

Ponyfinder

A Clockwork Equine



Written by David Silver

Ponyfinder
ROLEPLAYING GAME COMPATIBLE

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A Brief History of Clockwork

In the time before the empire, ponies would wield great magic without oversight. Some would band together in terrible cabals of wizardry, aiming to break the rules of the cosmos in pursuit of ultimate truths or lasting power. One group reached further than all the rest, challenging the very gods for dominion and threatening to reshape the world in their image.

Their challenge was met with retribution, and they were cast down from their tower in a hail of lightning and crumbling stone. Though all were meant to perish as example, their leader wove a quick spell of her very essence, cursing, but protecting, her peers. Her life fled her, to live on within the now metallic forms of the new clockwork tribe.

Among the more superstitious, it is feared that the clockwork are cursed still, and their mere presence can bring the ire of the gods, though their progenitors are long since dead. The Queen put this to rest, at least during her reign. She favored the delicate appearance of the clockwork, calling them living works of art, to be cherished.

The clockwork lived well within the empire except during the short, but intense, conflict with the steel-hearts. When another tribe of machines, that were not truly ponies, raised arms against the empire, public opinion of clockworks became strained for a time, as the two were easy to confused to the uneducated.

When the empire descended into chaos and other races advanced into previously pony held territory, the clockwork withdrew into tighter communities of one another. Bit n' Bolt, their home city, grew while others shrank, swelling by about a third as clockworks from around the crumbling empire returned 'home' to where their fellows would welcome them and they could stand together in dark times. Humanoids seem to find the clockwork ponies strange and unnerving, so the clockwork avoided them in kind, never exploring far into human territories or braving the merciless seas.

Clockwork Power

Heavy but well tuned, the clockwork are a marvel to watch in motion. Even stiff clockwork earth-bound are an amazing network of interlocking parts that move in perfect harmony to allow them full range of movement. They may be made of metal, but there is life in their step.

Having no need for food, their culture includes very few meals. A good can of oil can lubricate their insides, and despite the lack of need, clockwork do have a few occasions to enjoy their own, peculiar, treats of filed metal and screws. This lack of requirement for food allows them to exist just about anywhere. Provided they can stay warm, an iceberg could do for living arrangements.

Those with the curse or blessing of the clockwork move like their physical tribe. Biped, quadruped, or flying are all possible, though quadruped movement is a bit slower for the faster races, as there seems to be a distinct limit to how quickly their mechanical bodies can carry them without magical assistance.

Unlike the rest of ponykind, their brands of destiny do not always appear on their flank, instead sometimes appearing on the barrel, or even on the chest, legs, or forehead. One common thread is that clockwork brands always have a gear or a cog integrated into its design somewhere. The brands can vary quite a bit outside this requirement. A sword could be against the background of a gear, or comprised of gears, or the sword could simply rest beside a gear. Some say that the prominence of the gear means something, but what it may or may not truly signify has been lost to time.

In addition to the gear, inanimate objects are more common than living ones in a clockwork's brand of destiny. When a living thing does appear, it is often mechanical, appearing as a robotic version of whatever it may be. Those few clockwork that come into being with a completely organic mark are considered specially marked, with great things expected of them.

Being in a curious state of half-life, clockwork souls are not bound as securely to the physical world. When destroyed, it is significantly harder to call them back to the physical world. resurrection and raise dead are ineffective, though reincarnation and true resurrection are effective, though the former will usually result in a non-clockwork at the end. Many clockwork accept this as a sign from the gods that their life is precious, and should be treated with care. It is a warning that they should not treat themselves lightly.

Unlike true robots, they cannot be reassembled.

Clockwork Attributes

As per physical tribe with any negative modifiers increased by -2 or -2 to a single attribute of choice.

Movement: 30 ft

Special Abilities

- *Fragile Soul:* Clockwork cannot be raised or resurrected normally and gain the half-construct subtype.
- *Vision:* Low-Light Vision
- *Quadruped:* +4 CMD vs trip and +50% carrying capacity
- *Machine Life:* Clockwork do not need to eat, breathe, or sleep. They may do so, if they wish, to gain a benefit, such as drinking a potion, or sleeping to regain spells.
- *Half Construct:* +2 racial bonus to saving throws against disease, poison, and effects that cause exhaustion or fatigue. +2 bonus vs mind-affecting effects.



Bloodfang,
Leatherwing Clockwork

Clockwork Naming

Clockwork are often named for mechanical things, frequently that which is displayed on their brand of destiny. Common first names include things like: Piston, Cog, Servo, Spanner, Smooth, Precision, Heavy, Steel, Copper, Tin, Brass, Tick

It is not uncommon for second named to be passed from parent to child, often the one of the same sex as the child. Others complete the word started with the first name.

Examples include: Metal, Jump, Precision, Clank, Strike, Pole, Nail, Spike, Plan

Life of the Clockwork

For much of their lives, the clockwork are as machines, unable to express the biological aspects of romance and love. This changes once a year. During the summer solstice, when the sun stays the longest, they can summon the mercy of the Sun Queen. With a prayer in the morning of her praises, and a sealing giving of thanks in the evening, the clockwork are granted flesh and life for the day. Should they act on their urges during this day, clockwork are perfectly able to create foals, and will even carry them to term despite reverting otherwise to metal. Any such foal created by a clockwork will inherit and pass on the curse of the clockwork. This can be very uncomfortable, and dangerous, should a non-clockwork play the part of the mother.

Clockworks, other than their timed conception, undergo the stages of life much like any other pony. They are born, and grow. As they gain mass, new springs and cogs and parts grow into place, while old, damaged, parts fall away. It is considered perverse to sell these sheddings, instead often given as gifts to allies and family, worked into art, or used to build sometimes vast structures. The clocktower of Bit N' Bolt was made from the lifetime leavings of one clockwork that made it his life goal to complete it as a gift to his people.

When a clockwork comes of age, it is tradition to strip them of the plates that cover the chest and flank and keep them as childhood momentos. This removal does sting, but if timed correctly, the new mare or stallion quickly regrows the missing parts. Particularly fruitful parents may have a home that looks more like an armor shop, with a wall adorned with the plating of their children.

Despite being a mechanical tribe, the clockwork do have a sense of gender, often identifying as male or female, with all the baggage that comes with it, even if they aren't biologically of the sex except for that one special day a year. They will often decorate themselves to accentuate their identity, with ribbons, streamers, or even magnets that advertise themselves. It is an easy way to insult a clockwork by refusing to accept its chosen identity, or to call them an 'it'.

Clothing is unusual for clockwork. Cloth tends to get caught up in delicate gears and sliding plates, producing a great big tangled mess that none wish to deal with. They have little need for such things, barring cold weather. There is nothing for them to display that would offend.

Despite their machine-like appearances, many clockwork are quite fixated on creation. Artists, writers, and machinists are all popular professions among the clockwork, as well as smiths and jewelers. Queen Iliana said, "They create the beauty that they don't feel in themselves, but they are a wonderful people, within and without." Debate on the aesthetics of a clockwork aside, their work is usually well crafted and appreciated in markets.

When a clockwork passes away, there are several schools of thought as to the best way to honor the passing of a loved one. Some leave specific instructions of some object they wish to be, being converted into a family clock, a fountain, or almost anything else, so that they can still be around their loved ones, in some way, beyond the reach of death. Others feel more pragmatically, and give leave to have their metal reclaimed. and put to practical use. Some others prefer to be treated as any other pony, and laid in the earth, to be given true rest at last.

Stereotypes of other Tribes

Earth-Bound: Many of us come from this line. There is nothing wrong with being solid and dependable. Some of us remain dependable long after our time has run out.

Unicorn: Always be mindful of the hubris that brought us to this condition. Just because they can press their hooves into magic, does not mean they understand the power and responsibility that comes with it.

Leatherwing: Cousins of the caves. I've heard they bred into our tribe, though I am uncertain what brought the two original together to do this. They are a fine people, and not quick to judge on sight alone.

Gem: While we lay cursed for old mistakes, they gleam with old triumphs. I can't help but feel a little bitter at how well they are welcomed while we receive shun, with neither of us having done more to deserve it.

Pegasi: One of the primary tribes, the pegasi are a proud, if flighty, people. If you want to make quick friends with one, compliment their wings and their speed. Even a pegasus that doesn't fly often will be won over.

Chaos Hunter: We stand as a reminder from the gods against hubris. They are commanded by gods to seek out that which would tear apart the world. We are both helpless before the will of the divine, but we may know peace. They have no such option.

Sun: They appreciate our art, and some appreciate our dance, but they find us lacking as drinking partners, and so rarely do they invite us close once the business day is through.

Ghost: We have learned the blessing of anonymity. The ghosts are shy ponies, but usually good ponies.

Antean: They are possessed with a purpose, much like us. They dream large and live it with every breath. To what end do these giants walk Everglow? They won't tell us.

Sea: Water and Salt are a terrible combination for most clockwork, but for the rare clockwork sea pony, it is home. They are a happy people, and excellent hosts. Be kind to them and expect it returned.

Griffons: They look at us with undisguised disgust and perch on their high roosts, judging harshly. What would they know of the anger of the gods?

Sun Cat: Simple cats that grow cautious around the dizzying complexity of a clockwork. It is best to avoid them for the questions they ask.

Purrnian: Purrnians understand us well, but all they see is greed. If you have something a Purrnian wants, expect sweet talk and veiled threats. If you don't, expect silence.

Cloven: They care nothing for our condition. They smile at us as if we were normal ponies, and that is nice. They are too kind for Everglow, and should be protected when possible.

Steel Heart: Our dark mirrors. They are not ponies, despite any passing resemblance. They have taken up arms against us before, and could do so again. Walk lightly around them, even if they do regard us as cousins.

Flutterponies: Little butterflies, they care not if you are flesh or metal. Simply remember to come bearing ribbons of many hues before visiting their lands and you will be welcomed warmly.

Phoenix Wolf: They are all too similar to us. Children of hubris-driven spellcasters, they struggle to find a place in a world they were not asked if they even wanted to be in. They prefer solitude or the company of their family, but if you can, offer assistance to our brothers and sisters, for they know our pain.

Racial Equipment

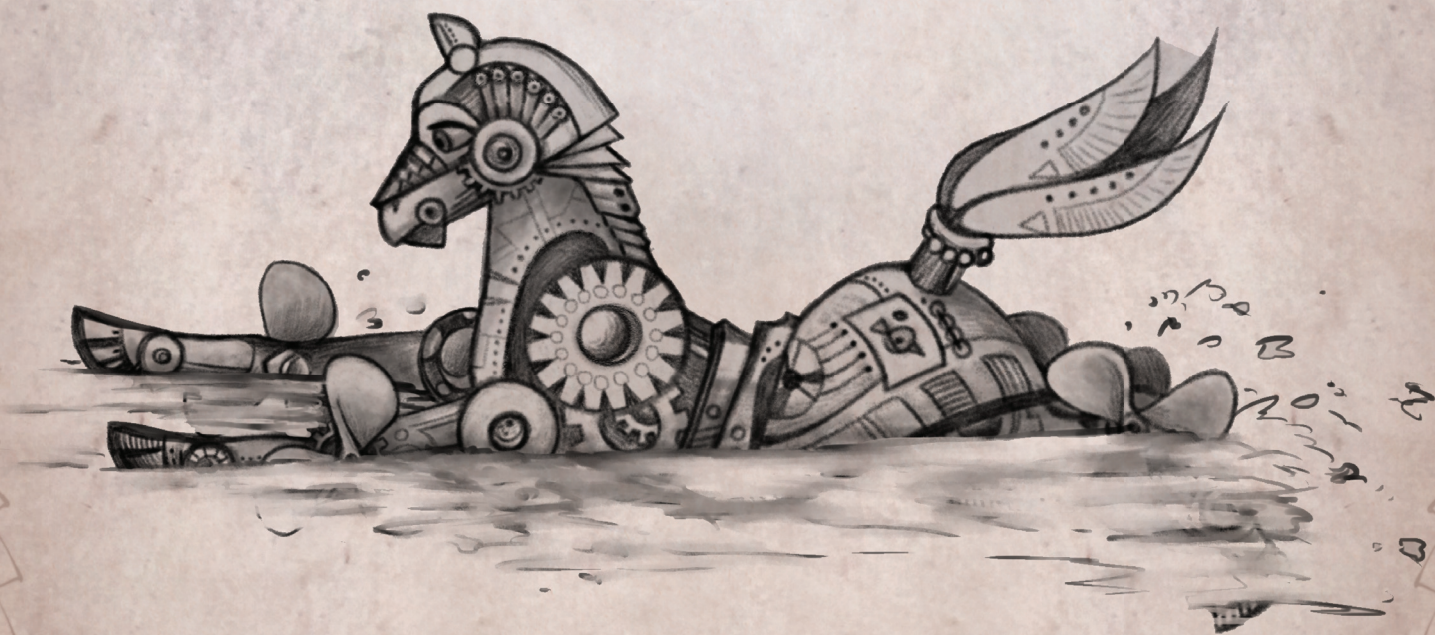
Items found here are made with clockwork in mind, though may find uses with the steelhearts.

Lubricating Oil: This alchemical item functions as a potion of haste but only lasts for 3 rounds, with the round of drinking counting as the first. It has a market price of 300 gp.

Emergency Power: This ornate harness occupies the body slot and activates automatically on the user's death, delaying it. It only works for constructs or half-constructs. Track damage normally, and the user still loses consciousness. A death effect is assumed to reduce you to negative twice your constitution. If the wearer is revived within a round to a greater hit point total than their negative con, they avoid dying. This item burns out once used, revived or not. It is a mechanical item, requiring Knowledge (engineering) DC 25 to craft. Its market price is 5,000 gp.

Machinist's Bandage: This alchemical item functions as a cure light wounds potion but works on constructs and half-constructs. Living creatures must instead make a will save vs 15 or become entangled for 1d6 minutes. This alchemical item requires DC 20 Craft (alchemy) to create and has a base market value of 50 gp.

Propellers: This advanced mechanical device can attach to the legs of a construct or half-construct and propel them smoothly through the water, giving, or increasing, swim speed by 20ft. This does not grant water breathing or any other related affect. This item occupies the boot slot. To construct requires Knowledge (engineering) vs 30 and has a market value of 10,000 gp



Propellers

Racial Feats

Final Retribution [Combat]

You have rigged your internal gears to come loose in an explosive fashion should you suffer great harm, as a lesson to your enemies.

Prerequisite: Clockwork, Knowledge (engineering) 5 ranks

Benefit: When reduced to 0 or less hitpoints and/or killed, you explode, dealing 1d6 slashing damage per hit die to everything in a ten feet spread from you, not including yourself. A reflex save against $10 + \frac{1}{2}$ your character level + your constitution modifier will halve the damage. Once this triggers, it requires an hour of effort to reset.

Full Integration [Combat]

You use your fleshless form to fuse to all your equipment, making you always prepared for the situation at hoof.

Prerequisite: Integrated Weapon

Benefit: You may integrate any item you own into yourself. This does not change the function of the item, but makes it immune to theft and resistant to sundering as it becomes a part of your body.

Any damage that would be inflicted on the item can be taken by you instead.

Replacing an already integrated slot requires 50 gp per level in materials and an hour's effort. Items that are integrated cannot be identified with detect magic as they are part of you, though their school can be identified, the DC is increased by 5. Without a DC 20 spellcraft check, the fact that they are even magic goes unnoticed.

Special: Any weapon integrated with Integrated Weapon benefits from this feat as well, and the price to replace the weapon drops to the level of this feat.

Overdriven Engine [Combat]

You are not truly a machine, you can go past 100%, though it comes at a painful price.

Prerequisite: Clockwork, Level 7+

Benefit: Once per day as a swift-action extraordinary ability you may speed yourself as if haste were cast on you with a caster level equal to your hit dice. You immediately take 2d6 damage on doing so. This damage cannot be reduced or avoided.

Pneumatic Wings

Your glistening wings are capable of propelling you in extreme speeds, provided you go in straight lines.

Prerequisite: Clockwork, natural fly speed

Benefit: When charging or running, increase your base fly speed by 20 ft.

Repeated Precision

Once you've found the right way to do it, you can repeat your actions with an uncanny level of precision.

Prerequisite: Level 6+, Clockwork

Benefit: You may, at any point during your turn, take a d20 result for an action and use it for any future d20s of the same action until the end of your turn. For example, if you are making a full attack and roll 15 on the first attack, you could choose to use the 15 for the following attacks as well. This decision must be made before making another roll after the one you want to make use of. Attack rolls that are repeated cannot become criticals (though the original roll might).

Stable Effort

Why go for the gold when you can comfortably take home the bronze every time?

Prerequisite: Clockwork or Steelheart

Benefit: When dealing or curing damage, you can choose to take the average roll (As if you rolled half maximum on every die) for the amount of damage or healing. This choice must be made before rolling. You may also take 10 even when threatened.

Clockwork Discoveries

Magic Numbing: Enhancing your golem-like nature, you become resistant to magic, gaining an SR equal to your level +5.

Magic Immunity: Building on, and requiring, Magic Numbing, this discovery increases your SR to Level + 10. If taken a second time, you become immune, as per a golem, against all magic that triggers spell resistance. Your own extracts and effects do not trigger this immunity. You must be level 10 to select this discovery.

Precision Bomb Control: This discovery causes splash weapons you throw to affect one more square than normal, you may also choose a square to not affect. This square added must be adjacent to another square that is affected by the weapon. This discovery can be stacked with other discoveries that modify bombs.

Energy Adaption: Whenever you throw a bomb, you gain energy resistance equal to the number of dice in the bomb against the element of that bomb for one minute.

Artificial Growth: When you imbibe a mutagen, your construct nature rises to the foreground, giving you temporary hit points based on your size at the time of drinking. These temporary hit points fade with the mutagen's other effects.

New Size	Temporary Hit Points
Tiny or Smaller	0
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Explosive Realization: When you fail a saving throw against a mind-affecting effect, you may, as an immediate action, sacrifice one use of your bomb ability to increase your saving throw by the number of damage dice of your bomb, possibly turning the failure into a success. If you rolled a natural 1, this gives you a reroll instead. You take damage equal to your bomb dice, succeed or fail. This can only be taken at level 7.

Heart of Crystal: Through extensive alchemical treatments, you've managed to condense your 'soul', or what passes for it, into a hoof-sized crystal deep in your torso. This crystal can be the target of reviving spells, such as raise dead, even if your body is not present (A new body will grow around it). The crystal, when removed from the body, has a hardness of 8 and as many hit points as you had hit dice in life. A broken or destroyed heart crystal cannot be used to revive the clockwork.

Clockwork Rogue Tricks

Precise Strike: Whenever you full attack and have more than one attack, you may surrender all additional attacks, making a single attack instead. This single attack may inflict precision damage even against targets normally immune to such, and ignoring fortification. This also allows critical damage.

Precision Performance: When you take 10 on a disable device roll, assume you rolled 15 instead of 10. Taking 20 takes half the normal time.

Tactical Forethought: For determining if you gain the benefit of flanking, you may consider yourself in any adjacent square. This does not help your allies gain flanking, only yourself.

Trap Rigging: This rogue trick decreases the DC for bypassing a trap without disarming it by 5 (normally the DC of the trap + 10), allowing themselves and allies to move around it without triggering it.

Robotic Mindset: Requiring improved evasion, this trick expands your evasion (but not the improved version) to work on will saves.





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