

Spencer	SeanO		Neutral				
Character Name	Player		Alignment	Current XP	Next Level XP	XP Change	
Animal companion	St. Bernard		Rob's World!				
Class	Race		Deity				
3	Medium	4	Male	4'	185 lbs	black	Tan and White
Level	Size	Age	Gender	Height	Weight	Eyes	Hair

Ability	Score	Mod	Temp Score	Temp Mod			TOTAL	Current HP	Nonlethal Damage			Hit Dice	Damage Reduction	
STR	18	4			HP	41					5d8			
DEX	14	2			AC	23	= 10	+ 5	+ 0	+ 2	+ 0	+ 6	+ 0	+ 0
CON	17	3			TOTAL		Armor	Shield	Dex	Size	Natural	Deflect	Misc	
INT	2	-4			Touch	12	Flat-footed	21						
WIS	12	1			Total		Dex	Misc						
CHA	6	-2			INIT	2	= 2	+ 0						
Action Points			40/30	with armor	Medium									
				Speed	Armor Type									

Light Load	150
Med Load	300
Max Load	450
Over Head	450
Off Ground	900
Push/ Drag	2250

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	7	4	+ 3	+ 0	+ 0	+ 0
REFLEX	6	4	+ 2	+ 0	+ 0	+ 0
WILL	2	1	+ 1	+ 0	+ 0	+ 0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
GRAPPLE	+7	3	+ 4	+ 0	+ 0	+ 0
RANGED	+3	3	+ 0	+ 0	+ 0	+ 0
	+5	3	+ 2	+ 0	+ 0	+ 0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
Bite	+7	1d6+6	x2	
	Ammunition	Weight	Size	Type
Trip			Medium	B, P, & S
Weapon	Total Attack Bonus	Damage	Critical	Range
	Ammunition	Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range

Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Breastplate Barding, Masterwork	Medium	5	-3	3
Special Properties		Weight	Spell Fail	Speed
		60		

Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Special Properties		Weight	Spell Fail	Speed

Feats & Special Abilities

War Mastiff (Heroes of Battle, pg. 157)

Speed= 40'

Special Qualities: Low-light vision, Scent

Special Attacks: Trip

+4 racial on jump & survival

Animal Companion (PH pg 36)

+2 hd & natural armor, +1 Str/Dex

Link, Share spells, Evasion (PH pg 36)

Tricks: (PH pg 75)

coup de gras

wake party

Combat Riding: bear rider into combat

attack, come, defend, down, guard, and heel

Feats

Alertness (PH pg 89)

Endurance (PH pg 93)

Track (PH pg 101)

Skills [Auto Fill | Update CC | Clear]

Max Rank 6 / 3

Skill Name	Key Ab	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP
Appraise	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Balance	Dex	<input checked="" type="checkbox"/>	-1	= 2	+ 0	+ 0	-3
Bluff	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Climb	Str	<input checked="" type="checkbox"/>	1	= 4	+ 0	+ 0	-3
Concentration	Con	<input checked="" type="checkbox"/>	3	= 3	+ 0	+ 0	0
Craft ()		<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Decipher Script	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Diplomacy	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Disable Device	Int	<input checked="" type="checkbox"/>	-7	= -4	+ 0	+ 0	-3
Disguise	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Escape Artist	Dex	<input checked="" type="checkbox"/>	-1	= 2	+ 0	+ 0	-3
Forgery	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Gather Information	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Handle Animal	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Heal	Wis	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Hide	Dex	<input checked="" type="checkbox"/>	-1	= 2	+ 0	+ 0	-3
Intimidate	Cha	<input checked="" type="checkbox"/>	-2	= -2	+ 0	+ 0	0
Jump	Str	<input type="checkbox"/>	9	= 4	+ 4	+ 4	-3
Knowledge (1)	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Knowledge (2)	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Knowledge (3)	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Knowledge (4)	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Listen	Wis	<input type="checkbox"/>	7	= 1	+ 4	+ 2	0
Move Silently	Dex	<input checked="" type="checkbox"/>	-1	= 2	+ 0	+ 0	-3
Open Lock	Dex	<input checked="" type="checkbox"/>	2	= 2	+ 0	+ 0	0
Perform ()		<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Profession ()		<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Ride	Dex	<input checked="" type="checkbox"/>	-1	= 2	+ 0	+ 0	-3
Search	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Sense Motive	Wis	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Sleight of Hand	Dex	<input checked="" type="checkbox"/>	2	= 2	+ 0	+ 0	0
Spellcraft	Int	<input checked="" type="checkbox"/>	-4	= -4	+ 0	+ 0	0
Spot	Wis	<input type="checkbox"/>	7	= 1	+ 4	+ 2	0
Survival	Wis	<input type="checkbox"/>	8	= 1	+ 3	+ 4	0

Other Possessions

Item	Weight (lbs)	Loc
Barding, MW Breastplate		worn
Saddle Bags	4	worn
Bit & Bridle	1	worn
Lance	7.5	carried
Hin Warrior	30	carried
Warrior's Gear	51.1	carried
Rope, silk (50 ft.)	5	bags
Trail Rations	10	bags
Sling bullets (18)	9	bags
Silver Sling Bullets (10)	5	bags
10 Gallon Bladder	83	bags
Total Weight:	265.6	

Swim	Str	<input type="checkbox"/>	-1	=	4	+	1	+	0	-6
Tumble	Dex	<input checked="" type="checkbox"/>	-1	=	2	+	0	+	0	-3
Use Magic Device	Cha	<input checked="" type="checkbox"/>	-2	=	-2	+	0	+	0	0
Use Rope	Dex	<input checked="" type="checkbox"/>	2	=	2	+	0	+	0	0
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
		<input type="checkbox"/>		=		+		+		
Total Skill Points:							16			

Currency

Languages

Doggie _____

Spells/Powers Known

(Bards, Sorcerers, Psions & Psi Warriors)

0	<input type="text"/>	5th	<input type="text"/>
1st	<input type="text"/>	6th	<input type="text"/>
2nd	<input type="text"/>	7th	<input type="text"/>
3rd	<input type="text"/>	8th	<input type="text"/>
4th	<input type="text"/>	9th	<input type="text"/>

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>

Psionics

Manifester Level	<input type="text"/>	<input type="text"/>	Key Ability
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Base	Bonus	Max	Current

Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem

Description
Character Traits
Contacts / Friends

Personality
Character Flaws
Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Other Notes

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel (3 tricks per point of intelligence). Warhorses and riding dogs (see the Monster Manual) are already trained to bear riders into combat, and they don't require any additional training for this purpose (PH, pg 76, Handle Animal). Combat: If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Private Notes

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