

Rossana

NAME  
Ani4

0

EXPERIENCE

4

Character Level

NEXT LEVEL

PLAYERNAME  
Warhorse, Heavy

Large

RACE

0

AGE

Maschio

GENDER

DEITY

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYES

HAIR

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

WOUNDS/CURRENT HP

AC

armor class

14

TOTAL

13

FLAT

10

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

-1

SIZE

4

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

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

5 ft.

\*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

Skills

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

1

=

1

+

+

✓ Move Silently

DEX

1

=

1

+

+

✓ Ride

DEX

1

=

1

+

+

✓ Search

INT

-4

=

-4

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

4

=

4

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

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 lbs.	0.0 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	