

EXCEPTIONAL HORSES

PROFILE TYPICAL HORSE

Corporeal: D: 1d4, N: 2d12, S: 2d10, Q: 1d8, V: 2d10

Fightin': brawlin' 1d12, swimmin' 4d12

Mental: C: 2d6, K: 1d6, M: 1d6, Sm: 1d6, Sp: 1d4

Guts 2d4, overawe 1d6

Pace: 20

Size: 10

Wind: 14

Terror: 0 (5 when angered)

Special Abilities:

Damage: Kick (STR +2d6), Bite (STR)

Description: Horses come in a wide variety of colors and breeds.

Exceptional horses can be found on occasion, if the hero knows where to look or maybe even gets lucky. If a cowpoke makes an Onerous (7) Cognition/Horse Ridin' roll, he can tell if a horse he's examining has any exceptional qualities about it or not. Exceptional horses cost at least another \$150 dollars. To see if a horse has exceptional traits then draw a card and consult the table below. If traits are there then draw a number of cards to see what those traits are, redraw repeats.

NUMBER OF EXCEPTION TRAITS.

Card	Traits
2-Jack	0
Queen	1
King	2
Ace	3
Joker	4

Clubs or Spades

- Deuce** **Brave:** This horse stands fast even for in the face of extreme danger. The animal has a *Spirit* of 2d8 and a *Guts* of 4d8.
- 3** **Fast:** Too bad the Pony Express didn't get a hold of this animal. The horse has an exceptional Pace. Increase the horse's Pace by +4.
- 4** **Gentle:** The animal seems to like children and ladies (ladies being the operative word here) and will not knowingly harm one of them.
- 5** **Spirited:** This horse has an unusual amount of endurance giving it +4 to it's *Wind*.

- 6** **Large:** If theirs a fellow the posse calls Hoss then he's probably riding this beast. The horse's Size is 12.
- 7** **Night Ridin':** This animal has exceptional vision he can even be ridden at night without stepping into a gopher hole and becoming lame. The rider suffers no penalty to his Horse *Ridin'* roll due to poor vision condition.
- 8** **Smart:** The animal responds exceptionally well to its master's commands. The horse's owner can add +2 to his *Horse Ridin'* rolls.
- 9** **Strong:** Strap this horse to a plow and he'll make any farmer proud. Huge and burly, the horse has 3d12 *Strength*.
- 10** **Surly:** The horse is ill tempered to those he isn't used to. He kicks and bites with only a little provocation. He is loyal to his master though if treated well.
- Jack** **Swimmer:** This horse swims like he made for the water. The horse has Swimmin' at 6d12.
- Queen** **Tough:** The horse is made of tougher stuff than normal, and has 2d12 *Vigor*.
- King** **Scrapper:** This horse is a regular outlaw and loves combat. Giving him a Fightin': brawlin' of 3d12.
- Ace** **Ghost Ridin':** This beast is unusually gaunt, but in all other ways appears healthy. Also for some unknown reason those who normally would suffer a -2 penalty to their Horse *Ridin'* Aptitude do not with this beast.

Diamonds or Hearts

- Deuce** **Trigger:** This horse knows his name and will come a running if he hears it called, be sure not to name your horse a cuss word unless you plan on calling him a lot.
- 3** **Lay Down:** The horse has learned to lay down when the master gives the order and will stay down until told to get up. This ability is good for stealth reasons and to use the horse as cover if necessary.
- 4** **Strange:** This animal has learned to do some unusual trick such as sitting on a bench or drawing a card from a spread out deck. The trick must be possible for a horse, so he couldn't for instance climb a telegraph pole or build a house.

- 5** **Horse Sense:** This horse has a certain amount of cunning about him and has a Knowledge Aptitude called *Horse Sense*. *Horse Sense* can be used to get out of tricky situations or find ones way home, it's not calculus but perhaps he knows how to muzzle a door open or follow a trail. This gives him 3d6 *Horse Sense*.
- 6** **Quick:** He's not necessarily skittish but he's quicker than the average horse. This beast has a 2d10 *Quickness*.
- 7** **Greased Lightning:** This horse is very fast and if you blink you might miss him as he'll be gone. Add +6 to this horse's Pace.
- 8** **Jumper:** This horse can jump great distances letting him jump six feet or so off the ground, with a good run of course.
- 9** **Pack:** He must have had a pack horse pa cause he can carry more then the average horse. Treat his Strength as doubled for the purpose of carrying riders and gear.
- 10** **Pegger:** This horse can turn on a quarter and give you back fifteen cents change. This horse can stop in mid gallop and go a completely different direction.
- Jack** **Water Drawn:** He can smell the presence of water and will scratch and stomp at the ground for it, if none are present otherwise. He rolls 3d8 with the difficulty based on the terrain.
- Queen** **Personality:** He's got a gleam in his eye that seems almost human in appearance, he got his own personality. This horse has a Mien of 2d8.
- King** **Chopper:** This horse works well with its master and can cut a cow out of the herd and separate it from the rest. The cowpoke riding this receives a +2 bonus to any Aptitude used for this purpose.
- Ace** **Rope-Horse:** This horse has been trained to sit back, hind feet well under him, fore feet well out in front, hard on the ground, and receive the shock when a cowboy ropes a steer. He then can whirl around to face the catch. The rider receives a +4 bonus to lasso a critter when ridin' this beast.

Joker

Aware: A horse that's aware might be sharper than its owner. It has a 3d8 *Cognition* and will neigh or grunt to let its owner know of any perceived danger. On a Hard (9) *Cognition* roll the horse can sense supernatural things such as ghost, witches or undead.

OVERALL COLORING AND APPEARANCE

D20	Color	Comments
1	Black	Black pigment is present throughout, including both skin and hair.
2	Brown	The coat is a mixture of black and brown hair.
3	Black-brown	Black is the predominant pigment, but the muzzle, and sometime the flanks are brown.
4	Bay	The color varies from a dull reddish-brown to a golden shade that is nearly chestnut.
5	Bay-brown	The predominant pigment is brown but the muzzle is bay. The legs, mane, and tail are black.
6	Chestnut	A red-gold color with a number of varying shades.
7	Cream	This color is a result of unpigmented skin. The eyes of these horses are always pink or blue in color.
8	Dun	This is the primitive coloring that is characteristic of wild horses. It can be either a yellow dun (a sandy sort of yellow) or a blue dun. In the latter instance, the skin of the horse is black. The mane and tail are usually dark.
9	Gray	This is a varied mixture of black and white hairs on black skin.
10	Blue roan	This is a blue-tinged gray that is a result of white hair on a body with black or brown pigmentation.
11	Red roan	An earthy red the result of bay or bay-brown body color with a mixture of white hairs overall.
12	Strawberry roan	This is a dusty or smokey rose color that is the result of a chestnut body color with a mixture of white hairs.
13	Piebald	The coat of these horses is made up of large, irregular patches of black and white, similar in appearance to common milk cows.
14	Skewbald	This is the same as piebald, except in this instance the black coloring is replaced with any other color.
15	Odd-colored	This type is any coat that has more than two different colors.
16	Palomino	A rich yellow-gold coat with a white mane and tail.
17	Liver chestnut	This coat is the dark red color of liver.
18	Dapple gray	Dapple gray is a storm cloud gray, darker than usual gray, with small patches and flecks of lighter coloring on the chest, belly, and hindquarters.
19	Sorrel	A sorrel is a chestnut red-brown coloring somewhere between bright bay and yellow chestnut. The mane and tail are both white or reddish in color.
20	Albino	An all-white animal, an albino is the result of a complete absence of pigmentation in both the skin and hair. These horses are always pinkeyed.

COAT PATTERN

D20 Pattern

- 1-15 Whole/Solid Coloring
- 16-18 Flecked
- 19-20 Flea-bitten

Comments

Coat is completely regular.
Coat contains small, irregular groupings of white hairs throughout.
Coat contains specks of brown hairs throughout, common with gray-colored and older horses.

LEG MARKINGS

D20 Marking

- 1-15 None
- 16-19 Stocking
- 20 Sock

Comments

Leg is a solid color or pattern matching the rest of the animal's body.
Leg has a white area between the hoof and the knee or hock.
Leg has a white area extending from the hoof halfway to the knee or hock

BODY MARKINGS

D20 Marking

- 1-15 None
- 16-19 Flesh marks
- 20 Zebra marks

Comments

The coat contains no unusual marking.
These are areas of unpigmented hair and skin, usually around the belly, flanks or legs.
These bars or stripes on the legs or flanks are a throwback to the primitive camouflage of early breeds of wild horses.

MUZZLE

D20 Marking

- 1-15 None
- 16-17 Snip
- 18-19 White Muzzle
- 20 Lip marks

Comments

There is nothing unusual about the muzzle.
White markings ring the nostrils of the horse.
The muzzle and nostrils are white.
The lips are white.