

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

Rossa,

ALIGNMENT

True Neutral

Low-light

VISION

POINTS

0

ABILITY NAME

STR

Strength

BASE SCORE

18

BASE MOD

+4

ABILITY SCORE

18

ABILITY MOD

+4

TEMP SCORE

18

TEMP MOD

+4

ABILITY NAME

DEX

Dexterity

BASE SCORE

13

BASE MOD

+1

ABILITY SCORE

13

ABILITY MOD

+1

TEMP SCORE

13

TEMP MOD

+1

ABILITY NAME

CON

Constitution

BASE SCORE

17

BASE MOD

+3

ABILITY SCORE

17

ABILITY MOD

+3

TEMP SCORE

17

TEMP MOD

+3

ABILITY NAME

INT

Intelligence

BASE SCORE

2

BASE MOD

-4

ABILITY SCORE

2

ABILITY MOD

-4

TEMP SCORE

2

TEMP MOD

-4

ABILITY NAME

WIS

Wisdom

BASE SCORE

13

BASE MOD

+1

ABILITY SCORE

13

ABILITY MOD

+1

TEMP SCORE

13

TEMP MOD

+1

ABILITY NAME

CHA

Charisma

BASE SCORE

6

BASE MOD

-2

ABILITY SCORE

6

ABILITY MOD

-2

TEMP SCORE

6

TEMP MOD

-2

HP

hit points

35

AC

armor class

14

WOUNDS/CURRENT HP

TOTAL

13

FLAT

10

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

1

SIZE

-1

NATURAL

4

MISC

0

MISS CHANCE

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK

bonus

+3

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

TOTAL

+6

=

BASE ATTACK BONUS

+3

+

STAT

+4

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+3

+

STAT

+1

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+11

=

BASE ATTACK BONUS

+3

+

STAT

+4

+

SIZE

+4

+

MISC

+0

+

EPIC

+0

+

TEMP

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

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Created using PCGen 5.12.1 RC1

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: