

# 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-omesticated 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.