Ride On

A versatile mini-system for riding animals.

24-Hour RPG 2014

Side-bar project

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A Wired_Wolf Production

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Ride On! Is a mini-system to use for riding

Riding Animal stats (range 1 – 10):
Endurance (how long they can go based upon LOAD)
Weight (directly impacts much they can carry)
Stability (how stable the animal is over terrain) (10 being impossible to knock over, like a cow/1 being a drunk human or a toddler)
Agility (the ability to turn quickly, jump, etc…) (10 being a cat, 1 being a pig…or a brick)
Base Speed (Based upon Agility, Strength and current LOAD) (this modifies the basic Gait, 5 is average based upon average horse gaits)
Combat Movement (How far on a typical 3 meter grid space in a 3 second round the animal will move at a Canter)
Handling (How well the animal "listens" to the rider, how responsive the animal is)

HEALTH always starts at 10, unless the animal is in poor health, injured, etc…

Averages are based upon an American quarter horse ~ 15 hands high and ~1000 lbs

Quarter Horse (Size: 15 hands, Weight: 1000lbs)
Body Weight: 1000 lbs

Health: 10
Endurance: 8
Agility: 7
Stability: 8
Handling: AVG
Speed (Meters per 3 seconds): 3/6/12/24

Distance Conversions:

1 k/ph=1000 meters
1 minute=~16.7 meters @ 1kph
1 second=~0.28 meters @ 1kph
3 second round=~.84 meters @ 1kph

1 mph=5280 feet
1 yard = 3 feet
1 mph/60=~88 feet per minute @ 1 mph
1 second=~1.47 feet @ 1 mph
3 second round=4.4 feet @ 1 mph

Gait: Walk (1x): 4 mph, Trot(2x): 8 mph, Canter (4x): 10-17mph, Gallop (8x): 25-30 mph

Average Movement in a 3 second round)(1 space = 3 meters):
Walk: 3 meters
Trot: 6 meters

Cantor: 12 meters
Gallop: 24 meters

In a fight, the mount will probably be moving at a Cantor on an average.

Carrying Weight:
~20% of body weight is max w/o hurting animal, no performance problems
~20-30% of body weight, performance problems,
~40-50% of body weight, performance significantly decreases, health becomes a problem

Speed is at "Maximum" with <20% body weight load
Speed is decreased 25% with 21-30% body weight load, health decreases by 1 per 5 rounds with this load (temp damage), stability and agility impacted.
Speed is decreased by 50% with 31-50% body weight load, health decreases by 1 per 3 rounds with this load (temp damage), stability and agility greatly impacted.

ENDURANCE

Endurance loss:
Walk: 1 point per hour
Trot: 1 point per 15 minutes
Cantor: 1 point per 5 minutes
Gallop: 1 point per 2 minutes

When ENDURANCE reaches 0, the animal MUST slow down to a walk, or stop. If they fail to do so, or are goaded to go faster they start taking HEALTH damage in place of ENDURANCE loss. If health reaches 0, then the animal will probably die (yeah, don't do that please).

Endurance Loss is exacerbated by excessive LOAD.

Normal load (<20% body weight) – no modifier
Medium load (21-30% body weight) - +1 Endurance loss per step
Heavy load (31-40% body weight)- +3 Endurance loss per step

A horse under medium load then loses 2 points of END per 15 minutes.

Pulling

Wagons:
Not all horses can be used to pull wagons: draft horses (1600-1900 lbs), Belgians or quarter horses are best for this kind of work. Arabians could be used, but are normally less suited to the task.

A horse can generally pull a wagon equal to body weight for 8 hours.

One draft horse of 1700 can pull 1700 lbs for ~8 hours, ENDURANCE loss is standard.
Additional horses MULTIPLY this effect, so 2 horses of equal weight (as above) can pull 3400 lbs for 8 hours
1 = 1x weight
2 = 3x weight
4 = 8x weight

Speed:
Same as above, but incurs +1 additional point of END loss for Cantor or Gallop while hitched up to a wagon.

Feed and Care:
If you're going long distance you need to care for your animals. How much they eat depends upon their current body weight which is roughly 1%. So a 1000 lb horse needs 10lbs of feed/forage a day. If you have a team of 4 horses, and plan on being on the trail for 6 days you would need 240lbs of feed (4 horses*10lb)*6 days = 240 lbs.

Using the animal in your game

These stats are used for various conditions

Handling – how likely the animal is to obey a characters commands, how responsive they are.
The values are: Bad, Poor, Average, Great, Outstanding

A high Handling score means the animal is very responsive to rider commands. These modifiers are left descriptive to be used with any system that supports a "Riding" skill. If for example in a D20 system, a player wants to jump a 10' chasm. This would require a HANDLING check because the rider must FORCE the animal to jump that chasm. Normally a horse wouldn't WANT to do this. So, if the horse has a Great Handling, then the Riding skill check is easier (+2 bonus to the roll), if it had a Poor handling then it would give a -2 penalty to the roll.

Common Horses (averages):

Quarter Horse
Size: 15.5 hands
Body Weight: 1200 lbs
Health: 10 / Endurance: 8 / Agility: 7 / Stability: 8 / Handling: GOOD
Speed (Meters per 3 seconds): 3/6/12/24
Special: **SPRINTER** - for 3 rounds a quarter horse can move 36 meters in 3 seconds, END loss is -2 per round

Belgian (aka Draft horse)
Size: 1.5 hands
Body Weight: 2200 lbs
Health: 10 / Endurance: 8 / Agility: 5 / Stability: 9 / Handling: GOOD
Speed (Meters per 3 seconds): 3/5/10/20
Special: **POWERFUL –** can pull equal weight for 4 hours with no END loss, however, END loss kicks in after that time.

Appaloosa
Size: 15 hands
Body Weight: 1000 lbs
Health: 10 / Endurance: 10 / Agility: 7 / Stability: 8 / Handling: AVG
Speed (Meters per 3 seconds): 3/6/12/24

Arabian
Size: 14 hands
Body Weight: 800 lbs
Health: 10 / Endurance: 10 / Agility: 8 / Stability: 7 / Handling: GOOD
Speed (Meters per 3 seconds): 4/8/16/28
Special: **Stronger than he looks!** Can carry 25% body weight without penalty.

American Paint/Pinto
Size: 15 hands
Body Weight: 1200 lbs
Health: 10 / Endurance: 10 / Agility: 7 / Stability: 8 / Handling: AVG
Speed (Meters per 3 seconds): 3/6/12/24
Special: **Sure footed:** may reroll a failed stability test
(note: Yes I know pintos and paints are considered "separate" but as far as stats go, they're pretty close)

Friesian
Size: 16 hands
Body Weight: 1500 lbs
Health: 10 / Endurance: 10 / Agility: 7 / Stability: 8 / Handling: GOOD
Speed (Meters per 3 seconds): 3/6/12/24
Special: **STRONG BODIED:** may carry 30% body weight with no penalty.

Fantasy Horses:
In movies and books the warhorses are usually patterned after Friesian horses (see above):

Elven Steed
Size: 17 hands
Body Weight: 1600 lbs
Health: 10 / Endurance: 10 / Agility: 10 / Stability: 10 / Handling: OUTSTANDING
Speed (Meters per 3 seconds): 5/10/15/40
Special: **Sure footed:** may reroll a failed stability test

Background:
I'm not professing to be a great rider (only consider myself an average rider at best), but I don't recall seeing any "real" rules for horses and horseback riding. So, figured I'd come up with something simple to use when players want to jump on an animal and ride. I'm basing some of the behavior (handling), stability and endurance based upon a couple years of trail riding experience on mainly Appaloosas, paints and a single quarter horse. Plus some half-arsed research using google.