

PC Loedie Donkey

Donkey - CL2 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	11	0	
CHA CHARISMA	4	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							
REFLEX (DEXTERITY)	+4	=	+3	+1			
WILL (WISDOM)	+0	=					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					
Touch AC 11								
CM Bonus +2	=	+1	+1	-	-			

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

17 vs. Overrun; 17 vs. Trip

Base Attack	+1	HP	13
Initiative	+1	Damage / Current HP	
Speed	40 ft		

Hooves x2 (Donkey)

Main hand: +2, 1d3+1

Crit: x2
Light, B



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

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)