

Pone: Origins

Character sheets & Quest Info

Handy-dandy infection tracker

Tityroi	31%
Coltstein	39%
Iron Dust	40%
Red	0%
Frost Cream	21% -50%
Danner	22% -50%
Starburst	32%
Maya	26%
Honeysweet	3%
Madaela	32%

INVENTORY

Strong Cure x9

Weak Cure x9

Poison Grenade x3

Weak Ward x4 (2 on Daniel and Cerena, 2 on Danner and Frost)

Plague Ward x0

Flask: Strong Cure

Meat Cleaver -1 Great, crits on 8+

Infection: Generated by Zombies. Cured with Cures. Failing to get up from Helplessness while infected causes 1 hit on a random party member as you flail around wildly.

1% - Damages random party member when failing to stand up

20% - Getting up from Helplessness is MIN7

40% - Getting up from Helplessness is MIN8

60% - Getting up from Helplessness is MIN9

80% - Getting up from Helplessness is MIN10

100% - Getting up from Helplessness is not possible until someone administers a cure

Giving someone else a cure is always MIN6 and counts as helping the up

Cures: Gotten from the Watch House Lab, Mordstein or made by PCs

Weak: removes 1d10%

Strong: strong removes 10d10%

Weak Ward: Passive, halves infection rate

Plague Ward: Passive, negates infection

PLAYER:

Name:

Race:
Gender:
Talent:
Class:
Skills:
Weapon:
Hits/Wounds:
Character Info:

PLAYER: Nopo

Name: Honeysweet
Gender: Female
Race: Earth Pony
Class: Ranger
Skills: Ranged Support (MC, 2) Martial Defender (1) Slam (1) Sentry (1) Marksman Shot (1)
Special Talent: Slam (+2)
Hits/Wounds: 8/6
Weapon: Heavy Crossbow (Great Ranged)
Armor: Ranger cloak, Ranger hood
Inventory: Skinning knife, Locket with picture in it, tinderbox, compass

PLAYER: Campfire

Name: Tityroi
Race: Capra
Gender: Male
Class: Thief (Ninja)
Talent: Stealth +2
Skills: Stealth (1), Backstab (1), Sleight of Hand (1), Substitute (0), Capracraft (0), Tumble (1)
Weapon: Pair of daggers
Armor: Simple cloth vest with a few pockets on the outside and deeper pockets on the inside.
Inventory: Two other daggers, small money pouch, rag for keeping his horns clean and polished, small bedroll, tinderbox, brush for his tail and coat, a traveling bag to keep his things in, things for getting stains out of clothing
Description: Goat horns, goat ears, goat tail, satyr legs. Tan fur.
Background: A flexible thief. Desires to explore the world to see new sights and steal new treasures. Fascinated with clothing and spends most of his money on new outfits in an attempt to fit in with humans. Is a complete flatterer, but how much of what he says he really means is a mystery.

PLAYER: Sion

Name: Doctor Coltstein.
Gender: Male
Race: Human

Class: Lifebinder

Skills: Reincarnation(MC); Healing Bonds(2); Lifestream(1); Raise Dead (1)

Talents: Master Race (+2 to Healing Bonds ; +2 to Lifestream)

Weapons: a small pistol[Ranged]; A sophisticated helmet with special glasses to study mechanisms as catalyst

Inventory: Engineering anti-hazardous materials clothing; small machine around wrists to detect things about machines and surroundings and make photographs; pen; small notebook; flyers about the HORSE movement; small super secret book with pictures of mare flanks.

Hits/Wounds: 5/5

Personal Stuff: Humen smith with special intrest in biological-mechanical constructs. Has a freed pony apprentice named Iron Dust. Started the HORSE movement to fight for equal rights for ponies. Closet horsefucker.

PLAYER: Groves

Name: Iron Dust

Race: Pegasus

Gender: Female

Talent: +1 to actions taken with the mecha limb

Class: Surgeon

Hits/Wounds: 5/5

Skills: Mechanical limb (MC), Heal (1), Sharpen (1), Tinker (1), Bolster (1)

Inventory: Sword, knife, rope, torches, flint and steel, hammer, smithing tools, leather barding

Info: Apprentice horse of **Sion-kun**'s character

Appearance: Slightly tomboyish. Unkept mane and tail. Stronk.

PLAYER: Fidget:

Name: Red

Race: Human

Gender: Male

Class: God Hand (Monk/Paladin)

Talents: Agile (Tumble+2), Pugilist (+1 to unarmed attacks)

Weapon: Fist/Feet

Hits: 5/5 **Wounds:** 5/5

Skills: Human Ingenuity (Ra), Tumble (1), One-inch Punch (MC), Fists of Fury (MC), Phase Aura (1)

- Human Ingenuity: Take 2 talents

- Tumble: Recharge 1; Roll past an enemy, striking them. You may use this ability from helplessness. A successful Tumble from helplessness brings you to your feet.

- One Inch Punch: Recharge 3; Hits on a 2+. It's hard to miss from one inch away.

- Fists of Fury: Instant Automatic, Recharge 1; You cannot use any weapons, but your hands can count as any single weapon type. Changing this type is an instant automatic action, and the type lasts until changed. However, you need to change types before you roll an attack, not after.

-Phase Aura: Your body sheds light in a small radius of 5 meters, in a color you choose when you learn this skill. All creatures in this range cannot turn invisible or become hidden, creatures already hidden or invisible are made clear, and incorporeal beings and lingering magical effects and wards manifest a visible shape. Effect persists roll minus five turns (six lasts one, seven lasts two, etc.)

Inventory: Light vest, billowy pants, well-worn leather boots, hand wraps, satchel, food/water, small amulet.

Bio: Red's been traveling for a long time. Fighting his way across the known world to prove his strength, he discovered a small shrine to the God Warrior. Meeting White in the town at the base of the mountain the shrine was on, the two of them made a race of getting up the mountain, and that marked their continued rivalry. Each received a piece of the God Hand's power from the shrine after much training. To this day, they travel the world kicking ass.

PLAYER: BDN

Name: Maya

Race: Human (Master Race)

Gender: Female

Talent: +2 Haste, +2 Magic Bolt

Class: Mage

Skills: Haste (3), Magic Bolt (1), Lightning Elementalist (1)

Weapon: Staff with slot for catalyst

Other Inventory: Small maple wood wand (Catalyst), comfy travel robes, durable rubber boots, woolen gloves, pointy witch hat, useful knife, book about general magic, kiddy book about ponies, notepad and pen,

Hits/Wounds: 5/5

Character Info: A junior mage who recently finished an apprenticeship and is striking out on her own figuring out what she wants to do. Spent a lot of time around ponies and likes them, though maintains human superiority.

PLAYER: Lemon

Name: Frost cream

Race: unicorn

Gender: Colt

Talent: none

Class: Thaumaturge

Skills: telekinesis(racial), Heal(1), magic bolt, (1) spell resonance(1) , Master Caster(free)

Inventory: Cape, saddlebag, writing tools, catalyst, paper, pen, knife,

Hits/Wounds: 5/5

Character traits: Cute but a bit snobbish and doesn't like being treated as a boy, also polite to a fault. will grow up to be a cute trap someday

PLAYER: Gaius

Name: Danner

Race: Human

Gender: Male

Talent: +2 Brand, +2 Marksman Shot

Class: Inquisitor

Skills: Brand, Custom Job, Marksman Shot, Blast

Weapon: Sword, Shield

Hits/Wounds: 5/5

Character Info: Imperial witch hunter dedicated to protecting his home. Not sure what he thinks of ponies yet.

PLAYER: Andelia

Name: Starburst

Race: unicorn

Class: Warlock

CM: [a purple spark] +2 raise dead

Skills: raise dead, magic bolt, lightning element. unholy elementalist,

Appearance: yellow body, purple mane, magenta eyes, purple spark cutie mark.

Inventory: ID card, money, and a loaf of bread.

Weapon: Hammer with chain (Ranged)

Backstory: was taken to register as a free pony as a way of kicking her out of the house. She believes this is because she scared the family with her magic.

PLAYER: Sylt

Name: Madaela

Race: Human

Gender: Female

Class: Earthsinger

Skills: Earthsong (2), Animal Mastery (2), A flock of hummingbirds [Inspire](1), A posse of fireflies [Natural Remedy](1)

Talent: +2 Inspire, +2 Animal Mastery

Weapon: A mighty wooden stick [Single]

Catalyst: The glowing orb atop the stick

Armor: A light tribal outfit of various leathers.

Backstory: Comes from an isolated village built upon a stream that runs deep into an unexplored forest. Left because her friend bear told her to.

Character Description: Dark skinned and dark haired, walks around with a flock of hummingbirds and a jar filled with fireflies. Shoeless.

-----DED-----

PLAYER: Sylt

Name: White

Gender: Male

Race: Human

Class: God Hand

Skills: Fist of Fury (MC); Leap of Faith (1); Headbutt (2); Misogi (1)

Talents: +2 to Headbutt; +1 to Normal Attacks

Hits/Wounds: 5/5

Weapons: His glorious fists and feet and HEADBUTTS! His trusty boxing tape and headband follow him wherever he goes.

Inventory: White martial artist attire, black belt, plenty of boxing tape, water sash, dry meat, peppers.

Bio: As Red's.

PLAYER: Wf+6:

Name: Kaihi

Race: Human (+ Glorious Master Race)

Gender: Male

Talent: +2 Slam, +2 Revolving Blade

Class: Samurai (Knight/Monk)

Skills: Revolving Blade (MC), Unorthodox Slam [Weapon] (2), Martial Defender

Weapon: Great

Hits/Wounds: 7/5

PLAYER: Nopo who can't use gdocs

Name: Hitokai

Gender: Male

Race: Unicorn

Class: Templar

Skills: Martyr (MC) Healing Bonds (2) Bolster (1)

Special : Healing Bonds +2

Hits/Wounds: 6/5

Weapon: Round shield, Tanto

Cataclyst: Horn

Character Traits: Young pony (19 years) serving a master to who he was given as a graduation gift