

Covis

NAME

Ani4

0

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

PLAYERNAME

Warhorse, Heavy

Large

0

cm

0

kg

0

PEZZATO

0

POINTS

DEITY

ALIGNMENT

Low-light

VISION

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

17

+3

17

+3

17

+3

INT

Intelligence

2

-4

2

-4

2

-4

WIS

Wisdom

13

+1

13

+1

13

+1

CHA

Charisma

6

-2

6

-2

6

-2

HP

hit points

35

AC

armor class

14

INITIATIVE

modifier

+1

BASE ATTACK

bonus

+3

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

13

:

10

:

10

:

0

+

0

+

1

+

-1

+

4

+

0

0

+

0

0

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

+6

=

+3

+

+4

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+3

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+11

=

+3

+

+4

+

+4

+

+0

+

+0

+

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.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bit and Bridle	Equipped	1	NaN	2.0	
Saddle (Military)	Equipped	1	15.0	20.0	
+2 circumstance bonus on Ride checks related to staying in the saddle					
Hoof	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
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 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: