

War Horse

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v3.12

GENERAL INFO	ATTRIBUTES	COMBAT STATISTICS																																	
Name:	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;">Physical</td> <td style="width: 15%;">Value</td> <td style="width: 15%;">Step</td> <td style="width: 15%;">Dice</td> </tr> <tr> <td>Dexterity.....</td> <td style="border: 1px solid black; width: 40px;"></td> <td style="border: 1px solid black; width: 40px;">7</td> <td style="border: 1px solid black;">d12</td> </tr> <tr> <td>Strength.....</td> <td style="border: 1px solid black;"></td> <td style="border: 1px solid black;">9</td> <td style="border: 1px solid black;">d8+d6</td> </tr> <tr> <td>Toughness.....</td> <td style="border: 1px solid black;"></td> <td style="border: 1px solid black;">8</td> <td style="border: 1px solid black;">2d6</td> </tr> <tr> <td>Mental</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Perception.....</td> <td style="border: 1px solid black;"></td> <td style="border: 1px solid black;">6</td> <td style="border: 1px solid black;">d10</td> </tr> <tr> <td>Willpower.....</td> <td style="border: 1px solid black;"></td> <td style="border: 1px solid black;">7</td> <td style="border: 1px solid black;">d12</td> </tr> <tr> <td>Charisma.....</td> <td style="border: 1px solid black;"></td> <td style="border: 1px solid black;">5</td> <td style="border: 1px solid black;">d8</td> </tr> </table>	Physical	Value	Step	Dice	Dexterity.....		7	d12	Strength.....		9	d8+d6	Toughness.....		8	2d6	Mental				Perception.....		6	d10	Willpower.....		7	d12	Charisma.....		5	d8	Physical Defense Value	8
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Owner:		Spell Defense Value	6																																
Race: Astral Mount	Social Defense Value	8																																	
Sex:	Normal/Mystical Armor	0 / 2																																	
Age:	Movement Combat/Normal	80y / 100y																																	
Height:	Flying Combat /Normal																																		
Weight:	Max. Carry/Max. Lift																																		
Length:	Knockdown	9																																	
Wingspan:	Initiative Step & Dice	7 d12																																	
Hair:																																			
Eyes:																																			

KARMA

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

ATTACKS & WEAPONS

	Attack	Step &	Base	Damage	Step &	Range	Weight
	1x Normal Attack	8		14	d20+d4	- - -	
						- - -	
						- - -	
						- - -	
						- - -	

ARMOR

RACIAL ABILITIES & NOTES	LANGUAGES		CURRENCY		
can carry their riders and up to 350 pounds of equipment	Spoken	Read	Copper	Water	
			Silver	Air	
			Gold	Fire	
			Earth	Orichalcum	

SPELLS

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

LEGEND POINTS	DAMAGE	WOUNDS	UNCONCIOUS RATING	RECOVERY TESTS
Current:			40	3
Total:	BLOOD MAGIC	WOUND THRESHOLD	DEATH RATING	RECOVERY DICE
Legendary Status:		14	48	8 / 2d6