

CHARACTER NAME		PLAYER NAME		DEITY	REGION	ALIGNMENT
Animal 4		Warhorse, Heavy	Large / 10 ft.	0' 0"	0 lbs.	Low-Light
CLASS		RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
4 / 2		0	Maschio			
Character Level / CR	EXP / NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	19		+4		
DEX Dexterity	12		+1		
CON Constitution	17		+3		
INT Intelligence	2		-4		
WIS Wisdom	13		+1		
CHA Charisma	6		-2		

	WOUNDS/CURRENT HP						SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
HP hit points	30														Walk 50 ft.			
AC armor class	14	13	10	= 10	+ 0	+ 0	+ 1	+ -1	+ 4	+ 0	+ 0	+ 0		0	+0	0	SPELL	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK		RESIST	

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \end{array} \quad \begin{array}{|c|} \hline +1 \\ \hline \text{TOTAL} \end{array} = \begin{array}{|c|} \hline +1 \\ \hline \text{DEX} \\ \text{MODIFIER} \end{array} + \begin{array}{|c|} \hline +0 \\ \hline \text{MISC} \\ \text{MODIFIER} \end{array}$$

$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \end{array} \quad \begin{array}{|c|} \hline +3 \\ \hline \end{array}$$

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	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		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+6	=	+3	+	+4	+	-1	+	+0	+	+0	+	
RANGED attack bonus	+3	=	+3	+	+1	+	-1	+	+0	+	+0	+	
GRAPPLE attack bonus	+11	=	+3	+	+4	+	+4	+	+0	+	+0	+	

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

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS	Primary	B	L	20/x2	5 ft.
+6/+6	DAMAGE				
	1d6+4				

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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TOTAL SKILLPOINTS: 7		SKILLS		MAX RANKS: 7/3.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	-4	= -4		
✓	Balance	DEX	1	= 1		
✓	Bluff	CHA	-2	= -2		
✓	Climb	STR	4	= 4		
✓	Concentration	CON	3	= 3		
✓	Craft (Untrained)	INT	-4	= -4		
✓	Diplomacy	CHA	-2	= -2		
✓	Disguise	CHA	-2	= -2		
✓	Escape Artist	DEX	1	= 1		
✓	Forgery	INT	-4	= -4		
✓	Gather Information	CHA	-2	= -2		
✓	Heal	WIS	1	= 1		
✓	Hide	DEX	-3	= 1		+ -4
✓	Intimidate	CHA	-2	= -2		
✓	Jump	STR	12	= 4		+ 8
✓	Listen	WIS	5	= 1		+ 4
✓	Move Silently	DEX	1	= 1		
✓	Ride	DEX	1	= 1		
✓	Search	INT	-4	= -4		
✓	Sense Motive	WIS	1	= 1		
✓	Spot	WIS	4	= 1		+ 3
✓	Survival	WIS	1	= 1		
✓	Swim	STR	4	= 4		
✓	Swim (Avoid taking nonlethal fatigue damage)	STR	8	= 4		+ 4
✓	Use Rope	DEX	1	= 1		
				=	+	+
					=	+
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0	0	
Hoof	Equipped	1	0	0	
Saddle (Pack) (Large) 16 lbs., 2 Saddlebags (Large)	Equipped	1	15	5	
Saddlebags (Large) 0 lbs.	Saddle (Pack) (Large)	2	8 (16)	4 (8)	
TOTAL WEIGHT CARRIED/VALUE			31 lbs. / 13 gp		

WEIGHT ALLOWANCE					
Light	350	Medium	700	Heavy	1050
Lift over head	1050	Lift off ground	2100	Push / Drag	5250

LANGUAGES					

Special Attacks	
<div> <div>Combat</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.</p> </div> </div>	

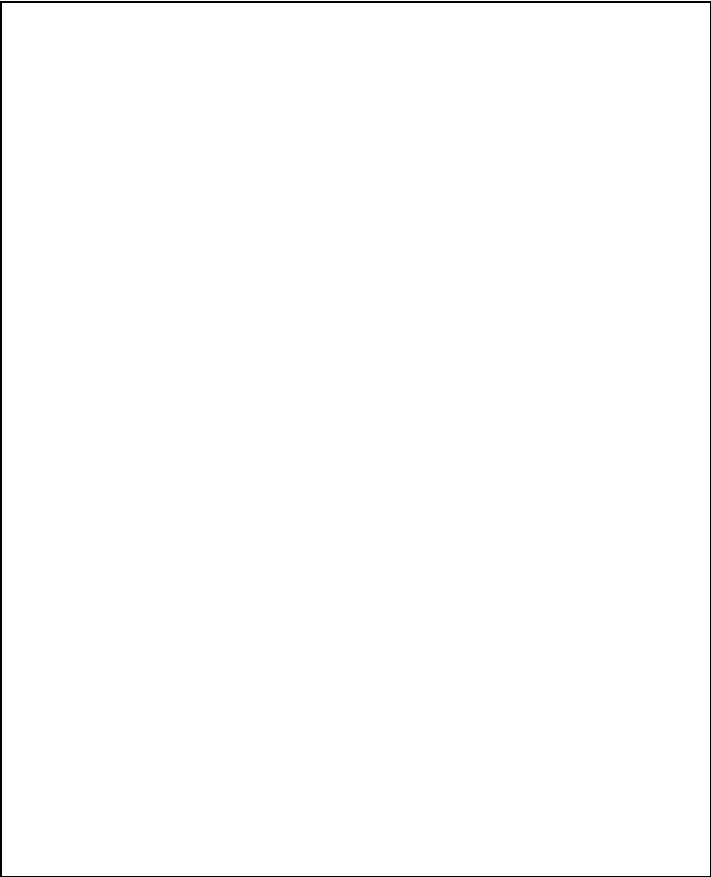
Special Qualities	
<div> <div>Animal Traits</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]</p> <p>Animals eat/sleep/breathe</p> </div> </div>	
<div> <div>Basic Training</div> <div> <p>[Gozziloni - Gozziloni Base, PHB]</p> <p>6 tricks</p> </div> </div>	
<div> <div>Low-Light Vision (Ex)</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.</p> </div> </div>	
<div> <div>Mount Traits</div> <div> <p>[Gozziloni - Gozziloni Base, G]</p> </div> </div>	
<div> <div>Rideable</div> <div> <p>[Gozziloni - Gozziloni Base, G]</p> <p>Rideable creature</p> </div> </div>	
<div> <div>Scent (Ex)</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> </div> </div>	
<div> <div>Trainable</div> <div> <p>[Gozziloni - Gozziloni Base, MM]</p> </div> </div>	
<div> <div>Wild</div> <div> <p>[Gozziloni - Gozziloni Base, G]</p> <p>Wild creature.</p> </div> </div>	

Feats	
<div> <div>Endurance</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</p> <p>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.</p> </div> </div>	
<div> <div>Run</div> <div> <p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</p> <p>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.</p> </div> </div>	

PROFICIENCIES	
Bite, Hoof	

TEMPLATES	
Assign Subtype ~ Mount	

Von Fufino



Warhorse, Heavy
RACE
0
AGE
Maschio
GENDER
Low-Light
VISION
True Neutral
ALIGNMENT
Destro
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: