

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 | 21 | 5 | 18 | 3 | | |
| DEX | 18 | 4 | 15 | 3 | | |
| CON | 17 | 3 | 15 | 2 | | |
| 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 |
| 99 | 89 | 9 | Cavalier's Mount | | 6 | 9 | 10 | 6 | 6 | 3 | 10 |
| TOTAL HP | | | FAVORED CLASS | | TOTALS | | | | | | |
| 99 | | | Cavalier's Mount | | 6 9 10 | | 6 6 3 10 | | | | |

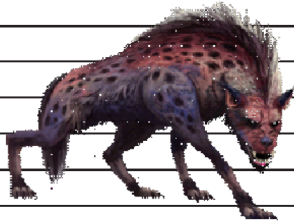
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ATTACKS & DEFENSE | | | | | | | | | | |
|-------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| AC | 19 | -10+ | 0 | 0 | 4 | -1 | 6 | | | |
| TOUCH | 13 | -10+ | | | 4 | -1 | | | | |
| FLAT-FOOT | 15 | -10+ | 0 | 0 | 0 | -1 | 6 | | | |

| SAVING THROWS | | | | | | |
|---------------|-------|------------|---------|---------|------|------|
| | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
| FORT | 9 | 6 | 3 | | | |
| REF | 10 | 6 | 4 | | | |
| WILL | 4 | 3 | 1 | | | |

| ATTACKS | | | | | | |
|---------------|-------|-------------------|------|---------|------|------|
| | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
| MELEE | 10 | 6 | | 5 | -1 | |
| RANGED | 9 | 6 | | 4 | -1 | |
| CMB | 12 | 6 | STR | 5 | -1 | 2 |
| CMD | 26 | -10+ | B6B | 0 | 9 | -1 2 |



| SKILLS | | | | | RANKS TOTAL |
|---|--------|-------|---------|---------|-------------|
| | TOTAL | RANKS | ABILITY | TRAINED | MISC |
| <input checked="" type="checkbox"/> ACROBATICS * | DEX 4 | | 4 | | |
| <input type="checkbox"/> APPRAISE | INT -4 | | -4 | | |
| <input type="checkbox"/> BLUFF | CHA -2 | | -2 | | |
| <input checked="" type="checkbox"/> CLIMB * | STR 9 | 1 | 5 | 3 | |
| <input type="checkbox"/> CRAFT: | INT -4 | | -4 | | |
| <input type="checkbox"/> DIPLOMACY | CHA -2 | | -2 | | |
| <input type="checkbox"/> DISABLE DEVICE * | DEX | | 4 | | |
| <input type="checkbox"/> DISGUISE | CHA -2 | | -2 | | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST * | DEX 4 | | 4 | | |
| <input checked="" type="checkbox"/> FLY * | DEX 4 | | 4 | | |
| <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 | | |
| <input checked="" type="checkbox"/> PERCEPTION | WIS 7 | 3 | 1 | 3 | |
| <input type="checkbox"/> PERFORM: | CHA -2 | | -2 | | |
| <input type="checkbox"/> PROF: | WIS | | 1 | | |
| <input checked="" type="checkbox"/> RIDE * | DEX 4 | | 4 | | |
| <input type="checkbox"/> SENSE MOTIVE | WIS 1 | | 1 | | |
| <input type="checkbox"/> SLEIGHT OF HAND * | DEX | | 4 | | |
| <input type="checkbox"/> SPELLCRAFT | INT | | -4 | | |
| <input checked="" type="checkbox"/> STEALTH * | DEX 6 | 3 | 4 | 3 | -4 |
| <input checked="" type="checkbox"/> SURVIVAL | WIS 5 | 1 | 1 | 3 | |
| <input checked="" type="checkbox"/> SWIM * | STR 9 | 1 | 5 | 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 | | | | |
| <input type="checkbox"/> | STR | | | | |

| FEATS & FEATURES | |
|--|---|
| CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES | |
| Cavalier's Mount (as Druid's Animal Companion) | Mount Feats (5) & Bonus Tricks (4) |
| Natural Armor +6 AC; Str/Dex +3 | 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; | Improved Natural Attack (bite) |
| Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth | Valiant Steed +4 vs Fear & Emotion; |
| Racial Skills +4 Stealth in tall grass | - Rider gains +4 Handle Animal & Ride |
| Evasion - made Reflex saves for 1/2 dam take 0 | Improved Initiative +4 |
| Devotion - +4 Will saves vs Enchantment effects | |
| Multiattack - second bite attack @ -5 to hit | |

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 <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/> | | | | |
|--------------------|----|--|-----|---------|-------|------|
| 105,000 / 155,000 | | BASE | FLY | SWIM | CLIMB | MISC |
| SPEED | 50 | | | | | |
| INIT | 8 | = | 4 | DEX MOD | + | 4 |
| HERO | | | | | | |
| SR | | | | | | |
| DR | | | | | | |
| RESISTANCES | | | | | | |
| POOL POINTS | | | | | | |

| 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 | | +10 | | 3d6+5 | 20,x2 | | P | | + trip |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |