

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
STR	19	4	18	1		
DEX	16	3	15	1		
CON	16	3	15	1		
INT	2	-4	2			
WIS	13	1	13			
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
53	48	5	Cavalier's Mount	3	5	5	4	4	1	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	53	FAVORED CLASS	Cavalier's Mount	TOTALS	3	5	5	4	4	1	5

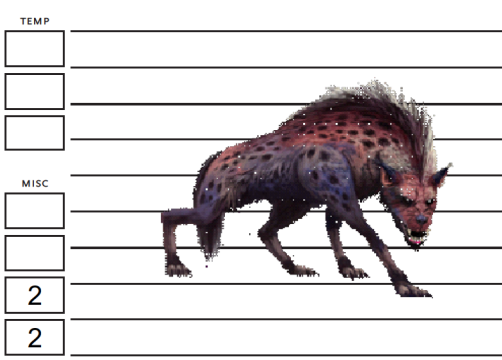
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	3	-1	2			
TOUCH	12	-10+			3	-1				
FLAT-FOOT	11	-10+	0	0	0	-1	2			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	3			
REF	7	4	3			
WILL	2	1	1			

ATTACKS							
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	6	3		4	-1		
RANGED	5	3		3	-1		
CMB	8	3	STR	4	-1	2	
CMD	21	-10+	B3B	0	7	-1	2



COMBAT NOTES & MODIFIERS

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (3) & Bonus Tricks (2)
Natural Armor +2 AC; Str/Dex +1	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Improved Bull Rush - No opportunity attack on bull rush
Combat Trained w/Light Armor Proficiency	Endurance - +4 Endurance related checks
low-light vision, scent;	
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	
Racial Skills +4 Stealth in tall grass	
Evasion - made Reflex saves for 1/2 dam take 0	

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	5
<input checked="" type="checkbox"/> ACROBATICS *	DEX 3		3			
<input type="checkbox"/> APPRAISE	INT -4		-4			
<input type="checkbox"/> BLUFF	CHA -2		-2			
<input checked="" type="checkbox"/> CLIMB *	STR 8	1	4	3		
<input type="checkbox"/> CRAFT:	INT -4		-4			
<input type="checkbox"/> DIPLOMACY	CHA -2		-2			
<input type="checkbox"/> DISABLE DEVICE *	DEX		3			
<input type="checkbox"/> DISGUISE	CHA -2		-2			
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 3		3			
<input checked="" type="checkbox"/> FLY *	DEX 3		3			
<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"/> KN:	INT -4		-4			
<input type="checkbox"/> LINGUISTICS	INT -4		-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 3		3			
<input type="checkbox"/> SENSE MOTIVE	WIS 1		1			
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		3			
<input type="checkbox"/> SPELLCRAFT	INT		-4			
<input checked="" type="checkbox"/> STEALTH *	DEX 3	1	3	3	-4	
<input checked="" type="checkbox"/> SURVIVAL	WIS 5	1	1	3		
<input checked="" type="checkbox"/> SWIM *	STR 8	1	4	3		
<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

ARMOR & WEAPONS	
ARMOR NAME & DESCRIPTION	AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT
ARMOR	
SHIELD	
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES
bite	+6 2d6+4 20,x2 P + trip

EXPERIENCE	
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	15,000 / 23,000
SPEED	50
INIT	3 = 3 DEX MOD + MISC MOD
HERO	
SR	DR
RESISTANCES	
POOL POINTS	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+6	2d6+4	20,x2		P		+ trip