

Horse

Level	3
Size	Large
Initiative Bonus	-2
Grouping	1d4(d6)
Aggressiveness	2
Movement	95' (19)
Treasure	N/A

AGL	16
CHA	2
CON	16
END	16
INT	2
OBS	14
STR	21
WIS	2

Defense Bonus	Block	13	
	Dodge	12	
	Perry	N/A	
High Pain Threshold		N/A	
Magic Resistance			
AGL	N/A	INT	N/A
CHA	N/A	OBS	N/A
CON	N/A	STR	N/A
END	N/A	WIS	N/A

Territory & Description:

Most horses have been domesticated and serve as beasts of burden. Horses can be specially trained for war, enabling them to make attacks during combat while carrying a warrior. Other than this, horses will generally only attack when they feel threatened. The kick from their rear legs is particularly potent.

Horses can wear specially designed armor. This armor is generally only worn when the rider is planning on entering battle and is therefore left for the GM to include when and if it is needed. Horse armor comes in a variety of forms including leather, chain mail and plate mail. Each of these types of armor protect the horse with the same absorption rate and HP value as normal armor.

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Fore-hoof	+2	1d4+6	3	1	1
Back-hoof		2d6+6			
Bite	+0	1d4			

Horse 1	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 2	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 3	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 4	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 5	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 6	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 7	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 8	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 9	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 10	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 11	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24

Horse 12	Current CON	16					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Armor							
Body	14	44	36	21	21	24	24