

## Fiain

### Male Horse - CL2 - CR 2

True Neutral Animal; Atheist

| Ability                    | Score     | Modifier  | Temporary |
|----------------------------|-----------|-----------|-----------|
| <b>STR</b><br>STRENGTH     | <b>16</b> | <b>+3</b> |           |
| <b>DEX</b><br>DEXTERITY    | <b>13</b> | <b>+1</b> |           |
| <b>CON</b><br>CONSTITUTION | <b>15</b> | <b>+2</b> |           |
| <b>INT</b><br>INTELLIGENCE | <b>2</b>  | <b>-4</b> |           |
| <b>WIS</b><br>WISDOM       | <b>12</b> | <b>+1</b> |           |
| <b>CHA</b><br>CHARISMA     | <b>6</b>  | <b>-2</b> |           |

| Saving Throw                       | Total     | Base | Ability   | Resist    | Misc | Temp | Notes |
|------------------------------------|-----------|------|-----------|-----------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <b>+5</b> | =    | <b>+3</b> | <b>+2</b> |      |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | <b>+4</b> | =    | <b>+3</b> | <b>+1</b> |      |      |       |
| <b>WILL</b><br>(WISDOM)            | <b>+1</b> | =    |           | <b>+1</b> |      |      |       |

| Total               | Armor | Shield | Dex       | Size      | Natur     | Deflec | Dodge | Misc |
|---------------------|-------|--------|-----------|-----------|-----------|--------|-------|------|
| <b>AC</b> <b>14</b> | =     |        | <b>+1</b> | <b>-1</b> | <b>+4</b> |        |       |      |

|                 |           |                       |           |      |      |
|-----------------|-----------|-----------------------|-----------|------|------|
| <b>Touch AC</b> | <b>10</b> | <b>Flat-Footed AC</b> | <b>13</b> |      |      |
|                 |           | BAB                   | Strength  | Size | Misc |

|                 |           |   |           |           |           |   |
|-----------------|-----------|---|-----------|-----------|-----------|---|
| <b>CM Bonus</b> | <b>+5</b> | = | <b>+1</b> | <b>+3</b> | <b>+1</b> | - |
|-----------------|-----------|---|-----------|-----------|-----------|---|

| CM Defense | 16 | = | 10 | BAB       | Strength  | Dexterity | Size      |
|------------|----|---|----|-----------|-----------|-----------|-----------|
|            |    |   |    | <b>+1</b> | <b>+3</b> | <b>+1</b> | <b>+1</b> |

20 vs. Trip

|                    |           |           |           |
|--------------------|-----------|-----------|-----------|
| <b>Base Attack</b> | <b>+1</b> | <b>HP</b> | <b>21</b> |
|--------------------|-----------|-----------|-----------|

|                   |           |                     |
|-------------------|-----------|---------------------|
| <b>Initiative</b> | <b>+1</b> | Damage / Current HP |
|-------------------|-----------|---------------------|

|              |              |
|--------------|--------------|
| <b>Speed</b> | <b>50 ft</b> |
|--------------|--------------|

### Bite (Horse)

Main hand: **+3, 1d4+3**

Crit: x2  
Light, B/P/S

### Hooves x2 (Horse)

Main hand: **-2, 1d6+1**

Crit: x2  
Light, B

### Unarmed strike

Main hand: **+3, 1d4+3**

Crit: x2  
Light, B, Nonlethal



| Skill Name                       | Total     | Ability  | Ranks | Temp |
|----------------------------------|-----------|----------|-------|------|
| <b>Acrobatics</b>                | <b>+5</b> | DEX (1)  | 1     |      |
| Speed greater than 30' : +8 jump |           |          |       |      |
| <b>Appraise</b>                  | <b>-4</b> | INT (-4) | -     |      |
| <b>Bluff</b>                     | <b>-2</b> | CHA (-2) | -     |      |
| <b>Climb</b>                     | <b>+3</b> | STR (3)  | -     |      |
| <b>Diplomacy</b>                 | <b>-2</b> | CHA (-2) | -     |      |
| <b>Disable Device</b>            | <b>-</b>  | DEX (1)  | -     |      |
| <b>Disguise</b>                  | <b>-2</b> | CHA (-2) | -     |      |
| <b>Escape Artist</b>             | <b>+1</b> | DEX (1)  | -     |      |
| <b>Fly</b>                       | <b>-1</b> | DEX (1)  | -     |      |
| <b>Handle Animal</b>             | <b>-</b>  | CHA (-2) | -     |      |
| <b>Heal</b>                      | <b>+1</b> | WIS (1)  | -     |      |
| <b>Intimidate</b>                | <b>-2</b> | CHA (-2) | -     |      |
| <b>Linguistics</b>               | <b>-</b>  | INT (-4) | -     |      |
| <b>Perception</b>                | <b>+5</b> | WIS (1)  | 1     |      |
| <b>Ride</b>                      | <b>+1</b> | DEX (1)  | -     |      |
| <b>Sense Motive</b>              | <b>+1</b> | WIS (1)  | -     |      |
| <b>Sleight of Hand</b>           | <b>-</b>  | DEX (1)  | -     |      |
| <b>Spellcraft</b>                | <b>-</b>  | INT (-4) | -     |      |
| <b>Stealth</b>                   | <b>-3</b> | DEX (1)  | -     |      |
| <b>Survival</b>                  | <b>+1</b> | WIS (1)  | -     |      |
| <b>Swim</b>                      | <b>+3</b> | STR (3)  | -     |      |
| <b>Use Magic Device</b>          | <b>-</b>  | CHA (-2) | -     |      |

### Feats

Toughness +3

### Animal Tricks

Attack [Trick]

### Animal Tricks

Attack Any Target [Trick]  
Defend [Trick]  
Down [Trick]  
Guard [Trick]  
Heel [Trick]  
Track [Trick]

### Experience & Wealth

Current Cash: **You have no money!**

### Special Abilities

Low-Light Vision  
Scent (Ex)

## Fiain – Abilities & Gear

### **Toughness +3**

### **Feat**

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).

### **Attack [Trick]**

### **Animal Trick 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]**

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### **Defend [Trick]**

### **Animal Trick 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]**

### **Animal Trick 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]**

### **Animal Trick Trick**

The animal stays in place and prevents others from approaching.

### **Heel [Trick]**

### **Animal Trick Trick**

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

### **Track [Trick]**

### **Animal Trick Trick**

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

### **Low-Light Vision**

### **Racial Ability, Senses**

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

### **Scent (Ex)**

### **Racial Ability**

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.