

Rashaaba - Mount of Ahmed AI

Abbas Rahim

NAME	PLAYERNAME	DEITY	ALIGNMENT
Mag7	Griffon	Large	Chaotic Neutral
CLASS	RACE	SIZE	Darkvision (60'), Low-light, Normal
7	0	Male	VISION
Character Level	AGE	EYES	POINTS
NEXT LEVEL	0	HAIR	0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	5	-3	5	-3	5	-3
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points	64	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	17	15	11	10	0	0	2	-1	6	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE
INITIATIVE		modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		ARCANE SPELL FAILURE	
BASE ATTACK		bonus		TOTAL		DEX MODIFIER		MISC MODIFIER		ARMOR CHECK PENALTY	
+2		+2		+0		+7/+2				SPELL RESIST	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+5	+3	+0	+0	+0		
REFLEX (dexterity)	+7	+5	+2	+0	+0	+0		
WILL (wisdom)	+5	+2	+1	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+7/+2	+4	-1	+0	+0	
RANGED attack bonus	+8/+3	+7/+2	+2	-1	+0	+0	
GRAPPLE attack bonus	+15/+10	+7/+2	+4	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d4+4	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+11	2d6+4			
Special Properties				

*Claw	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	PS	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+8	1d4+2			
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.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5
			RANKS		MISC MODIFIER
✓ Appraise	INT	-3	= -3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	4	= 4	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Untrained)	INT	-3	= -3	+	+
✓ Diplomacy	CHA	-1	= -1	+	+
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	-3	= -3	+	+
✓ Gather Information	CHA	-1	= -1	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	-2	= 2	+	-4
✓ Intimidate	CHA	-1	= -1	+	+
✓ Jump	STR	8	= 4	+	4
✓ Listen	WIS	6	= 1	+	5.0
✓ Move Silently	DEX	2	= 2	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	-3	= -3	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	10	= 1	+	5.0
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	4	= 4	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE

Light	300	Medium	600	Heavy	900
Lift over head	900	Lift off ground	1800	Push / Drag	4500

SPECIAL ABILITIES

Pounce (Ex)
Rake (Ex)
Scent (Ex)

FEATS

Iron Will	You get a +2 bonus on all Will saving throws.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES

Bite, Claw

LANGUAGES

Common

Notes:

Character Sheet Notes: