

4th Edition Translation for

Pony Finder

*Bringing the Races of Everglow
to the Fourth Edition of the
Game we Cannot Name for
Legal Reasons*

Pony, Earth-Bound

Hardy ponies native to the rolling plains of Everglow. Their inner magic makes them resistant to harm.

RACIAL TRAITS

Ability Scores: +2 Constitution and a choice of +2 Wisdom or +2 Strength

Size: Medium

Speed: 8 squares (4 squares if bipedal)

Vision: Low-Light

Languages: Common, choice of one other

Skill Bonuses: +2 Athletics, +2 Endurance

Bonus Feat: You gain an additional feat at first level.

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Powerful Athlete: When you make an Athletics check to jump or climb, roll twice and use either result.

Shake it off: You have the shake it off power.



Shake it Off

Pony Racial Power

When others attempt to hinder you, you prove harder to pin than they hoped for.

Encounter

Immediate Reaction

Personal

Trigger: You are given a condition that you don't like.

Effect: If the condition can be thrown off with a saving throw, you may make one immediately to end the effect.

Pony, Unicorn

Ponykind with the most outwards affinity for the eddies of Everglow's powerful magical fields.

RACIAL TRAITS

Ability Scores: +2 Intelligence and a choice of +2 Wisdom or +2 Charisma

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common, choice of one other

Skill Bonuses: +2 Arcana, +2 Insight

Bonus Feat: You gain an additional feat at first level.

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Innate Magician: When you make an Arcana check to detect magic, roll twice and use either result.

Horn Hop: You have the horn hop power.



Horn Hop

Pony Racial Power

With a bright glow from your horn, you find yourself a short distance away, riding the flow of magic.

Encounter

Move Action

Effect: Teleport up to five squares.

Personal

Pony, Zebra

Not all tribes specialized. The zebra set their thoughts to the universe entire, and have learned their place as a part of the grand design.

RACIAL TRAITS

Ability Scores: +2 Intelligence and a choice of +2 Wisdom or +2 Dexterity

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common, choice of one other

Skill Bonuses: +2 Arcana, +2 Nature

Bonus Feat: You gain an additional feat at first level.

Limited Limbs: You may not wield two handed weapons.

A weapon that can be used in either way must be wielded one handedly.

Well Learned: When you use Arcana or Nature to identify a creature, roll twice and take the higher result.

Herbal Remedies: You have the herbal remedies power.



Herbal Remedies

Pony Racial Power

Your skill with family remedies is quite a boon to those around you.

Encounter

Standard Action

Personal

Effect: Enable an ally within 5' to make an immediate save against an ongoing effect.

Pony, Pegasus

The ponykind tribe of the mountains have learned well the tricks of flight from their griffon neighbors and created some of their own.

RACIAL TRAITS

Ability Scores: +2 Dexterity and a choice of +2 Wisdom

or +2 Strength

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common, choice of one other

Skill Bonuses: +2 Athletics, +2 Endurance

Bonus Feat: You gain an additional feat at first level.

Winged Assistance: You gain a +10 when making long jumps and can make an acrobatics check when leaping downwards from any height, not just 10'.

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Sudden Flight: You may use the sudden flight power.

Overland Flight: You have Overland Flight speed of 10. This mode of movement is used outside of combat. You lose your minor, immediate, and standard actions while flying at your overland flight speed, and you can move action only to fly. You fly the specified number of squares with a single move action. If you take actions to do anything else, you crash.



Sudden Flight

Pony Racial Power

A quick flap of your wings and your natural dexterity makes you difficult to land a blow on.

Encounter

Immediate Reaction

Trigger: You are hit.

Personal

Effect: Increase your defense by 4 against this attack. If this new amount is higher than the roll to hit you, it becomes a miss. This does not negate critical hits.

Griffon

Half bird predators of the mountains, griffons were the first to greet the mountain tribes, first with talons, then respect, then friendship.

RACIAL TRAITS

Ability Scores: +2 Strength and a choice of +2 Wisdom or +2 Dexterity.

Size: Medium

Speed: 6 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Elven, or Auran

Skill Bonuses: +2 Athletics, +2 Intimidate

Swift Charge: Your speed increases by 2 while charging.

Overland Flight: You have Overland Flight speed of 10. This mode of movement is used outside of combat. You lose your minor, immediate, and standard actions while flying at your overland flight speed, and you can move action only to fly. You fly the specified number of squares with a single move action. If you take actions to do anything else, you crash.

Shake it off: You have the shake it off power.

Winged Assistance: You gain a +10 when making long jumps and can make an acrobatics check when leaping downwards from any height, not just 10'.

Furious Assault: You gain use of the furious assault power



Furious Assault

Griffon Racial Power

You explode in a fury of talon and beak, leaving those who roused your ire sorry for their transgression.

Encounter

Standard Action

Melee

Target: One Creature

Attack: Strength vs AC

Hit: 2d6+Strength modifier damage and ongoing 5 damage(save ends).

Miss: Half damage and no ongoing damage.

Purrsian

Wealth loving winged felines that hail from the desert. Related to sun cats, they prefer to display their jewels more than their well manicured claws.

RACIAL TRAITS

Ability Scores: +2 Charisma and a choice of +2 Dexterity or +2 Constitution

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common, choice of one other

Skill Bonuses: +2 Streetwise, +2 Bluff

Feline Speed: Their speed increases by 2 when charging.

Fanged: Never without a weapon, Purrsians may use their own fangs as if they were short swords, and are always considered proficient with them. The fangs may be enchanted as a weapon.

Overland Flight: You have Overland Flight speed of 10. This mode of movement is used outside of combat. You lose your minor, immediate, and standard actions while flying at your overland flight speed, and you can move action only to fly. You fly the specified number of squares with a single move action. If you take actions to do anything else, you crash.

Winged Assistance: You gain a +10 when making long jumps and can make an acrobatics check when leaping downwards from any height, not just 10'.

Covetous Grasp: You have the covetous grasp power.



Covetous Grasp

Purrsian Racial Power

Seeing your enemies with nice equipment makes you seethe. You could do so much more with it than they, so you make every effort to liberate it from their grasp.

Encounter

Standard Action

Melee

Target: One Creature

Attack: Dexterity vs Reflex

Hit: Target enemy loses all benefit of a single held or wielded item for 1d6 rounds (save ends).

Miss: Target enemy loses all benefit of a single held or wielded item for 1 round.

Sun Cat

Golden as the sun in the sky, sun cats are prideful nomadic felines that stalk the grasslands in pursuit of prey. Once they hunted ponykin, but they have since learned to respect their powerful neighbors, and most contact is through trade.

RACIAL TRAITS

Ability Scores: +2 Strength and a choice of +2 Wisdom or +2 Charisma

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Elven, or Ignan

Skill Bonuses: +2 Athletics, +2 Stealth

Feline Speed: Their speed increases by 2 when charging.

Fanged: Never without a weapon, Sun Cats may use their own fangs as if they were a short sword, and are always considered proficient with them. The fangs may be enchanted as a weapon.

Clawed: Like their teeth, their claws are also deadly. When used, they function as Katar.

Pride Tactics: You may use the pride tactics power.



Pride Tactics

Sun Cat Racial Power

You have been trained from an early age to not only watch your own position, but to ensure the safety and harmony of your pride mates.

Encounter

Standard Action

Short

Target: One Ally within 30'

Effect: Target ally may make an immediate move. If this puts them in melee range of an enemy they have combat advantage over, they may make an attack to deal 1W damage.

Steelheart

These mechanical beings were created by ponykind, but have since developed motivations and will of their own.

RACIAL TRAITS

Ability Scores: +2 Constitution and a choice of +2 Intelligence or +2 Strength

Size: Medium

Speed: 6 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Dwarven, or Terran

Skill Bonuses: +2 Perception, +2 Endurance

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Inorganic Shell: You gain a +2 racial bonus to saving throws against poison or disease.

Conductive: You have lightning resistance 5. This increases to 10 at level 11 and 20 at level 21.

Live Wire: You have the live wire power.

Live Wire

Steelheart Racial Power

Electricity can flow right through you back into enemies foolish enough to use it against you.

Encounter

Immediate Reaction

Personal

Trigger: You are targeted with an electrical attack.

Effect: You may redirect the attack, naming a new target for it that is within melee range of you. If no such target is available, this power cannot be used.

Cloven

Intelligent goats that were encountered after the forming of the empire. Long allies of the pony empire, they lack ambition as a race, though individuals can rise to great personal achievement.

RACIAL TRAITS

Ability Scores: +2 to any one stat.

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Terran, or Gnomish.

Skill Bonuses: +2 Athletics, +2 Diplomacy

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Horned: Their horns are lethal, usable as a short sword that they are always proficient with. They may be enchanted.

Poison Resistant: Defense increases by 3 against any attack that employs poison.

Butt In: You may use the butt in power.



Butt In

Cloven Racial Power

While attacking, cloven look for opportunities to drive their opponents away.

Encounter

Immediate Reaction

Trigger: You strike something with a melee weapon.

Personal

Effect: Push the enemy two squares. If the attack used your horns, make it three.

Flutterpony

Descended from tiny pixie ponies, Flutterponies are about the same size as most ponykin, and emulate their society to the point that they consider themselves to be ponykin.

RACIAL TRAITS

Ability Scores: +2 Charisma and a choice of +2 Wisdom or +2 Dexterity

Size: Medium

Speed: 6 squares (4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Elvan, or Auran.

Skill Bonuses: +2 Athletics, +2 Arcana

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Overland Flight: You have Overland Flight speed of 10.

This mode of movement is used outside of combat. You lose your minor, immediate, and standard actions while flying at your overland flight speed, and you can move action only to fly. You fly the specified number of squares with a single move action. If you take actions to do anything else, you crash.

Winged Assistance: You gain a +10 when making long jumps and can make an acrobatics check when leaping downwards from any height, not just 10'.

Ponykin: You count as ponykin for any feat, item, power, or other effect that requires or targets ponykin.

Introduced to Magic: You may use the Prestidigitation wizard cantrip.



Phoenix Wolf

Redeemed hell hounds that now have more connection to the plane of fire than the infernal realms of their ancestors.

RACIAL TRAITS

Ability Scores: +2 Dexterity and a choice of +2 Wisdom or +2 Strength

Size: Medium

Speed: 8 squares(4 squares if bipedal)

Vision: Low-Light

Languages: Common and Sylvan, Ignan, or Infernal.

Skill Bonuses: +2 Intimidate, +2 Bluff

Limited Limbs: You may not wield two handed weapons. A weapon that can be used in either way must be wielded one handedly.

Fire Born: You have fire resistance 5 plus half your level.

Fanged: Never without a weapon, Phoenix Wolves may use their own fangs as if they were short swords, and are always considered proficient with them. The fangs may be enchanted as a weapon.

Spark: You may use the light wizard cantrip.



Thanks for stopping by. If you want to learn more about these races and the world of Everglow, look for other Ponyfinder books at your closest e-retailer of fine RPG products. You can also join us at <http://ponyfinder.net/> to chat with other fans or us crazy writers.

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