

Covis

NAME

Ani4

0

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

PLAYERNAME

Warhorse, Heavy

Large

RACE

0

Maschio

AGE

GENDER

EYES

HAIR

DEITY

0' 0"

0 lbs.

HEIGHT

WEIGHT

True Neutral

ALIGNMENT

Low-light

VISION

63

POINTS

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

34

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

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

+

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

5 ft.

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+1

1d4+2

Special Properties

\*Hoof

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6/+6

1d6+4

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

7/3.5

MISC MODIFIER

✓

Appraise

INT

-4

=

-4

+

+

✓

Balance

DEX

1

=

1

+

+

✓

Bluff

CHA

-2

=

-2

+

+

✓

Climb

STR

4

=

4

+

+

✓

Concentration

CON

3

=

3

+

+

✓

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

12

=

4

+

+

8

✓

Listen

WIS

5

=

1

+

+

4.0

+

✓

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

4

=

4

+

+

✓

Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

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For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bit and Bridle	Equipped	1	1.0	2.0	
Bite	Equipped	1	0.0	0.0	
Hoof	Equipped	1	0.0	0.0	
Saddle (Military)	Equipped	1	30.0	20.0	
+2 circumstance bonus on Ride checks related to staying in the saddle					
Saddlebags	Equipped	1	8.0	4.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			39 lbs. 26.0 gp		

WEIGHT ALLOWANCE					
Light	300	Medium	600	Heavy	900
Lift over head	900	Lift off ground	1800	Push / Drag	4500

SPECIAL QUALITIES	
<b>Animal Traits</b>	
Animals eat/sleep/breathe	
<b>Scent (Ex)</b>	
<b>Trained (Ex)</b>	
6 tricks	

FEATS	
<b>Endurance</b>	
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.	
<b>Run</b>	
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	

TEMPLATES	
Trained	