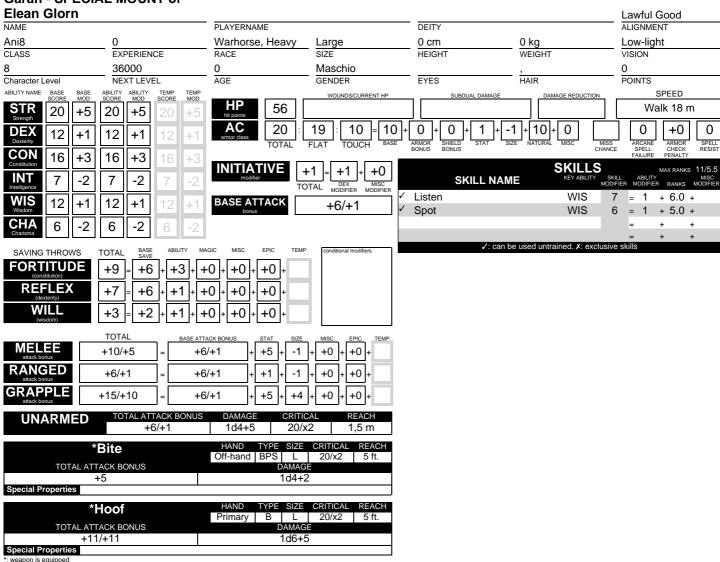
## **Garan - SPECIAL MOUNT of**



\*: 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.

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:	