

Sorlak - MOUNT of Selene
Varking

NAME: Ani3, CLASS: 3, CHARACTER LEVEL: 3, EXPERIENCE: 0, NEXT LEVEL: 6000, PLAYERNAME: Horse, Light, RACE: Large, AGE: 0, DEITY: Maschio, GENDER: Maschio, EYES: , HAIR: , ALIGNMENT: Chaotic Good, ALIGNMENT: Low-light, VISION: 0, POINTS: 0

ABILITY NAME, BASE SCORE, BASE MOD, ABILITY SCORE, ABILITY MOD, TEMP SCORE, TEMP MOD. STR: 14, DEX: 13, CON: 15, INT: 2, WIS: 12, CHA: 6. HP: 24, AC: 13, INITIATIVE: +1, BASE ATTACK: +2. SKILLS: Listen, Spot.

SAVING THROWS: FORTITUDE, REFLEX, WILL. TOTAL, BASE SAVE, ABILITY, MAGIC, MISC, EPIC, TEMP, conditional modifiers.

MELEE, RANGED, GRAPPLE. TOTAL, BASE ATTACK BONUS, STAT, SIZE, MISC, EPIC, TEMP.

UNARMED. TOTAL ATTACK BONUS, DAMAGE, CRITICAL, REACH.

*Hoof. HAND, TYPE, SIZE, CRITICAL, REACH. TOTAL ATTACK BONUS, DAMAGE.

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.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bit and Bridle	Equipped	1	NaN	2.0	
Hoof	Equipped	1	0.0	0.0	
Saddle (Riding)	Equipped	1	NaN	10.0	
Saddlebags	Equipped	1	4.0	4.0	
0 kg					
TOTAL WEIGHT CARRIED/VALUE			17 kg	16.0 gp	

WEIGHT ALLOWANCE					
Light	87,5	Medium	175	Heavy	262,5
Lift over head	262,5	Lift off ground	525	Push / Drag	1312,5

SPECIAL ABILITIES	
Animal Traits	
Scent (Ex)	

FEATS	
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Run	When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

PROFICIENCIES
Hoof

LANGUAGES

Notes:

Character Sheet Notes: