

Rishone - SPECIAL MOUNT of Ezekial Bensheva

NAME: _____ PLAYERNAME: _____ DEITY: _____ ALIGNMENT: Lawful Good
 CLASS: Mag12 0 EXPERIENCE: 0 RACE: Pegasus Large SIZE: 0' 0" WEIGHT: 0 lbs. DARKVISION (60'),
 12 78000 0 Male HEIGHT: 0' 0" WEIGHT: 0 lbs. LOW-LIGHT VISION
 Character Level: 12 NEXT LEVEL: _____ AGE: 0 GENDER: Male EYES: _____ HAIR: _____ POINTS: 13

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	22	+6	22	+6	22	+6	87				Walk 70 ft., Fly 130 ft.
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	22	11	10	0
CON Constitution	16	+3	16	+3	16	+3	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INT Intelligence	9	-1	9	-1	9	-1	INITIATIVE modifier	+2	+2	+0	0
WIS Wisdom	13	+1	13	+1	13	+1	TOTAL	DEX MODIFIER	MISC MODIFIER	STAT	SIZE
CHA Charisma	13	+1	13	+1	13	+1	BASE ATTACK bonus	+12/+7/+2		NATURAL	MISC
										MISS CHANCE	ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	= +8	+3	+0	+0	+0		
REFLEX (dexterity)	+10	= +8	+2	+0	+0	+0		
WILL (wisdom)	+7	= +4	+1	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	= +12/+7/+2	+6	-1	+0	+0	
RANGED attack bonus	+13/+8/+3	= +12/+7/+2	+2	-1	+0	+0	
GRAPPLE attack bonus	+22/+17/+12	= +12/+7/+2	+6	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+14/+9/+4	1d4+7	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13	1d3+4				
Special Properties					

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+18/+18	1d6+7				
Special Properties					

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5 MISC MODIFIER
✓ Appraise	INT	-1	= -1	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	6	= 6	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Control Shape	WIS	1	= 1	+	+
✓ Craft (Untrained)	INT	-1	= -1	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	-1	= -1	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	-2	= 2	+	-4
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	22	= 6	+	16
✓ Listen	WIS	10	= 1	+	5.0
✓ Move Silently	DEX	2	= 2	+	+
✓ Perform (Untrained)	CHA	1	= 1	+	+
✓ Ride	DEX	-3	= 2	+	-5
✓ Search	INT	-1	= -1	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	13	= 1	+	8.0
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	6	= 6	+	+
✓ Use Rope	DEX	2	= 2	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT			
ITEM	LOCATION	QTY	WT
Amulet of Mighty Fists +1 <small>Grants an enhancement bonus of +1 on attack and damage rolls with unarmed attacks and natural weapons</small>	Equipped	1	0.01
Bit and Bridle	Equipped	1	1.0
Bite	Equipped	1	0.0
Feed (Per Day)	Saddlebags	7	10.0 (70.0)
Hoof	Equipped	1	0.0
Exotic Military Saddle <small>+2 circumstance bonus on Ride checks related to staying in the saddle</small>	Equipped	1	40.0
Saddlebags <small>70 lbs., 7 Feed (Per Day)</small>	Equipped	1	8.0
TOTAL WEIGHT CARRIED/VALUE			119.01 lbs.

WEIGHT ALLOWANCE			
Light	520	Medium	1040
Lift over head	1560	Lift off ground	3120
		Heavy	1560
		Push / Drag	7800

SPECIAL ABILITIES	
Command creatures of its kind	
Empathic Link	
Improved Evasion (Ex)	
Improved Speed (Ex)	
Magical Beasts eat and sleep and breathe	
Scent (Ex)	
Share saving throws	
Share spells	

FEATS	
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack
Iron Will	You get a +2 bonus on all Will saving throws.

PROFICIENCIES	
Bite, Hoof	

LANGUAGES	
Common	

TEMPLATES	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
At Will	Detect Good	10	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of good.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Innate

At Will Detect Evil (DC:10)
At Will Detect Good (DC:10)

Notes:

Character Sheet Notes: