

# Horse 1 - Normal Mount of H. B. Arley

NAME: Ani3      0      Light Horse      Large      0' 0"      0 lbs.      True Neutral  
 CLASS: 3      EXPERIENCE: 6000      RACE:      SIZE:      HEIGHT:      WEIGHT:      ALIGNMENT: Low-light  
 Character Level:      NEXT LEVEL:      AGE:      GENDER:      EYES:      HAIR:      VISION: 12  
 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
<b>STR</b> Strength	14	+2	14	+2	14	+2	23				Walk 60 ft.
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	13	12	10	10
<b>CON</b> Constitution	14	+2	14	+2	14	+2	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
<b>INT</b> Intelligence	2	-4	2	-4	2	-4	<b>INITIATIVE</b> modifier	+1	+1	+0	ARMOR BONUS
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1	TOTAL	DEX MODIFIER	MISC MODIFIER		ARMOR BONUS
<b>CHA</b> Charisma	6	-2	6	-2	6	-2	<b>BASE ATTACK</b> bonus	+2			ARMOR BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+3	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+3	+1	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+2	+2	-1	+0	+0	
<b>RANGED</b> attack bonus	+2	+2	+1	-1	+0	+0	
<b>GRAPPLE</b> attack bonus	+8	+2	+2	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-1	1d4+2	20/x2	5 ft.

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3/+3	1d4+2				

**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	1	= 1	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	2	= 2	+	+
✓ Concentration	CON	2	= 2	+	+
✓ 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	14	= 2	+	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	2	= 2	+	+
✓ 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)	
Riding Saddle	Equipped	1	25.0	
Hoof	Equipped	1	0.0	
Saddlebags <small>70 lbs., 7 Feed (Per Day)</small>	Equipped	1	8.0	
TOTAL WEIGHT CARRIED/VALUE			104 lbs.	

WEIGHT ALLOWANCE					
Light	175	Medium	350	Heavy	525
Lift over head	525	Lift off ground	1050	Push / Drag	2625

SPECIAL ABILITIES
Scent (Ex)

PROFICIENCIES
Hoof

LANGUAGES

## Notes:

Character Sheet Notes: