

Charger - Special Mount of Aaron Herbert

NAME

Ani6

0

CLASS

EXPERIENCE

8

36000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	19	+4
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	6	-2	6	-2	6	-2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+7

=

BASE ATTACK BONUS

+4

+

STAT

+4

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

+4

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE
attack bonus

+12

=

BASE ATTACK BONUS

+4

+

STAT

+4

+

SIZE

+4

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d4+4	20/x2

*Hoof	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	L	20/x2
TOTAL ATTACK BONUS			DAMAGE	
+8/+8			1d6+4	
Special Properties				

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	BPS	L	20/x2
TOTAL ATTACK BONUS			DAMAGE	
+5			1d4+2	
Special Properties				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Aaron's Mount

PLAYERNAME

Warhorse, Heavy

Large

0' 0"

0 lbs.

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

GENDER

EYES

HAIR

POINTS

HP
hit points

56

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50'

AC
armor class

18

TOTAL

17

FLAT

10

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

-1

SIZE

8

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+4

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	-2	= -2	+	+
✓ Balance	DEX	1	= 1	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	4	= 4	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Untrained)	INT	-2	= -2	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	-2	= -2	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	-3	= 1	+	-4
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	12	= 4	+	8
✓ Listen	WIS	4	= 1	+	3.0
✓ Move Silently	DEX	1	= 1	+	+
✓ Ride	DEX	1	= 1	+	+
✓ Search	INT	-2	= -2	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	7	= 1	+	6.0
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	4	= 4	+	+
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. ✗ : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Hoof	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	350	Medium	700	Heavy	1050
Lift over head	1050	Lift off ground	2100	Push / Drag	5250

SPECIAL ABILITIES	
Empathic Link	
Improved Evasion (Ex)	
Scent (Ex)	
Share saving throws	
Share spells	

FEATS	
Armor Proficiency (Barding)	
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Weapon Focus (Hoof)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES	
Bite, Hoof	

LANGUAGES	

Notes:

Character Sheet Notes: