

Character Name: Sir Vicente Maria Sanz de la Vina y Moreno
Player Name: Scott David Gray
Pathfinder #: 14034-2
Nation: Taldor
Race: Human
Appearance:
Gender: Male, Eyes: Blue, Hair: Blond, Complexion: Light
Height: 6' 1", Weight: 176, Age: 32
Favored Class: Cavalier (extra skill point each level)
Starting Attributes: Strength 15, Dexterity 13, Constitution 12, Intelligence 14,
Wisdom 10, Charisma 13
Human bonus attribute: +2 Strength (17 total)
Languages: Common, Elf, Taldoran
Occupation: Speechwriter
Ethic:
Deity: Abadar (civilization)
Alignment: Lawful Good
History:
Traits:
Armor Expert (Combat) -- Reduce armor check penalty by 1
Child of the Temple (Faith) -- +1 trait bonus on Knowledge Nobility and Knowledge
Religion checks, Knowledge Nobility is a class skill.
Class: Levels 1,3,6,7,11,12 Cavalier. Levels 2,4,5,8,9,10 Fighter.
Skills:
Extra Skills: 1 Heal and Perform Oratory, 3 Knowledge Local and Sense Motive, 6
Knowledge History and Knowledge Local and Knowledge Religion, 7 Bluff and Knowledge
Engineering and Knowledge Local, 11 Bluff and Knowledge Dungeoneering and
Linguistics (Halfling), 12 Intimidate and Linguistics (Gnome) and Survival
Skills in cavalier levels until character level 5: Diplomacy, Handle Animal,
Knowledge Local, Knowledge Nobility, Perception, Ride
Skills in fighter levels until character level 5: Diplomacy, Handle Animal,
Knowledge Nobility, Perception, Ride
Skills in cavalier levels after character level 5: Diplomacy, Knowledge Local,
Knowledge Nobility, Perception, Ride
Skills in fighter levels after character level 5: Diplomacy, Knowledge Local,
Knowledge Nobility, Perception, Ride
Feats and abilities:
Level 1, Cavalier 1: Feat 1 Toughness, Human Bonus Feat Power Attack, Cavalier
Tactician Feat Precise Strike, Challenge, Mount (horse), Order (shield), Tactician
3 rounds, (+1 Heal)
Level 2, Fighter 1: Fighter Fighter Feat Improved Overrun, Phalanx Soldier
Level 3, Cavalier 2: Feat 3 Charge Through, (Tactician 4 rounds, Resolute 1 point
in heavy armor)
Level 4, Fighter 2: Fighter Fighter Feat Furious Focus, 18 Strength, (Stand Firm)
Level 5, Fighter 3: Feat 5 Blind Fight, (Phalanx Fighting)
Level 6, Cavalier 3: Cavalier's Charge
Level 7, Cavalier 4: Feat 7 Horse Master, Cavalier Replacement Feat Skill Focus
(Handle Animal), Challenge 2x / day bonus +2, (+2 Heal), (Tactician 5 rounds, +2
Challenge)
Level 8, Fighter 4: Fighter Fighter Feat Great Overrun, 19 Strength
Level 9, Fighter 5: Feat 9 Mounted Combat, Ready Pike
Level 10, Fighter 6: Fighter Fighter Feat Lunge, (Stand Firm +2)
Level 11, Cavalier 5: Feat 11 Ride-by Attack, Banner
Level 12, Cavalier 6: Cavalier Fighter Feat Improved Blind Fight, 20 Strength,
(Resolute 2), (+3 heal)
Hit Points: 1 = 14, 2 = 21, 3 = 28, 4 = 36, 5 = 44, 6 = 52, 7 = 60, 8 = 68, 9 =
76, 10 = 84, 11 = 92, 12 = 100
Attacks: 1-5 = 1, 6-10 = 2, 11+ = 3
Fort/Ref/Will: 1 = 2/0/0, 2 = 4/0/0, 3 = 5/0/0 5, 4 = 6/0/0, 5 = 6/1/1, 6 = 6/2/2,

7 = 7/2/2, 8-9 = 8/2/2, 10-11 = 9/3/3, 12 = 10/4/4

Starting Equipment:

Willow, the horse (0)
Bit and Bridle (2)
Riding Saddle (10)
Saddlebags (4)
Bedroll (0.1)
Winter Blanket (0.5)
Horse Feed (0.25)
5 days trail rations (2.5)
Waterskin (1)
Traveler's Outfit (1)
Courtier's Outfit (30)
Gold brooch worth 35gp (35)
Gold Ring worth 16gp (16)
Signal Whistle (0.8)
belt pouch (1)
2 gp, 3 sp, 3 cp
Backpack (2)
Soap (0.5)
whetstone (0.02)
2 sunrods (4)
Studded Leather Armor (25)
Halberd (10)
Dagger (2)

Willow:

Str 16 Dex 14 Con 17 Int 2 Wis 13 Cha 7

Hit Dice: 2 Hit Points: 19

Speed: 50'

Fort: 6 Ref: 5 Will: 1

Bab: +1 CMB: +5 CMD: +17(21)

Link, Share Spells

Low Light Vision, Scent

Bonus Feat: Light Armor Proficiency

Attacks: Bite, Hoof/Hoof +4, +4/+4 (d4+3, d6+3/d6+3)

Skills: Acrobatics, Perception

Tricks: Attack, Come, Down, Guard, Perform, Stay, Work

Feats: Endurance, Run

Level 3: +1HD, +7 hp, +1 BAB, +1 Will, Skill: Swim, Feat: Power Attack

Level 6: Natural Armor: +2, Str/Dex +1, Evasion, Trick: Defend

Level 7: +3HD, +25 hp, +2 BAB, +2 Fort, +2 Ref, +1 Will, Natural Armor: +2,

Str/Dex +1, +1 Con, Skills: Escape Artist, Stealth, Survival Feat: Improved Overrun

Trick: Track

Major item purchase plan:

Full Plate (1500)

*Upgrade Full Plate MasterWork (150)

*Upgrade Full Plate +1 (1000)

Barding Chain Shirt (400)

*Upgrade Halberd MasterWork (300)

*Upgrade Halberd +1 (1700)

Heavy Shield +1 (1020, but not until level 5)

Cloak Resistance +1 (1000, but not until 9 TPA)

Amulet Natural Armor +1 (2000, but not until 13 TPA)

Handy Haversack (2000, but not until 13 TPA)

*Upgrade Full Plate +2 (3000, but not until 22 TPA)

*Upgrade Heavy Shield +2 (3000, but not until 18 TPA)

Hat of Disguise (1800, but not until 13 TPA)

Belt Giant Strength +2 (4000, but not until 18 TPA)

*Upgrade Cloak Resistance +2 (3000, but not until 18 TPA)

*Upgrade Halberd to frost Weapon (6000, but not until 27 TPA)
*Upgrade Full Plate +3 (5000, but not until 27 TPA)
*Upgrade Amulet Natural Armor +2 (6000, but not until 22 TPA)
*Upgrade Heavy Shield +3 (5000, but not until 27 TPA)
*Upgrade Cloak Resistance +3 (5000, but not until 27 TPA)
*Upgrade Belt Giant Strength +4 (12000, but not until 31 TPA)
*Upgrade Cloak Resistance +4 (7000, but not until 31 TPA)
*Upgrade Full Plate +4 (7000, but not until 36 TPA)
*Upgrade Heavy Shield +4 (7000, but not until 31 TPA)
*Upgrade Full Plate +5 (9000, but not until 40 TPA)
*Upgrade Amulet Natural Armor +3 (10000, but not until 36 TPA)
*Upgrade Heavy Shield +5 (9000, but not until 40 TPA)
*Upgrade Amulet Natural Armor +4 (14000, but not until 45 TPA)
*Upgrade Belt Giant Strength +6 (20000, but not until 45 TPA)
*Upgrade Cloak Resistance +5 (19000, but not until 45 TPA)
*Upgrade Amulet Natural Armor +5 (18000, but not until 49 TPA)