

Ponyfinder

Heart of Diamonds



Ponyfinder
ROLEPLAYING GAME COMPATIBLE

Written by David Silver



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Gem Pony Attributes

Base Stats: As per physical tribe

Movement: As per physical tribe

Gain the earth subtype.

Lose Unique Destiny trait.

Special Abilities

Vision: Low-Light Vision

Quadruped: +4 CMD vs trip and +50% carrying capacity

Crystalline: +2 racial bonus to Armor Class vs rays. Once per day, a gem pony can deflect a ray targeted at them, as per the deflect arrows feat without the free hand requirement.

Eternal Hope: Gain a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a natural 1 on a d20, reroll and use the second result.



Gem Pony Naming

The first name of gem ponies tend towards that of gemstones, most often one that has a similar pattern or coloration of the gem pony who bears the name. Common first names include things like: *Onyx, Emerald, Diamond, Ruby, Sapphire, Quartz, Topaz, Spinel, Beryl*

Last names of gem ponies are often things that can be made of the first name, sometimes a thing found in the foal's brand of destiny. Examples include: *Crown, Sword, Armor, Tiara, Scepter, Compass, Shore, River, Spike, Tower*

A Brief History of Gem Ponies

The destiny that calls to the gem ponies did not arrive until well after the other tribes were largely established. A kingdom arose with all the majesty of the new, more modern, pony empire. The royals of this empire were clearly visible with their glittering pelts, not with any jewelry or magic, but a built-in sense of purpose to leadership. They could be of any of the physical tribes, and the royal family did have members of various tribes in their numbers.

Once a year, a great ritual to turn back the darkness shared their bright gift to the population of their land, and for that day, all were gem ponies, and revelry was loud and energetic. As all kingdoms are destined to do eventually, the gem kingdom fell to ruin. The causes for this downturn are shrouded in the mists of time. Claims run from early contact with the humanoid races, to ill-fated attempts to reach beyond Everglow itself. Some even say that the royalty of the kingdom threw their psyche into the fabric of the universe, and ascended to some higher plane of being.

A century passed without sign of the gem tribe, until it returned on its own. Perhaps as signal to the end of the dark age, or portent of darker things ahead, an earth-bound colt emerged from his mother with the glittering pelt of royalty. All across Everglow, other ponies had the same experience. Mothers with unusually heavy foals waddled around only to be rewarded for their patience with a child clearly destined to greatness. It was a rare thing, but it became a possibility for any mothering pony.

Queen Iliana looks upon the gem ponies with a special warmth. There is something in them that reminds her of herself, and it is not hard to see. Both are imbued with an otherworldly demand to lead others. Was the blood of unification that runs through her just another attempt by the gods to see that the ponies were herded well? Whatever the case, a gem pony that rises to their destiny during Illiana's reign can find easy employment in her army, provided they can avoid stepping on the hooves of other, less crystal-studded, advisors that do not look kindly on such interlopers.

When the empire slid towards decay after Iliana's passing, the gem ponies began to dwindle in number. Unlike the time after the passing of their own kingdom, they did not vanish entirely, and new gem ponies are still born, if more rarely. Some say that they are a reminder to keep hope alive, and that the ponies may yet find a new kingdom of their own, if they have the bravery to make that fond wish a reality.

Life of a Gem Pony

Being strongly bound to their physical tribe, gem ponies often have lives similar to that of their peers, in terms of holidays and rituals performed at birth, coming of age, and death. Each is colored faintly with the promise that the gem pony should aspire to do more. No quiet life awaits a gem pony that is embracing their destiny.

Many gem ponies depart home on reaching maturity, though this does not imply a distance from their parents, who they may return to see. A burning wanderlust drives them from the nest and towards where their talents can be best put to use. Rather than starting a smithy in their hometown, they will actively seek a community that needs metalworking and settle there, for instance.

Foals of more social tribes, such as the earth-bound, will constantly send home tokens of their success to their parents with letters of fond wishes. Not having something to show for their efforts can tear such gem ponies apart with frustration, leading either to despair or renewed vigor, depending on the pony and the circumstances. Gem ponies that prefer solitude will instead decorate their home and place of work with signs of their progress, amassing a visible record of their growth as a pony and in their chosen profession.

Gem ponies are generally not shy about taking charge in any given situation. Though their lustrous pelt doesn't lend any specific charisma or tactical ability, their presence throws back the shadow of fear, and they can lead other ponies to victory, be it on the battlefield, or much more mundane pursuits. Tales are still spread of the hoofball team led by Diamond Run, who could turn a game around in the second half no matter how badly they seemed outclassed at the start.

When their time comes to a close, many gem ponies take it reluctantly. Given the choice, most would rather continue honing their skill, and few retire unless physically incapable of continuing their task. When age robs them of this ability, a gem pony faces a tough decision. Many fall into depression and await the end with somber bitterness, but others seek out the young and fresh, and begin teaching and coaching as steadfastly as they lived their life. They live vicariously through their students, and revel in every victory they can help bring through thoughtful coaching.

In matters of religion, the gem ponies are a deeply pious lot, and often find a god or goddess that they call their own and call to them at every opportunity. Some simply can't decide, and become devout pantheists, worshipping an entire collection of gods as if they

were grandparents, rather than far-removed beings of awe-inspiring power. It matters little what gods they are brought up around. A gem pony could fall in with a dwarven or human god if they are raised in the right community, and usually only consider it a point of pride that they are an odd-looking member of their congregation.

The passing of a gem pony is often news for the community, provided they lived well. Often their surviving relations or friends will pick through their collection of mementos and select one to stand in memory of the pony. This tradition is waived if the pony had a chosen apprentice, but no surviving family. In such a case, the apprentice will have full control of what is saved, if anything. Sometimes the keepsakes of the gem pony are spared being used for as a grave marker entirely, being put to work by the next generation in a more living memory of the passed.

Gem Pony Power

The most obvious feature of gem ponies would be their enchanting coat of gem-like hair. They glimmer in any decent lighting, and can often appear to actually be comprised of stone rather than fur and flesh. Despite appearances, their pelt is soft and smooth to the touch. The orderly nature of the internal structure of their hairs actually reflects and turns away magical rays, making them difficult to target by hostile spellcasters and many monsters. Though this is largely a passive ability, a gem pony can, with significant effort, focus this effect to outright deny a given ray, becoming like a brilliantly polished mirror for an instant.

They are built to be exemplars, and often represent the best of their physical tribe as well. A gem pony that has fully embraced their destiny will be the very best they can be, be it on the ground, in the air, or in the water. Though they see all other gem ponies at least as well-regarded cousins, many see their physical tribe as their 'true' tribe. A unicorn gem pony will feel at home among other unicorns. There have been attempts to change this, and make a gem pony community, but the fact that they don't breed true makes these short-lived ventures at the best of times.

Gem ponies have long been known as harbingers of hope, and their mere presence turns aside fear around them. Eternal optimism seems to turn aside misfortune, converting miserable failure to surprising victory when a gem pony's involved. They are not fabricators of fate, however, and their ability to deflect misfortune has limits. There is a saying among gem ponies that the author's hands may only be spurned once per rising of the sun.

The brand of destiny of a gem pony is usually identical to that of their physical tribe, save that it glitters and is contoured as if it were made of gemstone instead of whatever material it might otherwise have been. Ruby apples, towering pillars of obsidian, and glistening shields of diamonds are all possible marks of the destiny of a gem pony.

Aside from their gem-stone finish, their brands follow the habits of their physical tribe. An earth-bound gem pony will inherit the brand of their family, albeit with a glossy finish, and such a mark will be easily identifiable. Similarly, a pony who takes on the destiny of the gem tribe later in life will find their existing brand becoming crystallized, rather than develop a new one.

Stereotypes of other Tribes

The feelings of gem ponies towards other tribes is strongly flavored by their physical tribe, but they tend to get along well with any pony that is living life strongly, as opposed to simply existing. It is for this reason that they generally get along with griffons, who also favor a life well spent. Even a villain may be worth one's time if they are passionate about their place in the universe.



Tanzanite Chalice
(Tanzie)

Racial Feats

Mirror Polish

You have honed your ray deflecting powers to work against those that attack with sight, turning their powers against them.

Prerequisite: Crystalline Pelt racial trait

Benefit: You may, as a swift action, use a daily use of your ray deflecting power to instead force a creature with a gaze attack that would affect you to save against its own attack, even if it would normally be immune to it. You cannot be affected by the gaze attack during a round in which you do this. You also gain one daily use of your ray deflecting ability.

Inner Light

Provided you've had enough time in the light, you carry it with you into the darkest of places.

Prerequisite: Eternal Hope racial trait

Benefit: Provided you've been in normal or better light for at least an hour in the last 24 hours from a source other than yourself, you emit light as per a light spell. This light effect is supernatural, and in the effects of darkness, deeper darkness, or similar effects, it cannot be reduced to smaller than a 5' radius around yourself.

Shining Bright

Your innate ability to bolster those around you blends well with the auras of certain trainings.

Prerequisite: Eternal hope racial trait

Benefit: Auras such as the aura of courage and aura of resolve broadcast twice as far away from the gem pony. This also affects bardic performances and similar abilities.

Aligned Matrix

Your pelt has grown resistant to hostile magics, deflecting and scattering the energy before it can affect you.

Prerequisite: Crystalline hide racial trait

Benefit: You gain a SR of your level + 5 against any damaging effect.

Solid Build

You are heavier than most, and enjoy this fact. No one's going to push you around without working for it.

Prerequisite: Crystalline hide racial trait

Benefit: Your CMD increases by 1 per 3 character levels. You are considered one size larger for the sake of effects that are based on size, and work against you, such as swallow whole or grab.

Guiding Light

Those that can feel your warmth experience it like a bright light in the fog of their minds, guiding them to safety.

Prerequisite: Eternal hope racial trait, Beacon of Hope

Benefit: Allies within range of your beacon of hope ability gain one additional save against ongoing mental effects on their next round after being affected by it. Success ends the effect.

Inspired Shout

With a sudden yell of encouragement, a gem pony can inspire others to succeed where failure seemed imminent.

Prerequisite: Eternal hope racial trait, Charisma 13+

Benefit: As an immediate action, you may give an ally other than yourself within 60 feet a +1 to a d20 roll. This can turn a failure into a success.

Clear Leader

There is no time for jealousy when you're reaching for the stars of your destiny.

Prerequisite: Leadership, Eternal hope racial trait

Benefit: Your cohort stops gaining experience when it is about to advanced past your level, instead of when it is about to become your level, allowing it to gain one additional level. This does not modify the starting experience points of the cohort.

When All Hope is Lost

As your allies fall, you are only driven to try harder.

Prerequisite: Eternal hope racial trait.

Benefit: For every ally dead, dying, stunned, petrified, paralyzed, dominated, or otherwise entirely removed from the battle, you gain a +1 to your caster level, 5 temporary hit points, +1 to attack and weapon damage rolls, and +1 to saving throws. The temporary hit points can only be gained from a particular ally once per hour, and remain for a minute, as long as the bonuses. The timer is reset any time a new ally falls. The bonuses may not exceed five. Temporary allies (summoned creatures for instance), do not activate this ability.



Gem Pony Discoveries

Gem Polish: A special diet and polishing regimen keeps your crystalline hide so sparkly that even your peers are caught by surprise. Increase your AC vs rays by 2. This discovery can be taken multiple times.

Elemental Fortification: This discovery, which requires level 7 and the Preserve Organs discovery, reinforces your elemental connection, making you immune to precision damage, such as sneak attack or critical hits, so long as you are under the effect of a mutagen.

Crystal Bomb: This discovery, which modifies bombs and can't be combined with other bomb modifications, causes your bombs to deal slashing damage instead. Anyone failing their saving throw against it also gains 1d6 bleed from the jagged bits of crystal sent flying.

Heavy Bomb: The bombs you throw leave a heavy residue on your victims. Anyone who fails a save against a bomb you throw becomes entangled for one round. They cannot be glued, and it does not interrupt flying.

Crystal Brew: Your extracts carry a portion of your elemental essence. Whenever they are imbibed, the drinker gains a +1 enhancement to natural armor per level of the extract for one minute. This will not affect others without the infusion discovery.



Gem Pony Magic

Bright Shield

School: Abjuration [Force]

Level: Alchemist 1, Bloodrager 1, Magus 1, Sorcerer/Wizard 1, Summoner 1

Casting Time: 1 Standard Action

Components: V, S

Range: Personal

Target: You

Duration: 1 Minute/Level

Save: None

Spell Resistance: Yes

This spell functions much like shield but the plane of force shimmers with faintly visible colors. It is useless against standard attacks, but anything that target's touch AC must contend with its +4 shield bonus. If this spell is heightened, its shield bonus increases by 1 for every additional spell level it is cast at.

Consolidated Wealth

School: Transmutation [Metal]

Level: Wizard/Sorcerer 1, Cleric 1, Summoner 1, Shaman 1, Bard 1, Magus 1

Casting Time: 1 Standard Action

Components: V, S

Range: Touch

Target: Up to 100 gold/level in gems or coins

Duration: Instantaneous

Save: None

Spell Resistance: No

With a touch and an incantation, you can cause coins to become an equal value in gem, or gems to become an equal value in coins. You can specify what gems or currency you desire, which could result in little more than a diamond flake if you translate a single copper. Items comprised of valuable metal or gems could be translated, but do so poorly, becoming only half their market value in translated material.

Lead by Example

School: Transmutation

Level: Bard 2, Cleric 2, Shaman 2

Casting Time: 1 Standard Action

Components: V

Range: Personal

Target: Self

Duration: 1 Minute/Level

Save: No

Spell Resistance: No

Every motion you take becomes a sterling example to your allies. For the duration, landing a blow with a weapon (even a spell weapon, such as a ray or spiritual weapon) gives a +1 morale bonus to attack and damage. Casting a spell gives a +1 morale bonus to caster level. Landing a critical gives +2 instead. This bonus can stack with itself, but only persists until the start of your next turn. You do not benefit from your own actions.

Slave to Destiny

School: Enchantment [Mind-Affecting, Language Dependant]

Level: Cleric 5, Wizard/Sorcerer 6, inquisitor 4

Casting Time: 1 Standard Action

Components: V, S, DF

Range: Medium (100 ft + 10 ft/level)

Target: One Pony

Duration: 1 Minute/Level

Save: Will (Partial)

Spell Resistance: Yes

Reinforcing the chains of destiny on the target pony, you remind them of what their brand means. This operates as dominate monster but the target gets -2 to their save if the command matches their brand of destiny, and +4 if it does not. Friend or foe does not matter unless the brand is specifically concerning loyalty. Pass or fail, the spell remains in effect (with a save being performed per round, with success allowing normal actions that round)

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