



**Notes:** I am not the author of this document. It is my personal copy to summarize what I learned from the original document which was my own adaptation. That is why I would like to thank all the original authors.

Skills	Proficiency
Intimidation	13
Perception	20; 20 mm 0/1
Stealth	14 (+2)
Survival	13
Swim	17 (0)
Thievery	19
Use Animal	19
Use Vehicle	19

**Equipment:** The horse can carry up to 200 kg of gear. It has a saddle and a bridle.

**Abilities:** The horse has a natural +10% attack roll. It can sprint at 12.5m + 3m per second. It can perform a "Water Attack" - it will leap 10ft, cone target Hit to 10d6 + 3d6 blocking damage, and the target is stunned (no speed increase).

**Skills:** Perception +10 (range 50ft), Swimming +10 (range 100ft), Survival +10 (range 100ft).

A horse much like a mule or donkey, a docile beastly animal.

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