

Grogdish

NAME

Ani20

CLASS

20/22

Character Level/ECL

3000

EXPERIENCE

253000

NEXT LEVEL

PLAYERNAME

Dire Horse

RACE

0

AGE

Huge

Maschio

SIZE

GENDER

0' 0"

EYES

0 lbs.

HAIR

HEIGHT

WEIGHT

VISION

POINTS

True Neutral

Darkvision (60'), Low-light

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	22	+6	22	+6	30	+10
<b>DEX</b> Dexterity	13	+1	13	+1	11	+0
<b>CON</b> Constitution	25	+7	25	+7	29	+9
<b>INT</b> Intelligence	3	-4	3	-4	3	-4
<b>WIS</b> Wisdom	15	+2	15	+2	15	+2
<b>CHA</b> Charisma	11	+0	11	+0	11	+0

HP  
hit points

277

WOUNDS/CURRENT HP

AC  
armor class

24

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE  
modifier

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

10/Magic

SPEED

Walk 40 ft.

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5
✓ Listen		WIS	16	= 2	+ 12.0	+ 2
✓ Spot		WIS	15	= 2	+ 11.0	+ 2
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

+21

= +12

+

+9

+

+0

+

+0

+

+0

+

+12

= +12

+

+0

+

+0

+

+0

+

+0

+

+14

= +12

+

+2

+

+0

+

+0

+

+0

+

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+23/+18/+13

=

+15/+10/+5

+

+10

+

-2

+

+0

+

+0

+

+13/+8/+3

=

+15/+10/+5

+

+0

+

-2

+

+0

+

+0

+

+33/+28/+23

=

+15/+10/+5

+

+10

+

+8

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+19/+14/+9	1d8+10	20/x2	5 ft.

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+23/+23		2d6+10			
Special Properties					

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+18			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
*Masterwork Barding (Half-Plate/Huge/Armor Spikes/Terrifying)	Heavy	+7	+0	-6	40
+2 Intimidate checks in combat for demoralizing enemies, Spiked					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Barding (Half-Plate/Huge/Armor Spikes/Terrifying)	Equipped	1	250.0	5250.0
+2 Intimidate checks in combat for demoralizing enemies, Spiked				
Hoof	Equipped	1	0.0	0.0
Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			250 lbs.	5250.0 gp

WEIGHT ALLOWANCE					
Light	3200	Medium	6400	Heavy	9600
Lift over head	9600	Lift off ground	19200	Push / Drag	48000

SPECIAL ATTACKS	
<b>Smite Good (Su)</b>	+0 with one normal melee attack for +20 extra damage 1/day

SPECIAL QUALITIES	
<b>Animal Traits</b>	Animals eat/sleep/breathe
<b>Scent (Ex)</b>	
<b>Trained (Ex)</b>	9 tricks
<b>Resistance To Cold (Ex)</b>	You may ignore 10 points of Cold damage each time you take Cold damage
<b>Resistance To Fire (Ex)</b>	You may ignore 10 points of Fire damage each time you take Fire damage

FEATS	
<b>Alertness</b>	You get a +2 bonus on all Listen checks and Spot checks.
<b>Armor Proficiency (Barding)</b>	
<b>Endurance</b>	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.
<b>Improved Natural Attack (Hoof)</b>	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
<b>Lightning Reaction</b>	See Text, Il personaggio mantiene il bonus di Destrezza anche se colto alla sprovvista.
<b>Run</b>	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.
<b>Toughness</b>	You gain +3 hit points.

PROFICIENCIES	
	Bite, Hoof

LANGUAGES	

TEMPLATES	
	Trained
	Fiendish