

Arthon

500 x 3235
→ ↔
Image Dummy

2500 x 3235
↔ ↔
Image Dummy

ARTHON

Young Adult Horse
Lawful Good
Level 5 Civilian N/A

Pronouns - he/him
Occupations - Steed
Armor Class - 21
Hit Points - 103 (TODO Hitdice)
Speed - 70.

STR	DEX	CON	INT	WIS	CHA
22	13	17	9 (0)	12	11
(+6)	(+2)	(+4)		(+1)	(+1)

Saving Throws -
Skills -
{"Horse Abilities"=>["Trampling Charge"=>"If Arthon mvoes at least 20 feेत straight towards a creature and hits with a hoof attack, it must make a DC18 Strength Save or be knocked prone", "Hoof Attack"=>"Reach 5 feet, two attacks doing 2d6+4 bludgeoning damage each"}}, "Spellcasting"=>"Can cast Crusader's Mantle, Guiding Bolt, Sacred Flame and Sunburst at Level 5 with a DC16"}
Proficiencies -
Proficiency Mod - +3

ROLEPLAYING

Introduction

With a whinny, the massive, armored horse rears up on its hind legs and smashes through the barred door.

Appearance

A massive white warhorse in full horse plate armor

Expressions

Whatever you say Boss, Unlike you, I'm getting hungry Boss, Whut are you stupid?.... I mean...Neigh!

Mannerisms

He's a horse

Motivations

exterminating the undead and protecting his master

Passions

Carrots

Secrets

he's a very intelligent talking horse

ARTHON

Young Adult Horse
Lawful Good
Level 5 Civilian N/A

Pronouns - he/him
Occupations - Steed
Armor Class - 21
Hit Points - 103 (TODO Hitdice)
Speed - 70.

STR	DEX	CON	INT	WIS
22	13	17	9	12
(+6)	(+2)	(+4)	(0)	(+1)

CHA
11
(+1)

Saving Throws -
Saving Throws -
Skills -

{"Horse Abilities"=> [{"Trampling Charge"=>"If Arthon mvoes at least 20 feेत straight towards a creature and hits with a hoof attack, it must make a DC18 Strength Save or be knocked prone", "Hoof Attack"=>"Reach 5 feet, two attacks doing 2d6+4 bludgeoning damage each"}], "Spellcasting"=>"Can cast Crusader's Mantle, Guiding Bolt, Sacred Flame and Sunburst at Level 5 with a DC16"}
Proficiencies -

Languages -
Common Draconic Horse
Adjectives -
Calm, Intelligent, Attentive,

Special Abilities

Special Equipment

Combat Tactics

Will only fight if directly attacked or if told to by his master

Actions

Factions

The Dead Hunters
Role: The Phantoms
Steed

ROLEPLAYING

Introduction

With a whinny, the massive, armored horse rears up on its hind legs and smashes through the barred door.

Appearance

A massive white warhorse in full horse plate armor

Expressions

Whatever you say Boss, Unlike you, I'm getting hungry Boss, Whut are you stupid?.... I mean...Neigh!

Mannerisms

He's a horse

Motivations

exterminating the undead and protecting his master

Passions

Secrets

he's a very intelligent talking horse

Languages - Common Draconic Horse
Adjectives - Calm, Intelligent, Attentive,

Special Abilities -

Special Equipment - -

Combat Tactics

Will only fight if directly attacked or if told to by his master

Actions -

Factions

The Dead Hunters

Role: *The Phantoms Steed*