

Pony - Normal Mount of Mophat Delnore

NAME: Ani2 | CLASS: 2 | CHARACTER LEVEL: 2 | EXPERIENCE: 3000 | NEXT LEVEL: 3000
 PLAYERNAME: Pony | RACE: Pony | AGE: 0 | GENDER: Male | DEITY: | HEIGHT: 0' 0" | WEIGHT: 0 lbs. | EYES: | HAIR: | ALIGNMENT: Chaotic Neutral | 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	12	+1	12	+1	12	+1	11				Walk 30 ft.
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	13	12	11	10
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier	+1	+1	+0	
INT Intelligence	2	-4	2	-4	2	-4	BASE ATTACK bonus	+1	+1	+0	
WIS Wisdom	10	+0	10	+0	10	+0					
CHA Charisma	4	-3	4	-3	4	-3					

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-2	1d3+1	20/x2	5 ft.

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2/+2	1d3+1				

*: 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	5/2.5 MISC MODIFIER
✓ Appraise	INT	-4	= -4	+	+
✓ Balance	DEX	-2	= 1	+	-3
✓ Bluff	CHA	-3	= -3	+	+
✓ Climb	STR	-2	= 1	+	-3
✓ Concentration	CON	1	= 1	+	+
✓ Control Shape	WIS	0	= 0	+	+
✓ Craft (Untrained)	INT	-4	= -4	+	+
✓ Diplomacy	CHA	-3	= -3	+	+
✓ Disguise	CHA	-3	= -3	+	+
✓ Escape Artist	DEX	-2	= 1	+	-3
✓ Forgery	INT	-4	= -4	+	+
✓ Gather Information	CHA	-3	= -3	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	-2	= 1	+	-3
✓ Intimidate	CHA	-3	= -3	+	+
✓ Jump	STR	-2	= 1	+	-3
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	-2	= 1	+	-3
✓ Perform (Untrained)	CHA	-3	= -3	+	+
✓ Ride	DEX	-4	= 1	+	-5
✓ Search	INT	-4	= -4	+	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	-5	= 1	+	-6
✓ 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)	
Hoof	Equipped	1	0.0	
Riding Saddle	Equipped	1	25.0	
Saddlebags <small>70 lbs., 7 Feed (Per Day)</small>	Equipped	1	8.0	
TOTAL WEIGHT CARRIED/VALUE			104 lbs.	

WEIGHT ALLOWANCE					
Light	65	Medium	130	Heavy	195
Lift over head	195	Lift off ground	390	Push / Drag	975

SPECIAL ABILITIES
Scent (Ex)

PROFICIENCIES
Hoof

LANGUAGES

Notes:

Character Sheet Notes: