

|                |            |          |                  |             |                      |                   |
|----------------|------------|----------|------------------|-------------|----------------------|-------------------|
|                |            |          |                  | Lawful Good | Heironeous           | 36                |
| CHARACTER NAME |            | PLAYER   |                  | ALIGNMENT   | DEITY                | POINTS            |
| Paladin9       | 36000      | Half-Elf | Medium / 5.0 ft. | 5' 5"       | 170 lbs.             | Low-Light, Normal |
| CLASS          | EXPERIENCE | RACE     | SIZE / FACE      | HEIGHT      | WEIGHT               | VISION            |
| 9              | 45000      | 27       | Male             | Blue        | Blonde, Short, Curly | 0                 |
| LEVEL          | NEXT LEVEL | AGE      | GENDER           | EYES        | HAIR                 | TURN/ DAY         |

| ABILITY NAME        | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP  |     | SUBDUAL DAMAGE |      | DAMAGE REDUCTION |      |             | SPEED        |            |            |            |            |             |                  |             |         |              |   |   |   |  |    |    |   |   |
|---------------------|------------|----------|---------------|-------------|------------|----------|--------------------|-----|----------------|------|------------------|------|-------------|--------------|------------|------------|------------|------------|-------------|------------------|-------------|---------|--------------|---|---|---|--|----|----|---|---|
| STR<br>Strength     | 18         | +4       | 18            | +4          |            |          | HP<br>Hit Points   | 108 |                |      |                  |      |             |              |            | Walk 20'   |            |            |             |                  |             |         |              |   |   |   |  |    |    |   |   |
| DEX<br>Dexterity    | 12         | +1       | 12            | +1          |            |          | AC<br>Armour Class | 27  | =              | 26   | :                | 12   | :           | 10           | +          | 10         | +          | 4          | +           | 1                | +           | 0       | +            | 1 | + | 1 |  | 50 | -5 | 1 | 0 |
| CON<br>Constitution | 14         | +2       | 14            | +2          |            |          |                    |     | TOTAL          | FLAT | TOUCH            | BASE | ARMOR BONUS | SHIELD BONUS | STAT BONUS | SIZE PUNIS | NATURAL AC | MISC BONUS | MISS CHANCE | ARCANE FAIL LIFE | ARMOR CHECK | MAX DEF | SPELL RESIST |   |   |   |  |    |    |   |   |

**INT** Intelligence **12** **+1** **12** **+1** **INITIATIVE** **1** = **1** + **0** **SKILLS** **MAX RANKS** **12/6**  
**WIS** Wisdom **14** **+2** **14** **+2** **TOTAL** **DEX** **MISC**

[illegible]

| SAVING THROWS                    |      |      |       |      |      |      |  | TEMPORARY | CONDITIONAL MODIFIERS |     |    |   |   |   |   |   |    |
|----------------------------------|------|------|-------|------|------|------|--|-----------|-----------------------|-----|----|---|---|---|---|---|----|
| TOTAL                            | BASE | STAT | MAGIC | EPIC | MISC |      |  |           |                       |     |    |   |   |   |   |   |    |
| <b>Fortitude</b><br>Constitution | +10  | = +6 | + +2  | + +0 | + +0 | + +2 |  |           | Balance               | DEX | -4 | = | 1 | + | 0 | + | -3 |
| <b>Reflex</b><br>Dexterity       | +6   | = +3 | + +1  | + +0 | + +0 | + +2 |  |           | Bluff                 | CHA | -2 | = | 2 | + | 0 | + | 0  |
| <b>Willpower</b><br>Wisdom       | +7   | = +3 | + +2  | + +0 | + +0 | + +2 |  |           | Climb                 | STR | -1 | = | 4 | + | 0 | + | -5 |
|                                  |      |      |       |      |      |      |  |           | Concentration         | CON | 6  | = | 2 | + | 4 | + | 0  |
|                                  |      |      |       |      |      |      |  |           | Diplomacy             | CHA | 6  | = | 2 | + | 2 | + | 2  |
|                                  |      |      |       |      |      |      |  |           | Disguise              | CHA | 2  | = | 2 | + | 0 | + | 0  |
|                                  |      |      |       |      |      |      |  |           | Escape Artist         | DEX | -4 | = | 1 | + | 0 | + | -5 |
|                                  |      |      |       |      |      |      |  |           | Forgery               | INT | 1  | = | 1 | + | 0 | + | 0  |

|                                | TOTAL         | BASE ATTACK    | STAT       | SIZE       | EPIC       | MISC       | TEMPORARY |                                  |     |           |          |                            |                     |
|--------------------------------|---------------|----------------|------------|------------|------------|------------|-----------|----------------------------------|-----|-----------|----------|----------------------------|---------------------|
| <b>Melee</b><br>ATTACK BONUS   | <b>+13/+8</b> | <b>= +9/+4</b> | <b>+ 4</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ </b> | Gather Information               | CHA | <u>4</u>  | <b>=</b> | <b><u>2</u> + <u>0</u></b> | <b>+ <u>2</u></b>   |
|                                |               |                |            |            |            |            |           | Heal                             | WIS | <u>4</u>  | <b>=</b> | <b><u>2</u> + <u>2</u></b> | <b>+ <u>0</u></b>   |
|                                |               |                |            |            |            |            |           | Hide                             | DEX | <u>-4</u> | <b>=</b> | <b><u>1</u> + <u>0</u></b> | <b>+ <u>-5</u></b>  |
| <b>Ranged</b><br>ATTACK BONUS  | <b>+10/+5</b> | <b>= +9/+4</b> | <b>+ 1</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ </b> | Intimidate                       | CHA | <u>2</u>  | <b>=</b> | <b><u>2</u> + <u>0</u></b> | <b>+ <u>0</u></b>   |
|                                |               |                |            |            |            |            |           | Jump                             | STR | <u>-7</u> | <b>=</b> | <b><u>4</u> + <u>0</u></b> | <b>+ <u>-11</u></b> |
| <b>Grapple</b><br>ATTACK BONUS | <b>+13/+8</b> | <b>= +9/+4</b> | <b>+ 4</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ 0</b> | <b>+ </b> | Knowledge (Nobility and Royalty) | INT | <u>3</u>  | <b>=</b> | <b><u>1</u> + <u>2</u></b> | <b>+ <u>0</u></b>   |
|                                |               |                |            |            |            |            |           | Knowledge (Religion)             | INT | <u>5</u>  | <b>=</b> | <b><u>1</u> + <u>4</u></b> | <b>+ <u>0</u></b>   |

|                | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|----------------|--------------------|--------|----------|
| <b>UNARMED</b> | +13/+8             | 1d3+4  | 20/x2    |

|                   |               |                  |          |      |       |      |      |              |     |    |   |   |   |    |   |   |
|-------------------|---------------|------------------|----------|------|-------|------|------|--------------|-----|----|---|---|---|----|---|---|
| <b>WEAPON</b>     | +ATTACK BONUS | DAMAGE           | CRITICAL | HAND | RANGE | TYPE | SIZE | Ride         | DEX | 13 | = | 1 | + | 12 | + | 0 |
| *Bastard Sword +2 |               |                  |          |      |       |      |      | Search       | INT | 3  | = | 1 | + | 1  | + | 1 |
| +15/+10           |               | 1d10+6           | 19-20/x2 | P    | 0'    | S    | M    | Sense Motive | WIS | 4  | = | 2 | + | 2  | + | 0 |
|                   |               | Masterwork Steel |          |      |       |      |      | Spot         | WIS | 4  | = | 2 | + | 1  | + | 1 |

|          |        |                  |       |   |    |   |   |          |     |    |   |   |   |   |   |     |
|----------|--------|------------------|-------|---|----|---|---|----------|-----|----|---|---|---|---|---|-----|
| Lance +1 |        |                  |       |   |    |   |   | Survival | WIS | 3  | = | 2 | + | 1 | + | 0   |
|          | +14/+9 | 1d8+7            | 20/x3 | C | 0' | P | M | Swim     | STR | -6 | = | 4 | + | 0 | + | -10 |
|          |        | Masterwork, Wood |       |   |    |   |   | Tumble   | DEX | -3 | = | 1 | + | 1 | + | -5  |

|   |                     |     |    |   |   |   |   |   |    |
|---|---------------------|-----|----|---|---|---|---|---|----|
| <b>Masterwork Composite +4 Longbow</b>                | Fumble              | DEX | -3 | = | 1 | + | 1 | + | -3 |
| +11/+6      1d8+4      20/x3      C    110'    P    M | Use Rope            | DEX | 1  | = | 1 | + | 0 | + | 0  |
| Masterwork, Wood, Mighty Bow                          | = Useable Untrained |     |    |   |   |   |   |   |    |

| ARMOR                 | TYPE              | AC         | MAXDEX    | CHECK     | SPELL FAILURE |
|-----------------------|-------------------|------------|-----------|-----------|---------------|
| <b>*Full Plate +2</b> | <b>Heavy</b>      | <b>+10</b> | <b>+1</b> | <b>-5</b> | <b>35</b>     |
|                       | Masterwork, Steel |            |           |           |               |

| SHIELD                    | TYPE                 | AC | CHECK | SPELL FAILURE |
|---------------------------|----------------------|----|-------|---------------|
| *Heavy Darkwood Shield +2 | Heavy Darkwood, Wood | +4 | +0    | 15            |

| ITEMS   | AC        |
|---|-----------|
| <b>*Amulet of Natural Armor +1</b>  | <b>+1</b> |
| Toughens the wearers body and flesh, giving him an enhancement bonus to his natural |           |

**\*Ring of Protection +1** Grants +1 deflection bonus to AC

## AMMUNITION

Arrows (20) (2)

## EQUIPMENT

| ITEM   | LOCATION   | QTY | WT.  | GP COST | ITEM   | LOCATION   | QTY | WT.      | GP COST |
|--|------------|-----|------|---------|--|------------|-----|----------|---------|
| <b>Amulet of Natural Armor +1</b><br>(Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1) | Equipped   | 1   | 0.01 | 2000    | <b>Lance +1</b><br>(Masterwork, Wood)                                    | Carried    | 1   | 10       | 2310    |
| <b>Arrows (20)</b><br>(Steel, Wood)  | Backpack   | 1   | 3    | 1       | <b>Masterwork Composite +4 Longbow</b><br>(Masterwork, Wood, Mighty Bow) | Carried    | 1   | 3        | 800     |
| <b>Arrows (20)</b><br>(Steel, Wood)  | Carried    | 1   | 3    | 1       | <b>Explorer's Outfit</b>   | Equipped   | 1   | 8        | 0       |
| <b>Backpack</b>  | Equipped   | 1   | 2    | 2       | <b>Belt Pouch</b>  | Equipped   | 1   | 0.5      | 1       |
| <b>Bastard Sword +2</b><br>(Masterwork, Steel)   | Equipped   | 1   | 6    | 8335    | <b>Ring of Protection +1</b><br>(Grants +1 deflection bonus to AC)       | Equipped   | 1   | 0.01     | 2000    |
| <b>Flint and Steel</b>   | Belt Pouch | 1   | 0    | 1       | <b>Silk Rope (50')</b>   | Backpack   | 1   | 5        | 10      |
| <b>Full Plate +2</b><br>(Masterwork, Steel)  | Equipped   | 1   | 50   | 5650    | <b>Spell Component Pouch</b>   | Equipped   | 1   | 3        | 5       |
| <b>Heavy Darkwood Shield +2</b><br>(Darkwood, Wood)  | Equipped   | 1   | 5    | 4257    | <b>Sunrod</b>  | Belt Pouch | 2   | 1        | 2       |
| TOTAL WEIGHT CARRIED/VALUE   |            |     |      |         |  | 92.52 lbs. |     | 36201 gp |         |

## WEIGHT ALLOWANCE

|              |     |               |     |              |     |
|--------------|-----|---------------|-----|--------------|-----|
| <b>Light</b> | 100 | <b>Medium</b> | 200 | <b>Heavy</b> | 300 |
|--------------|-----|---------------|-----|--------------|-----|

## MONEY

## SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, Aura of Courage (Su) ~ Immune to fear, allies within 10' gain +4 morale bonus on saves vs. fear, Aura of Good (Ex), Code of Conduct, Detect Evil (Sp) ~ at will, Divine Grace (Su), Divine Health (Ex) ~ Immune to all diseases (including supernatural and magical), Elven Blood, Immunity to magic sleep effects, Lay on Hands (Su) ~ 18 hp/day, Remove Disease (Sp) 2/week, Smite Evil (Su) +9 damage 2/day, Special Mount (Ex), Turn Undead (Su) ~ 5/day (Turn Level 6 ~ Turn Damage 2d6+8)

## PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Exotic), Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

## LANGUAGES

Common, Elven, Goblin, Literacy

## FEATS

| NAME                       | DESCRIPTION  |
|----------------------------|--|
| Armor Proficiency (Heavy)  | You are proficient with heavy armor                                |
| Armor Proficiency (Light)  | You are proficient with light armor                                |
| Armor Proficiency (Medium) | You are proficient with medium armor                               |
| Exotic Weapon Proficiency  | You are profiocient with the selected exotic weapon                |
| Martial Weapon Proficiency | You understand how to use the chosen martial weapon in combat      |
| Mounted Combat             | You are skilled in mounted combat                                  |
| Ride By Attack             | You are skilled at making fast attacks from your mount             |
| Shield Proficiency         | You are proficient with bucklers, small shields, and large shields |
| Simple Weapon Proficiency  | You understand how to use all types of simple weapons in combat    |
| Spirited Charge            | You are trained at making a devastating mounted charge             |

## SPELLS

|               |                     |                        |
|---------------|---------------------|------------------------|
| <b>Innate</b> | Detect Evil (DC:10) | Remove Disease (DC:10) |
|---------------|---------------------|------------------------|

|                                |                          |                               |                              |   |   |
|--------------------------------|--------------------------|-------------------------------|------------------------------|---|---|
| <b>Paladin</b>                 | 0                        | 1                             | 2                            | 3 | 4 |
| <b>Per Day</b>                 | 0                        | 2                             | 1                            | 0 | 0 |
| 1: Bless (DC:13)               | Bless Water (DC:13)      | Bless Weapon (DC:13)          | Create Water (DC:13)         |   |   |
| Cure Light Wounds (DC:13)      | Detect Poison (DC:13)    | Detect Undead (DC:13)         | Divine Favor (DC:13)         |   |   |
| Endure Elements (DC:13)        | Magic Weapon (DC:13)     | Protection from Chaos (DC:13) | Protection from Evil (DC:13) |   |   |
| Read Magic (DC:13)             | Resistance (DC:13)       | Lesser Restoration (DC:13)    | Virtue (DC:13)               |   |   |
| 2: Bear's Endurance (DC:14)    | Bull's Strength (DC:14)  | Delay Poison (DC:14)          | Eagle's Splendor (DC:14)     |   |   |
| Owl's Wisdom (DC:14)           | Remove Paralysis (DC:14) | Resist Energy (DC:14)         | Shield Other (DC:14)         |   |   |
| Undetectable Alignment (DC:14) | Zone of Truth (DC:14)    |                               |                              |   |   |

\* = Domain/Specialty Spell

# Sunfire

| Sunfire        |            |                |                  | Lawful Good | Heironeous        | 13                |
|----------------|------------|----------------|------------------|-------------|-------------------|-------------------|
| CHARACTER NAME |            | PLAYER         |                  | ALIGNMENT   | DEITY             | POINTS            |
| Animal8        | 0          | Heavy Warhorse | Large / 10.0 ft. | 5' 2"       | 812 lbs.          | Low-light, Normal |
| CLASS          | EXPERIENCE | RACE           | SIZE / FACE      | HEIGHT      | WEIGHT            | VISION            |
| 12             | 78000      | 6              | Male             | Black       | White, Short Mane | 0                 |
| LEVEL          | NEXT LEVEL | AGE            | GENDER           | EYES        | HAIR              | TURNS/DAY         |

| ABILITY NAME        | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP      |              | SUBDUAL DAMAGE | DAMAGE REDUCTION |             | SPEED        |            |            |               |            |             |                |             |         |               |    |   |    |   |   |  |  |    |    |   |   |
|---------------------|------------|----------|---------------|-------------|------------|----------|------------------------|--------------|----------------|------------------|-------------|--------------|------------|------------|---------------|------------|-------------|----------------|-------------|---------|---------------|----|---|----|---|---|--|--|----|----|---|---|
| STR<br>Strength     | 20         | +5       | 20            | +5          |            |          | HP<br>Hit Points       | 88           |                |                  |             | Walk 50'     |            |            |               |            |             |                |             |         |               |    |   |    |   |   |  |  |    |    |   |   |
| DEX<br>Dexterity    | 13         | +1       | 13            | +1          |            |          | AC<br>Armour Class     | 28           | =              | 27               | :           | 10           | :          | 10         | +             | 7          | +           | 0              | +           | 1       | +             | -1 | + | 11 | + | 0 |  |  | 15 | -1 | 5 | 0 |
| CON<br>Constitution | 17         | +3       | 17            | +3          |            |          | TOTAL                  | FLAT         | TOUCH          | BASE             | ARMOR BONUS | SHIELD BONUS | STAT BONUS | SIZE BONUS | NATURAL ARMOR | MISC BONUS | MISS CHANCE | ARCANE FAILURE | ARMOR CHECK | MAX DEX | SPELL RESIST. |    |   |    |   |   |  |  |    |    |   |   |
| INT<br>Intelligence | 7          | -2       | 7             | -2          |            |          | INITIATIVE<br>Modifier | 1            | =              | 1                | +           | 0            | SKILLS     |            |               |            |             |                |             |         |               |    |   |    |   |   |  |  |    |    |   |   |
| WIS<br>Wisdom       | 13         | +1       | 13            | +1          |            |          | TOTAL                  | DEX MODIFIER | MISC MODIFIER  | MAX RANKS        |             |              |            |            |               |            |             |                |             |         |               |    |   |    |   |   |  |  |    |    |   |   |
|                     |            |          |               |             |            |          |                        |              |                |                  |             |              |            |            |               |            | 15/7.5      |                |             |         |               |    |   |    |   |   |  |  |    |    |   |   |

CHA

Charisma

6

-2

6

-2

BASE ATTACK

Bonus

+6/+1

SAVING THROWS

TOTAL

BASE

STAT

MAGIC

EPIC

MISC

TEMPORARY

CONDITIONAL MODIFIERS

Fortitude

Constitution

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

Reflex

Dexterity

+7

=

+6

+

+1

+

+0

+

+0

+

+0

+

Willpower

Wisdom

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK

STAT

SIZE

EPIC

MISC

TEMPORARY

Melee

ATTACK BONUS

+10/+5

=

+6/+1

+

5

+

-1

+

0

+

0

+

Ranged

ATTACK BONUS

+6/+1

=

+6/+1

+

1

+

-1

+

0

+

0

+

Grapple

ATTACK BONUS

+15/+10

=

+6/+1

+

5

+

4

+

0

+

0

+

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
|         | +6/+1              | 1d4+5  | 20/x2    |

| WEAPON | +ATTACK BONUS | DAMAGE | CRITICAL | HAND | RANGE | TYPE | SIZE |
|--------|---------------|--------|----------|------|-------|------|------|
| *Bite  | +5            | 1d4+2  | 20/x2    | O    | 0'    | BPS  | L    |
| *Hoof  | +10/+10       | 1d6+5  | 20/x2    | P    | 0'    | B    | L    |

| ARMOR  | TYPE         | AC        | MAXDEX    | CHECK     | SPELL FAILURE |
|--|--------------|-----------|-----------|-----------|---------------|
| <b>*Large Mithral Breastplate Barding +2</b> | <b>Light</b> | <b>+7</b> | <b>+5</b> | <b>-1</b> | <b>15</b>     |
| Mithral (Medium)                             |              |           |           |           |               |

| SHIELD | TYPE | AC | CHECK | SPELL FAILURE |
|--------|------|----|-------|---------------|
|--------|------|----|-------|---------------|

| ITEMS                       | AC |
|-----------------------------|----|
| *Amulet of Natural Armor +1 | +1 |

Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1

| SKILLS             |         |                   |                     |       | MAX<br>RANKS     | 15/7.5 |
|--------------------|---------|-------------------|---------------------|-------|------------------|--------|
| SKILL NAME         | ABILITY | SKILL<br>MODIFIER | ABILITY<br>MODIFIER | RANKS | MISC<br>MODIFIER |        |
| Appraise           | INT     | -2                | = -2                | + 0   | + 0              |        |
| Balance            | DEX     | 0                 | = 1                 | + 0   | + -1             |        |
| Bluff              | CHA     | -2                | = -2                | + 0   | + 0              |        |
| Climb              | STR     | 4                 | = 5                 | + 0   | + -1             |        |
| Concentration      | CON     | 3                 | = 3                 | + 0   | + 0              |        |
| Diplomacy          | CHA     | -2                | = -2                | + 0   | + 0              |        |
| Disguise           | CHA     | -2                | = -2                | + 0   | + 0              |        |
| Escape Artist      | DEX     | 0                 | = 1                 | + 0   | + -1             |        |
| Forgery            | INT     | -2                | = -2                | + 0   | + 0              |        |
| Gather Information | CHA     | -2                | = -2                | + 0   | + 0              |        |
| Heal               | WIS     | 1                 | = 1                 | + 0   | + 0              |        |
| Hide               | DEX     | -4                | = 1                 | + 0   | + -5             |        |
| Intimidate         | CHA     | -2                | = -2                | + 0   | + 0              |        |
| Jump               | STR     | 12                | = 5                 | + 0   | + 7              |        |
| Listen             | WIS     | 7                 | = 1                 | + 6   | + 0              |        |
| Move Silently      | DEX     | 0                 | = 1                 | + 0   | + -1             |        |
| Ride               | DEX     | -4                | = 1                 | + 0   | + -5             |        |
| Search             | INT     | -2                | = -2                | + 0   | + 0              |        |
| Sense Motive       | WIS     | 1                 | = 1                 | + 0   | + 0              |        |
| Spot               | WIS     | 6                 | = 1                 | + 5   | + 0              |        |
| Survival           | WIS     | 1                 | = 1                 | + 0   | + 0              |        |
| Swim               | STR     | 3                 | = 5                 | + 0   | + -2             |        |
| Use Rope           | DEX     | 1                 | = 1                 | + 0   | + 0              |        |

## EQUIPMENT

| ITEM   | LOCATION | QTY | WT.  | GP COST | ITEM  | LOCATION   | QTY      | WT. | GP COST |
|--|----------|-----|------|---------|---|------------|----------|-----|---------|
| <b>Amulet of Natural Armor +1</b><br>(Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1) | Equipped | 1   | 0.01 | 2000    | <b>Large Mithral Breastplate Barding +2</b><br>(Mithral (Medium))                                 | Equipped   | 1        | 30  | 8800    |
| Bite   | Equipped | 1   | 0    | 0       | <b>Military Saddle</b><br>(+2 circumstance bonus on Ride checks related to staying in the saddle) | Equipped   | 1        | 30  | 20      |
| Hoof   | Equipped | 1   | 0    | 0       | Saddlebags  | Equipped   | 1        | 8   | 4       |
|  |          |     |      |         | TOTAL WEIGHT CARRIED/VALUE  | 68.01 lbs. | 10824 gp |     |         |

## WEIGHT ALLOWANCE

|              |     |               |     |              |      |
|--------------|-----|---------------|-----|--------------|------|
| <b>Light</b> | 400 | <b>Medium</b> | 800 | <b>Heavy</b> | 1200 |
|--------------|-----|---------------|-----|--------------|------|

## FEATS

|   |
|---|
| Armor Proficiency (Light), Endurance, Run |
|---|

## MONEY

## SPECIAL ABILITIES

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

## PROFICIENCIES

|            |
|------------|
| Bite, Hoof |
|------------|

## TRICKS KNOWN

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## LANGUAGES

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