

Riding Horse

©2008 Marco Schmitz <marco204@gmx.de>

v3.12

GENERAL INFO		ATTRIBUTES		COMBAT STATISTICS	
Name:		Physical		Physical Defense Value	6
Owner:		Value Step & Dice		Spell Defense Value	6
Race: Astral Mount		Dexterity.....	6 d10	Social Defense Value	7
Sex:		Strength.....	8 2d6	Normal/Mystical Armor	0 / 0
Age:		Toughness.....	8 2d6	Movement Combat/Normal	50y / 120y
Height:		Mental		Flying Combat /Normal	
Weight:		Perception.....	3 d4	Max. Carry/Max. Lift	
Length:		Willpower.....	4 d6	Knockdown	5
Wingspan:		Charisma.....	4 d6	Initiative Step & Dice	6 d10
Hair:					
Eyes:					

KARMA

Current:	Maximum:	Cost:	Karma Dice:
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EQUIPMENT & LOOT		SKILLS							
Weigh		Rank Base				Step & Dice			

ATTACKS & WEAPONS

Attack		Step & Base		Damage Step & Base		Range			Weight
1x Normal Attack		6	d10	9	d8+d6	-	-	-	
						-	-	-	
						-	-	-	
						-	-	-	
						-	-	-	

ARMOR

RACIAL ABILITIES & NOTES		LANGUAGES		CURRENCY		
		Spoken	Read	Copper	Silver	Water
cannot wear armor						
can carry a rider and up to 250 pounds of equipment						

SPELLS

Threads		Weaving		Casting		Range		Duration		Effect
		/								
		/								
		/								
		/								
		/								
		/								
		/								
		/								

LEGEND POINTS		DAMAGE		WOUNDS		UNCONCIOUS RATING		RECOVERY TESTS	
Current:						36		3	
Total:		BLOOD MAGIC		WOUND THRESHOLD		DEATH RATING		RECOVERY DICE	
Legendary Status:				13		44		8 / 2d6	