard action

You can reach out and pull from the natural magics around you. You regain one focus point, up to your usual maximum.

Better Brews

Traits: Zebra

Prerequisites: Brewmaster

You've improved your potion brewing skills. You learn an alchemical crafting recipe up to third level. When you finish crafting a potion of 3rd level or below roll a DC 18 flat check. On success you brew two potions instead of one.

9th Level:

Mystical Insight

Traits: Zebra

Frequency: Once per day

Trigger: You are about to make a secret check but have not rolled yet

You have an incredible insight in understanding the outcome of your actions. After you make the triggering secret check you know the degree of success of the outcome.

Evil Enchantress

Traits: Zebra

No one is quite sure whether zebras possess innate magic or use other sources for their tricks, but the secret is yours to share or keep. During your daily preparations choose from Enthrall, Locate, and Nondetection. You may cast this spell once during the day as an innate 3rd level occult spell.

13th Level:

Shimmering Stripes

Traits: Zebra

Prerequisites: Shifting Stripes

Trigger: You roll for initiative

Actions: Reaction

Your stripes shift and shimmer making it hard to tell exactly where you are standing. When you roll for initiative you can use your reaction to gain the effects of the Mirror Image spell, except with one image instead of three.

Enough to Go Around

Traits: Zebra

Prerequisites: Better Brews

You understand potions better than anyone and recognize the exact dosage to get its effects. When consuming a potion roll a DC 10 flat check. On success you may share the effects with an adjacent ally.

17th Level:

Ultimate Trickster

Traits: Zebra

Frequency: Once per day

Your tricks are on par with those of the great Hoofdini, or perhaps even better. Once per day you can cast Misperceive as an innate 6th level occult spell.

Hippogriff

Traits: Hippogriff, Equinoid, Rare

Hit Points: 6

Size: Medium

Speed: 25ft

Ability Boosts: Dexterity, Intelligence, Free

Ability Flaw: Wisdom

Languages: Common and a number of languages equal to your intelligence modifier (if it is positive)

Features: Seapony Shifting

Actions: 3 standard actions

As a hippogriff you possess the ability to shift between seapony and hippogriff forms. This feature is provided through a special piece of jewelry, normally an amulet, imbued with some of Queen Novo's magic. If lost or broken you lose the ability to shift between forms until you spend a week of downtime crafting a replacement. Each form has the following benefits and you may shift between them using three standard actions while wearing the imbued piece of jewelry.

Seapony:

In seapony form you possess a mermaid-like tail and finned forehooves. You have a swimming speed of 20ft and can breathe underwater, however your land movement speed is reduced to 5ft.

Hippogriff:

In hippogriff form you have the wings and talons of an eagle with the hind legs of a pony. You have a flying speed of 15 ft. While flying you are considered Clumsy (5).

Heritages:

Seaquestrian at heart:

You come from the hippogriffs who had adjusted to life deep within the ocean and wished to stay. You gain an additional 5ft of swimming speed.

Mount Aris native:

Your family longed to return to the hippogriffs long ago home of Mount Aris. You have a +1 circumstance bonus to Maneuver in Flight checks.

Far Fisher:

Your ancestors were some of the few hippogriffs that could navigate their way back from collecting exotic fish in the deep sea. You know the Know Direction cantrip and can cast it as an innate Primal spell.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a hippogriff, you choose from among the following ancestry feats.

1st Level:

Sea Buddy

Traits: Hippogriff

You have formed a bond with a tiny sea animal. You have a familiar sea creature of your choice using the guidelines in the core rulebook (pg. 217). On land your sea familiar is surrounded by a small personal bubble of water.

Tourist

Traits: Hippogriff

Foreign cultures fascinate you. You are trained in Equestrian lore and gain the Multilingual general skill feat even if you do not meet the prerequisites. At 3rd level you become an expert in Equestrian lore and at 9th level you gain master proficiency.

Sea Bed

Traits: Hippogriff

Resting underwater lets you bring out the restorative essence of Queen Novo's magic. After resting underwater you regain additional HP equal to your level + your constitution modifier.

Thalassophobia

Traits: Hippogriff

You know all too well about the dangers the deep hides. You gain +2 circumstance bonus to both Perception checks and saving throws against water-dwelling creatures.

Flap of the Wings

Traits: Hippogriff

Frequency: Once per day

Trigger: You fail an Acrobatics check or Reflex saving throw while in hippogriff form

Actions: reaction

You can use your swift wings to move you out of danger. When you fail an Acrobatics check or Reflex saving throw you can use your reaction to reroll. You must use the new result.

Fight in Flight

Traits: Hippogriff

Frequency: Once per day

You've been trained for light scuffles while flying. For one minute you may fly during combat without having the Clumsy (5) status.

5th Level:

Bring a Friend

Traits: Hippogriff

Frequency: Once per day

You know how to give other creatures a chance to see below the sea. You know the spell Air Bubble and can cast it once per day as a Primal innate spell.

Healing Waters

Traits: Hippogriff

Prerequisites: Sea Bed

You have learned to share the magic's healing properties with others. You are trained in medicine and have a +1 circumstance bonus to Administer First Aid and Treat Wounds checks.

Clever Trapper

Traits: Hippogriff

You have learned to trap creatures more easily. You have the Snare Crafting general feat and are trained in crafting.

9th Level:

Just Like Me!

Traits: Hippogriff

Frequency: Once per day

You can use your amulet's power to temporarily turn others into a fish-like form. You know the Feet to Fins spell and can cast it as an innate Primal 3rd level spell once per day.

Combat Flyer

Traits: Hippogriff

Prerequisites: Fight in Flight

Frequency: Three times per day

You have further honed your skills and stamina to fight while flying. You can fly without Clumsy (5) for one minute three times per day.

Dexterous Claws

Traits: Hippogriff

Trigger: You roll for initiative

Your claws are swift and more dexterous than most races' digits... or lack thereof. When rolling for initiative you may draw your weapons as a free action.

13th Level:

Soaring Hippogriff

Traits: Hippogriff

You have mastered flight while equipped with a variety of gear. You are no longer Clumsy (5) while flying.

Seapony Siren

Traits: Hippogriff

You have learned from the ways of a siren to turn the sea against others. You know the spells Control Water and Mariner's Curse. You may cast each once per day as a 5th level Primal innate spell.

Level 17:

Call upon the Seaponies

Traits: Hippogriff

Frequency: Once per day

Actions: Three standard actions

When you're in distress you can call out to your ancestors for aid. Once per day you can utter a prayer to the seaponies of the past to boost Queen Novo's magic in your amulet and spread it to willing allies within 20ft. If you are currently in hippogriff form they sprout wings and gain a flight speed equal to your own. If you are in seapony form, instead your allies gain the ability to breathe underwater and a swimming speed equal to your own. The effects last for one hour or until you dismiss them.

Changeling

Traits: Changeling, Equinoid, Rare

Hit Points: 6

Size: Small

Speed: 20 ft

Ability Boosts: Charisma, Dexterity, Free

Ability Flaws: Intelligence

Languages: Common and a number of languages equal to your intelligence modifier (if it is positive)

Features:

Insect Wings:

As a changeling you have a set of insectoid wings. Your wings are thin and fragile, not meant to carry much more than yourself. You have a flying speed equal to half of your movement speed. You can not fly while carrying a bulk greater than 1.

Shape Change:

Actions: Three standard actions

Traits: Illusion

You can take the form of other creatures. This change counts as a magical effect and is seen as an Illusion spell to objects or spells that sense magic. The illusion counts as a spell equal to half your level (min 1). The creatures you can change into must be of size small or medium and must have been a creature you have seen before. You appear as an exact replica of them with no visual difference between yourself and the creature you are copying. If copying a creature capable of speech, in order to replicate their voice you must have listened to them speaking for at least one minute or retain your original voice. You retain your stats and movement speeds, though are restricted from features your new form is physically incapable of. You may freely shift into creatures or your original form by using three standard actions but may not shift out of your original form while starving.

Heritages:

Hiveborn Changeling:

You were born into a large changeling hive. Being a hiveborn changeling you possess a dark shell and have low-light vision to aid your navigation through the dark hive tunnels.

Changelings are unique in that they must consume a creature's love for sustenance rather than food. To do this you must spend one uninterrupted minute with a non-hostile sentient creature that loves you or you are disguised as a creature they love. The process of pulling out a creature's love is very precise and can easily be interrupted by a loud shout distracting you or a

push. After you have consumed their love the creature is Stunned (30) and Fatigued, only very hazily able to remember what happened once their Fatigued status has been removed. You must consume a creature's love at least once every three days or begin starving.

Reformed Changeling:

You were among the changelings who rejected Chrysalis's rule and became reformed. Your shell consists of several vibrant technicolors. You no longer need to consume a creature's love to survive, instead living off the ambient love shared between yourself and your friends. Isolation can cut you off from your food supply and if you spend more than 3 days alone you begin to starve.

Honeyfruit Changeling:

Long ago a small sect of changelings broke off from the main hive wishing to build their own in the jungles south of the Badlands. You come from this group which varies greatly from the changelings of Equestria. Your shell consists of earthy colors. As they were deprived of love to consume they slowly adjusted to being able to eat the sweet fruits in the surrounding region. You no longer need to consume love and instead can subsist off of fruits and vegetables like a normal creature. You are trained in Survival and have a +2 circumstance bonus to subsist while in jungle environments.

Ancestry Feats:

At first level you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (5th, 9th, 13th, 17th). As a changeling, you choose from among the following ancestry feats.

1st Level:

Hard Chitin

Traits: Changeling

Actions: One standard action

Your exoskeleton is thick and excellent for defense. As an action you may focus on keeping blows aimed toward your armored areas and gain a +1 circumstance bonus to AC until the start of your next turn.

Hivemind

Traits: Changeling

Changelings are far more connected to each other than most races. You can telepathically communicate with other changelings within a 30ft radius.

Deep Hunger

Traits: Changeling

You're used to going a long time without eating. You begin starving after one week without eating.

Quiet Bug

Traits: Changeling

You have learned to adjust the features of the creatures you change into to help you sneak around. You're trained in steal and have a +1 circumstance bonus to Sneak checks while not in your changeling form.

Infiltrator

Traits: Changeling

You have been sent to infiltrate another society. You gain the Adopted Ancestry general feat and have a +1 circumstance bonus to Deception checks against the race chosen for the Adopted Ancestry feat.

5th Level:

Stronger Wings

Traits: Changeling

As you train your wings grow stronger. You can now fly while carrying a bulk of up to 4.

Smaller Bug

Traits: Changeling

Frequency: Once per day

You've figured out how to condense your form into a tiny bug. You know the spell Pest Form and may cast it once per day as a 1st level Primal innate spell.

Tunneler

Traits: Changeling

You have learned to tunnel while building hives. You have a burrow speed of 10ft through topsoil and can leave behind small tunnels.

9th Level:

Greater Change

Traits: Changeling

Prerequisites: Smaller Bug

Frequency: Once per day

You have learned to better emulate the features of the creatures you change into. You know the spell Animal Form and may cast it once per day as a 3rd level Primal innate spell.

Prop Hunt

Traits: Changeling

You have learned to change into inanimate objects to help you sneak about. You can turn into inanimate objects that range in size from a 2.5ft cube to a 5ft cube. You do not function as the object and instead just outwardly appear as one. In this form you have no senses other than touch and can only use your actions to shift back into your changeling form.

Buzz About

Traits: Changeling

You're about faster than the average changeling. Your flying speed increases by 5ft.

13th Level:

True Change

Traits: Changeling

Prerequisites: Greater Change

Frequency: Once per day

You have mastered your shape changing abilities. You know the spell Dinosaur Form and can cast it as a 4th level Primal innate spell. Furthermore, your ability to cast Animal Form from Greater Change is improved to be cast as a 4th level Primal innate spell instead of 3rd.

Powerful Wings

Traits: Changeling

Prerequisites: Stronger Wings

The strength of your wings continues to grow. Your ability to fly no longer has a bulk limitation.

Level 17:

Surrounded by Swarm

Traits: Changeling

Frequency: Once per day

Duration: One hour

No matter where you go you always know that another member of the swarm is nearby. Once per day you can call out to them and a nearby object or NPC of the DM's choice shifts from its disguise into a changeling. This changeling is considered helpful to you and will generally comply with most requests you make outside of ones that are likely to result in death. The changeling has the stats of a commoner and will assist you for up to one hour before returning to a disguised form.

