

CHARACTER Human, Taldoran		Medium	PLAYER Male	5'10"	176 lbs
RACE & LA 32	Lawful Neutral	Abadar	GENDER	HEIGHT	WEIGHT
ALIGNMENT		DEITY	BACKGROUND OCCUPATION Speechwriter		
AGE Common, Elf, Osirin, Qadiran, Taldoran					
LANGUAGES					



ABILITY SCORE							HITPOINTS				CLASS RECORDER						
SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC	CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS	
STR STRENGTH	17	+3					14	14	10	Cavalier (1)	1	8	2	0	0	1	
DEX DEXTERITY	13	+1															
CON CONSTITUTION	12	+1															
INT INTELLIGENCE	14	+2															
WIS WISDOM	10	+1															
CHA CHARISMA	13	+1															
TEMPORARY HP							TOTAL HP		FAVORED CLASS: Cavalier		TOTALS		1	8	2	0	0

ABILITY SCORE NOTES & RACIAL NOTES

MISCELLANEOUS TRACKING

ATTACKS & DEFENSE									
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	ARMOR PENALTY
AC ARMOR CLASS	14	3		1					0
TOUCH ARMOR CLASS	11			1					+5
FLAT-FOOT ARMOR CLASS	13	3							15%

COMBAT NOTES & MODIFIERS
Power Attack: -1 to hit / +2(3) damage

SAVING THROWS				
CLASS	TOTAL	CLASS BASE	ABILITY	ENHANCE
FORT FORTITUDE	+3	+2	+1	
REF REFLEX	+1	+0	+1	
WILL WILLPOWER	+0	+0	+0	

ATTACKS				
ATTACK MODIFIER	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE
MELEE	+4	+1	+3	
RANGED	+2	+1	+1	
CMB TO ATTACK	+4	+1	+3	
CMD TO DEFEND	+15	-10+	1	+1

FEATS & FEATURES	
CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES	
Feat 1: Toughness	Mount (Horse)
Human Bonus Feat: Power Attack	Order (of the Shield)
Cavalier Tactician Feat: Precise Strike	Challenge
	Tactician

EXPERIENCE	
SLOW <input type="checkbox"/> MEDIUM <input type="checkbox"/> FAST <input type="checkbox"/>	/
INIT INITIATIVE	+1
DR DAMAGE REDUCTION	
SR SPELL RESIST	
AP ACTION POINTS	
RESISTANCES	
RESISTANCES	

ARMOR & SHIELD	
ENHANCE	AC BONUS
Studded Leather	+3

WEAPONS & ATTACKS	
ENHANCE	ATTACK MODIFIERS
1ST	2ND
Halberd	4(3)
Dagger	4(3)/2(1)

SKILLS				ARMOR PENALTY
CLASS	TOTAL	RANKS	ABILITY TRAINED	0
<input type="checkbox"/> ACROBATICS •	DEX			
<input type="checkbox"/> APPRAISE	INT			
<input checked="" type="checkbox"/> BLUFF •	CHA			
<input checked="" type="checkbox"/> CLIMB •	STR			
<input checked="" type="checkbox"/> CRAFT:	INT			
<input checked="" type="checkbox"/> CRAFT:	INT			
<input checked="" type="checkbox"/> DIPLOMACY	CHA	5	1	1
<input checked="" type="checkbox"/> DISABLE DEVICE •	DEX			
<input type="checkbox"/> DISGUISE	CHA			
<input type="checkbox"/> ESCAPE ARTIST •	DEX			
<input type="checkbox"/> FLY •	DEX			
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	5	1	1
<input checked="" type="checkbox"/> HEAL	WIS	4	1	0
<input checked="" type="checkbox"/> INTIMIDATE	CHA			
<input checked="" type="checkbox"/> KN: Local	INT	6	1	2
<input checked="" type="checkbox"/> KN: Nobility	INT	7	1	2
<input type="checkbox"/> KN: Religion	INT			
<input type="checkbox"/> KN:	INT			
<input type="checkbox"/> KN:	INT			
<input type="checkbox"/> KN:	INT			
<input type="checkbox"/> KN:	INT			
<input type="checkbox"/> LINGUISTICS	INT			
<input type="checkbox"/> PERCEPTION	WIS	1	1	0
<input type="checkbox"/> PERFORM Oratory	CHA	2	1	1
<input checked="" type="checkbox"/> PROFESSION:	WIS			
<input checked="" type="checkbox"/> RIDE •	DEX	5	1	1
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS			
<input type="checkbox"/> SLEIGHT OF HAND •	DEX			
<input type="checkbox"/> SPELLCRAFT	INT			
<input type="checkbox"/> STEALTH •	DEX			
<input type="checkbox"/> SURVIVAL	WIS			
<input checked="" type="checkbox"/> SWIM •	STR			
<input type="checkbox"/> USE MAGIC DEVICE	CHA			

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH * ARE APPLIED ARMOR CHECK PENALTIES

PROFICIENCIES	

