

Races of Equestria

(An Official Pony Tales Expansion)



More Races For Your Enjoyment

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Special Thanks

Newbiespud and everyone posting on the [Pony Tales Forums](#)

Dear Princess Celestia,

We on the Pony Tales Forums have learned a lot about diversity in the past weeks. There are a lot of incredible creatures in Equestria, and not all of them are ponies. With Baby Dragons, Buffalos, Zebras, Minotaurs and more all eager to try out our game, we've decided to make Pony Tales an Equal Opportunity RPG.

From the creative minds of the Pony Tales forum-members, we're pleased to present six new racial options for playing characters in Pony Tales. We're also republishing the reworked Griffon and Changeling races in this expansion. Put that together with the Earth Ponies, Pegasus and Unicorns – that's a grand total of eleven cool racial options to choose from.

We hope that you and the castle enjoy your new options in character creation. If you have any additional ideas or divine feedback – don't hesitate to let us know on the Pony Tales Forums. We'd love to hear your thoughts, your highness.

Your Faithful Dungeonmaster,

Dan Felder

There's Strength in Diversity

Welcome to the latest expansion of Pony Tales. This one has been a real labor of love. Just about everyone on the forums has spent hours going over a wealth of great ideas for new races, submitting options for racial traits and developing the concepts to the final seal. I was hoping that the first races expansion might have three or four strong ideas, but here we've got *six* brand new races! Baby Dragons, Minotaurs, Donkeys, Buffalo, Hippogriffs and Zebras all bring exciting options to the table for cool character concepts and lots of sweet new racial traits to play with. Whether playing with the Baby Dragon that lends a morale boost to the group by its adorable presence, the Minotaur that's so imposing that it can intimidate the *Dungeonmaster* into critically failing a roll, the Donkey too stubborn to realize that it shouldn't be able to use a Magic talent without spending a Magic Point, the courageous Buffalo that gets more gutsy the more difficult the task, the Hippogriff that can race lightning through the sky or the ever-rhyming Zebra - you're going to find a lot of new and exciting options tucked away in here. Furthermore, you changeling players out there are in luck - the Changeling has been revamped to be slicker than ever; with new flexibility and expanded racial options. Have fun!

Non-Pony Races

Most non-pony races sadly do not gain cutie marks, which means no Cutie Mark critical and you can't get +5 to one of your skills. However, they do gain lots of other cool abilities and usually a trait that lets them pick training in an extra skill. [*]

Baby Dragon [Created by XandZero2 and Philadelphus]

Baby Dragons are rare in Equestria and Baby Dragons living outside their dragon families are even rarer. While their full-grown forms might be firebreathing monstrosities with scales that make iron look like putty - Baby Dragons are downright adorable as well an inspiring presence to any group they spend time with.

Fireborn (1)

Characters of your race cannot be harmed by any naturally occurring heat, including natural fire and lava (though magical fire blasts and similar can still harm them in combat). Characters of your race can also safely create puffs of flame at will. These puffs of flame are identical to a torch in many respects and are capable of burning objects and lighting fires outside of combat just as a torch might. Puffs of flame are ordinary fire, they extinguish quickly without tinder.

Spyrotechnics (2) - At Will

Preparation Time - 6 Seconds

A baby dragon can turn a puff of its flame into either a burst of blinding fireworks (blinding all creatures that see it within 120-ft of the fire source) or a thick cloud of smoke (extending 20 feet in all directions from the fire source and lasting 18 seconds).

Dragonheart (2)

A baby dragon gains a +5 bonus when attempting any skill check that has a DC of 30 or higher.[*]

Friendship is Dragons (3)

Baby Dragons provide a +1 morale bonus to the skill checks of all allies the baby dragon can see.

Minotaur [Tirelessly created by Zarhorn]

Half bull and half man, Minotaurs are large and in charge. Often boisterous and imposing, Minotaurs are often excellent at motivating others and getting their way in tough situations. Try taking this bull by the horns sometime, you'll probably make his day.

We're Just Good At This Stuff (1)

Minotaurs gain training in three skills at character creation rather than two.

Roar of the Minotaur (2) - [1/Day]

Minotaurs can intimidate just about anything. Terrify a creature that can see you for the next minute. Creatures gain a +5 bonus to persuasion checks when attempting to intimidate a terrified creature.

Attack The Day! (2) - [2/Day]

Trigger - You or one of your allies rolls a natural 20 on a skill check they do not have a cutie mark in.

Effect - Treat the result as though it was a cutie mark critical.

Show Them How You Rock! (3) - Magic

You can tell the DM to treat the result of a d20 roll he just made as a natural 1. No rerolls are possible.

Donkey [Created by Masterweaver]

Similar to ponies in many ways, donkeys are more than meets the eye. Once they set their minds onto something, they won't rest until it's done, even if it takes a lifetime.

We're Just Good At This Stuff (1)

Donkeys gain training in three skills at character creation rather than two.

Stubborn as a Mule (3) - Interrupt [3/Day]

Trigger - You fail a skill check.

Effect - Reroll the skill check.

Overachiever (1)

Donkeys can have up to 12 points in a single attribute instead of 10.

Best of the Breed (3)

Characters of your race gain an additional 2 attribute points at creation.

Buffalo [Created by Masterweaver]

Tall, strong, and imposing, a buffalo's shadow looms over nearly any that stand before it. Don't be fooled, however, as you will never find a truer friend than a native of southern Equestria.

We're Very Good At This Stuff (2)

Buffalo gain training in four skills at character creation rather than two.

Herd Mentality (1)

Whenever an ally successfully aids a buffalo on a skill check, the buffalo gains an additional +1 bonus to the check.

Friend in Deed (3)

Whenever a buffalo successfully aids a creature on a skill check, they provide a +4 bonus instead of the usual +2 bonus.

Thundering Hooves (2)

Buffalo gain "Yee-Haw" as an additional talent.[*]

Hippogriff [Created by JasonShadow]

The Hippogriff a legendary creature, supposedly the offspring of a griffin and a horse. Like a griffin, it has the head of an eagle, wicked talons and wings covered with feathers. The rest of its body is that of a horse. It is said that these creatures can fly as fast as lightning.

Horsepower (2)

Hippogriffs gain a cutie mark.

Thunderbird(1)

Legends say that the hippogriff is a creature of thunder and lightning and can channel the strength of the crashing storm. Hippogriffs are immune to any naturally occurring electricity (though magical lightning bolts and similar can still harm them in combat). A hippogriff also begins the day with five charges of lightning. A hippogriff may expend one of its charges of lightning in order to give itself or a creature it can see a +1 bonus to its next skill check.

Flight School (3)

Hippogriffs can walk on clouds and fly with poor maneuverability (you take -5 penalty to precision and athletics skills while flying). It takes practice to fly with grace and options for that appear in the utility talents.

Fast As Lightning (2) - 1/Day

Legends say that Hippogriffs can fly at the speed of lightning and it's true that Hippogriffs can

reach blisteringly fast speeds for very short amounts of time. For the next two seconds, you may move at a speed up to 30 miles per second. Moving this fast is extremely dangerous, meaning you may only carry one person at a time while moving at these speeds. When you use this talent - you may spend a Magic Point to increase this speed to 60 miles per second instead.[*]

Zebra [Passionately Created by XandZero2]

*Stripes black and white are what to wear
And Mohawk manes are passing fair
High fashion in another land
Of jungles lush and barren sand
But stranger still, much more bizarre
When Zebras speak their phrases are
Laced with corresponding ends
To sentences they speak to friends
Or enemies from time to time.
(Translation? Zebras like to rhyme)*

Tribal Tattoos (2)

Zebras gain a Cutie Mark.

Bridle Gossip (6) - 6/Day

Zebras often have a unique way of talking. Upon character creation, a Zebra chooses to specialize in rhyme, haiku, rap, limerick or another equally kooky form of communication (subject to DM approval of course). Whenever out of combat, a Zebra may use this form of communication 'in character' to create an original, relevant and coherent phrase. If the Zebra does, it or an ally that can hear the rhyme may roll three times on his or her next skill check and take the highest result.[*]

Griffon [Created by Lapis Lazily]

With the claws, head and wings of an eagle and the powerful body of a lion; Griffons are some of the fiercest predators in the sky. Descended from both the proud lions and the haughty eagles - Griffons can often hold a sense of superiority over other races. However, it's nothing a few well-meaning pranks can't cure.

Half Eagle (3)

Griffons can walk on clouds and fly with poor maneuverability (you take -5 penalty to precision and athletics skills while flying). It takes practice to fly with grace and options for that appear in

the utility talents.

Half Lion (2) – 1/Day

A griffon can let out a mighty roar, terrifying target creature for one minute. Creatures gain a +5 bonus to persuasion checks when attempting to intimidate a terrified creature.

All Awesome (3) - [1/Day]

Trigger - You roll a natural 1.

Effect - You may treat the result as if you had rolled a natural 20.

Changeling

We're Just Good at This Stuff (1)

Changelings gain training in three skills at character creation rather than two.

Ponykinesis – At Will (1)

Mentally pick up or manipulate an object within fifty feet that weighs 25 pounds or less. You can hold only one object at a time in this way.

It's Almost Like Flying (1)

You belong to a flying race but you're not a peregrine falcon or anything. In fact... You kind of suck at it. You can fly with terrible maneuverability (you suffer a -10 penalty to precision and brawn skills while flying).

A Thousand Faces (3) - At Will

Preparation time: 30 Seconds

You change your appearance to that of any medium-sized creature that you have seen. It takes a perception check of DC 34+Your Level to see through the disguise. You may also choose to take on a unique form of another race, similar to that created by the Alter Ego talent, which is impossible to recognize as a disguise.

Master of Disguise (2)

Some changelings practice a specific skill enough to mimic the mastery of other races while others embrace the fluidity of their shapeshifting powers to fully impersonate the other races. Choose one of the following two traits.

Special Little Monster

You gain a cutie mark.

True Shifter - Magic

You may use this talent while you are in the form of another race due to the effect of A Thousand Faces. If you do, you may use all of that race's racial traits as if you were a member of that race while you are in that race's form (though if they're a unique non-player race, you can't access racial traits that would collectively be worth more than 8 trait-points). This effect ends at your next extended rest. You retain access to this racial trait even if you are currently in another race's form, though you lose access to any other racial traits you possess. You may end this effect at any time and return to your original form.

Plain Goofy Fun

Want even more fun? Jason Shadow has come up with [some joke racial options](#) you can apply to your game if you like. Of course, they're not at all balanced - so make sure to ask for DM approval before using them. =)