

Landenar

NAME

Ani3

CLASS

3

Character Level

0

NEXT LEVEL

6000

PLAYERNAME

Horse, Barb

RACE

Large

AGE

0

GENDER

Maschio

DEITY

0 cm

WEIGHT

0 kg

EYES

HAIR

ALIGNMENT

True Neutral

VISION

Low-light

POINTS

62

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	17	+3	17	+3	17	+3
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

26

AC
armor class

14

INITIATIVE
modifier

+1

BASE ATTACK
bonus

+2

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 16,5 m

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE
attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+1

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE
attack bonus

TOTAL

+8

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+4

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

-1

DAMAGE

1d4+2

CRITICAL

20/x2

REACH

1,5 m

*Hoof

HAND

Primary

TYPE

B

SIZE

L

CRITICAL

20/x2

REACH

1,5 m

TOTAL ATTACK BONUS

-2/-2

DAMAGE

1d4+1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓

Appraise

INT

-4

=

-4

+

+

✓

Balance

DEX

1

=

1

+

+

✓

Bluff

CHA

-2

=

-2

+

+

✓

Climb

STR

2

=

2

+

+

✓

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

10

=

2

+

8

✓

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.

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	

Notes:

Character Sheet Notes: