

# Chand - Special Mount of Nikki Sweetbottom

NAME: Ani4  
 CLASS: 0  
 EXPERIENCE: 21000  
 Character Level: 6  
 NEXT LEVEL:

PLAYERNAME: Dave R.  
 RACE: Riding Dog  
 SIZE: Medium  
 GENDER: Male  
 AGE: 4

Yondalla  
 DEITY: Yondalla  
 HEIGHT: 2' 4"  
 WEIGHT: 130 lbs.  
 BROWN, BROWN, BROWN  
 EYES: Brown  
 HAIR: Brown

ALIGNMENT: Lawful Good  
 VISION: Low-light, Normal  
 POINTS: 0



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	15	+2	15	+2	15	+2
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	6	-2	6	-2	6	-2
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

<b>HP</b> hit points	34	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 40'		
<b>AC</b> armor class	20	18	12	10	0	0	2	0	8	0	0	0	+0	0		
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

<b>INITIATIVE</b> modifier	+6	+2	+4
TOTAL			
<b>DEX MODIFIER</b>	+2		
<b>MISC MODIFIER</b>	+4		
<b>BASE ATTACK</b> bonus	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+4	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+4	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+5	+3	+2	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+1	1d3+2	20/x2

\*: 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	9/4.5
✓ Appraise	INT	-2	= -2	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	3	= 2	+ 1.0	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	-2	= -2	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	-2	= -2	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	6	= 2	+	4
✓ Listen	WIS	2	= 1	+ 1.0	+
✓ Move Silently	DEX	3	= 2	+ 1.0	+
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	-2	= -2	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	2	= 1	+ 1.0	+
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	3	= 2	+ 1.0	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. X : exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

## WEIGHT ALLOWANCE

Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

## SPECIAL ABILITIES

Empathic Link  
Improved Evasion (Ex)  
Scent (Ex)  
Share saving throws  
Share spells

## FEATS

Improved Initiative	You get a +4 bonus on initiative checks.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

## PROFICIENCIES

Bite, Sword (Short)

## LANGUAGES

Common, Halfling

## Notes:

Character Sheet Notes: