

Arrow - Normal Mount of Arthur

NAME: Ani3 0 EXPERIENCE CLASS: 3 Character Level: 3
 PLAYERNAME: Light Warhorse Large RACE: Light Warhorse Male AGE: 0
 DEITY: 0' 0" HEIGHT: 0 lbs. WEIGHT: 0
 ALIGNMENT: Chaotic Good Low-light VISION: 12 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
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	27	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 60 ft.		
AC armor class	14	13	10	10	0	0	1	-1	4	0	0	+0	0			
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISC CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

INITIATIVE modifier	+1	+1	+0
TOTAL			
BASE ATTACK bonus	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+3	+3	+0	+0	+0		
REFLEX (dexterity)	+4	+3	+1	+0	+0	+0		
WILL (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+2	+3	-1	+0	+0	
RANGED attack bonus	+2	+2	+1	-1	+0	+0	
GRAPPLE attack bonus	+9	+2	+3	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d4+3	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
-1	1d3+1				
Special Properties					

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4/+4	1d4+3				
Special Properties					

*: weapon is equipped
 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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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	6/3 MISC MODIFIER
✓ Appraise	INT	-4	-4	+	+
✓ Balance	DEX	1	1	+	+
✓ Bluff	CHA	-2	-2	+	+
✓ Climb	STR	3	3	+	+
✓ Concentration	CON	3	3	+	+
✓ Control Shape	WIS	1	1	+	+
✓ 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	15	3	+	12
✓ Listen	WIS	1	1	+	+
✓ Move Silently	DEX	1	1	+	+
✓ Perform (Untrained)	CHA	-2	-2	+	+
✓ Ride	DEX	-4	1	+	-5
✓ Search	INT	-4	-4	+	+
✓ Sense Motive	WIS	1	1	+	+
✓ Spot	WIS	1	1	+	+
✓ Survival	WIS	1	1	+	+
✓ Swim	STR	3	3	+	+
✓ Use Rope	DEX	1	1	+	+
				+	+
				+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Bit and Bridle	Equipped	1	1.0	
Feed (Per Day)	Saddlebags	7	10.0 (70.0)	
Bite	Equipped	1	0.0	
Hoof	Equipped	1	0.0	
Military Saddle	Equipped	1	30.0	
<small>+2 circumstance bonus on Ride checks related to staying in the saddle</small>				
Saddlebags	Equipped	1	8.0	
<small>70 lbs., 7 Feed (Per Day)</small>				
TOTAL WEIGHT CARRIED/VALUE			109 lbs.	

WEIGHT ALLOWANCE					
Light	230	Medium	460	Heavy	690
Lift over head	690	Lift off ground	1380	Push / Drag	3450

SPECIAL ABILITIES

Scent (Ex)

PROFICIENCIES

Bite, Hoof

LANGUAGES