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Arthon Noble Warhorse

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

22 (+6)

DEX

13 (+2)

CON

17 (+4)

INT

9 (0)

WIS

12 (+1)

CHA

11 (+1)

Saving Throws -

Skills -

{ "Horse Abilities"=>[{ "Trampling Charge"=>"If Arthon mvoes at least 20 feeet 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

Languages -

Common Draconic Horse

Adjectives -

Calm, Intelligent, Attentive,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Dead Hunters

Role: *The Phantoms Steed*

2500 x 3235
↔ ↕

Image Dummy

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

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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

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Background Story

Arthon, Noble Warhorse is the Steed of The Phantom, founder and leader of The Dead Hunters. He comes from a line of incredibly well bred horses. He is also the most recent of The Phantom's steeds. All of his steeds have been blessed by his patron gods, given much higher intelligence than a regular warhorse along with the ability to speak and cast a few spells.