

## Horse

### Powers:

- User can turn into a horse.
- Whilst in horse mode the user has 2x their move speed, +1SpCon, and +1SpStr.
- Whilst in this form the user can add 1d8 damage to melee attacks, utilised by those who are riding atop the back of the user when moving.

### Limitations:

- User cannot speak in their creature modes.
- User does not have hands in the creature modes and therefore cannot pick up objects or wield weapons.

### Weaknesses:

- Whilst in the creature and hybrid modes, the user will take 1.5x sonic damage.
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### Levels:

1) +1 S-P

2) +1 S-P

3) Hybrid mode

- User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
- Hybrid mode gains the ability to speak, and use their hands (if they had any in their original form).
- Still has +1 SpStr.
- Has +2 SpCon instead of just +1.
- Keeps the move speed multiplier.

4) [Ability] Wise Creature

- All creature and hybrid modes under this power grants +1 SpWis, +1 SpWis per buff taken under this power.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

5) [Ability] Equas speed:

- user can roll move speed with S-P advantage.
- This includes with initiative.

[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

6) [Ability] Strong Steed

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[Buff] +1 SpCon, increase the "mount damage" bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

7) [Ability] Mamailian Stamina:

- User can roll Endurance with S-P advantage.

[Buff] +1 SpCon, increase the “mount damage” bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

8) [Ability] Agile Stallion

- All creature and hybrid modes under this power grants +1 SpDex, +1 SpDex per buff taken under this power.

[Buff] +1 SpCon, increase the “mount damage” bonus by 1 dice up, and +2m to move speed in creature and hybrid modes.

9) [Ability] Sleipnir mode

- Upon rolling 20+ S-P the user can transform into a larger, four-legged horse.
- In this mode the user’s move speed is 4x rather than 2x.
- The user can deal 2x damage with their kicks.
- The user rolls advantage on move speed and con-based rolls.

[Buff] +1 SpCon, increase the “mount damage” bonus by 2 dice up, and +4m to move speed in creature and hybrid modes.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Equestrian Royalty

- User can become the “Equestrian royalty” in hybrid mode if the user rolls 20+ S-P.
- Whilst in Equestrian royalty hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the “Equestrian royalty” hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (l.e: horse anthroprail, horses)
- The additional damage normally added to those riding atop the user can not be added to all melee attacks from the user whilst in this hybrid mode, as long as the user has moved 1/10 of their move speed prior to each attack.