

Species, Breed: Horse, Feral

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: 24 x level

Characteristics

Awareness: 33

Charisma: Not applicable.

Constitution: 50

Coordination: 27

Dexterity: 27

Intelligence: 2

Mental-strength: 27

Strength: 80

Wisdom: 2

Movement:

Flying: Can't.

Grounded: 18

Swimming: 6

Luck: 45

Oxygen-points: 81

Blood-points: 150

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-Kick: 1

Damage: 1-D12 x5

Range: 1 space (5')

Attack Type: Blunt.

or:

Bite: 1

Damage: 1-D8

Range: 1 space (5')

Attack Type: Blunt.

or:

Hooves: 2

Damage: 1-D12 x4

Range: 1 space (5')

Attack Type: Sharp.

or:

Trample: 2

Damage: 1-D12 x6

Range: 1 space (5')

Attack Type: Blunt.

Defense: 27

Offense: 27

Damage-Points: Roll 3-D20 +12 x level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?:No.

Description: This creature appears as a rather broad-shouldered, thick-boned, 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: 7'-0"

Length: 10'-6"

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

Weight: 1,000 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 work horses, due to their long endurance and strength. They are also reliable pack and riding animals as well.

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 feral 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.