			7	Dungeo	LICHE VI
ANIMAL NAME Light Horse Druid (1) - 0 = 1		PLAYER Neutral			₩ → →
CREATURE TYPE 3 + 0 = 3 Large	3 Yrs. Male	ALIGNMENT 3 ft. 170 lbs.	FUR Brown	DRAGGIN	
HIT DIE SIZE AGE GENDER HEIGHT WEIGHT EYES ANIMAL COMPANION SHEET					
ABILITY NAME SCORE MODIF	FIER SCORE MODIFIER	HP 19	S/CURRENT HP SUBDUAL DAMAGE	DAMAGE REDUCTION TYPE	SPEED 60 ft.
STRENGTH		TPOINTS			
DEX 13 +	ARM	TOTAL AF	+0 $+$ $+0$ $+$ $+1$ $+$ -1 $+$ $+3$	RAL DEFL. MISC. MIS	
CON CONSTITUTION 15 +2	2	INITIATIVE	ONUS BONUS MODIFIER MODIFIER ARM		ICE CHECK RESISTANCE PENALTY
INT 2 -4	1	MODIFIER TOTAL	+1 + SET SKILL SET SKILL	SKILLS NAME KEY SKILL ABILL ABILITY MODIFIER MODIF	MAX RANKS / ITY RANKS MISC. MODIFIER
WIS 12 +		BASE ATTACK	+2 □ Balance¹	DEX* +1 = 1	
WISDOM		BONUS	□ Climb¹	STR* +2 = 2	
CHA CHARISMA 6 -2	2	GRAPPLE BONUS	+8 ☐ Escape Artist¹ ☐ Hide¹	DEX* +1 = 1 DEX* -3 = 1	
SAVING THROWS TOT		ER MODIFIER MODIFIER	ONAL MODIFIERS ☐ Jump¹ ☐ Listen¹	STR* +2 = 2 WIS +4 = 1	
FORTITUDE +	5 = +3 + +2 + +0	+ +0 +	☐ Listen¹ ☐ Move Silently¹	WIS +4 = 1 DEX* +1 = 1	
REFLEX (DEXTERITY)	1 = +3 + +1 + +0	+ +0 +	□ Spot¹	WIS +4 = 1	
WILL +2			☐ Survival¹ ☐ Swim¹	WIS +1 = 1 STR** +2 = 2	
(WISDOM)	2 = +1 +1 + +1 + +0	+ +0 +		=	+ +
MELEE	TOTAL BASE ATTAI	CK BONUS MODIFIER MODIFIER MO	Skills marked with 1 Skills m	can be used normally even if the character ha l are cross-class skills. Skills marked with I a PENALTY, if any, applies. ** Double for Swin	s zero (0) skill ranks. are restricted skills.
MELEE ATTACK BONUS	+3 = +2	2 + +2 + -1 +	+0 +		
RANGED ATTACK BONUS	+2 = +2		+U + Endurance		EAR
	TOTAL BASE ATTA		DIFIER MODIFIER Run		EM WT.
WEAPON 2 Hooves	TOTAL ATTACK BONUS —2	DAMAGE 1 d4+1	20/x2		
TYPE		SPECIAL PROPERTIES			
В					
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
TYPE		SPECIAL PROPERTIES		TOTAL V	VEIGHT CARRIED 0
			SPECIAL ATT	ACKS/QUALITIES T	RICKS
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	Come	
TYPE		SPECIAL PROPERTIES	Low-light vision Scent	Heel Stay	
Tire		SPECIAL PROPERTIES	Occini	<u> </u>	
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
TYPE		SPECIAL PROPERTIES			
	<u></u>				
ARMOR/PROTECTIVE I	TEM TYPE	ARMOR BONUS MAX	DEX BONUS		
CHECK PENALTY SPEED	WEIGHT	SPECIAL PROPERTIES			
Task	Handle Animal DO	Fetch (DC 15): The animal goes ar item, the animal fetches some rand	d gets something. If you do not point out a specific lom object.		
Handle an animal "Push" and animal	10 25	Heat (DC 15): The enimal fallows of	n place and prevents others from approaching. ou closely, even to places where it normally wouldn't	150 300	450
Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an agricult will attack only humanoide, magneticus humanoide, agree or the regions of the control of the contr		go.		LIGHT LOAD MEDIUM LOAD	HEAVY LOAD
animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.		over, roaring or barking, and so on. Seek (DC 15): The animal moves in	Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on. Seek (DC 15): The animal moves into an area and looks around for anything that is		2,250
Come (DC 15): The animal comes to you, even if it normally would not do so. Defend (DC 20): The animal defends you (or is ready to defend you if no threat is		obviously alive or animate. Stay (DC 15): The animal stays in p	obviously alive or animate. Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge		PUSH OR DRAG
present), even without any command being given. Alternatively, you can command the animal to defend a specific other character. Down (DC 15): The animal breaks off from combat or otherwise backs down. An		Track (DC 20): The animal tracks the	other creatures that come by, though it still defends itself if it needs to. Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the screet shift).		5X MAX LOAD
	tinues to fight until it must flee (due to inju		pushes a medium or heavy load.		