

Don Vicente Maria Sanz de la Viña y Moreño

Player: Scott David Gray

Male Human (Taldan) Cavalier 3, Fighter (Phalanx Soldier) 3, Taldor faction - CL6 - CR 5

Lawful Good Humanoid (Human); Deity: **Abadar**; Age: **32**;
Height: **5' 10"**; Weight: **176lb.**; Eyes: **Blue**; Hair: **Blond**;
Skin: **Light**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	= +6	+1	+1			
REFLEX (DEXTERITY)	+4	= +2	+1	+1			
WILL (WISDOM)	+3	= +2		+1			

Resolute 1 (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27	= 10	+11	+4	+1		+1		

Touch AC	11	Flat-Footed AC	26
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CM Bonus	BAB	Strength	Size	Misc
+10 +12 Overrunning	= +6	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
21 22 vs. Bull Rush; 22 vs. Drag; 24 vs. Overrun; 22 vs. Trip	= 10	+6	+4	+1

Base Attack	+6	HP	52
Initiative	+1	Damage / Current HP	
Speed	30 / 20 ft		

Heavy Shield Bash

Mainhand: **+10/+5, 1d4+4** Crit: x2
Both Hands: **+10/+5, 1d4+6** 1-Hand, B
Main w/ Offhand: **+4/-1, 1d4+4**
Main w/ Light Off.: **+6/+1, 1d4+4**
Offhand: **+0, 1d4+2**

+2 Full plate

+11

Max Dex: +1, Armor Check: -4
Spell Fail: 35%, Heavy, Slows

Character Number: 14034 - 2



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (1)	-	
Speed less than 30': -4 jump				
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (1)	-	
Climb	-1	STR (4)	-	
Diplomacy	+10	CHA (1)	6	
Disguise	+11	CHA (1)	-	
Escape Artist	-4	DEX (1)	-	
Fly	-4	DEX (1)	-	
Handle Animal	+9	CHA (1)	5	
Heal	+4	WIS (0)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (history)	+3	INT (2)	1	
Knowledge (local)	+10	INT (2)	5	
Knowledge (nobility)	+13	INT (2)	6	
Knowledge (religion)	+4	INT (2)	1	
Perception	+6	WIS (0)	6	
Perform (oratory)	+2	CHA (1)	1	
Ride	+5	DEX (1)	6	
Sense Motive	+4	WIS (0)	1	
Stealth	-4	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (4)	-	

Feats, Traits & Flaws

Armor Expert
-1 Armor check penalty.

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Charge Through

You can make a free overrun as part of a charge.

Child of the Temple (Knowledge [nobility])

+1 to Knowledge (nobility and royalty), +1 to Knowledge (religion), one is a class skill.

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Improved Overrun

You Overrun at +2, and your opponent cannot choose to avoid / block you.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Precise Strike

+1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness +6

You gain +3 hit points.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

+1 Halberd

Mainhand: **+11/+6, 1d10+5** Crit: x3

Both Hands: **+11/+6, 1d10+7** 1-Hand, P/S, Brace, Trip

Main w/ Offhand: **+5/+0,**

1d10+5

Main w/ Light Off.: **+7/+2,**

1d10+5

Offhand: **+1, 1d10+3**

Dagger

Mainhand: **+10/+5, 1d4+4** Crit: 19-20/x2

Main w/ Offhand: **+4/-1, 1d4+4** Rng: 10'

Main w/ Light Off.: **+6/+1, 1d4+4** Light, P/S

Offhand: **+2, 1d4+2**

Ranged: **+7/+2, 1d4+4**

Ranged w/ Offhand: **+1/-4, 1d4+4**

Ranged w/ Light Off.: **+3/-2, 1d4+4**

Ranged Offhand: **-1, 1d4+2**

Experience & Wealth

Experience Points: **16/18**

Current Cash: **150 PP, 34 GP, 8 SP, 3 CP**

Taldor: **Fame: 25, PP: 22**

Lucerne hammer

Mainhand: **+10/+5,** Crit: x2

1d12+4

1-Hand, B/P, Brace, Reach

Both Hands: **+10/+5,**

1d12+6

Main w/ Offhand: **+4/-1,**

1d12+4

Main w/ Light Off.:

+6/+1, 1d12+4

Offhand: **+0, 1d12+2**

+2 Heavy steel shield

+4

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

Gear

Total Weight Carried: 94.4/300lbs, Light Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash	-
+1 Halberd	12 lbs
+2 Full plate	50 lbs
+2 Heavy steel shield	15 lbs
Amulet of natural armor +1	-
Backpack (empty) <In: Handy haversack (18 @ 32.5 lbs)>	2 lbs
Bedroll <In: Handy haversack (18 @ 32.5 lbs)>	5 lbs
Belt pouch (1 @ 3.9 lbs)	0.5 lbs
Cloak of resistance +1	1 lb
Courtier's outfit	6 lbs
Dagger <In: Handy haversack (18 @ 32.5 lbs)>	1 lb
Gold Brooch	-
Gold Ring	-
Handy haversack (18 @ 32.5 lbs)	5 lbs
Hat of disguise	-
Height of Fashion	-
Lucerne hammer <In: Handy haversack (18 @ 32.5 lbs)>	12 lbs
Money <In: Belt pouch (1 @ 3.9 lbs)>	3.9 lbs
Noble Title	-
Potion of cure light wounds x3 <In: Handy haversack (18 @ 32.5 lbs)>	-
Signal whistle	-
Soap <In: Handy haversack (18 @ 32.5 lbs)>	0.5 lbs
Squire	-
Sunrod x2 <In: Handy haversack (18 @ 32.5 lbs)>	1 lb
Trail rations x5 <In: Handy haversack (18 @ 32.5 lbs)>	1 lb
Traveller's Outfit (Free) <In: Handy haversack (18 @ 32.5 lbs)>	-
Waterskin <In: Handy haversack (18 @ 32.5 lbs)>	4 lbs
Whetstone <In: Handy haversack (18 @ 32.5 lbs)>	1 lb

Special Abilities

+5 Ride while riding your bonded mount. (Ex)

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

Special Abilities

Animal Companion Link (Ex)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made

Cavalier's Charge (Ex)

At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any

Phalanx Fighting (Ex)

At 3rd level, when a phalanx soldier wields a shield, he can use any polearm or spear of his size as a one-handed weapon. This ability replaces armor training 1.

Shield's Challenge +3 (1/day) (Ex)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his

Shield's Skills +1 (Ex)

An order of the shield cavalier adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield cavalier uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his

Stand Firm +1 (Ex)

At 2nd level, a phalanx soldier gains a +1 bonus to CMD against bull rush, drag, overrun, and trip attempts. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd. This ability

Tactician (Precise Strike) 4 rds (1/day) (Ex)

At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus

Tracked Resources

Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shield's Challenge +3 (1/day) (Ex)	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Tactician (Precise Strike) 4 rds (1/day) (Ex)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Halfling
Elven	

Companions

Stig, the Squire (Squire (with statblock)), Male Human (Taldan) Expert 1 - CR 1/3

STR **14** (+2), DEX **10** (0), CON **14** (+2), INT **14** (+2), WIS **10** (0), CHA **16** (+3); Fortitude **+2**, Reflex **+0**, Will **+2**

HP: 10/10; Init: +0; Speed: 30 feet

Attack Bonus: +0; Armor Class: 10 / 10Tch / 10Fl

Acrobatics **+4**, Diplomacy **+7**, Handle Animal **+12**, Knowledge (local) **+6**, Knowledge (nature) **+6**, Knowledge (nobility) **+6**, Knowledge (religion) **+6**, Perception **+0**, Profession (stable master) **+4**, Ride **+6**, Sense Motive **+4**

Companions

Willow (Animal Companion), Female Horse - CL3 - CR 3

STR **17** (+3), DEX **14** (+2), CON **15** (+2), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+2**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +1; Armor Class: 17 / 11Tch / 15Fl

Acrobatics **+6**, Fly **+0**, Perception **+5**, Stealth **-2**, Swim **+7**

Bite (Horse) **+4**, **1d4+3**, x2

Hooves x2 (Horse) **+4 x2**, **1d6+3**, x2

Special: Combat Riding [Trick], Evasion (Ex), Improved Overrun, Low-Light Vision, Perform [Trick], Power Attack -1/+2, Scent (Ex), Work [Trick]

Charges: Feed (per day) - 0/5

Background

He is the Marquis of Poniente, assigned by the Church of Abadar to protect and shield the famed horse Willow.

VANITY "Height of Fashion" (FG23) +3 Dipl w human nobles pols and aristos

VANITY "Noble Title" (FG23) 1st Marquis of Poniente Galt

VANITY: "Squire" (FG 61) Stig