

# Horse, Courser

REWARD: 4 Points

LEGEND

7

RECOGNIZE 73%



The Courser is a common combat mount in most cavalries. The Courser isn't as hardy as the Destrier but its versatility, and relatively low cost makes the Courser a favored among warriors. It's a relatively long, medium weight horse that's been trained to be reliable on the battlefield.

**HEIGHT:** approx. 5' (at the shoulder)

**LENGTH:** approx. 8'

**WEIGHT:** approx. 700 lbs.

**TONE:** Brown/Speckled

**GROUP:** 1-2

**ABILITIES:**

ESCAPE X2 (CR: 12)

TRAMPLE X2 (CR: 7)

SIZE	LARGE
INVESTED	NEUTRAL
CLASS	ANIMAL
ORDER	HERBIVORE
HABITAT	ANY
ACTIVITY	ANY
ATTITUDE	SKITTISH
INTELLECT	SIMPLE
LANGUAGE	NIL
WEALTH	NIL
RATIONS	84

ATTACK

7

ACTION

14

MOVE

14

SENSES

14

RESIST

6

ATTACKS  
PER TURN

1

BODY HIT  
LOCATION

Head, Body

DAMAGE

WEAPON

--

KICK

2d4

BITE

1d4

ABSORB

0

TORSO

--

LEGS

--

ARMS

--

HEAD

--

ENDURE

16

## CARGO

The Weight Limit for the horse's Rider is 215 lbs. for every 20 lbs. greater than the limit, the horse's Move Rate decreases by **1 point**. This horse can carry up to **15 points of Encumber** with a rider and double without a rider. Note: Some form of storage device must be used, such as saddlebags, etc. This equipment would be "tied" to the horse's presence. Thus, a Hero that rode to a cave to explore its depths would be required to remove any equipment, from the horse, they wish to use in the cave.

## BONDING

Horses are highly valued and can be bought throughout the Realms in many settlements. The average price for a horse will vary based on its age, condition, and type, but on average will range between **12-20 gold coins**.

Horses afford its rider many advantages. However, for the horse to perform its trained abilities, it must be bonded to the owner. This requires the owner to have the Trained Skill **Riding** and perform a successful **CR: Charm**. If either Challenge Roll fails, the player must attempt to bond to the horse again. Only one attempt at bonding may be attempted per day. The owner may only attempt to bond to one horse per day. The horse only needs to be bonded to the owner once.

## COMBAT

Coursers are trained as combat mounts. They will charge directly into a crowd if commanded to do so and this does not constitute an attack for the Rider. To determine if the horse struck and did damage to an opponent in the crowd, a Challenge Roll is made using the Horse's Attack Score. If the roll is successful, the individual struck by the horse suffers **1d8** points damage and is knocked backward from the horse **1d8+5'**.

## DANGER

Coursers are not frightened easily by any other creature. There's a **15% Chance** if any creature suddenly appears (emerges from hiding, concealment, or camouflage), the horse will panic. A successful **CR: Charm** will be needed to keep the horse calm and on task.

## POWERS

Horses can perform special maneuvers if the rider has the Trained Skill **Riding** and performs a successful **CR: Charm**. The Challenge Roll must be done each time one of these special maneuvers is attempted.

### 1. CALL

The horse will stand, without being secured, until the rider returns. The horse will run back to its owner even if in combat.

### 2. PLATFORM

A rider can fire a Shortbow, from Horseback, without penalty.

### 3. CHARGE

**(-2 Penalty to CR: Charm)**

The rider can use a Spear (or Lance) during combat and use the horse's mass to increase the damage of the weapon. The attack from the charge gains **+8 Damage**.

## SIZE

