Ruth Leafheart Fourhooves Cloven Medium Female 4'10" 700 lbs Brown dk brown tan RACE & LA GENDER HEIGHT WEIGHT HAIR EYES The Pony Empire of Everglow 10 Lawful Good Erastil Common, sylvan Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **CLASS RECORDER** ARILITY SCORE 2 6 18 **STR** 46 4 Paladin 4 11 4 4 3 16 16 DEX 17 3 17 CON NONLETHAI INT 10 0 10 12 1 12 WIS 4 11 4 4 TOTAL HP Paladin **TOTALS** 1 14 2 14 **CHA** ABILITY SCORE 8 ⋆□ ACROBATICS ◆ DE) 2 3 ATTACKS & DEFENSI ★□ APPRAISE INT 2 0 BLUFF СНА 2 24 0 AC 3 6 =10+ *□ CLIMB STR 5 CRAFT: INT 0 0 13 3 MAXIMUM **TOUCH** 5 =10+ DIPLOMACY CHA 2 7 3 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 21 0 0 35% LAT-FOOT **-10**+ FAILURE Disguise СНА 2 ★□ ESCAPE ARTIST ◆ DEX 3 DEX VING THROWS ABILITY ✓ HANDLE ANIMAL 2 СНА 7 2 3 4 3 **FORT** å**☑** HEAL WIS 5 1 3 4 1 3 СНА REF 2 ☑ KN: nobility INT 5 0 3 5 WILL 1 ☑ KN: religion 4 0 3 ☐ Kn: INT 0 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 10 6 4 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 7 4 3 ■ LINGUISTICS INT 0 *□ PERCEPTION WIS 3 1 2 **CMB** 10 4 STR 6 ♠□ PERFORM: СНА 2 ✓ PROF: WIS 1 CMD 27 B₄B n ∗**⊠** Ride • DEX 3 SENSE MOTIVE 6 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 3 ✓ SPELLCRAFT INT 0 Race: Cloven (fey) (Ponyfinder) Impressive Rack (Cloven Feat) gore does 1d6 dam ***□** STEALTH • DEX 3 ⊹□ SURVIVAL WIS Low-Light Vision Improved Natural Attack - gore does 1d8 dam ÷□ Swiм • 5 6 Mountain Footed - Keep dex bonus to AC during climb etc. Improved Initiative +4 ☐ USE MAGIC DEVICE СНА 2 STR Horned - Natural Gore Attack STR Cloven Resistance - Poison Resistance HD=3 STR STR Cloven Watchfulness +2 Appraise & Perception STR Fingerless - use mouth to hold weapons STR Quadruped +4 CMD; +50% carrying capacity Class: Paladin HD: d10; skills 2+ Int Mod EXPERIENCE 9,000 15,000 Aura of Good - radiates aura of good BASE **SPEED** 40 Detect Evil - 60' (at will) MISC 4 Smite Evil - +Cha Mod attack + Ivl dam +Cha Mod AC, bypass DR (2/day) Channel Positive Energy 2d6 hp 30' rad, 2 lay-on-hands INIT Weapon & Armor Prof: All Simple & Martial & All Armor Mercy (Su) Lay on Hands removes "sickened" **HERO** Divine Grace +Cha Mod to all saves Divine Health (Ex) - Immune to Disease SR DR Fire 5 Lay On Hands: cure lvl/2d6 hp (lvl/2+Cha Mod/day) Aura of Courage (Su) - Immune to Fear; Allies +4 save RESISTANCES Poison 3 **POOL POINTS** platemail of weightlessness +2 11 35 Hvy 0.0

DAMAGE

2d6+9+2

1d8+6

CRITICAL

19-20,x3

19-20,x2

AMMO & NOTES

WEIGHT

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ATTACK MODIFIERS

+10+2

+10

WEAPON NAME & DESCRIPTION

Horn (gore) w/ helmet of goring +2

longsword

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1			_						mage + 1/level	(ma	x +5).	Conjura	_									_
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5). Detect Poison - Detects poison in one creature or small object.									Divinat										_
1			Detect Undead - Reveals undead within 60 ft.									Divinat	ion									_
1			Enhance Water - Transform water into an alcoholic beverage, typically ale, beer, mead, or wir									Transmut	ation									
1			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage								Conjura	ition										
1			Protection from Chaos/Evil +2 to AC and saves, plus additional protection against selected alignme								Abjurat											
1			Sanctify Corpse - Prevent a corpse from becoming an undead.								Evocat										_	
1			Weapons Against Evil - 1 weapon/lvl glows blue & ignores DR/5 for evil creatur							es DR/5 for evil creatures	Transmut	ation	1 r	nd/lvl							_	
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