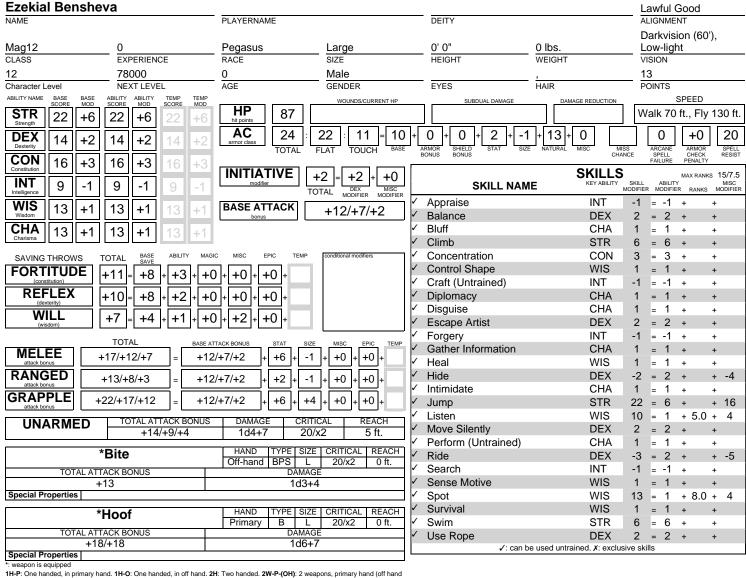
Rishone - SPECIAL MOUNT of



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 AC MAXDEX CHECK SPELL FAILURE

	EQUIPMEN	IT		
	ITEM	LOCATION	QTY	WT
Amulet of Mighty	Fists +1	Equipped	1	0.01
Grants an enhancement bonus with unarmed attacks and natural	s of +1 on attack and damage rolls aral weapons			
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 Sade	dle	Equipped	1	40.0
+2 circumstance bonus on Rid saddle	le checks related to staying in the			
Saddlebags 70 lbs., 7 Feed (Per Day)		Equipped	1	8.0
	TOTAL WEIGHT CARRIED/	VALUE		119.01 lbs.

		WEIGHT ALLO	WANCE		
Light	520	Medium	Heavy	1560	
Lift over head	1560	Lift off ground	3120	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 standa action	ard Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
Effect: You can sense the presence of evil.					Target: Cone-s	shaped emanati	on	Caster Level: 1	
At Will Detect Good	10	None	1 standa action	ard Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.219
Effect: You can sense the presence of good.					Target: Cone-s	shaped emanati	on	Caster Level: 1	

^{* =}Domain/Speciality Spell

Innate

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

Character Sheet Notes: