

Ra'tha - Special Mount of Saelion

NAME
Ani6
CLASS
6
Character Level

0
EXPERIENCE
21000
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	24	+7	24	+7	24	+7
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	19	+4	19	+4	19	+4
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

FORTITUDE (constitution)	+9	=	+5	+	+4	+	+0	+	+0	+	+0	+		conditional modifiers
REFLEX (dexterity)	+8	=	+5	+	+3	+	+0	+	+0	+	+0	+		
WILL (wisdom)	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+		

MELEE attack bonus	TOTAL	+10	=	BASE ATTACK BONUS	+9	+	STAT	+7	+	SIZE	-1	+	MISC	-5	+	EPIC	+0	+	TEMP	
RANGED attack bonus	TOTAL	+6	=	BASE ATTACK BONUS	+9	+	STAT	+3	+	SIZE	-1	+	MISC	-5	+	EPIC	+0	+	TEMP	
GRAPPLE attack bonus	TOTAL	+15	=	BASE ATTACK BONUS	+9	+	STAT	+7	+	SIZE	+4	+	MISC	-5	+	EPIC	+0	+	TEMP	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+6	1d4+7	20/x2	5 ft.

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13/+13/+13	1d6+7				
Special Properties					

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5/+5	1d4+3				
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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Robert Mansfield

PLAYERNAME
Warhorse, Heavy
RACE
0
AGE

Large
SIZE
Male
GENDER

DEITY
0' 0"
HEIGHT

0 lbs.
WEIGHT

EYES
HAIR

True Neutral
ALIGNMENT

Low-light
VISION

24
POINTS

HP
hit points
62

AC
armor class
18

WOUNDS/CURRENT HP
15

SUBDUAL DAMAGE
12

DAMAGE REDUCTION
10

SPEED
Walk 60 ft.

MISS CHANCE
0

ARCANE SPELL FAILURE
+0

ARMOR CHECK PENALTY
0

SPELL RESIST
0

INITIATIVE
modifier
+3

TOTAL
+3

DEX MODIFIER
+3

MISC MODIFIER
+0

BASE ATTACK
bonus
+9/+4

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	9/4.5
✓ Acrobatics	DEX	3	=	3	+	+	
✓ Appraise	INT	-1	=	-1	+	+	
✓ Athletics	STR	7	=	7	+	+	
✓ Athletics (Jump)	STR	19	=	7	+	+	12
✓ Craft (Untrained)	INT	-1	=	-1	+	+	
✓ Deception	CHA	-2	=	-2	+	+	
✓ Endurance	CON	4	=	4	+	+	
✓ Gather Information	CHA	-2	=	-2	+	+	
✓ Heal	WIS	1	=	1	+	+	
✓ Insight	WIS	1	=	1	+	+	
✓ Perception	WIS	5	=	1	+	4.0	+
✓ Persuasion	CHA	-2	=	-2	+	+	
✓ Ride	DEX	3	=	3	+	+	
✓ Stealth	DEX	4	=	3	+	1.0	+
✓ Stealth (Hide)	DEX	0	=	3	+	1.0	-4
✓ Survival	WIS	5	=	1	+	4.0	+
✓ Survival (Find or follow tracks)	WIS	9	=	1	+	4.0	4
✓ Thievery	DEX	3	=	3	+	+	
✓ Use Rope	DEX	3	=	3	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

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	700	Medium	1400	Heavy	2100
Lift over head	2100	Lift off ground	4200	Push / Drag	10500

Special Attacks	
Warcraft / +1 to Weapon, with bab (Hoof, Hoof, Hoof)	[Eclipse, p.10]

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Share Spells	[Eclipse]
Master may opt to share the effects of spells and powers used on him or her with them, at ranges of up to one mile.	
Communicate with Master	[Eclipse]
Their master may communicate with them, at ranges of up to one mile.	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Share saving throws	[PHB, p.45]
For each of its saving throws, the mount uses its own base save bonus or the master's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves the the master might have.	

Eclipse Abilities	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Improved Fortune / Evasion	[Eclipse, p.189]
Takes no damage on successful save	

PROFICIENCIES
Bite, Hoof

LANGUAGES
