

# Fiain

Andrew

CHARACTER LEVEL (favored class = )		True Neutral			
ALIGNMENT					
Horse	Large	Male	0	0'	0lb.
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT
Atheist					
DEITY	SKIN	HAIR	EYES		

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	16	+3		
<b>DEX</b> Dexterity	13	+1		
<b>CON</b> Constitution	15	+2		
<b>INT</b> Intelligence	2	-4		
<b>WIS</b> Wisdom	12	+1		
<b>CHA</b> Charisma	6	-2		

<b>HP</b> HIT POINTS	TOTAL 28	DR
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WOUNDS/CURRENT HP
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NONLETHAL DAMAGE
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INITIATIVE				HERO PTS
+1	=	1	+ 0	0
TOTAL		DEX MOD.	MISC MOD.	

<b>AC</b> 15	=	10	+		+		+	1	+	-1	<b>TOUCH</b> 11
TOTAL											
				ARMOR BONUS				SHIELD BONUS			
				+ 4				+			
				NATURAL ARMOR				DEFLECT MODIFIER			
								+			
								MISC MODIFIER			
								+			
								DODGE BONUS			
								+ 1			
											<b>FLAT-FOOTED</b> 13

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	5	=	3	+	2	+		+		+	
<b>REFLEX</b> (DEXTERITY)	4	=	3	+	1	+		+		+	
<b>WILL</b> (WISDOM)	2	=	1	+	1	+		+		+	

<b>BASE ATTACK BONUS</b> +2	<b>SPELL RESISTANCE</b>
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<b>CMB</b>	6	=	2	+	3	+	1				
TOTAL			BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b>	18	=	2	+	3	+	1	+	1	+	10
TOTAL			BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON			ATTACK BONUS	CRITICAL
Bite (Horse)			+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d4+3	

WEAPON			ATTACK BONUS	CRITICAL
Hooves x2 (Horse)			-1 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d6+1	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed strike			+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d4+3	



SPEED LAND	50 FT. 10 SQ.	50 FT. 10 SQ.	MODIFIERS	
BASE SPEED		WITH ARMOR		
FT.	FT.	FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	5	=Dex	1 + 3	+
Appraise	-4	=Int	-4	+
Bluff	-2	=Cha	-2	+
✓ Climb	3	=Str	3	+
Diplomacy	-2	=Cha	-2	+
Disguise	-2	=Cha	-2	+
Escape Artist	1	=Dex	1	+
✓ Fly	-1	=Dex	1	+
Heal	1	=Wis	1	+
Intimidate	-2	=Cha	-2	+
✓ Perception	6	=Wis	1	+
Ride	1	=Dex	1	+
Sense Motive	1	=Wis	1	+
✓ Stealth	-3	=Dex	1	+
Survival	1	=Wis	1	+
✓ Swim	3	=Str	3	+

✓ = Class Skill, = Trained Only, = Armor Check Penalty Applies

## LANGUAGES

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+6	18
Dirty Trick	+6	18
Disarm	+6	18
Drag	+6	18
Feint	+6	18
Grapple	+6	18
Overrun	+6	18
Pull	+6	18
Push	+6	18
Reposition	+6	18
Steal	+6	18
Sunder	+6	18
Trip	+6	22

MONEY	
Platinum	0
Gold	0
Silver	0
Copper	0
Valuables	0

ENCUMBRANCE	
Current	0 lbs
Light	228 lbs
Medium	459 lbs
Heavy	690 lbs

EXPERIENCE	
Current	0
Next Level	

TRACKED RESOURCES		
Resource	Max.	Used

GEAR		
Gear In No Container		
Qty	Item	Weight
	none	Cost

### SPECIAL ABILITY /FEATURE SUMMARY

Low-Light Vision  
Scent (Ex)  
Attack [Trick]  
Attack Any Target [Trick]  
Defend [Trick]  
Down [Trick]  
Guard [Trick]  
Heel [Trick]  
Track [Trick]

### FEATS SUMMARY

Dodge  
Toughness

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

#### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

#### Attack [Trick]

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

#### Attack Any Target [Trick]

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

#### Defend [Trick]

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

#### Down [Trick]

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

#### Guard [Trick]

The animal stays in place and prevents others from approaching.

#### Heel [Trick]

The animal follows you closely, even to places where it normally wouldn't go.

#### Track [Trick]

The animal tracks the scent presented to it. (This requires the animal to have the scent ability).

## FEATS

#### Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

#### Toughness

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

## MAGIC ITEMS

No magic items.