

Leafheart Fourhooves

CHARACTER
Cloven Medium Female
RACE & LA SIZE GENDER
 10 Lawful Good Erastil
AGE ALIGNMENT DEITY

Ruth
 PLAYER
 4'10" 700 lbs dk brown Brown tan
HEIGHT WEIGHT HAIR EYES SKIN
 The Pony Empire of Everglow
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Common, sylvan

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	18	2	2	
DEX	16	3	16			
CON	17	3	17			
INT	10	0	10			
WIS	12	1	12			
CHA	14	2	14			

HITPOINTS

CURRENT HP	HP GAINED	HD	CLASS NAME
47	46	4	Paladin
NONLETHAL HP DAM			
TEMPORARY HP			
TOTAL HP	47	FAVORED CLASS	Paladin

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Paladin	4	11	1	4	1	4	4
TOTALS	4	11	1	4	1	4	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	11	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	21	-10+	11	0	0					

ARMOR CHECK PENALTY **-1**
 MAXIMUM DEX **5**
 SPELL FAILURE **35%**

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	3			
REF	4	1	3			
WILL	5	4	1			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	4		6		
RANGED	7	4		3		
CMB	10	4	STR	6		
CMD	27	-10+	B4B	0	STR & DEX	9

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Cloven (fey) (Ponyfinder)	Impressive Rack (Cloven Feat) gore does 1d6 dam
Low-Light Vision	Improved Natural Attack - gore does 1d8 dam
Mountain Footed - Keep dex bonus to AC during climb etc.	Improved Initiative +4
Horned - Natural Gore Attack	
Cloven Resistance - Poison Resistance HD=3	
Cloven Watchfulness +2 Appraise & Perception	
Fingerless - use mouth to hold weapons	
Quadruped +4 CMD; +50% carrying capacity	
Class: Paladin HD: d10; skills 2+ Int Mod	
Aura of Good - radiates aura of good	
Detect Evil - 60' (at will)	
Smite Evil - +Cha Mod attack + 1v1 dam +Cha Mod AC, bypass DR (2/day)	Channel Positive Energy 2d6 hp 30' rad, 2 lay-on-hands
Weapon & Armor Prof: All Simple & Martial & All Armor	Mercy (Su) Lay on Hands removes "sickened"
Divine Grace +Cha Mod to all saves	Divine Health (Ex) - Immune to Disease
Lay On Hands: cure 1v1/2d6 hp (1v1/2+Cha Mod/day)	Aura of Courage (Su) - Immune to Fear; Allies +4 save

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	CON	RANKS TOTAL	11
* ACROBATICS *	2						3	
* APPRAISE		2					0	2
* BLUFF			2				2	
* CLIMB *				5			6	
* CRAFT:					0		0	
* DIPLOMACY					7	2	2	3
* DISABLE DEVICE *							3	
* DISGUISE					2		2	
* ESCAPE ARTIST *					2		3	
* FLY *					2		3	
* HANDLE ANIMAL					7	2	2	3
* HEAL					5	1	1	3
* INTIMIDATE					2		2	
* KN: nobility					5	2	0	3
* KN: religion					4	1	0	3
* KN:							0	
* KN:							0	
* KN:							0	
* KN:							0	
* KN:							0	
* LINGUISTICS							0	
* PERCEPTION					3		1	2
* PERFORM:					2		2	
* PROF:							1	
* RIDE *					2		3	
* SENSE MOTIVE					6	2	1	3
* SLEIGHT OF HAND *							3	
* SPELLCRAFT					4	1	0	3
* STEALTH *					2		3	
* SURVIVAL					1		1	
* SWIM *					5		6	
* USE MAGIC DEVICE							2	
* STR								
* STR								
* STR								
* STR								
* STR								

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 9,000 / 15,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40					

INIT 7 = 3 DEX MOD + 4 MISC MOD

HERO

SR DR Fire 5

RESISTANCES Poison 3

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR platemail of weightlessness +2	11	5	-1	35	Hvy	0.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Horn (gore) w/ helmet of goring +2	+10+2	2d6+9+2	19-20,x3		P		
longsword	+10	1d8+6	19-20,x2		S	4.0	

