

## PC Loedie Donkey



Donkey - CL2 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	13	+1	
<b>DEX</b> DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	11	0	
<b>CHA</b> CHARISMA	4	-3	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+3	+2				
<b>REFLEX</b> (DEXTERITY)	+4 =	+3	+1				
<b>WILL</b> (WISDOM)	+0 =						

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 11 =			+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	10				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+1	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
13 = 10	+1	+1	+1	-

17 vs. Overrun; 17 vs. Trip

Base Attack	HP
+1	13

Initiative	Speed	Damage / Current HP
+1	40 ft	

### Hooves x2 (Donkey)

Main hand: +2, 1d3+1

Crit: x2  
Light, B

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Run: +4 to jump with a running start, +4 to jump	+1	DEX (1)	-	
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	-3	CHA (-3)	-	
<b>Climb</b>	+1	STR (1)	-	
<b>Diplomacy</b>	-3	CHA (-3)	-	
<b>Disguise</b>	-3	CHA (-3)	-	
<b>Escape Artist</b>	+1	DEX (1)	-	
<b>Fly</b>	+1	DEX (1)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	-3	CHA (-3)	-	
<b>Perception</b>	+5	WIS (0)	2	
<b>Ride</b>	+1	DEX (1)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+1	DEX (1)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b> Endurance: +4 to resist nonlethal damage from exhaustion	+1	STR (1)	-	

### Feats

Endurance  
Run

### Special Abilities

Low-Light Vision  
Scent (Ex)

## Gear

**Total Weight Carried: 48/225 lbs, Light Load**  
**(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)**

Backpack (empty) <In: Sack (12 @ 47 lbs)>	2 lbs
Bedroll <In: Sack (12 @ 47 lbs)>	5 lbs
Cleric's vestments <In: Sack (12 @ 47 lbs)>	6 lbs
Falconry gauntlet <In: Sack (12 @ 47 lbs)>	1 lb
Flask <In: Sack (12 @ 47 lbs)>	1.5 lbs
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Money	-
Mug/tankard <In: Sack (12 @ 47 lbs)>	1 lb
Pack saddle (empty) <In: Sack (12 @ 47 lbs)>	15 lbs
Rope <In: Sack (12 @ 47 lbs)>	10 lbs
Sack (12 @ 47 lbs)	0.5 lbs
Vial x2 <In: Sack (12 @ 47 lbs)>	-
Waterskin <In: Sack (12 @ 47 lbs)>	4 lbs

## Experience & Wealth

Experience Points: **0/5000**

Current Cash: **You have no money!**

## Sourcebooks Used

- **Adventurer's Armory / Ultimate Equipment** - Falconry gauntlet (equipment)