

Steady Hoof - Special Mount of Ser Tynnin of Shaern

NAME

Ani6

CLASS

6

Character Level

0

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Warhorse, Heavy

RACE

0

AGE

Large

SIZE

Male

GENDER

DEITY

0' 0"

HEIGHT

0 lbs.

WEIGHT

0

EYES

0

HAIR

Lawful Good

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

19

+4

19

+4

19

+4

DEX

12

+1

12

+1

12

+1

CON

16

+3

16

+3

16

+3

INT

6

-2

6

-2

6

-2

WIS

12

+1

12

+1

12

+1

CHA

6

-2

6

-2

6

-2

HP

45

hit points

AC

18

armor class

WOUNDS/CURRENT HP

17

FLAT

10

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

-1

SIZE

8

NATURAL ARMOR

0

DEFLECTION

0

MISC

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

+1

modifier

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+4

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

REFLEX

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

WILL

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+7

=

+4

+

+4

+

-1

+

+0

+

+0

+

RANGED

+4

=

+4

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

+12

=

+4

+

+4

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d4+4

20/x2

5 ft.

*Hoof

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+8/+8

1d8+4

Special Properties

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d6+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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	1	=	1	+
✓	Appraise	INT	-2	=	-2	+
✓	Athletics	STR	5	=	4	+
✓	Athletics (Jump)	STR	13	=	4	+
✓	Craft (Untrained)	INT	-2	=	-2	+
✓	Deception	CHA	-2	=	-2	+
✓	Endurance	CON	3	=	3	+
✓	Gather Information	CHA	-2	=	-2	+
✓	Heal	WIS	1	=	1	+
✓	Perception	WIS	5	=	1	+
✓	Persuasion	CHA	-2	=	-2	+
✓	Ride	DEX	1	=	1	+
✓	Sense Motive	WIS	1	=	1	+
✓	Stealth	DEX	1	=	1	+
✓	Survival	WIS	5	=	1	+
✓	Survival (Find or follow tracks)	WIS	9	=	1	+
✓	Thievery	DEX	1	=	1	+
✓	Use Rope	DEX	1	=	1	+
				=	+	+
				=	+	+

✓: 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	350	Medium	700	Heavy	1050
Lift over head	1050	Lift off ground	2100	Push / Drag	5250

Special Attacks	
Share Spells (Ex)	[PHB, p.36]
At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also effect her animal companion, which must be within 5 feet of you to benefit. Any spell with a duration will end prematurely if the animal companion move further than five feet away.	

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Empathic Link	[PHB, p.52]
You have an empathic link with your mount out to a distance of up to 1 mile(s). You cannot see through the mount's eyes, but you can communicate empathically.	
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.	
+7/+2+7/+2	

Feats	
Improved Natural Attack (Hoof, Bite)	[MM, rsrd monster feats.rtf]
The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.	
Multiattack	[MM, rsrd monster feats.rtf]
The creature's secondary attacks with natural weapons take only a -2 penalty.	
Weapon Focus (Hoof)	[PHB, p.102]
+1 bonus on all attack rolls with selected weapon.	

PROFICIENCIES	
Bite, Hoof	

LANGUAGES	
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Notes:

Character Sheet Notes: