

Roger's Heavy Horse

STR 17 **Saves:**
 DEX 14 Fortitude +5 **Skills:**
 CON 15 Reflex +4 Listen +4
 INT 2 Will +2 Spot +4
 WIS 12
 CHA 6

Other:

Initiative +1
 Speed 50ft
 HD 5d8+6 **HP: 38**
 AC 15
 Base Attack/Grapple: +2/+9
 Full attack: 2 hooves -1 melee
 (1d6+1)

Feats:

Endurance (+4 on checks and saves to resist nonlethal damage)

Low-light vision

Run (Run at 5x normal speed, +4 to jump checks after running start)

Scent (detects invisible out to 30')

Bonus Tricks: Attack, Defend

Special:

Evasion (Successful Reflex save versus attack mean no damage instead of 1/2)

Link (Free action to handle, move action to push, +4 on wild empathy with horse.)

Scent (Detects invisible out to 30')

Share spells (Spells can also effect horse when within 5')

Item	PG.	WT.	Item	PG.	WT.
Bit & bridle		1			
Riding saddle	132	25	Oil, <i>bless weapon</i> x2		
Saddlebags		8	Sunrod x6	128	6
Bedroll	126	5	Tanglefoot bag		
Backpack		2	Quiver, 20 silver arrows x2		6
Spear			Quiver, 20 arrows x6		18
Fishhook					
Oil, 1 pint flask	127	5			

Roger's Guard Dogs (4)

HP:

Tan: 16 hp:

Black: KIA

Gray: 12 hp:

Red: KIA

Tricks: attack, defend, down, guard

Speed: 40 ft

AC 16

Attacks: +3 (1d6+3)/+3 (1d6+3)/free trip +1 (p. 158)