

Terr'ginith - Special Mount of Aaron Herbert

NAME

Dra8

CLASS

8/10

Character Level/ECL

3000

EXPERIENCE

55000

NEXT LEVEL

Richard Silver

PLAYERNAME

Felldrake, Spiked

RACE

0

AGE

Large

SIZE

Male

GENDER

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYES

HAIR

DEITY

Neutral Good

ALIGNMENT

Darkvision (60'), Low-Light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	21	+5	21	+5	21	+5
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	*	+0	*	+0	*	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

VP Vitality	91	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	15	DAMAGE REDUCTION		SPEED		
AC armor class	19	17	11	10	0	0	2	-1	8	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE
INITIATIVE		+2	+2	+0								
TOTAL		DEX MODIFIER	MISC MODIFIER									
BASE ATTACK		+8/+3										
bonus												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0		
REFLEX (dexterity)	+8	+6	+2	+0	+0	+0		
WILL (wisdom)	+9	+6	+1	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	+8/+3	+5	-1	+0	+0	
RANGED attack bonus	+9/+4	+8/+3	+2	-1	+0	+0	
GRAPPLE attack bonus	+17/+12	+8/+3	+5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d4+5	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	PS	L	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+12		3d6+5		
Special Properties				

Spikes	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	L	20/x2	
To Hit	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+10	+8	+6	+3	+1
Dam	1d8+6	1d8+6	1d8+6	1d8+5	1d8+5
Special Properties					

*Claws	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	BPS	L	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+7/+7		2d6+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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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	2	=	2	+	+
✓ Bluff	CHA	-1	=	-1	+	+
✓ Climb	STR	16	=	5	+	11.0+
✓ Concentration	CON	2	=	2	+	+
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Diplomacy	CHA	-1	=	-1	+	+
✓ Disguise	CHA	-1	=	-1	+	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Intimidate	CHA	10	=	-1	+	11.0+
✓ Jump	STR	9	=	5	+	+
✓ Listen	WIS	14	=	1	+	11.0+
✓ Ride	DEX	2	=	2	+	+
✓ Search	INT	11	=	0	+	11.0+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Sneak	DEX	2	=	2	+	+
✓ Sneak (Hide)	DEX	-2	=	2	+	+
✓ Spot	WIS	14	=	1	+	11.0+
✓ Survival	WIS	12	=	1	+	11.0+
✓ Survival (Tracking)	WIS	18	=	1	+	11.0+
✓ Swim	STR	5	=	5	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	460	Medium	920	Heavy	1380
Lift over head	1380	Lift off ground	2760	Push / Drag	6900

SPECIAL ABILITIES	
Dragon Traits	
Dragons eat/sleep/breathe	
Empathic Link	
Immune to magic sleep effects and paralysis effects	
Improved Evasion (Ex)	
Scent	
Share saving throws	
Share spells	

FEATS	
Improved Natural Attack (Bite, Claws)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Iron Will	You get a +2 bonus on all Will saving throws.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

PROFICIENCIES	
	Bite, Claws, Spikes

LANGUAGES	
	Draconic, Sylvan

TEMPLATES	
	1-Spiked Felldrake

Notes:

Character Sheet Notes: