# Fiain

## Andrew

## ABILITIES

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

## HP HIT POINTS

TOTAL **28**   DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

## INITIATIVE

| TOTAL | | DEX MOD. | | MISC MOD. |
|---|---|---|---|---|
| +1 | = | 1 | + | 0 |

HERO PTS **0**

**AC** 15 = 10 + [ ] + [ ] + [ 1 ] + [ -1 ]   **TOUCH** 11

TOTAL

| | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER |
|---|---|---|---|---|

+ [ 4 ] + [ ] + [ ] + [ 1 ]   **FLAT-FOOTED** 13

| | NATURAL ARMOR | DEFLECT MODIFIER | MISC MODIFIER | DODGE BONUS |
|---|---|---|---|---|

## SAVING THROWS

| SAVING THROWS | TOTAL | | BASE SAVE | | ABILITY MODIFIER | | MAGIC MODIFIER | | MISC MODIFIER | | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **FORTITUDE** (CONSTITUTION) | 5 | = | 3 | + | 2 | + | | + | | + | |
| **REFLEX** (DEXTERITY) | 4 | = | 3 | + | 1 | + | | + | | + | |
| **WILL** (WISDOM) | 2 | = | 1 | + | 1 | + | | + | | + | |

**BASE ATTACK BONUS** +2   **SPELL RESISTANCE** [ ]

| **CMB** | 6 | = | 2 | + | 3 | + | 1 | |
|---|---|---|---|---|---|---|---|---|
| | TOTAL | | BASE ATTACK | | STRENGTH MODIFIER | | SIZE MODIFIER | |

| **CMD** | 18 | = | 2 | + | 3 | + | 1 | + | 1 | + 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| | TOTAL | | BASE ATTACK | | STRENGTH MODIFIER | | DEXTERITY MODIFIER | | SIZE MODIFIER | |

### WEAPON

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

### WEAPON

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

### WEAPON

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

## SPEED

| LAND | 50 FT. 10 SQ. | 50 FT. 10 SQ. |
|---|---|---|
| | BASE SPEED | WITH ARMOR |

MODIFIERS

| FT. | FT. | FT. | FT. |
|---|---|---|---|
| FLY | MANEUVERABILITY SWIM | CLIMB | BURROW |

## SKILLS

| Skill Name | Total Bonus | | Ability Mod. | | Ranks | | Misc. Mod. |
|---|---|---|---|---|---|---|---|
| ✓ Acrobatics | 5 | 🛡 | =Dex | 1 | + 1 + 3 | + | |
| Appraise | -4 | | =Int | -4 | + 0 | + | |
| Bluff | -2 | | =Cha | -2 | + 0 | + | |
| ✓ Climb | 3 | 🛡 | =Str | 3 | + 0 | + | |
| Diplomacy | -2 | | =Cha | -2 | + 0 | + | |
| Disguise | -2 | | =Cha | -2 | + 0 | + | |
| Escape Artist | 1 | 🛡 | =Dex | 1 | + 0 | + | |
| ✓ Fly | -1 | 🛡 | =Dex | 1 | + 0 | + | |
| Heal | 1 | | =Wis | 1 | + 0 | + | |
| Intimidate | -2 | | =Cha | -2 | + 0 | + | |
| ✓ Perception | 6 | | =Wis | 1 | + 2 + 3 | + | |
| Ride | 1 | 🛡 | =Dex | 1 | + 0 | + | |
| Sense Motive | 1 | | =Wis | 1 | + 0 | + | |
| ✓ Stealth | -3 | 🛡 | =Dex | 1 | + 0 | + | |
| Survival | 1 | | =Wis | 1 | + 0 | + | |
| ✓ Swim | 3 | 🛡 | =Str | 3 | + 0 | + | |

✓ = 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 | Cost |
|---|---|---|---|
| | none | | |

## 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

## 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.