

**Beer - Normal Mount of Dionysus**

NAME  
**Ani3** 0  
 CLASS EXPERIENCE  
 3 6000  
 Character Level NEXT LEVEL

**Carole Bland**

PLAYERNAME  
**Mule** **Large**  
 RACE SIZE  
 0 **Male**  
 AGE GENDER

DEITY  
 0' 0" 0 lbs.  
 HEIGHT WEIGHT  
 EYES HAIR

True Neutral  
 ALIGNMENT  
 Low-light  
 VISION  
 12  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	2	-4	2	-4	2	-4
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

HP	AC	INITIATIVE	BASE ATTACK
22	13	+1	+2
WOUNDS/CURRENT HP: _____ SUBDUAL DAMAGE: _____ DAMAGE REDUCTION: _____ SPEED: Walk 20 ft.			
TOTAL: 13    FLAT: 12    TOUCH: 10    = 10 + 0 + 0 + 1 - 1 + 3 + 0 ARMOR BONUS    SHIELD BONUS    STAT    SIZE    NATURAL    MISC MISS CHANCE    ARCANE SPELL FAILURE    ARMOR CHECK PENALTY    SPELL RESIST			
TOTAL: +1 = +1 + +0 DEX MODIFIER    MISC MODIFIER			

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

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

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

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

\*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3 MISC MODIFIER
✓ Appraise	INT	-4	= -4	+	+
✓ Balance	DEX	-2	= 1	+	-3
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	0	= 3	+	-3
✓ Concentration	CON	3	= 3	+	+
✓ Control Shape	WIS	0	= 0	+	+
✓ Craft (Untrained)	INT	-4	= -4	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	-2	= 1	+	-3
✓ Forgery	INT	-4	= -4	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	-6	= 1	+	-7
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	-6	= 3	+	-9
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	-2	= 1	+	-3
✓ Perform (Untrained)	CHA	-2	= -2	+	+
✓ Ride	DEX	-4	= 1	+	-5
✓ Search	INT	-4	= -4	+	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	-3	= 3	+	-6
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Wine (Keg)	Pack Saddle	2	200.0	(400.0)
Hoof	Equipped	1	0.0	
Pack Saddle	Equipped	1	15.0	
400 lbs., 2 Wine (Keg)				
TOTAL WEIGHT CARRIED/VALUE			415	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
Hoof

LANGUAGES

## Notes:

Character Sheet Notes: