

# Animal and Mount Levels

It should in all cinematic rationale make sense that the champion of the kingdom should be able to charge the black dragon on horse-back banners flying and all of the pomp and circumstance that one comes to expect from classical high fantasy. Thanks to fear auras and all manner of nasty spells/powers however a character's mount is easily more of a hindrance in any sort of magical combat than an ally, and if you are a character who has put any feats into mounted combat this easily seems like a waste. Therefore I present to you a rudimentary method of leveling your mount to suddenly make your mount that much more durable. Bare in mind that as a horse/dog/whatever progresses through the level ladder they may encounter abilities they already have. These do not add in effect to existing abilities, unless otherwise stated, and are provided to aid in growing a heavy war beast from a meager light version of the mount. This however does turn the mount into an experience drawing character that does gain the feats and ability boosts as a standard character. Also at 1<sup>st</sup> level a character must decide what breed of mount the beast is, be it a tank style mount with high str and fortitude or a wily mount with ref and dex. This choice is further reflected in the below table.

Skill Points 4/lvl 16@1<sup>st</sup> level

Class skills: Animal empathy (own type only), Balance, Hide, Intuit Direction, Jump, Listen, Move Silently, Sense Motive, Spot, Swim, Wilderness Lore

**Table 1-1 The Mount**

Level	Base Attack	Fort Save	Ref Save	Will Save	Hit Die	Str	Dex	Con	Int	Wis	Cha	Spd	Special
1	+0	+2/0	+0/2	+0	d6	10	10/10	15	2	10	6	Ft	Scent
2	+1	+3/0	+0/3	+0	d6	12/10	12/10	15	3	10	6	Ft	feat of strength/dex 1/day
3	+1	+3/1	+1/3	+1	d6	13/10	13/10	15	4	10	7	Ft	multi-attack
4	+2	+4/1	+1/4	+1	d6	14/10	14/10	15	5	10	7	Ft	
5	+2	+4/1	+1/4	+1	d6	15/10	15/10	15	6	10	8	Ft	Charge-By (as fly-by but without flight)
6	+3	+5/2	+2/5	+2	d8	16/11	16/11	15	7	11	8	Ft	feat of strength/dex 2/day
7	+3	+5/2	+2/5	+2	d8	17/11	17/11	16	8	11	9	Ft	Trample
8	+4	+6/2	+2/6	+2	d8	18/11	18/11	16	8	11	9	Ft	
9	+4	+6/3	+3/6	+3	d8	19/11	19/11	16	9	11	10	Ft	Improved Grab
10	+5	+7/3	+3/7	+3	d8	20/11	20/11	16	9	11	10	Ft	
11	+5	+7/3	+3/7	+3	d10	21/12	21/12	16	10	12	11	Ft	damage reduction 5/+1 -
12	+6/+1	+8/4	+4/8	+4	d10	22/12	22/12	16	10	12	11	Ft	feat of strength/dex 3/day
13	+6/+1	+8/4	+4/8	+4	d10	23/12	23/12	17	10	12	12	Ft	
14	+7/+2	+9/4	+4/9	+4	d10	24/12	24/12	17	10	12	12	Ft	damage reduction 10/+1 -
15	+7/+2	+9/5	+5/9	+5	d10	25/12	25/12	17	10	12	13	Ft	
16	+8/+3	+10/5	+5/10	+5	d12	26/13	26/13	17	10	16	13	Ft	
17	+8/+3	+10/5	+5/10	+5	d12	27/13	27/13	17	10	16	14	Ft	damage reduction 10/+2 -
18	+9/+4	+11/6	+6/11	+6	d12	28/13	28/13	17	10	16	14	Ft	feat of strength/dex 4/day
19	+9/+4	+11/6	+6/11	+6	d12	29/13	29/13	18	10	16	15	Ft	
20	+10/+5	+12/6	+6/12	+6	d12	30/13	30/13	18	10	16	15	Ft	damage reduction 15/+2 -