

**Metuere**  
 CHARACTER  
**Dire Hyena** Large Male  
RACE & LA SIZE GENDER  
**3** Neutral Erecura  
AGE ALIGNMENT DEITY  
 LANGUAGES: -

**Mount of Ludbrium Miles, Flind Cavalier**  
 PLAYER  
**6' tall** 900 lbs mottled brown brown -  
HEIGHT WEIGHT HAIR EYES SKIN  
**Loric Fells, River Kingdoms**  
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>18</b>	<b>4</b>	<b>18</b>			
<b>DEX</b>	<b>15</b>	<b>2</b>	<b>15</b>			
<b>CON</b>	<b>15</b>	<b>2</b>	<b>15</b>			
<b>INT</b>	<b>2</b>	<b>-4</b>	<b>2</b>			
<b>WIS</b>	<b>13</b>	<b>1</b>	<b>13</b>			
<b>CHA</b>	<b>6</b>	<b>-2</b>	<b>6</b>			

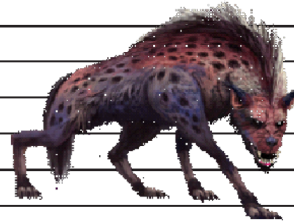
HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>20</b>	19	2	Cavalier's Mount		1	2	1	3	3	0	1
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>			<b>20</b>		<b>FAVORED CLASS</b>		<b>Cavalier's Mount</b>		<b>TOTALS</b>		
					1	2	1	3	3	0	1

ABILITY SCORE & RACIAL NOTES: CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE											
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
<b>AC</b>	<b>11</b>	-10+	0	0	2	-1					0
<b>TOUCH</b>	<b>11</b>	-10+			2	-1					MAXIMUM DEX
<b>FLAT-FOOT</b>	<b>9</b>	-10+	0	0	0	-1					SPELL FAILURE
COMBAT NOTES & MODIFIERS											

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>5</b>	3	2			
<b>REF</b>	<b>5</b>	3	2			
<b>WILL</b>	<b>1</b>	0	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>4</b>	1		4	-1	
<b>RANGED</b>	<b>2</b>	1		2	-1	
<b>CMB</b>	<b>6</b>	1	STR	4	-1	2
<b>CMD</b>	<b>18</b>	-10+	B1B	0	STR & DEX	6



**FEATS & FEATURES**  
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (1) Bonus Trick (1)
Natural Armor +0 AC; Str/Dex +0	Toughness +hp
Link: Master gains +4 Handle Animal Checks	
Combat Trained w/Light Armor Proficiency	
low-light vision, scent;	
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	
Racial Skills +4 Stealth in tall grass	

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> Acrobatics	DEX 2		2		
<input type="checkbox"/> Appraise	INT -4		-4		
<input type="checkbox"/> Bluff	CHA -2		-2		
<input checked="" type="checkbox"/> Climb	STR 4		4		
<input type="checkbox"/> Craft	INT -4		-4		
<input type="checkbox"/> Diplomacy	CHA -2		-2		
<input type="checkbox"/> Disable Device	DEX		2		
<input type="checkbox"/> Disguise	CHA -2		-2		
<input checked="" type="checkbox"/> Escape Artist	DEX 2		2		
<input checked="" type="checkbox"/> Fly	DEX 2		2		
<input type="checkbox"/> Handle Animal	CHA		-2		
<input type="checkbox"/> Heal	WIS 1		1		
<input checked="" type="checkbox"/> Intimidate	CHA -2		-2		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Kn:	INT -4		-4		
<input type="checkbox"/> Linguistics	INT		-4		
<input checked="" type="checkbox"/> Perception	WIS 5	1	1	3	
<input type="checkbox"/> Perform	CHA -2		-2		
<input type="checkbox"/> Prof:	WIS		1		
<input checked="" type="checkbox"/> Ride	DEX 2		2		
<input type="checkbox"/> Sense Motive	WIS 1		1		
<input type="checkbox"/> Sleight of Hand	DEX		2		
<input type="checkbox"/> Spellcraft	INT		-4		
<input checked="" type="checkbox"/> Stealth	DEX 2	1	2	3	-4
<input checked="" type="checkbox"/> Survival	WIS 1		1		
<input checked="" type="checkbox"/> Swim	STR 4		4		
<input type="checkbox"/> Use Magic Device	CHA		-2		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>50</b>					
<b>INIT</b>	<b>2</b>	=	<b>2</b>	DEX MOD	+ <b></b> MISC MOD
<b>HERO</b>					
<b>SR</b>			<b>DR</b>		
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**  
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	2d6+4	20,x2		P		+ trip

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	2d6+4	20,x2		P		+ trip