

Welcome to the 5th edition translation of Ponyfinder. This text assumes that you already own Ponyfinder, so much of the fluff and lore is truncated in favor of the rules you need translated to use the setting and races with 5th edition rules.

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Races of Everglow

Cloven

Cloven Traits

Your cloven character has several abilities that come as part of being one of the goat people.

Ability Score Increase. Increase all abilities by 1.

Age. Cloven mature at the same rate as humans, and reach old age at about the same time.

Alignment. Driven to performance and polite almost to a fault, cloven tend towards lawful alignments.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Fingerless. Cloven may use their mouth as one hand and are considered small sized for sake of what they can wield or not.

Horned. You have a natural gore attack that deals 1d4 piercing damage. You are proficient with this weapon.

Cloven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.



Flutterpony

Flutterpony Traits

Your flutterpony character has several abilities that come as part of being one of the flutterponies.

Ability Score Increase. Your Dexterity score increases by 2. Your charisma increases by 1.

Age. Flutterponies mature around ten years of age and their oldest are around eighty years of age.

Alignment. Favoring form over function, flutterpony societies tend to be vain places of relative chaos compared to other races.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Fingerless. Flutterponies may use their mouth as one hand and are considered small sized for sake of what they can wield or not.

Small Origins. Once per long rest, you may shrink yourself as a bonus action, becoming much smaller. While shrunk, any attack against your AC by a creature of Medium size or larger has disadvantage and you have advantage on Dexterity saving throws. Any physical weapon you use has its damage reduced by 1d6 (minimum 1 damage). This persists for one minute.

Wings. Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground.



Griffon

Griffon Traits

Your griffon character has several abilities that come as part of being one of the griffons.

Ability Score Increase. Your Strength score increases by 2. Your wisdom increases by 1.

Age. Griffons mature much more slowly than humans, reaching maturity after twenty years and sometimes living well towards two hundred years.

Alignment. Griffons are prideful creatures with a selfish streak, but tend to abide promises given, leading to a very neutral outlook on life for most griffons.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Wings. Your base flying speed is 25 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Sharp Beak. You have a natural bite attack that deals 2d4 slashing damage. You are proficient with this weapon.



Phoenix Wolf

Phoenix Wolf Traits

These burning wolves rise above previous infernal origins to become proud members of the Everglow society.

Ability Score Increase. Your Wisdom score increases by 2. Your Dexterity increases by 1.

Age. Phoenix Wolves mature slightly faster and live slightly shorter compared to humans.

Alignment. Too proud of their personal honor, phoenix wolves tend towards lawfulness, but vary wildly in terms of good or evilness.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Fingerless. You may use your mouth as one hand and are considered small sized for sake of what you can wield or not.

Fiery Pelt. You have resistance to fire.

Fire Heart. At will, you may cast *fire bolt* as if you were a sorcerer equal to your level.

Wildfire Rush You may ignore difficult terrain while taking the Dash action.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Fangs. You have a natural bite attack that deals 1d8 piercing damage. You are proficient with this weapon.



Pony

Pony Traits

Your pony character has several abilities that come as part of being one of the ponykind.

Ability Score Increase. Your Constitution score increases by 1.

Age. Ponies mature at the same rate as humans, and reach old age at about the same time.

Alignment. Ponies tend towards the lawful alignments, being tied strongly to the forces of destiny from birth. However, there are ponies of every alignment and temperament.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures, and their sing song can find its way into other languages.

Fingerless. Ponykind may use their mouth as one hand and are considered small sized for sake of what they can wield or not.

Unique Destiny. You gain advantage on checks with a single skill that is tied to the brand of destiny on your flank.

Sub Races. There are many different breeds or tribes of ponykind with wildly different abilities and appearances.



Doppelganger

Doppelgangers are, in their natural state, lean and smooth of features, almost appearing as a pony that the gods did not finish decorating. They are natural shapeshifters and are usually not seen in this birth form, instead imitating other ponykind.

Shapeshifter. Doppelgangers may disguise themselves as if they had a disguise kit without actually owning one. They gain proficiency with disguise kits, may use it as an action, and have advantage with it.

Emotional Predator. Gain advantage on persuasion and intimidate.

Ability Score Increase. Increase charisma by 1.

Best Friends. You can cast *friends* once per long rest.



Earth-Bound

Earth-Bound, otherwise known as Prairie ponies, are tough and strong creatures. They are without many of the fancy ornamentation of other ponies, but do well for themselves as they are.

Like a Rock. Once per long rest, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. In addition, whenever you roll a hit die to regain hit points, the minimum you regain is twice your Constitution modifier or 2, whichever is higher.

Like a Weed. You have advantage on saving throws against poison, and you have resistance against poison damage.

Show Jump. You have a high jump of 10 ft and a long jump of 20 ft, even from a standing start.

Ability Score Increase. Increase constitution by 1.



Gem Pony

Gem Ponies appear crystalline in nature, shimmering in the dimmest light. They are said to be throwbacks to an ancient kingdom of gem ponies, but all that is left of them are their lustrous pelts and their ability to throw back fear in themselves and those around them.

Crystalline. Acid, radiant, cold, lightning, and fire ranged attacks that target your AC are at a disadvantage.

Eternal Hope. You have advantage on saving throws against becoming frightened.

Heavy Hooves. Your walking speed is 30 instead.

Ability Score Increase. Increase constitution by 1.



Leather Wing

Unlike the feathery wings of a pegasi, you have the leathery and furry wings of a bat. You are at home in underground places away from the reach of the sun.

Wings. Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are vulnerable to piercing damage, and you have disadvantage on strength checks to



interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

In Darkness Thrive. You have darkvision 90 feet, but have disadvantage to any save against light based effects.

Weapon Proficiency. You are proficient with the whip.

Ability Score Increase. Increase wisdom by 1.

Pegasus

Winged ponies fly with an effortless grace. Masters of the sky and often wardens of the weather, pegasi are valued members of pony society.

Wings. Your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Weapon Proficiency. You are proficient with the javelin.

Ability Score Increase. Increase dexterity by 1.



Sea Horse

Sea horses are naturals in the water, but live on the land as most other ponies. They tend to live by the water's edge, subsisting on water plants and fish, making them one of the few tribes with meat as a normal part of their diet.

Fish in Water. You have a swim speed of 40 ft and become amphibious (you may breathe water and air interchangeably). You are considered proficient and advantaged when making checks to swim.

Ability Score Increase. Increase dexterity by 1.



Unicorn

Unicorns, easily identified by the long horn in the center of their brow, are masters of the magic of force, able to exert pressure from a distance with clever mental fingers.



Telekinesis. You lose the fingerless quality, able to use weapons and equipment as well as a normal human. You may use intelligence instead of strength for melee attacks or other actions involving a held item, and may grapple creatures more than one size larger than yourself.

Distant Focus. You may perform a physical action (such as attacking someone not standing beside you with a sword, picking a lock across the room, or shutting a door) up to 30 feet away. This action must use your intelligence if strength would be called for. If the task normally requires intelligence or dexterity, you are at disadvantage. You must be able to see what you are working with.

Ability Score Increase. Increase intelligence by 1.

Zebra

The enigmatic zebra tribe are clever creatures, keen to use their minds and senses to solve the mysteries of the world.

Driven by Curiosity. Gain proficiency in any one skill and a related tool.

Natural Linguist. Begin play with another language and gain advantage to checks to decipher written text. You can read lips of any creature speaking a language you know as long as you can see them clearly.

Clarity of Thought. You cannot be surprised as long as you are conscious, and you gain a +1 bonus to Initiative checks.

Ability Score Increase. Increase intelligence by 1.



Purrsian

Purrsian Traits

Clever felines with pretty wings are playing the game of life for keeps.

Ability Score Increase. Your Charisma and Dexterity scores increase by 1.

Age. Purrsians mature very slowly, reaching adulthood in their 20s and having a maximum age around 150.

Alignment. Their selfish natures lend them an evil tendency as they are out to win, at any cost.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Feline Speed. You can use the Dash action as a bonus action. In addition, you gain a +1 bonus to Initiative checks.

Fingerless. You may use your mouth as one hand and are considered small sized for sake of what you can wield or not.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You can speak, read, and write Common and Sylvan.

Small Fangs. You have a natural bite attack that deals 1d3 piercing damage. You are proficient with this weapon.

Wings. Your base flying speed is 25 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.



Steelheart

Steelheart Traits

These quasi-living constructs are in the shape of ponies, but are not of the ponykind.

Ability Score Increase. Your Constitution score increases by 2. Your Intelligence increases by 1.

Age. Steelhearts take an extremely long time to be constructed and then to mature. After two years of effort bringing one into the world, they are only considered adults after at least half a century. They live for seemingly forever, watching centuries pass by without effect until upwards of half a millenia.

Alignment. Their selfish natures lend them an evil tendency as they are out to win, at any cost.

Size. Your size is Medium.

Speed. Your base walking speed is 50 feet.

Conductive. You have resistance to lightning damage.

Fingerless. Like the ponykind they resemble, Steelhearts may use their mouth as one hand and are considered small sized for sake of what they can wield or not.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You speak, read, and write Common.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.



Sun Cat

Sun Cat Traits

Civilized predators, sun cats are fiercely loyal to their pride and artisans of considerable skill. They claim no territory for their own and are well, if cautiously, received wherever they travel.

Ability Score Increase. Your Strength and Wisdom scores increase by 1.

Age.

Alignment.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Claws. You have a natural claw attack that you are proficient with. When making an attack with your claws, you deal 1d4 + Strength modifier piercing damage.

Feline Senses. You have darkvision out to 30 feet. Also, conditions of dim light do not cause disadvantage for your Wisdom (perception) checks based on sight, and you gain advantage on Wisdom (survival) checks that rely on your sense of smell.

Feline Speed. You can use the Dash action as a bonus action. In addition, you gain a +1 bonus to Initiative checks.

Fingerless. Sun cats may use their mouth as one hand and are considered small sized for sake of what they can wield or not.

Four-Legged. Being a four legged creature, you can bear greater weights (50%) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Languages. You speak, read, and write Common and Sylvan.

Pride Tactics. You have advantage on attack rolls against an enemy if at least one of your allies is within 5 feet of the enemy and the ally is not incapacitated.

