

# Sparrow - Special Mount of Robin d'Likely

NAME: Ani10 | CLASS: 10 | CHARACTER LEVEL: 10 | EXPERIENCE: 55000 | NEXT LEVEL: 11  
 PLAYERNAME: Heavy Warhorse | RACE: Large | AGE: 0 | GENDER: Male | DEITY: Tyr | HEIGHT: 0' 0" | WEIGHT: 0 lbs. | EYES: | HAIR: | ALIGNMENT: Lawful Good | VISION: | POINTS: 10

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	21	+5	21	+5	21	+5	92				Walk 60 ft.
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	22	21	10	10
<b>CON</b> Constitution	16	+3	16	+3	16	+3	<b>INITIATIVE</b> modifier	+1	+1	+0	
<b>INT</b> Intelligence	8	-1	8	-1	8	-1	<b>BASE ATTACK</b> bonus	+7/+2			
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1					
<b>CHA</b> Charisma	6	-2	6	-2	6	-2					

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+7/+2	+5	-1	+0	+0	
<b>RANGED</b> attack bonus	+7/+2	+7/+2	+1	-1	+0	+0	
<b>GRAPPLE</b> attack bonus	+16/+11	+7/+2	+5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d4+5	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d4+2				
Special Properties					

*Hoof	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11/+11	1d6+5				
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	13/6.5 MISC MODIFIER
✓ Appraise	INT	-1	= -1	+	+
✓ Balance	DEX	1	= 1	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	5	= 5	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Control Shape	WIS	1	= 1	+	+
✓ Craft (Untrained)	INT	-1	= -1	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	-1	= -1	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	-3	= 1	+	-4
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	17	= 5	+	12
✓ Listen	WIS	3	= 1	+	2
✓ Move Silently	DEX	1	= 1	+	+
✓ Perform (Untrained)	CHA	-2	= -2	+	+
✓ Ride	DEX	-4	= 1	+	-5
✓ Search	INT	-1	= -1	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	3	= 1	+	2
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	5	= 5	+	+
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Bit and Bridle	Equipped	1	1.0	
Saddlebags <small>70 lbs., 7 Feed (Per Day)</small>	Equipped	1	8.0	
Bite	Equipped	1	0.0	
Feed (Per Day)	Saddlebags	7	10.0 (70.0)	
Hoof	Equipped	1	0.0	
Military Saddle <small>+2 circumstance bonus on Ride checks related to staying in the saddle</small>	Equipped	1	30.0	
TOTAL WEIGHT CARRIED/VALUE			109 lbs.	

WEIGHT ALLOWANCE					
Light	460	Medium	920	Heavy	1380
Lift over head	1380	Lift off ground	2760	Push / Drag	6900

SPECIAL ABILITIES	
Command creatures of its kind	
Empathic Link	
Improved Evasion (Ex)	
Improved Speed (Ex)	
Scent (Ex)	
Share saving throws	
Share spells	

FEATS	
Alertness	You have finely tuned senses

PROFICIENCIES	
	Bite, Hoof

LANGUAGES	