New1

NAME		PLAYERNAME		DEITY		ALIGNMENT
Ani3	0	Horse, Light	Large	0 cm	0 kg	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
3	6000	0	Maschio		,	62
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY SCORES

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

HP hit points: 23

AC armor class: 13 : 12 : 10 = 10 + 0 + 0 + 1 + -1 + 3 + 0

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC

MISS CHANCE: 0

ARCANE SPELL FAILURE: 0   ARMOR CHECK PENALTY: +0   SPELL RESIST: 0

SPEED: Walk 18 m

INITIATIVE modifier: +1 = +1 + +0 (TOTAL / DEX MODIFIER / MISC MODIFIER)

BASE ATTACK bonus: +2

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5 =	+3 +	+2 +	+0 +	+0 +	+0 +	
REFLEX (dexterity)	+4 =	+3 +	+1 +	+0 +	+0 +	+0 +	
WILL (wisdom)	+2 =	+1 +	+1 +	+0 +	+0 +	+0 +	

conditional modifiers

ATTACK

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+2 +	+2 +	-1 +	+0 +	+0 +	
RANGED attack bonus	+2	=	+2 +	+1 +	-1 +	+0 +	+0 +	
GRAPPLE attack bonus	+8	=	+2 +	+2 +	+4 +	+0 +	+0 +	

UNARMED

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-1	1d4+2	20/x2	1,5 m

*Hoof

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	1,5 m

TOTAL ATTACK BONUS	DAMAGE
-2/-2	1d4+1

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

SKILLS

MAX RANKS 6/3

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
✓	Appraise	INT	-4	=	-4	+	+
✓	Balance	DEX	1	=	1	+	+
✓	Bluff	CHA	-2	=	-2	+	+
✓	Climb	STR	2	=	2	+	+
✓	Concentration	CON	2	=	2	+	+
✓	Craft (Untrained)	INT	-4	=	-4	+	+
✓	Diplomacy	CHA	-2	=	-2	+	+
✓	Disguise	CHA	-2	=	-2	+	+
✓	Escape Artist	DEX	1	=	1	+	+
✓	Forgery	INT	-4	=	-4	+	+
✓	Gather Information	CHA	-2	=	-2	+	+
✓	Heal	WIS	1	=	1	+	+
✓	Hide	DEX	-3	=	1	+	+ -4
✓	Intimidate	CHA	-2	=	-2	+	+
✓	Jump	STR	14	=	2	+	+ 12
✓	Listen	WIS	4	=	1	+ 3.0	+
✓	Move Silently	DEX	1	=	1	+	+
✓	Ride	DEX	1	=	1	+	+
✓	Search	INT	-4	=	-4	+	+
✓	Sense Motive	WIS	1	=	1	+	+
✓	Spot	WIS	4	=	1	+ 3.0	+
✓	Survival	WIS	1	=	1	+	+
✓	Swim	STR	2	=	2	+	+
✓	Use Rope	DEX	1	=	1	+	+
				=		+	+
				=		+	+

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

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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
TOTAL WEIGHT CARRIED/VALUE			13 kg	12.0 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 QUALITIES

Animal Traits
  Animals eat/sleep/breathe

Scent (Ex)

Trainable

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

TEMPLATES

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Notes:

Character Sheet Notes:

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