

Species, Breed: Horse, War, Common

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature

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

Level: 1-D30 +1

Number encountered: 3-D20

Experience points: 60 x level

Characteristics

Awareness: 41

Charisma: Not applicable.

Constitution: 45

Coordination: 35

Dexterity: 35

Intelligence: 4

Mental-strength: 35

Strength: 55

Wisdom: 4

Movement:

Flying: Can't.

Grounded: 22

Swimming: 7

Luck: 70

Oxygen-points: 105

Blood-points: 135

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: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack Type: Blunt.

or:

Bite: 1

Damage: 1-D10

Range: 1 space (5')

Attack Type: Blunt.

or:

Hooves: 4

Damage: 1-D12 x4

Range: 1 space (5')

Attack Type: Sharp.

or:

Trample: 4

Damage: 1-D12 x6

Range: 1 space (5')

Attack Type: Blunt.

Defense: 35

Offense: 35

Damage-Points: Roll 4-D12 +7 x level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: Yes.

Description: This creature appears as common wild horse, which is encountered within various regions in Utaemia. The one quality about this horse, is that it is trained for war.

Eye color: Brown.

Eye shape: Medium-sized and oval.

Hair color: Varies (Discretion of the G.M.).

Hair texture: Short and course.

Height: 6'-0"

Length: 10'-0"

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

Weight: 800 lbs.

Dislikes: Dogs and snakes.

Disposition: This creature, in its non-domesticated habitat mingles with the Stallion Horse, which roam fertile lands, grazing on the vegetation. They are a bit more broad-shouldered and sure-footed. They are easily trained as riding horses. They are especially trained for war, and are good at conflict.

The War Horse is a more intelligent (trained) horse, obeying commands as follows: Defend, Kill, Help, Subdue, route (meaning to round up what the master points at), retreat, rescue, and stay. This faithful animal will seldom run from an enemy unless commanded.

Fears: Unknown.

Habitat: Grasslands.

Immunities: None.

Life-span: 30 years.

Likes: Food.

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

Note: None.

Special Abilities: **Water Sense:** This creature can sense good drinking water on a roll of 10+

Special Defenses: Fear-Resistance: 70%

Special Offenses: None

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.