

NAME

Ani4

CLASS

4

EXPERIENCE

0

NEXT LEVEL

10000

PLAYERNAME

Warhorse, Heavy

RACE

0

AGE

SIZE

Large

Maschio

GENDER

DEITY

HEIGHT

0 cm

WEIGHT

0 kg

EYES

HAIR

Nero,

True Neutral

ALIGNMENT

Low-light

VISION

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

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

HP

hit points

35

AC

armor class

14

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

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

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

+

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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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: