

Garan - SPECIAL MOUNT of Elean Glorn

NAME

Ani8

CLASS

8

Character Level

0

EXPERIENCE

36000

NEXT LEVEL

PLAYERNAME

Warhorse, Heavy

RACE

Large

AGE

0

SIZE

Maschio

GENDER

DEITY

HEIGHT

0 cm

WEIGHT

0 kg

EYES

HAIR

ALIGNMENT

Lawful Good

VISION

Low-light

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	7	-2	7	-2	7	-2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

HP
hit points

56

AC
armor class

20

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 18 m

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
✓ Listen		WIS	7	= 1	+ 6.0	+
✓ Spot		WIS	6	= 1	+ 5.0	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	= +6	+3	+0	+0	+0		
REFLEX (dexterity)	+7	= +6	+1	+0	+0	+0		
WILL (wisdom)	+3	= +2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	= +6/+1	+5	-1	+0	+0	
RANGED attack bonus	+6/+1	= +6/+1	+1	-1	+0	+0	
GRAPPLE attack bonus	+15/+10	= +6/+1	+5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d4+5	20/x2	1,5 m

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS					
+5	1d4+2				
Special Properties					

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS					
+11/+11	1d6+5				
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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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Hoof	Equipped	1	0.0	0.0	
Saddle (Military)	Equipped	1	15.0	20.0	
+2 circumstance bonus on Ride checks related to staying in the saddle					
Saddlebags	Equipped	1	4.0	4.0	
0 kg					
TOTAL WEIGHT CARRIED/VALUE			19 kg	24.0 gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ABILITIES	
Animal Traits	
Empathic Link	
Improved Evasion (Ex)	
Improved Speed (Ex)	
Scent (Ex)	
Share saving throws	
Share spells	

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.
Weapon Focus (Hoof)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES	
Bite, Hoof	

LANGUAGES	

Notes:

Character Sheet Notes: