

d30 Random Horse Generator Table

By Christopher Stogdill (AKA the Frugal GM)

This work is licensed under a Creative Commons Attribution-Non-Commercial-ShareAlike 4.0 International License.



Players in fantasy role-playing games generally tire from having their player-characters (PCs) walk everywhere sometime shortly after character creation. Usually as soon as the PCs can scrape up enough coin they get horses, allowing them to explore, loot, and pillage much more easily. In my experience the players tend to underestimate just how valuable their PC's mounts are and they just see them as simple, replaceable tools in-game. With this set of d30 tables you can quickly generate a simple horse for your game. Personally I'd generate the horses and not bother to tell the players what the horses look like unless they bother to ask. If someone steals their horse(s) or something happens to them I get to ask, "Can you describe your horse?" I'm sure that an enterprising GM can have some fun with this....

Using these tables: Roll 1d30 for each horse to be generated using Tables 1-4 and 4 x 1d30 on Table 5, ignoring duplicate results. Be advised that some characteristics from Table 5 may not mesh well with color-types from Table 3 as *they pertain to real-world horses*, but since this table is for random generation of horses in a *fantasy game*.....

Special Notes:

1) The normal life-span of a horse is, at best 25-30 years. Not added to these tables is a lifespan chart, but a simple 1d30 roll should do the trick. If the number generated is less than the results of Table 1, then I'd just give the poor horse that many days remaining.

2) "hh" is an abbreviation of "hands high", a measurement 4 inches (10.16 cm). Hands are noted in full units and inches (i.e. 14.3 hh is 14 hands, 3 inches (59" or 1.5 meters)

Table 1: Age

Roll	Result (age in years)
1- 2	Yearling
3- 4	Filly (F), Colt (M)
5-30	Mare (F), Gelding (M)/Stallion (M)

Table 2: Gender

Roll	Result
1-15	Female
16-20	Intact Male (i.e. Stallion)
21-30	Castrated Male (i.e. Gelding)

Table 3: Coloration

Roll	Result
1- 2	Bay (tan with black points)
3- 4	Dapple Grey (grey with white "eraser marks")
5- 6	Fleabitten Grey (light grey with light speckles of black)
7- 8	Light Chestnut (reddish brown with lighter points)
9-10	Steel Grey (black with mixed-in grey hairs)
11-12	Dun (sandy yellow with dark dorsal stripe)
13-14	Buckskin (sandy yellow with dark points)
15-16	Palomino (golden with cream-colored mane & tail)
17-18	Bay Roan (bay with white hairs mixed-in evenly)
19-20	Blue Roan (black with white hairs mixed-in evenly)
21-22	Tobiano (black & white with smooth color lines)
23-24	Dark Bay (dark brown coat with reddish highlights)
25-26	Light Chestnut (reddish-brown with points of lighter shade)
27-28	Overo (like Tobiano, but with jagged lines; brown & white)
29	Appaloosa (mottled skin & coat)
30	Jet Black (skin & coat; ignore any markings from Table 5)

Table 4: General Type/Adult Size

Roll	Result
1	Light Riding Horse, 14 hh, 380 kg (836 lbs)
2	Light Riding Horse, 14.2 hh, 414 kg (911 lbs)
3	Light Riding Horse, 15 hh, 448 kg (986 lbs)
4	Light Riding Horse, 15.2 hh, 482 kg (1060 lbs)
5	Light Riding Horse, 16 hh, 516 kg (1135 lbs)
6	Light Riding Horse, 16.2 hh, 550 kg (1210 lbs)
7	Medium Riding Horse, 15.2 hh, 500 kg (1100 lbs)
8	Medium Riding Horse, 15.2 hh, 508 kg (1118 lbs)
9	Medium Riding Horse, 15.2 hh, 517 kg (1137 lbs)
10	Medium Riding Horse, 15.3 hh, 525 kg (1155 lbs)
11	Medium Riding Horse, 15.3 hh, 533 kg (1173 lbs)
12	Medium Riding Horse, 16 hh, 542 kg (1192 lbs)
13	Medium Riding Horse, 16.1 hh, 550 kg (1210 lbs)
14	Medium Riding Horse, 16.1 hh, 558 kg (1228 lbs)
15	Medium Riding Horse, 16.2 hh, 567 kg (1247 lbs)
16	Medium Riding Horse, 16.2 hh, 575 kg (1265 lbs)
17	Medium Riding Horse, 16.3 hh, 583 kg (1283 lbs)
18	Medium Riding Horse, 17 hh, 592 kg (1302 lbs)
19	Heavy/Draft Horse, 16 hh, 700 kg (1540 lbs)
20	Heavy/Draft Horse, 16 hh, 725 kg (1595 lbs)
21	Heavy/Draft Horse, 16.2 hh, 750 kg (1650 lbs)
22	Heavy/Draft Horse, 16.2 hh, 775 kg (1705 lbs)
23	Heavy/Draft Horse, 16.3 hh, 800 kg (1760 lbs)
24	Heavy/Draft Horse, 16.3 hh, 825 kg (1815 lbs)
25	Heavy/Draft Horse, 17 hh, 850 kg (1870 lbs)
26	Heavy/Draft Horse, 17 hh, 875 kg (1925 lbs)
27	Heavy/Draft Horse, 17.1 hh, 900 kg (1980 lbs)
28	Heavy/Draft Horse, 17.2 hh, 925 kg (2035 lbs)
29	Heavy/Draft Horse, 17.3 hh, 950 kg (2090 lbs)
30	Heavy/Draft Horse, 18 hh, 975 kg (2145 lbs)

Table 5: Unusual Characteristics/Bad Habits

Roll	Result
1	Facial Marking: Blaze (wide white stripe down middle of face)
2	Facial Marking: Stripe (narrow white stripe down middle of face)
3	Facial Marking: Bald Face (wide blaze extending past blue eyes)
4	Facial Marking: Star (white marking between the eyes)
5	Facial Marking: Snip (white marking between the nostrils)
6	Right Foreleg Marking: Stocking (white marking extending up to the knee)
7	Right Foreleg Marking: Boot (white marking ending between fetlock and knee)
8	Right Foreleg Marking: Pastern (white marking ending below the fetlock)
9	Right Foreleg Marking: Coronet (thin white band above the hoof)
10	Left Foreleg Marking: Stocking (white marking extending up to the knee)
11	Left Foreleg Marking: Boot (white marking ending between fetlock and knee)
12	Left Foreleg Marking: Pastern (white marking ending below the fetlock)
13	Left Foreleg Marking: Coronet (thin white band above the hoof)
14	Right Rear Leg Marking: Stocking (white marking extending up to the knee)
15	Right Rear Leg Marking: Boot (white marking ending between fetlock and knee)
16	Right Rear Leg Marking: Pastern (white marking ending below the fetlock)
17	Right Rear Leg Marking: Coronet (thin white band above the hoof)
18	Left Rear Leg Marking: Stocking (white marking extending up to the knee)
19	Left Rear Leg Marking: Boot (white marking ending between fetlock and knee)
20	Left Rear Leg Marking: Pastern (white marking ending below the fetlock)
21	Left Rear Leg Marking: Coronet (thin white band above the hoof)
22	Rear Kick: Kicks when rear is touched or during rough handling (1d4+1 dmg)
23	Side Kick: Kicks when rear is touched or during rough handling (1d4-1 dmg)
24	Bolter: Tries to flee when halter removed
25	Barn Sour: Does not want to enter barns/stables (fights handler)
26	Playful Biter: Nips at nearby humanoid and when given treats (1 dmg)
27	Balks when worked/ridden for more than 6 hours a day
28	Enmity towards race (will buck off/attack riders of given race)
29	Enmity towards gender (will buck off/attack riders of given gender)
30	Spooks easily (bucks/bolts during any random monster encounter)