

Care and Progression

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Horse Stats and Progression

Horses on Pinecraft Equestrian develop over time.

They are not static mounts. Riding, jumping, care, race preparation, breeding plans, and market decisions all depend on understanding a horse's stats.

Where To View Stats

Open the horse panel with:

```
/h  
/h panel  
/horse panel
```

Then click on the saddle icon (**My Horses**) and choose a horse.

The details shown when hovering over the horse include:

- horse ID
- name
- breed
- sex
- coat or pattern
- height
- health
- energy
- Speed XP
- Jump XP
- parent information
- date of birth or creation details
- spawn state
- feeding status

Speed XP and Jump XP

Two of the progression values are:

- **Speed XP (how fast a horse can go)**
- **Jump XP (how high a horse can jump)**

You can watch these levels increase at the top of your screen while riding your horse or using jump or speed boosts.

Races may require a specific range of xp in both of these categories.

Race Eligibility

Races can have entry requirements based on Speed XP and Jump XP.

Some races are designed for newer horses. Others are aimed at more developed and experienced horses.

A horse can be too inexperienced for one race and too advanced for another if the race has both minimum and maximum XP requirements.

1. Rookie: 1.00-1.50
 - 1. Remember not to use a speed or jump boost on a base horse or that horse will be ineligible for this race!!***
2. Breeding Cup: 2.50-4.00
3. Open Class: no requirements
4. Advanced: 1.51-2.50

Energy

A horse may be blocked from riding, racing, or breeding if it is exhausted.

You can feed a horse wheat, haybales, apples, golden apples, enchanted golden apples, carrots, golden carrots, and sugar to fulfil the energy bar.

You must feed adopted foals milk buckets!

To check which horses need feeding, do one of the following commands.

```
/h feeding  
/h needsfeeding  
/h feedstatus
```

All three commands do the same thing.

The feeding day uses UTC, so it may not match your local timezone.

Health

A horse may be blocked from riding, racing, or breeding if it is badly hurt.

You can heal a horse by leaving it spawned or by click on it with equine wound treatment (25% heal), veterinary dressing (50% heal), and divine equine ambrosia (100% heal). All of these can be found at /warp vetclinic. You can also use a shard of equine invulnerability to keep a horse invulnerable for 24 real life hours.

Breeding Potential

Progression can matter when thinking about breeding.

Foals have traits from their parents. An average of the speed and jump values is given to the foal. (For example, if the mare has a 1.50 speed and the stallion has a 2.00 speed, then the foal will have a 1.75 speed value when born.)

Bonding With Your Horse

Bonding is a personal connection between you and a ModN Equine horse.

Each player has their own bond with each horse. A horse can belong to one player, but another trusted player can build their own bond if they have ride access.

Opening the Bonding Hub

Open the horse panel with:

```
/h  
/h panel  
/horse panel
```

Then click on the saddle icon (**My Horses**), choose a horse, and look for the bonding option (apple icon) in that horse's detail panel.

The bonding screen includes:

- Bond points (experience bottle)
- Bond level (nether star)
- Daily bonding progress (concrete block)
- Care/Riding Path (to see cosmetics; saddle)



Daily Bonding Steps:

1. Grooming is the first step in bonding. To groom, use a **ModN Horse Grooming Brush** on a horse you can interact with.
 1. *You can purchase one at /warp tackshop!*
2. Ride your horse in the first stage. After each stage, you'll need to re-brush your horse.

Stage	Riding pace
Warm-Up Ride	Walk or Trot only
Trail Ride	Canter or slower
Endurance Ride	Any gait

Going faster than the current stage allows pauses bonding distance for that stage. It does not cancel the ride or erase the distance you already earned.

Races do not count for bonding progress.

Bonding Rewards

As your bond grows, rewards can unlock.

The saddle icon shows what a reward does and whether it can be activated. Cosmetic rewards can be activated or deactivated from the reward screen.

Mounted cosmetic effects only display while you are riding the horse.

Why Bonding Might Not Progress

Common reasons include:

- you have not groomed the horse today
- you are riding during a race
- you are going faster than the current riding stage allows
- a brush check-in is waiting
- you do not have ride access
- you are not riding the horse connected to that bonding path