

INTRO

Despite how complicated breeding can be in real life (and certainly is on many forums and ARPGs) I've designed a system on Brinvoss that has just enough realism while being exceptionally simple for me. I need to be able to figure breedings out accurately, fairly, and quickly, so rather than fiddling around with punnett squares and actual horse genetics, I've painted everything with rather broad strokes for this game. I'm sorry if this is disappointing to any genetics fans, but I'm sure you can understand that I've done it because I have a *lot* going on with this site. ;)

HEIGHT AND BUILD

As no characters in Brinvoss are really purebreds in the traditional sense of the term, characters could potentially be any size from 8hh to 19hh, provided the build matches the approximate height. For example, characters between 8 and 14 hands should be modeled after pony breeds, 15-17hh characters should be modeled after hot- or warmbloods as appropriate, and characters 18hh+ should be modeled after drafts. There are, of course, some exceptions (for example, Irish Draughts blur the line between large warmbloods and small drafts, Arabians are pony-sized horses, and Shires are anywhere from 17hh up) so just try to keep approximate breed heights in mind.

When breeding parents of different builds, consider the following:

What features does each parent have? A foal can have any traits displayed by at least one parent. For example, if an Arabian and a Friesian have a foal, that foal could potentially have the dished Arabian face as well as fetlock feathering. This is player's choice.

BREEDING FOR COATS

Each of Brinvoss's factions has its own rarity chart for coats, each with its own quirks and rarity scale. Each faction's coat range will remain secret to that faction until the end of the mystery, but they all function approximately the same.

The range is as follows:

Common: Any coat listed as Common is completely free. Any starter character can be created with any Common coat without restriction. Common coats tend to dominate genetically - the rarer the coat, the less likely it is to appear when the other parent has a Common coat. When breeding two Common coats, you can choose whether to pick the same coat as one of the parents, or allow for a random roll to choose any Common coat available to the parents.

Uncommon: Although relatively common, Uncommon coats can only be obtained for free if bred for. If you wish to have a starter character with an Uncommon coat, you'll need to pay a

fee in Silver (Brinvoss's primary currency system, earned through posting). When breeding with a Common coat, genetics will lean in favour of the Common, with Uncommon shining through only 40% of the time, by random roll, assuming one parent has an Uncommon coat. As with Common, you may choose to pick the same coat as the parent whose genetics won out, or allow for a random roll to choose from the available options.

Rare: This is where things start to get expensive. Rare coats are more expensive to purchase in Silver and are much more difficult to breed for, showing up only 20% of the time vs Common, and 30% of the time vs Uncommon, provided one parent already has a Rare coat. If your result is a coat of a lower rarity, you may choose that parent's coat or a random roll of any available coats. If you roll Rare, you must choose that parent's coat - random rolls are not available.

Ultra Rare: The most expensive type of coat in Silver, rarely seen in your faction, and only free if the random roll is kind to your characters and at least one has an Ultra Rare coat already. Ultra Rare appears 15% of the time vs Rare, 10% vs Uncommon, and only 5% vs Common. If your result is Common or Uncommon, you may choose that parent's coat or a random roll of any available coats. If you roll Rare or Ultra Rare, you must take that parent's coat - random rolls are not available.

No matter what coat colours the parents have, if you would prefer to have a random roll for something from the Common options, you may choose this for free.

Very rarely, a random event may intervene and select a coat not normally available to your foal. For example, parents with an Uncommon x Rare coat combo may receive a random event giving the foal a random Ultra Rare coat, or two Commons may receive a random Rare roll. You may refuse this event and have the coat decided the normal way, if you prefer.

Impossible: Super special awesome secret rare coats do exist, obtainable only by use of Gold - Brinvoss's premium currency, which is earned through participation in big plot events. As no one will be starting with any Gold, you'll just have to wait and see what becomes available later. ;)

BREEDING FOR MODIFIERS

Modifiers is the Brinvoss way of saying "anything that isn't a base coat." For example, Black is a coat, Smoky is a modifier. Chestnut is a coat, Appaloosa is a modifier. Cremello is a coat, Grease Spots are a modifier. Modifiers run on the same rarity system as coats, with some appearing more frequently in some factions than others, with Common modifiers available for free and higher rarities available for Silver.

When foals are rolled, coats and modifiers are rolled separately - you could potentially end up with a Common coat but much rarer modifiers, or vice versa!

RESTRICTIONS

There aren't many breeding restrictions in Brinvoss, but please keep them in mind.

Characters can breed at any time of year, with pregnancies lasting 3 in-game seasons (3 real-life months - subject to change if the group as a whole decides the game is moving too fast or too slow. I'll be keeping an eye on this.)

Characters may begin to breed from the age of 5. They are technically adults at 3, but would be unlikely to properly care for or protect a foal.

A mated pair may have a height difference, but keep in mind that a very large foal could harm the mother if she's too small. Be cautious when breeding large stallions to smaller mares. A large mare and a small stallion, however, would not need to be concerned about this danger.