

Fortified - Normal Mount of Dionysus

Carole Bland

NAME: Ani3 0 Mule Large 0' 0" 0 lbs. True Neutral
 CLASS: 3 EXPERIENCE: 6000 RACE: Mule SIZE: Large HEIGHT: 0' 0" WEIGHT: 0 lbs. ALIGNMENT: True Neutral
 Character Level: 3 NEXT LEVEL: 6000 AGE: 0 GENDER: Male EYES: HAIR: VISION: Low-light
 POINTS: 12

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	16	+3	16	+3	16	+3	27				Walk 20 ft.
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	13	12	10	10
CON Constitution	16	+3	16	+3	16	+3	INITIATIVE modifier	+1	+1	+0	
INT Intelligence	2	-4	2	-4	2	-4	BASE ATTACK bonus	+2			
WIS Wisdom	10	+0	10	+0	10	+0					
CHA Charisma	6	-2	6	-2	6	-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)	+1	+1	+0	+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.

*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

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	
Pack Saddle 400 lbs., 2 Wine (Keg)	Equipped	1	15.0	
Hoof	Equipped	1	0.0	
Wine (Keg)	Pack Saddle	2	200.0 (400.0)	
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:

Select the note you wish to edit