

Species, Breed: Horse Pony, War

Type: Not applicable.

Class: Animal (Mammal).

Align: Basic instinct creature

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

Level: 1-D30 +1

Number encountered: 2-D20

Experience points: 20 x level.

Characteristics

Awareness: 36

Charisma: Not applicable.

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 30

Strength: 50

Wisdom: 4

Movement:

Flying: Can't.

Grounded: 18

Swimming: 6

Luck: 40

Oxygen-points: 90

Blood-points: 120

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 x4

Range: 1 space (5')

Attack Type: Blunt.

or:

Bite: 1

Damage: 1-D8

Range: 1 space (5')

Attack Type: Blunt.

or:

Hooves: 4

Damage: 1-D12 x3

Range: 1 space (5')

Attack Type: Sharp.

or:

Trample: 4

Damage: 1-D12 x5

Range: 1 space (5')

Attack Type: Blunt.

Defense: 30

Offense: 30

Damage-Points: Roll 4-D12 +6 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a horse, yet much smaller in size.

Eye color: Brown.

Eye shape: Medium-sized and oval.

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

Hair texture: Short and course.

Height: 5'-0"

Length: 8'-0"

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

Weight: 600 lbs.

Dislikes: Dogs and snakes. This creature is easily spooked.

Disposition: The War pony is a more intelligent as a 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 told to do so.

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Fears: Fire. This creature will flee in a panic from flames unless an avoidance-roll vs. "Fear" is successful.

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: Fire makes them panic (avoid vs. "Fear" or flee). See: "Special Defenses" before this occurs.

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