

New1

NAME

Ani8

0

EXPERIENCE

8

36000

Character Level

NEXT LEVEL

PLAYERNAME

Dire Horse

RACE

Large

SIZE

0

Maschio

AGE

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

22

+6

22

+6

22

+6

DEX

Dexterity

13

+1

13

+1

13

+1

CON

Constitution

22

+6

22

+6

22

+6

INT

Intelligence

2

-4

2

-4

2

-4

WIS

Wisdom

15

+2

15

+2

15

+2

CHA

Charisma

11

+0

11

+0

11

+0

HP

hit points

91

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 60 ft.

HP

hit points

91

AC

armor class

16

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

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+12

=

+6

+

+6

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+6

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+11/+6

=

+6/+1

+

+6

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+6/+1

=

+6/+1

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+16/+11

=

+6/+1

+

+6

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7/+2

1d4+6

20/x2

5 ft.

*Hoof

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+11/+11

1d6+6

Special Properties

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d4+3

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

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

11/5.5

MISC MODIFIER

✓ Appraise

INT

-4

=

-4

+

+

✓ Balance

DEX

1

=

1

+

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

6

=

6

+

+

✓ Concentration

CON

6

=

6

+

+

✓ Craft (Untrained)

INT

-4

=

-4

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Forgery

INT

-4

=

-4

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Heal

WIS

2

=

2

+

+

✓ Hide

DEX

-3

=

1

+

+

-4

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

18

=

6

+

+

12

✓ Listen

WIS

8

=

2

+

6.0

+

✓ Move Silently

DEX

1

=

1

+

+

✓ Ride

DEX

1

=

1

+

+

✓ Search

INT

-4

=

-4

+

+

✓ Sense Motive

WIS

2

=

2

+

+

✓ Spot

WIS

7

=

2

+

5.0

+

✓ Survival

WIS

2

=

2

+

+

✓ Swim

STR

6

=

6

+

+

✓ 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	
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	520	Medium	1040	Heavy	1560
Lift over head	1560	Lift off ground	3120	Push / Drag	7800

SPECIAL QUALITIES	
Animal Traits 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.	
Toughness You gain +3 hit points.	

PROFICIENCIES	
Bite, Hoof	

LANGUAGES	

TEMPLATES	