

Baldomero

NAME

Ani3

CLASS

3

Character Level

0

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Horse, Brabant

RACE

Large

AGE

0

GENDER

Maschio

DEITY

HEIGHT

0 cm

WEIGHT

0 kg

EYES

HAIR

True Neutral

ALIGNMENT

Low-light

VISION

62

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

HP
hit points

23

AC
armor class

12

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

TOTAL

11

FLAT

10

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

1

SIZE

-1

NATURAL

2

MISC

0

MISS CHANCE

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

+2

SAVING THROWS

FORTITUDE
(constitution)

+5

REFLEX
(dexterity)

+4

WILL
(wisdom)

+2

TOTAL

+5

BASE SAVE

+3

ABILITY

+2

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

MELEE
attack bonus

+5

RANGED
attack bonus

+2

GRAPPLE
attack bonus

+10

TOTAL

+5

BASE ATTACK BONUS

+2

STAT

+4

SIZE

-1

MISC

+0

EPIC

+0

TEMP

UNARMED

TOTAL ATTACK BONUS

+1

DAMAGE

1d4+4

CRITICAL

20/x2

REACH

1,5 m

*Hoof

HAND

Primary

TYPE

B

SIZE

L

CRITICAL

20/x2

REACH

1,5 m

TOTAL ATTACK BONUS

+0/+0

DAMAGE

1d6+2

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

Appraise

INT

-4

= -4

+

+

Balance

DEX

1

= 1

+

+

Bluff

CHA

-2

= -2

+

+

Climb

STR

4

= 4

+

+

Concentration

CON

2

= 2

+

+

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

4

= 1

+

3.0

Move Silently

DEX

1

= 1

+

+

Ride

DEX

1

= 1

+

+

Search

INT

-4

= -4

+

+

Sense Motive

WIS

1

= 1

+

+

Spot

WIS

4

= 1

+

3.0

Survival

WIS

1

= 1

+

+

Swim

STR

4

= 4

+

+

Use Rope

DEX

1

= 1

+

+

=

+

+

=

+

+

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

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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	
Bit and Bridle	Equipped	1	NaN	2.0	
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					
TOTAL WEIGHT CARRIED/VALUE			15,5 kg	22.0 gp	

WEIGHT ALLOWANCE					
Light	150	Medium	300	Heavy	450
Lift over head	450	Lift off ground	900	Push / Drag	2250

SPECIAL QUALITIES	
No Training Standard creature.	
Rideable Rideable creature	
Animal Traits Animals eat/sleep/breathe	
Scent (Ex)	
Trainable	

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	
Hoof	

LANGUAGES	

Notes:

Character Sheet Notes: