

## Zarakus

Player: PC

Male Half-Orc Wizard 7 - CR 6

Chaotic Good Humanoid (Human, Orc); Atheist; Age: 25;  
Height: 6' 6"; Weight: 201lb.; Eyes: Brown; Hair: Light  
Brown; Skin: Green

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	13	+1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	18/22	+4/+6	
<b>WIS</b> WISDOM	8	-1	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	=	+2	+1			
<b>REFLEX</b> (DEXTERITY)	+4	=	+2	+2			
<b>WILL</b> (WISDOM)	+4	=	+5	-1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14	=	+2	+2					
<b>Touch AC</b> 12								

CM Bonus	Total	Base	Strength	Size	Misc
<b>CM Bonus</b> +4	=	+3	+1	-	-

CM Defense	Total	Base	Strength	Dexterity	Size
<b>CM Defense</b> 16	=	10	+3	+1	+2

<b>Base Attack</b>	+3	<b>HP</b>	36
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	Initiative	Speed	Damage / Current HP
	+2	30 ft	

### Masterwork Heavy crossbow

Ranged: +2, 1d10

Ranged, both hands: +6, 1d10

Crit: 19-20/x2  
Rng: 120'  
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (2)	-	
<b>Appraise</b>	+16	INT (6)	7	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+1	STR (1)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+12	DEX (2)	7	
<b>Heal</b>	-1	WIS (-1)	-	
<b>Intimidate</b>	+2	CHA (0)	-	
<b>Knowledge (arcana)</b>	+16	INT (6)	7	
<b>Knowledge (history)</b>	+16	INT (6)	7	
<b>Knowledge (local)</b>	+16	INT (6)	7	
<b>Knowledge (planes)</b>	+16	INT (6)	7	
<b>Linguistics</b>	+16	INT (6)	7	
<b>Perception</b>	+6	WIS (-1)	7	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	-1	WIS (-1)	-	
<b>Spellcraft</b>	+16	INT (6)	7	
<b>Stealth</b>	+2	DEX (2)	-	
<b>Survival</b>	-1	WIS (-1)	-	
<b>Swim</b>	+1	STR (1)	-	

### Feats

Combat Casting  
Empower Spell  
Eschew Materials  
Extend Spell  
Scribe Scroll  
Spell Penetration  
Wizard Weapon Proficiencies

### Special Abilities

Arcane Bond (Ring of feather falling) (1/day) (Sp)



## Horse, heavy (combat trained)

Horse, Heavy (Horse, Heavy +2, Advanced +0) - CL2 - CR 2

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	20	+5	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	21	+5	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	17	+3	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+3	+5				

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation

<b>REFLEX</b> (DEXTERITY)	+7 =	+3	+4			
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<b>WILL</b> (WISDOM)	+3 =		+3			
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	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	15 =			+4	-1	+2			

<b>Touch AC</b>	13	<b>Flat-Footed AC</b>	11
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	BAB	Strength	Size	Misc	
<b>CM Bonus</b>	+7 =	+1	+5	+1	-

	BAB	Strength	Dexterity	Size	
<b>CM Defense</b> 25 vs. Trip	21 = 10	+1	+5	+4	+1

<b>Base Attack</b>	+1	<b>HP</b>	19
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	Initiative	Speed	Damage / Current HP
	+4	50 ft	

### Bite (Horse, Heavy)

Main hand: **+5, 1d4+5** Crit: x2  
Light, B/P/S

### Hooves x2 (Horse, Heavy)

Main hand: **+0, 1d6+2** Crit: x2  
Light, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+4	DEX (4)	-	
<b>Speed greater than 30'</b> : +8 jump, <b>Run</b> : +4 to jump with a running start				
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+5	STR (5)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+2	DEX (4)	-	
<b>Heal</b>	+3	WIS (3)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Perception</b>	+8	WIS (3)	2	
<b>Ride</b>	+4	DEX (4)	-	
<b>Military saddle</b> : +2 circumstance bonus to stay in the saddle				
<b>Sense Motive</b>	+3	WIS (3)	-	
<b>Stealth</b>	+0	DEX (4)	-	
<b>Survival</b>	+3	WIS (3)	-	
<b>Swim</b>	+5	STR (5)	-	
<b>Endurance:</b> +4 to resist nonlethal damage from exhaustion				

### Feats

Endurance  
Run

### Animal Tricks

Attack [Trick] (Combat Riding [Trick])  
Combat Riding [Trick]  
Come [Trick] (Combat Riding [Trick])  
Defend [Trick] (Combat Riding [Trick])  
Down [Trick] (Combat Riding [Trick])  
Guard [Trick] (Combat Riding [Trick])  
Heel [Trick] (Combat Riding [Trick])

### Special Abilities

Low-Light Vision  
Scent (Ex)

## Gear

**Total Weight Carried: 174/1200lbs, Light Load**  
**(Light: 399lbs, Medium: 798lbs, Heavy: 1200lbs)**

Bedroll	5 lbs
Bit and bridle	1 lb
Feed (per day) x10 <In: Saddlebags (21 @ 130 lbs)>	10 lbs
Military saddle	30 lbs
Money	-
Saddlebags (21 @ 130 lbs)	8 lbs
Tent, small <In: Saddlebags (21 @ 130 lbs)>	20 lbs
Trail rations x10 <In: Saddlebags (21 @ 130 lbs)>	1 lb

## Experience & Wealth

Experience Points: **0/5000**  
Current Cash: **You have no money!**

## Tracked Resources

Feed (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>