

Reindeer/Caribou

A proud race the reindeer of the north have always kept to themselves. Originally they roamed the frozen tundra but when the Crystal Empire reappeared the tribes suddenly found themselves in conflict over their new neighbors. Originally a deal had been brokered between Celestia and the tribal elders but when Equestria's war with the Zebras escalated pressure was placed upon the empire and other northern locations to provide resources. Vast swatches of woodland were cut apart and for the most part the protests of the natives were ignored. This led to a deep resentment between the two species. The reindeer were viewed as stubborn recluses, unwilling to contribute to a war against evil. To the caribou and reindeer however it was a gross violation of their treaties and ancestral homes. Eventually the Equestrians just stopped caring. Any attempts to stop the resource pillaging of their lands were met with force in the form of hired griffon mercenaries or even the Equestrian military itself. Outgunned and outnumbered the race retreated further north, into a land barren of life where every day was a struggle for survival.

As for what the average equestrian thought about this... They didn't care. To most equestrians their antlered cousins in the north were dumb animals like the deer that resided in their forests. The only real mention of them would occur in Hearth's Warming Eve stories about reindeer called Saint Nickolas, Canter Clause, or Father Hearth, who would come down in a magical sleigh to bring gifts to all the good colts and fillies. Whether this had ever been true is a matter for debate.

Once the bombs fell these myths were mostly squashed. Who had time to celebrate Hearthswarming Eve? For most wastelanders survival was the only goal they were interested in. Even in the stables tales of Father Hearth were slowly changed to reflect a more equestrian background. By the time two centuries had passed the Caribou of the north were forgotten by almost everyone.

But they were not gone, At least not yet. Life in those lands had certainly thinned the herds however. What had once been a species numbering in the thousands had been reduced to a mere couple hundred. Those few hated most of pony kind. It was because of them that they were banished to the hellscape of the icy north. It was because of them that the world was destroyed, that ravenous monsters roamed their lands.

Life as a member of the tribe is rather tough. Because of their location most of the land is perpetually covered in ice, making it difficult to find food and impossible to thrive. Many calves die within their first year, only 30% would make it to adulthood. Even worse is that once that age has been achieved each Caribou and Reindeer is required to undergo a special journey to the top of the world. (North Pole). Located there is a large library containing all the species collected knowledge. In the past this trek was not easy. However with such a massive population the species was never in danger of dying out. Now however the journey is made difficult with mutated predators and other threats that lurk above and below the ice.

Difference between Reindeer and Caribou

For the most part there isn't one. Both species are antlered and reside in the far north. That said

within the tribes there is a division of race between those who can use magic and those who can't. For the most part some ponies came to call these magic users Reindeer. The difference is very much like those between unicorns and earth ponies. Both are unique but in the end they remain ponies.

Technology

For the most part the species remains in a primitive state. Most reindeer abhor technology as they see the results that it has had on the world. They prefer to place their trust in personal strength and magic instead. That said if it was a life or death situation they are not so stubborn as to ignore something that could potentially save a life.

Rules:

All Reindeer/Carribou must take the large frame trait.

When making skill checks against cold (Either attacks or from the environment) a Carribou or Reindeer can only crit fail. When attacked by a cold effect (such as the Energy Strike, Cold, spell) they may roll with a 50% chance to ignore the effects (not the damage however, that still applies)

-5 to MEW, Mechanics, and explosives. +10 to Survival

No special talents

Ghouls are not tolerated in the least by their fellows. Carribou coming into contact with a ghouled member of their species will be hostile.

Carribou:

Gain +1d10 to close combat thanks to their antlers (Reindeer do not use theirs in combat normally as it is the source of their magic.)

May select perks and traits restricted to earth ponies.

May become shamans in the same way as the buffalo

Reindeer:

Reindeer cannot use spells that use fire or plasma.

Can take perks and traits restricted to unicorns

Reindeer have -1 Versatility but +30 Strain

All Reindeer have the same color of aura when using magic (Light blue)

Suggestions? Ideas?