

Species, Breed: Horse, Stallion

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: 26 x level

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 3

Mental-strength: 25

Strength: 45

Wisdom: 3

Movement:

Flying: Can't.

Grounded: 21

Swimming: 7

Luck: 30

Oxygen-points: 75

Blood-points: 105

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-D6

Range: 1 space (5')

Attack Type: Blunt.

or:

Hooves: 2

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 3-D12 +5 x level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: No.

Description: This creature appears as common wild horse, which is encountered within various regions in Utaemia.

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. This creature is easily spooked.

Disposition: Non-domesticated Horses roam fertile lands, grazing on the vegetation. They are easily trained as riding horses.

Fears: Fire. This creature will flee in a panic from flames unless blindfolded. Even if blindfolded, this creature will flee in panic if burned.

The Stallion Horse will run from an encounter unless a successful avoidance-roll vs. "Fear" is rolled. Its master can make an avoidance-roll vs. "Control Steed" if mounted or holding the reins. Forest-Knights and Druids do not have to be in physical contact with this creature to succeed at this avoidance-roll.

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: None.

Special Offenses: None

Susceptibilities: Fire makes them panic (avoid vs. "Fear" or flee). If blindfolded, this creature will not panic and flee unless actually burned.

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