

Marlonbianco

NAME

Ani4

CLASS

4

Character Level

0

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Warhorse, Heavy

RACE

Large

AGE

0

GENDER

Maschio

DEITY

HEIGHT

0 cm

EYES

WEIGHT

0 kg

HAIR

Bianco,

ALIGNMENT

True Neutral

VISION

Low-light

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	6	-2	6	-2	6	-2

HP  
hit points

35

AC  
armor class

14

WOUNDS/CURRENT HP

TOTAL

13

FLAT

10

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

1

SIZE

-1

NATURAL

4

MISC

0

MISS CHANCE

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK  
bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓ Listen		WIS	5	= 1	+ 4.0	+
✓ Spot		WIS	4	= 1	+ 3.0	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+6

=

+3

+

+4

+

-1

+

+0

+

+0

+

RANGED  
attack bonus

+3

=

+3

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE  
attack bonus

+11

=

+3

+

+4

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+2

1d4+4

20/x2

1,5 m

\*Hoof

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6/+6

1d6+4

Special Properties

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+1

1d4+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

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 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	150	Medium	300	Heavy	450
Lift over head	450	Lift off ground	900	Push / Drag	2250

SPECIAL ABILITIES	
Animals eat/sleep/breathe	
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
Bite, Hoof

LANGUAGES

## Notes:

Character Sheet Notes: