

Species, Breed: Horse, War, Trojan

Type: Not applicable.

Class: Enchanted (Mammal).

Align: Basic instinct creature

Gender: Gender: 01-50 = Female, 51-00 = Male

Level: 5 + 1-D30

Number encountered: 3-D4

Experience points: 120 x level

Characteristics

Awareness: 51

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: 18

Mental-strength: 60

Strength: 70

Wisdom: 35

Movement:

Flying: Can't.

Grounded: 24

Swimming: 8

Luck: 200

Oxygen-points: 180

Blood-points: 240

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-25: Back-Kick

26-30: Bite

31-75: Hooves

76-00: Trample

Attack descriptions:

Back-Kicks: 3

Damage: 1-D12 x7 See: "Special Offenses".

Range: 1 space (5')

Attack Type: Blunt.

or:

Bite: 3

Damage: 1-D12 x3 See: "Special Offenses".

Range: 1 space (5')

Attack Type: Blunt.

or:

Hooves: 6

Damage: 1-D12 x6 See: "Special Offenses".

Range: 1 space (5')

Attack Type: Sharp.

or:

Trample: 7

Damage: 1-D12 x8 See: "Special Offenses".

Range: 1 space (5')

Attack Type: Blunt.

Defense: 40 / 70 if 32nd + level.

Offense: 35 / 70 if 32nd + level.

Damage-Points: Roll 4-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: Yes.

Description: This creature appears a very large, golden, magnificent, horse, which is encountered within various regions in Utaemia.

Eye color: Gold.

Eye shape: Medium-sized and oval.

Hair color: Golden-yellow.

Hair texture: Short and course.

Height: 7'-0"

Length: 11'-0"

Posture: Quadruped (like an animal with four feet).

Weight: 1,500 lbs.

Dislikes: This is up to the master who has bonded with it.

Disposition: The Trojan War Horse is sentient, and an extremely rare and noble race of horse. Kings and legendary heroes seek out these great and marvelous creatures out, seeking to befriend and bond with them. To bond with a Trojan War Horse, a person must be with it for a while. This horse will refuse to leave the presence of one whom it chooses as a master. The G.M. must determine, by the way a character is played, if the Trojan War Horse will become attached (bonded) with that character. This is completely up to the G.M.

Fears: Unknown.

Habitat: This creature is rarely found in many regions of Utaemia.

Immunities: Fear and Shock.

Life-span: 1,000 years.

Likes: This is up to the master who has bonded with it.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Languages: This horse can understand the language of the one it bonds with only. It also speaks all forms of dialect in the horse language.

Royal Blood: The Trojan War Horse can sense the blood of royalty (by touch) if a successful avoidance-roll vs. "Awareness" is rolled.

Sense of Return: This creature, wherever it may roam, can sense which way its home is with a successful avoidance-roll vs. "Awareness".

Water Sense: This creature can sense good drinking water on a roll of 02+

Special Defenses: Damage-Reduction: 3 against all types of damages (excluding drain attacks).

Resistances: This creature has the following resistances:

Fear: 80%

Magic: 40%

Mental-Attack: 60%

Pain: 50%

Special Offenses: Royal-Strike: This creature will cause x2 damage on a Maximum-Strike.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) enchanted, or Rank-3 (or better) magical, weapon to harm.