

Sparky - Special Mount of
Ko The Bold

Character Name

Player Name

Deity

None

Region

Chaotic Good

Magical Beast 15

Hydra (Pyrohydra) / Magical Beast

Huge / 15 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.), Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

15/18 (10)

6000 / 171000

0

Male

Character Level/ECL (CR)

EXP/NEXT LEVEL

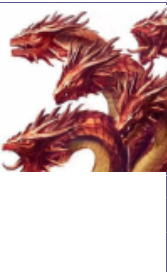
AGE

GENDER

EYES

HAIR

Points



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

25

+7

25

+7

DEX

13

+1

13

+1

CON

21

+5

21

+5

INT

8

-1

8

-1

WIS

11

+0

11

+0

CHA

8

-1

8

-1

HP

hit points

210

AC

armor class

31

30

5

10

8

0

1

-6

18

0

0

0

0

0

0

0

0

0

INITIATIVE

modifier

+1

+1

+0

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

10/
Magic; 3/-

SPEED

Walk 30 ft.,
Swim 20 ft.

MISS CHANCE

35

-5

20

10

10

10

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+14

+9

+5

+0

+0

+0

REFLEX

(dexterity)

+10

+9

+1

+0

+0

+0

WILL

(wisdom)

+5

+5

+0

+0

+0

+0

TOTAL SKILLPOINTS: 18

SKILLS

MAX RANKS: 18/9

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-1

= -1

✓ Balance

DEX

-4

= 1

+ -5

✓ Bluff

CHA

-1

= -1

✓ Climb

STR

2

= 7

+ -5

✓ Concentration

CON

5

= 5

✓ Craft (Untrained)

INT

-1

= -1

✓ Diplomacy

CHA

-1

= -1

✓ Disguise

CHA

-1

= -1

✓ Escape Artist

DEX

-4

= 1

+ -5

✓ Forgery

INT

-1

= -1

✓ Gather Information

CHA

-1

= -1

✓ Heal

WIS

0

= 0

✓ Hide

DEX

-28

= 1

+ -29

✓ Intimidate

CHA

-1

= -1

✓ Jump

STR

2

= 7

+ -5

✓ Knowledge (Untrained)

INT

-1

= -1

✓ Listen

WIS

2

= 0

+ 2

✓ Move Silently

DEX

-4

= 1

+ -5

✓ Ride

DEX

1

= 1

✓ Search

INT

-1

= -1

✓ Sense Motive

WIS

0

= 0

✓ Spot

WIS

19

= 0

+ 17

+ 2

✓ Survival

WIS

0

= 0

✓ Swim

STR

6

= 7

+ 1

+ -2

✓ Use Rope

DEX

1

= 1

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

*: 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
*Barding (Full Plate/Huge/Adamantine)	Heavy	+8	+1	-5	35
40hp/inch and 20 hardness					

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Bite	Equipped	1	0 / 0		
Barding (Full Plate/Huge/Adamantine)	Equipped	1	250 / 27,000		
40hp/inch and 20 hardness.					
Horseshoes of a Zephyr	Equipped	1	4 / 6,000		
These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective. Faint transmutation; CL 3rd					
TOTAL WEIGHT CARRIED/VALUE		254 lbs.	33,000gp		
WEIGHT ALLOWANCE					
Light	2666	Medium	5333	Heavy	8000
Lift over head	8000	Lift off ground	16000	Push / Drag	40000
MONEY					
				Total= 0 gp	
MAGIC					
Languages					
Other Companions					
Special Abilities					
+1 round					
Special Attacks					
Smite Evil (Su)				[PH]	
+0 with one normal melee attack for +15 extra damage 0/day					
Special Qualities					
Command (Sp)				[PH]	
Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the command spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time (in combat, for instance). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.					
Darkvision (Ex)				[PH]	
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.					
Empathic Link (Su)				[PH]	
The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars, page 52).					
Extended Natural Weapon Reach (Bite) (Ex)				[My]	
+add 5' to the reach of a natural weapon					
Extraplanar Subtype				[MM]	
A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.					
Fast Healing 19				[MM]	
Fast Healing (Ex)				[My]	
Each round, a hydra heals damage equal to 10 + the number of its original heads. (19 total)					
Feats				[MM]	
A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.					
Fire Subtype				[MM]	
A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.					
Murky-Eyed				[UA]	
Your vision is obscured.					
Shaky				[UA]	
You are relatively poor at ranged combat.					

Breath Fire	[My]
9 heads every 1d4 rounds/27d6 Fire Damage/DC 19 for half. 10' high, 10' wide, 20' long, from each head simultaneously.	
Immunity to Fire (Ex)	[MM]
You never take Fire damage	
Improved Evasion (Ex)	[PH]
When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.	
Improved Speed (Ex)	[PH]
The mount's speed increases by 10 feet.	
Low-Light Vision (Ex)	[PH]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Magical Beast Type	[MM]
Magical Beasts eat/sleep/breathe	
Resistance to Acid (Ex)	[MM]
You may ignore 10 points of Acid damage each time you take Acid damage	
Resistance to Electricity (Ex)	[MM]
You may ignore 10 points of Electricity damage each time you take Electricity damage	
Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Share Saving Throws	[PH]
For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have (such as from magic items or feats).	
Share Spells	[PH]
At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).	
Skills	[MM]
Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.	
Quick	[UA]
You are fast, but less sturdy than average members of your race.	
Vulnerability to Cold (Ex)	[Dr]
You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure	

Feats	
Clinging Breath	[Dr]
Breath deals extra damage 1 round later	
Extended Reach	[My]
Your flexible body allows you to reach farther than normal.	
Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.	
Greater Multigrab	[SS]
You can grapple enemies effortlessly with your natural weapons.	
When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks to maintain the hold. Normal: Without this feat, you take a -20 penalty (or a -10 penalty with Multigrab) on grapple checks to maintain a hold with only the part of your body used to make the attack.	
Improved Grapple	[UNA]
You are skilled in martial arts that emphasize holds and throws.	
You do not incur an attack of opportunity when you make a touch attack to start to grapple. You also gain a +4 bonus on all grapple checks.	
Improved Natural Attack (Bite)	[My]
Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.	
Improved Unarmed Strike	[PH]
You are skilled at fighting while unarmed.	

You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Multigrab [SS]

You can grapple enemies more firmly than normal with your natural attacks. When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold. Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack.

Scorpion's Grasp [My]

Like the scorpion, you can grab and hold your prey. If your attack with an unarmed strike or a light or one-handed melee weapon hits, the strike deals normal damage and you can attempt to start a grapple as a free action; no initial touch attack is required. If you succeed in starting the grapple, you must drop your onehanded weapon, but if you started the grapple with a light weapon, you can use it in each round to make an attack against the creature you are grappling without taking the normal -4 penalty on the attack roll. If you initiated the grapple while armed, however, you cannot make additional grapple checks to deal damage during the round in which you use this feat. You have the option to conduct the grapple normally, or you may hold a creature one or more sizes smaller than you with your off hand. If you choose to do the latter, you take a -20 penalty on grapple checks against that creature and you cannot deal damage with your grapple checks, but you are not considered grappled yourself. You don't lose your Dexterity bonus to AC, you still threaten an area, and you can use remaining attacks against other opponents. While maintaining this latter type of hold, you can move normally (possibly carrying your opponent away), provided you can drag the opponent's weight.

Combat Reflexes [Wizards of the Coast - Player's Guide to Faerun, p.92]

You can respond quickly and repeatedly to opponents who let their defenses down. When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

Proficiencies
Bite

Templates
Celestial
Hydra (Pyrohydra)
War Trained

Sparky- Special Mount of Ko The Bold

Hydra (Pyrohydra)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Magical Beast
Race Type	

Race Sub Type

Description:
Biography:

