

# My Little Legend: Hooves And Thunder

The great plains of the Far Plateau are home to a vast civilization. Curiously, these sprawling arboreal cities are home primarily to horses of varying descriptions. These squabbling city states still trace their cultural heritage back to the great empire of Equin. Peace has been almost uninterrupted for three centuries, but recent skirmishes show signs of exploding into war. The Equin Empire is long collapsed, and no one remains to keep the peace. Will you profit from misery? Will you offer great hopes? Will you raise the nation up on your broad back, or trample it beneath your hooves? Welcome to a world of high adventure, intrigue, and strife. Welcome to a world of...

## Ponies

**Special rules:** Players must use one of the following races and all players may have an [Iconic] feat.

### Earth Pony

<b>+2</b> CON	MEDIUM
+2 to Nature or Medicine checks [Magical Beast] type	
BONUS FEAT	Master Healer

### Elemental Pony

<b>+2</b> ANY ONE ABILITY	MEDIUM
[Magical Beast] type	
BONUS FEAT	Any

<b>10</b> HP/LEVEL	<b>5</b> SKILLS
<b>ANY</b> KOM	<b>CON</b> KDM

Level	BAB	Fort	Ref	Will	Elemental Pony
1	+1	2	0	2	1
2	+2	3	1	3	
3	+3	4	1	4	2
4	+4	4	2	4	
5	+5	5	2	5	
6	+6	6	3	6	3
7	+7	6	3	6	
8	+8	7	4	7	
9	+9	8	4	8	4
10	+10	8	5	8	
11	+11	9	5	9	
12	+12	10	6	10	5
13	+13	10	6	10	
14	+14	11	7	11	
15	+15	12	7	12	6
16	+16	12	8	12	
17	+17	13	8	13	
18	+18	14	9	14	7
19	+19	14	9	14	
20	+20	15	10	15	

Elemental Ponies may take any of the Elemental tracks as their racial track.

# Unicorn

+2 CHA	MEDIUM
[Magical Beast] type	
BONUS FEAT	Telekinetic Adept

8 HP/LEVEL	6 SKILLS
CHA KOM	WIS KDM

Level	BAB	Fort	Ref	Will	Unicorn
1	+1	2	0	2	AwYiss
2	+2	3	1	3	
3	+3	4	1	4	Alicornical Excellence
4	+4	4	2	4	
5	+5	5	2	5	
6	+6	6	3	6	Bro Power
7	+7	6	3	6	
8	+8	7	4	7	
9	+9	8	4	8	Getting Graceful
10	+10	8	5	8	
11	+11	9	5	9	
12	+12	10	6	10	Purge the Unclean
13	+13	10	6	10	
14	+14	11	7	11	
15	+15	12	7	12	Made of Win
16	+16	12	8	12	
17	+17	13	8	13	
18	+18	14	9	14	The Dude Abides
19	+19	14	9	14	
20	+20	15	10	15	

**1st circle – AwYiss<sup>EX</sup>:** You gain a horn attack. This is a natural [Reach] weapon that deals 1d8 + KOM damage and an additional 1d4 points of damage per character level on a charge. On a critical hit, your horn causes enormous physical trauma. Opponents brutalized this way start [Bleeding].

**2nd circle – Alicornical Excellence<sup>EX</sup>:** Your [Melee] range is doubled.

**3rd circle – Bro Power<sup>SLA</sup>:** You may use up to two of the following spells per [Encounter] as spell-like abilities: *death ward*, *poison* (reversed version only), and *cure serious wounds* (standard version only).

**4th circle – Getting Graceful<sup>SU</sup>:** When an attack would place a condition on you, reduce the duration of that condition by 1 [Round], minimum 1 [Round].

**5th circle – Purge The Unclean<sup>SU</sup>:** Any opponent adjacent to you at the beginning of your turn takes damage equal to your KOM. You may also make a free bull rush against one such opponent at this time. This does not have an associated action and you do not move in the process.

**6th circle – Made of Win<sup>EX</sup>:** You gain [Immunity] to [Energy drained] and [Negative] effects, and you may use *heal* once per [Encounter] as a spell-like ability.

**7th circle – The Dude Abides<sup>SU</sup>:** Once per [Scene], if you are slain, you return to life after 1 [Round] with full hit points, as your body is mended by the power of nature herself.

# Pegasus

NO ABILITY MODIFIERS	MEDIUM
[Magical Beast] type Ghostwise Sight 45 ft	
BONUS FEAT	Recon

8 HP/LEVEL	5 SKILLS
DEX KOM	CON KDM

Level	BAB	Fort	Ref	Will	Pegasus
1	+1	2	0	2	Lift-off
2	+2	3	1	3	
3	+3	4	1	4	Dash
4	+4	4	2	4	
5	+5	5	2	5	
6	+6	6	3	6	Everything's Air-droppable Once
7	+7	6	3	6	
8	+8	7	4	7	
9	+9	8	4	8	Close Air Support
10	+10	8	5	8	
11	+11	9	5	9	
12	+12	10	6	10	I Am Dangerous
13	+13	10	6	10	
14	+14	11	7	11	
15	+15	12	7	12	Need for Speed
16	+16	12	8	12	
17	+17	13	8	13	
18	+18	14	9	14	Air Superiority
19	+19	14	9	14	
20	+20	15	10	15	

**1st Circle – Lift-off:** You gain the Wings of War feat, even though you would not otherwise qualify.

**2nd Circle – Dash:** You charge at double your move speed and do not provoke attacks of opportunity while charging. You may make your attack at any point during the charge.

**3rd Circle – Everything's Air-droppable Once:** Allies within [Close] range of you gain [Flight] while they remain in [Close] range. Their fly speed is equal to yours. This ability lasts for one [Round] after they leave [Close] range.

**4th Circle – Close Air Support:** Your attacks do bonus damage equal to your character level.

**5th Circle – I Am Dangerous:** [Flying] creatures you damage start [Bleeding].

**6th Circle – Need For Speed:** You gain [Fast healing] equal to your highest move speed divided by five.

**7th Circle – Air Superiority:** For every other [Flying] creature within [Medium] range, your move speed is increased by 5 ft, to a maximum of double your initial move speed.