

COURSER WARHORSE



Designed for use with
ShadowDark RPG



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COURSERS

Coursers (Medium Warhorse)

Cost 100 gp **AC** 12 or 13/14/15 w/barding* **HP** 15

ATK 1 hooves +2 (1d6) or 1 bite +4 (1d4)

MV Dbl Near **S** +2, **D** +1, **C** +2, **I** -2, **W** +1, **Ch** -2 **LV** 2

Traits:

- Can carry up to 10 gear slots (250 pounds) + Rider.
 - Trained for battle, will charge enemies, and can fight with/without rider. Speedier than heavier Destriers.
 - Rider must be trained for handling a warhorse in combat. (Knight Classes gets this trait automatically. Other Fighter classes must roll 5-6 on 1d6).
 - Rider granted +1 to melee attacks, including jousts
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Smaller than Destriers. Favored by knights needing a mix of speed and combat ability. Fast, muscled, and agile, used for battle, raiding, and scouting.

Spook - During combat, when a warhorse is reduced to 50% HP or its rider is unhorsed, it may panic and wildly flee. Roll DC 10 CON check + Rider's CH.

*Can wear armor (barding): Leather +1, Chain +2, or Plate +3.